WARHAMMER®

ANCIENT BATTLES



WARHAMMER® HISTORICAL

WARHAMMER®
ANCIENT BATTLES

Written by
Martin Gibbins

Based on original rules by Rick Priestley, Jervis Johnson, Alan Perry and Michael Perry.

Design, Layout & Diagrams
Pete Borlace

Cover Art
Paul Dainton & Guiseppe Rava

Internal Art
Neil Roberts, Robin Carey, Phil Moss, Dave Gallagher, Alan Perry and Michael Perry

Photography
Ian Strickland

Project Management
Rob Broom & Mike Ball

Editor
Rick Priestley

Proof Reading
Talima Fox

Miniatures painting by
Dave Andrews, Owen Branham, Simon and Michael Curtis, Jim Bowen, Mike Collington, Dr Phil Hendry, Dave Jackson, Alan and Michael Perry, Paul Sawyer, Dave Woodward, Steve May and Dale Yates

Reprographics
Madeleine Tighe, Kris Shield, James Shardlow, Rachel Ryan and Simon Burton

Special thanks to
Darren Harding and Andy Sherwell

Playtesters
Gary Adams, Trevor Allen, John Bianchi, Matt Birdoff, Rob Broom, Mike Bruck, Alex Buchel, Steve Butler, Jim Clarke, Andy Cummings, Tim Dagnall, Andy Dormer, Hank Edley, Bern Entriken, Russell Etts, Mike Evans, Tony Garry, Warren Gleeson, John Grant, Bernhard Haizinger, Michael Horton, Jeff Jonas, Bob Lorton, Edward McDonald, James Morris, Boris Niklas, Tom Opalka, James Patterson, Mike Reardon, Wayne Richards, Bill Smith, Chris Stone and Craig Woodfield

Additional Credits
Some of the photographs featured in this book are from previous Warhammer Historical publications. Contributors are credited in the relevant publications.

Produced by Warhammer Historical

First published in Great Britain in 2010 by Warhammer Historical, Games Workshop, Willow Road, Nottingham, NG7 2WS.

The armies and individual figures in this book are all from private collections including the likes of Dave Andrews, Andy Sherwell and Darren Harding, and we would like to take this opportunity to thank everyone who allowed us to photograph their figures.

The miniatures and other products that appear in this publication include those designed and manufactured by the following companies:
1st Corps Miniatures, Curteys Miniatures, Foundry Miniatures, Gripping Beast, Immortal Miniatures, Veni Vidi Vici and Warlord Games.
The intellectual property rights of all companies whose products are shown are recognised and no claim to them is intended by Games Workshop. Given that miniatures photographed are from private collections we cannot be sure that this is a comprehensive list. Should you require further information on any of the models or other items shown, please contact the Warhammer Historical team at the above address.

Games Workshop, the Games Workshop logo, Warhammer, Warhammer Historical, the Warhammer Historical logo and all associated marks, logos, devices, names, text, illustrations and images are ®, ™ and/or © Games Workshop Ltd 2010, where applicable registered in the UK and other countries around the world. All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

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

CONTENTS

The Game 6

THE RULES

Basic Concepts 10

The Turn 18

The Movement Phase 19
- Moving Troops 20
- Manoeuvres 21
- The Effect of Terrain 24
- Types of Terrain 25
- Terrain and Troop Types 26
- Marches 27
- Fleeing 29
- Compulsory Moves 30
- Charge Declarations 31
- Charge Responses 31
- Charges on Engaged Enemy 32
- Overlong Charges 32
- Charges 32
- Disengaging 40

The Shooting Phase 41
- Targets 42
- Who can Shoot 42
- Terrain and Line of Sight 43
- Range 44
- Shooting and Combat 44
- Massed Missiles 45
- To Hit Modifiers 46
- Hitting the Target 47
- Wounds Chart 48
- Wounds 48
- Armour 49
- Casualties 49
- Panic 50
- Fast Dice Rolling 50

Hand-to-Hand Combat Phase 51
- Combats 52
- Who Strikes First 52
- Which Models Fight 52
- Hitting the Enemy 53
- To Hit Chart 53
- Wounds Chart 54
- Wounds 55
- Armour 55
- Defended Obstacles 56
- Casualties 57
- Warhorses 58
- Results 58
- Breaks 59
- Combat Results Bonus 60
- Rank and Close Order Bonus 61
- Units Reduced to Less than Five 61
- Panic Tests for Breaks 61
- Fleeing Troops 62
- Pursuit 63
- Avoid Pursuit 63
- Giving Ground 66
- Overrun 67
- Redress Ranks 68

Panic 69
- The Panic Test 69
- Character's Leadership 70
- When to take Panic Tests? 70
- Panic and Combat 72

Leaders, Standards and Musicians 73
- Leaders 74
- Standards 74
- Musicians 74

Skirmishers 75
- Light Troops 75
- Temporary Skirmish Order 76
- Skirmishing Units 76

Characters 79
- Characters as Units 79
- Moving Characters 80
- Joining Units 80
- Leaving Units 80
- Leadership 81
- Unit Psychology and Character 81
- Shooting at Characters 82
- Hand-to-hand Fighting 82
- Characters as Casualties 82
- Characters Riding Elephants or Chariots 83
- Challenges 84
- Army Generals 86
- The Army Standard 86

Weapons and Armour 87
- Missile Weapons 88
- Hand-to-hand Weapons 91
- Armour 95
- Summary of Armour 97
- Summary of Shield and Barding Bonus 98

Special Rules 99
Psychology rules 100
Fear 100
Terror 101
Hatred 101
Frenzy 102
Stubborn 103
Formation rules 103
Unreliable 103
Ambush 104
Cataphracts 104
Chariot Runners 105
Combined Formations 105
Drilled 106
Expert Horsemen 107
Feigned Flight 107
Finest Horses 107
Ferocious Charge (First Charge) 108
Levies 108
Light Troops 108
Massed Cavalry 109
Parthian Shot 109
Phalanx 110
Shieldwall 112
Veteran 112
Warband 113

Chariots 114
Characteristics 115
Squadrons 115
Moving 116
Wounds 116
Chariots in Hand-to-hand Combat 116
Chariots and Shooting 117
Armour Saves 117
Fleeing Chariots 117

Elephants 118
Characteristics 119
Elephants in Combat 120
Elephants and Shooting 121
Stampedes 122

Artillery 123
Batteries 123
Number of Troops 124
Rules for Artillery 124
Stone Throwing Engines 126
Scatter and Artillery Dice 127
Bolt Throwers 129
Cannons 130
Organ Guns 132

Buildings 133
Buildings as Scenery 133
Buildings as Terrain 134
Buildings as Battlefield Features 134
Mixing Rules for Buildings 137

TO WAR

Starting a Game 140
The Opposition 140
Selecting your Forces 140
Preparing for Battle 142
Representing Greater Numbers 142
Scenery Generator & Table 144
Deployment Variants 146
Victory & Victory Chart 149
Army Break Point 150
Using an Umpire 150

Narrative Battle 151
The Armies 152
The Battle 154

ON PARADE

Painting 158
Shields & Banners 159
Painting Showcase 160

Battlefields 166
Buildings & Terrain 168

MUSTERING THE ARMY

Roman Army List 172
Characters 176
Legionaires 178
Auxiliaries 179
Special Troops 180

Barbarian Army List 182
Characters 184
Warriors 186
Cavalry & Chariots 187
Supporting Infantry 188

Adapting the list 189

Army Rosters 190
Early Imperial Roman 190
German Barbarians 191
New Kingdom Egyptian 192
The Hittite Empire 193
Rise of Macedon 194
The End of Persia 195
Danish Vikings 196
Anglo-Saxon 197
The Army of Christendom in the First Crusade 198
Warriors of the Prophet 199
Blank Roster sheet 200

Reference & Templates 201

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.

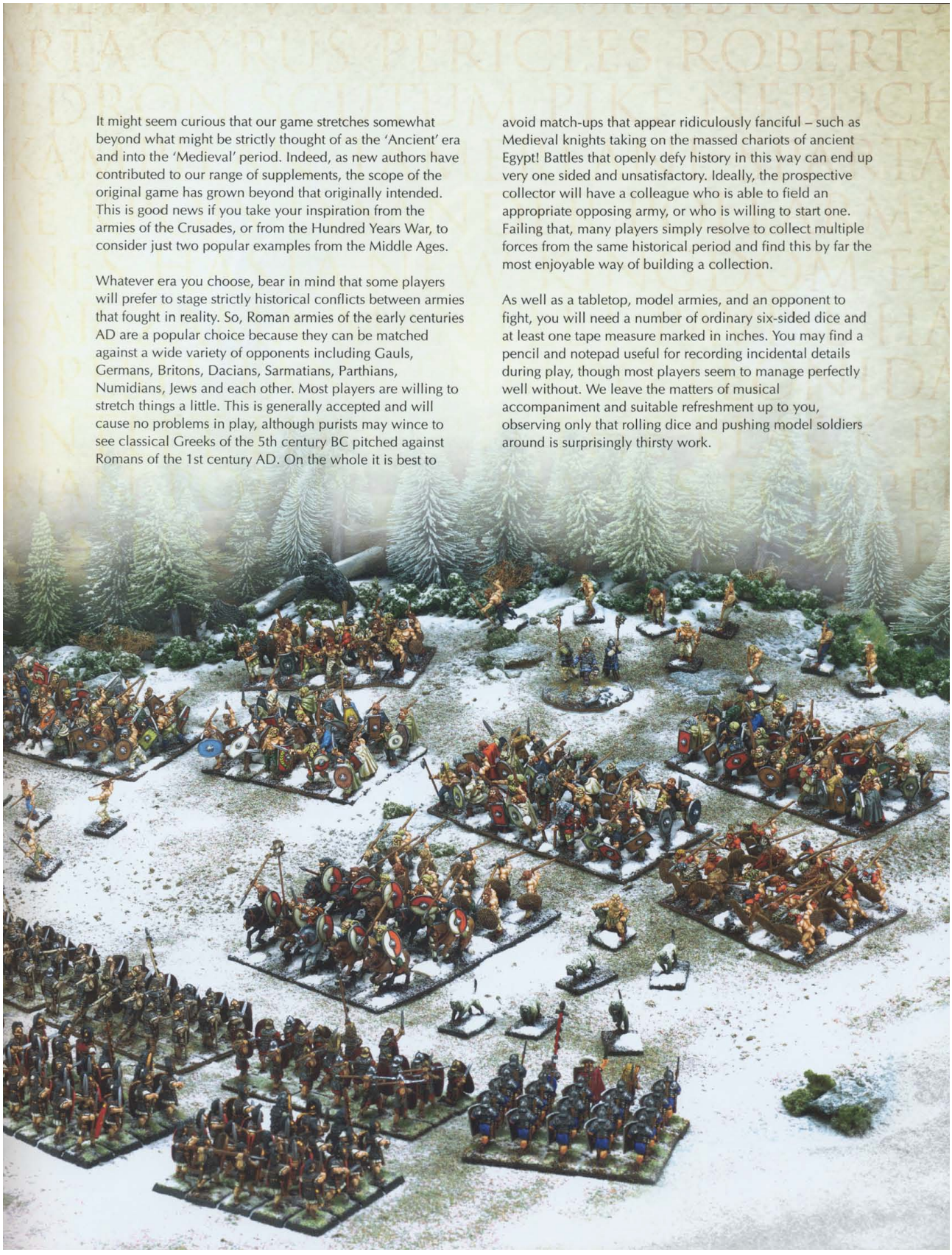
For those contemplating their first army the choice is enormous and perhaps a little bewildering. Much fun can be had perusing the catalogues of model manufacturers and fondly imagining your completed army fully painted and ready for battle. The choice ranges from the earliest armies of the Pharaohs,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



Hittite Spearman

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.

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.

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



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

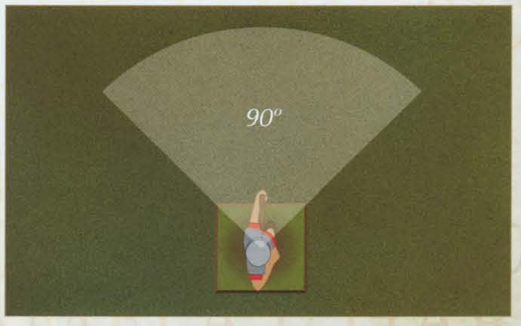
Other models represent engines of war such as stone throwing or bolt throwing artillery, scythed chariots and elephants. These have their own special rules and are not formed units as described above. Usually they operate on their own or in relatively small groups of two or three models.

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.



Greek Hoplite

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.

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.

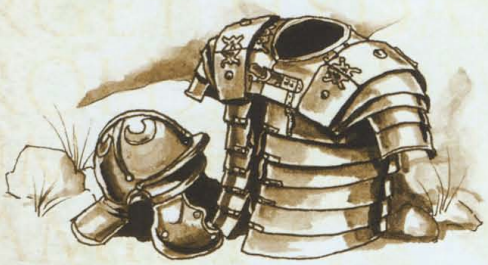
4. Move Chargers *(p32)*

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**.

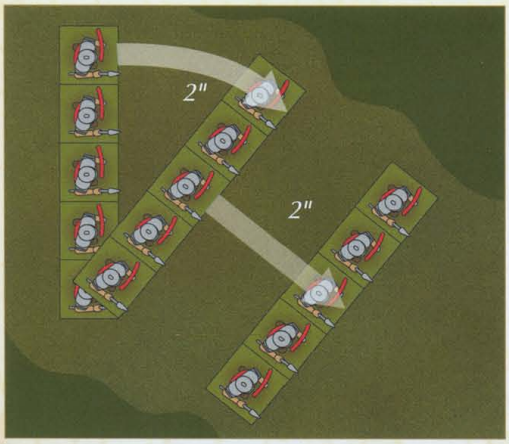
1. Wheel

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.

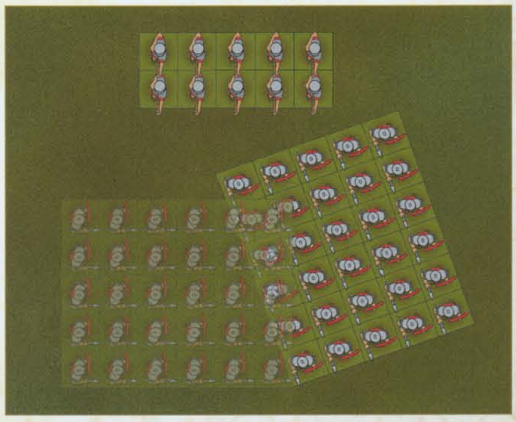
When a unit wheels, the entire formation counts as having moved as far as the model on the outer edge of the wheel. If the unit has any movement left after the wheel is complete then it can make use of it to continue moving if desired.

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.



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



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

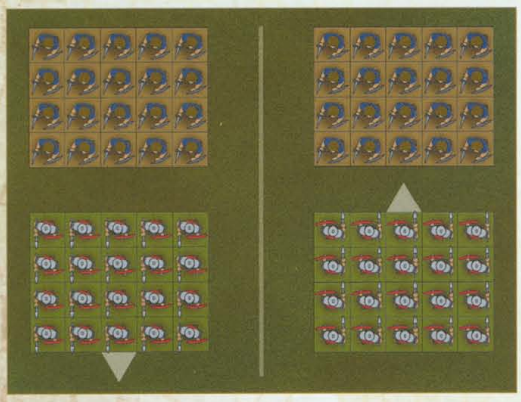
The about face manoeuvre won't be needed very often but it is very useful if your army becomes surrounded as it allows a unit to turn right round to face the rear.

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.

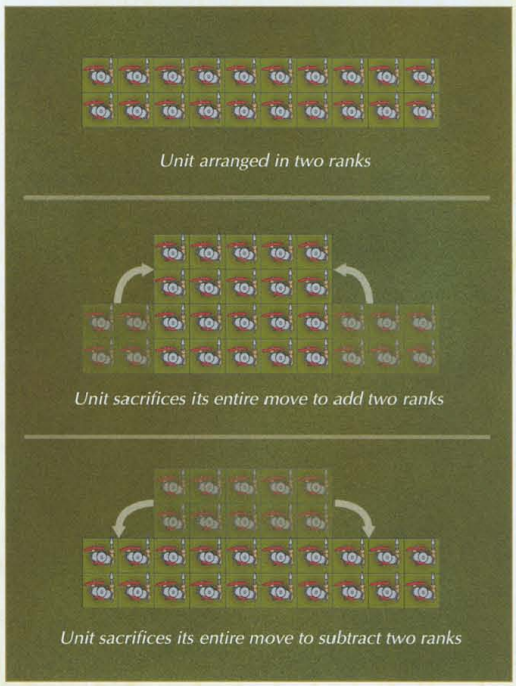
3. Change Formation

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.



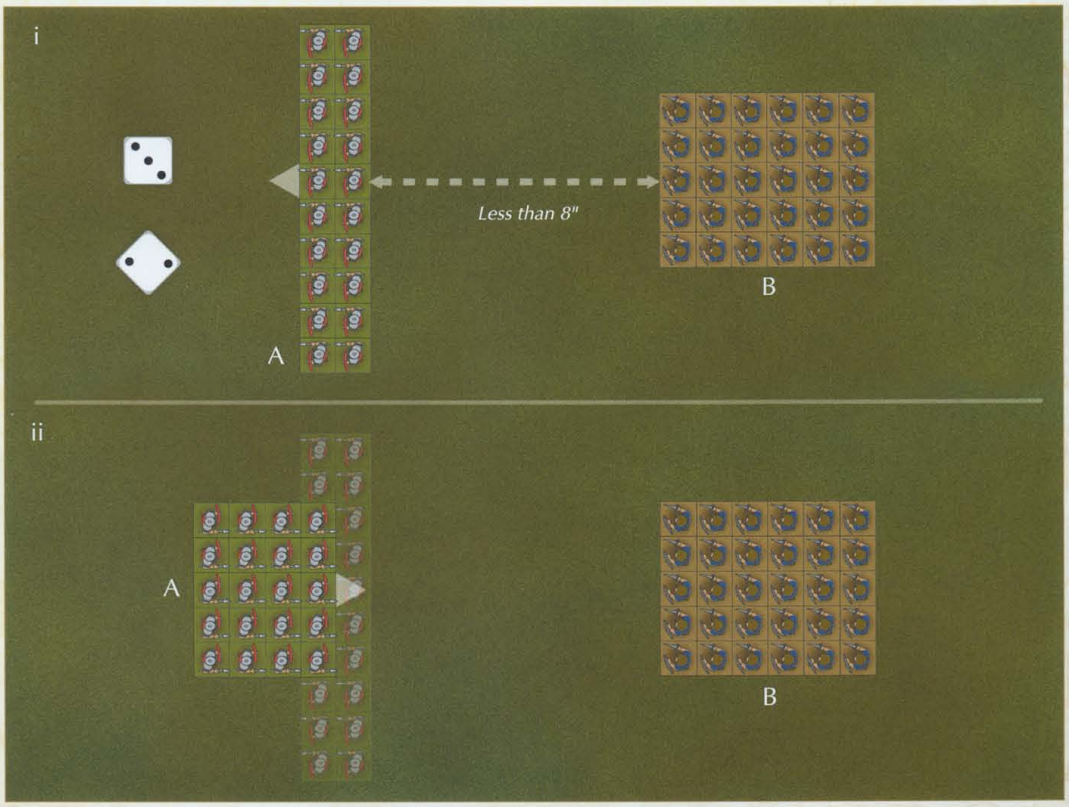
4. Reform

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.

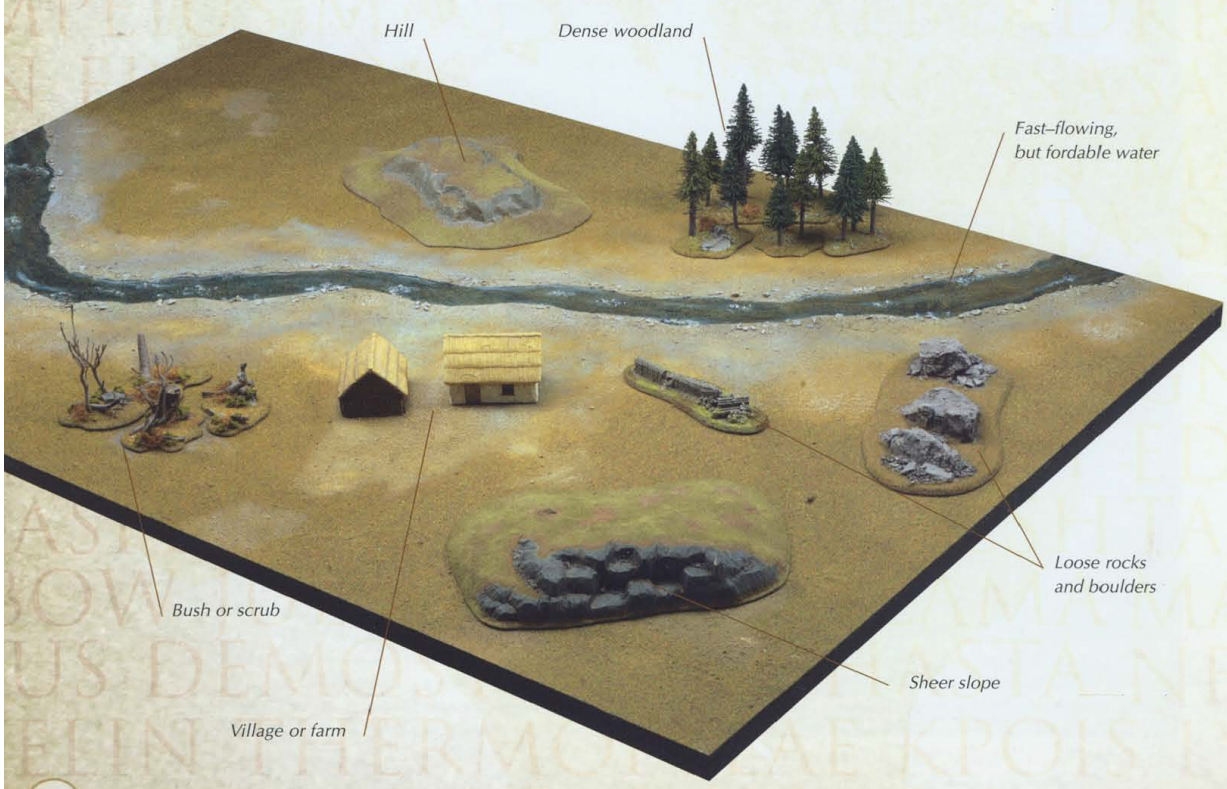
When troops move over terrain of various kinds their speed may be reduced. Usually this reduction takes the form of the unit moving at either half speed or quarter speed. If any part of a unit occupies restrictive terrain then the entire unit moves at either half or quarter speed so long as at least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

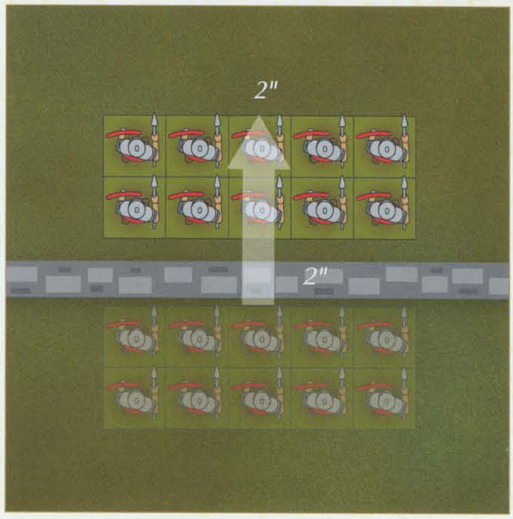
> "The Spartans in their heavy armour could not press the pursuit..."
>
> - Thucydides, The Peloponnesian War

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. Ie, 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' ie, 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.

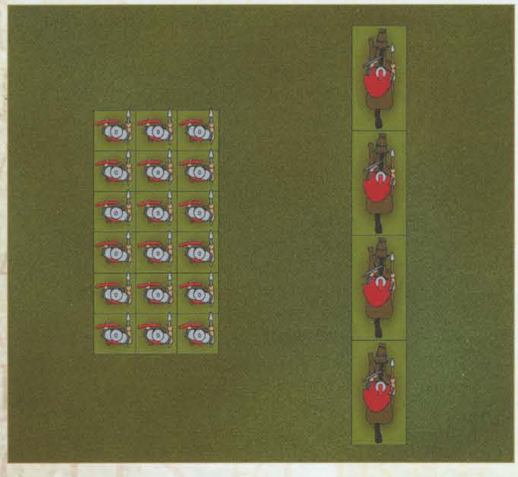
In the case of infantry and cavalry, a march column is a formation no more than three models wide and at least as many ranks deep as it is models wide. In the case of a chariot unit, a march column is a unit arranged into a formation one model wide with at least two ranks deep.

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).



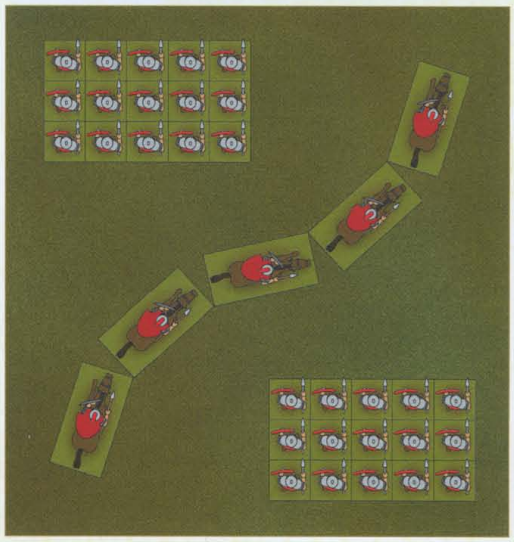
Here are two examples of marching formations - an infantry unit three columns wide and a cavalry unit of a single column.

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

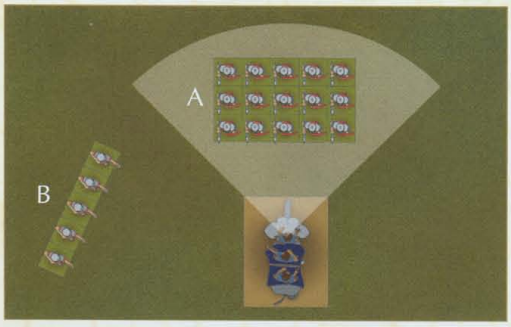
Before we look at the rules for moving chargers we shall explain the rules for how charges are declared and the various response options available to the enemy unit that is being charged. Some of these responses also involve further movement as we shall see.

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 changes 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.



Crusader Knight

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.

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

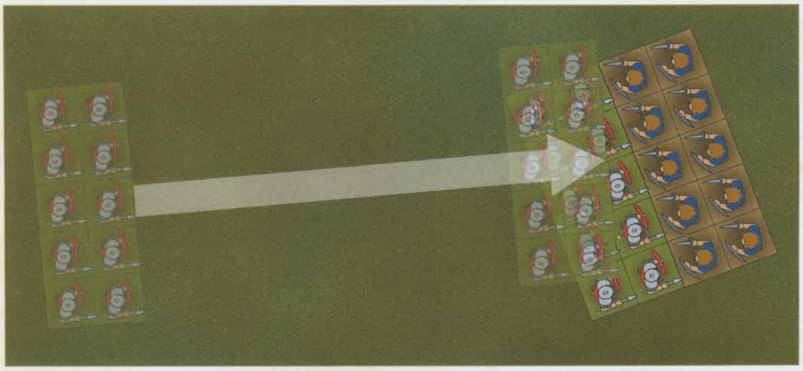
A charging unit is not allowed to manoeuvre during a charge, except that it can wheel at the start of its move in order to more directly face the enemy and therefore bring more models into contact as described in the following section.

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.

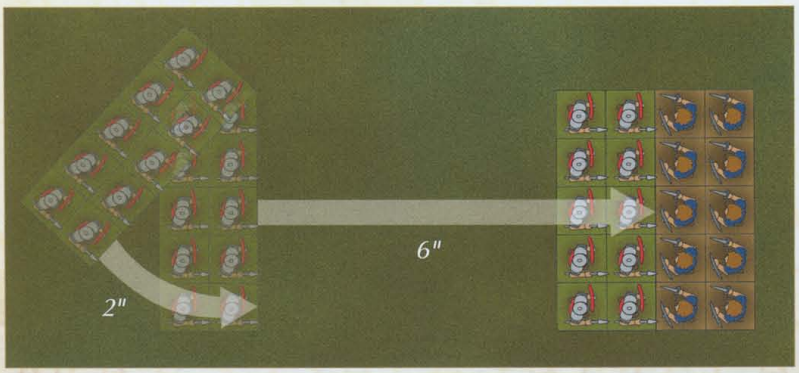
Maximising Contact

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 ensuring 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.

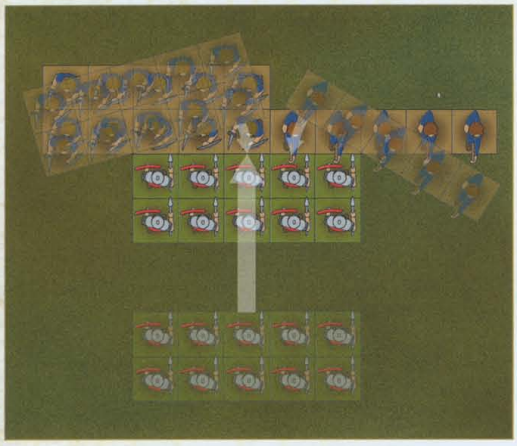
Charges against Multiple Targets

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.

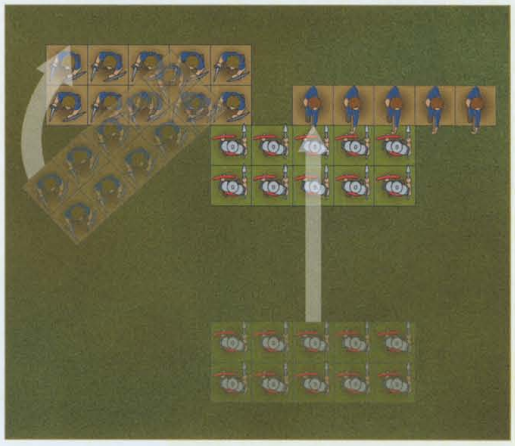
If a charge will inevitably result in contacting two or more enemy units then a charge must be declared against each of these units and each must make its own separate response. Each unit can make a different response if you wish. There is no obligation for all to react the same way just because they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

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.

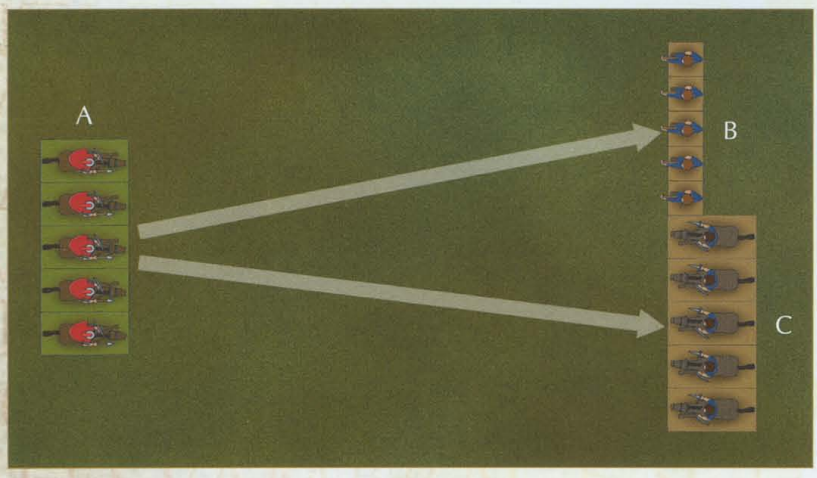
Where several enemy units are contacted, it is quite likely that it will prove impossible to align exactly as described. If two enemy units are not arranged in a straight line, it will not be possible to align to both, for example. In these situations it is necessary to move all the charged units into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



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.



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.

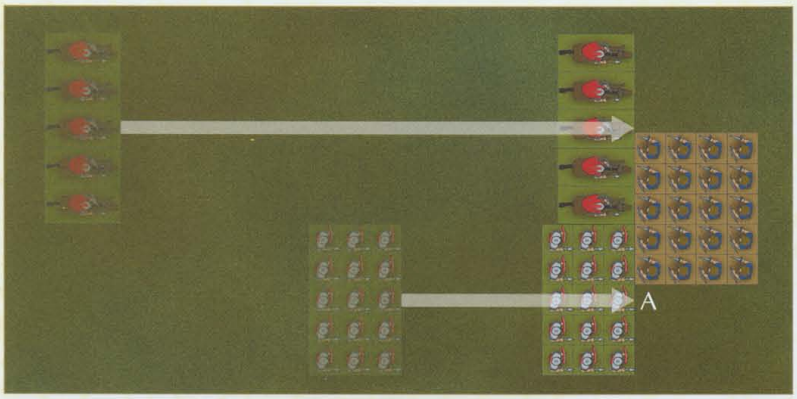
To compensate for this, chargers must endeavour to divide the target/s between them as near equally as is practical, whilst getting as many models into contact as they can from both units. This sometimes requires a little judgement and on occasions it will be possible to fulfil the basic requirement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

Crossing the Charge Path

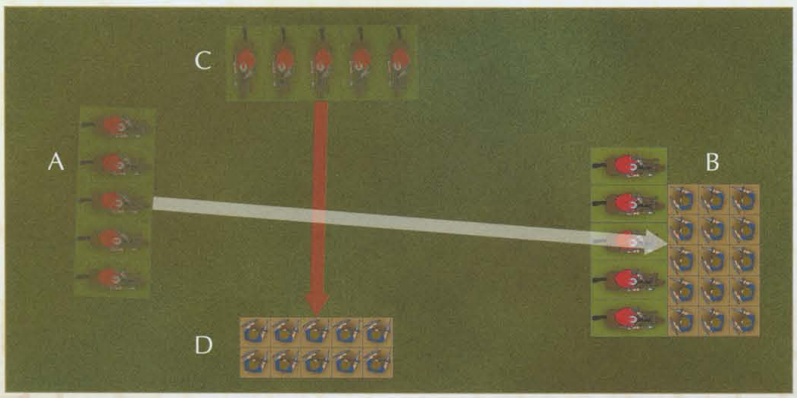
Although charging units are moved one at a time, we should recall that the movement of our armies is really a constant affair – reality is not broken into discrete turns and phases after all! It would obviously be impossible for two bodies of troops to occupy the same space at the same time, so we do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

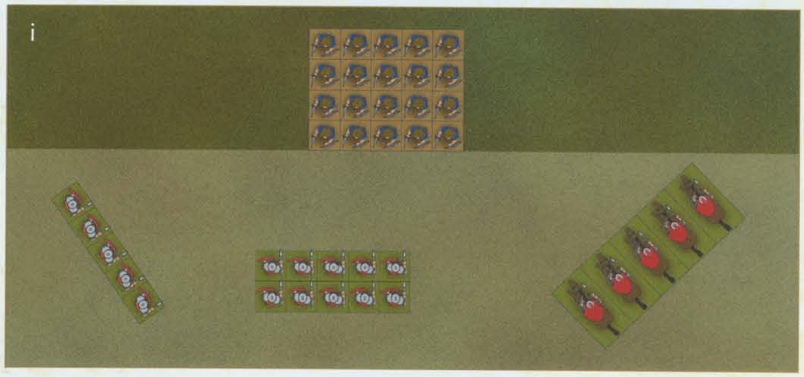
Diagram (i) below illustrates what we mean when we refer to a target's front and flank – a unit's front extends either side of its front rank in a straight line. All the enemy units shown lie to the front of the target and can only charge against the unit's front.

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

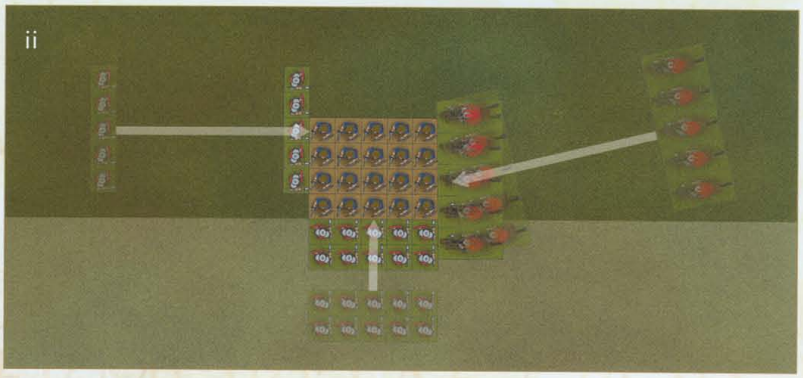
A unit is only allowed to charge an enemy's flank if it begins its charge move at least partially behind the target unit's frontage **and** if no part of the charging unit lies directly forward of the target unit as shown in diagram (ii). In this case the charger moves into the target's flank and is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

Charging an Enemy in the Rear

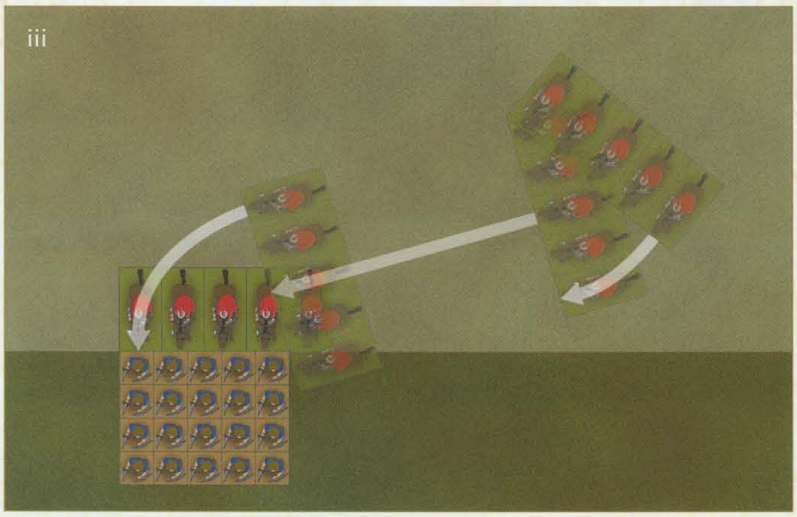
If you get right round an enemy formation you may have the chance to attack enemy units in the rear, as shown in diagram (iii). This doesn't require special rules – just treat the rear of the unit as you would the front for purposes of deciding whether the charge is to the rear or flank. Just like a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



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.



The attacking player's cavalry unit has manoeuvered 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.

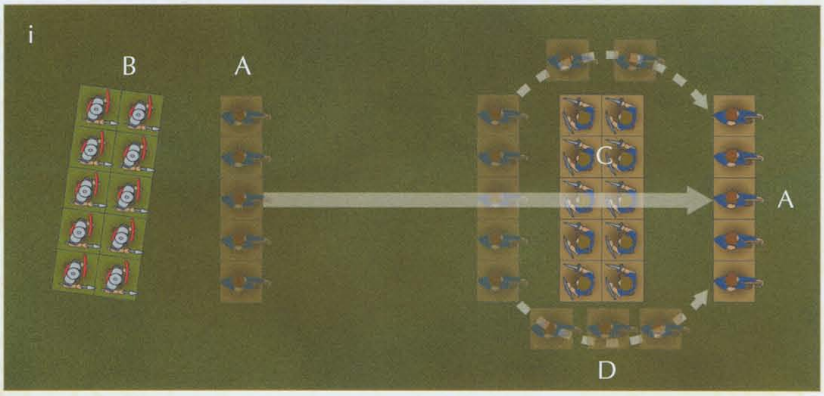
Treat the situation like a newly declared charge, except that the charging unit moves straight forward once it has made any obligatory wheel to maximise contact against the **original** target of the charge, as it was before fleeing away. The charger **does not** make a further wheel to maximise contact 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).

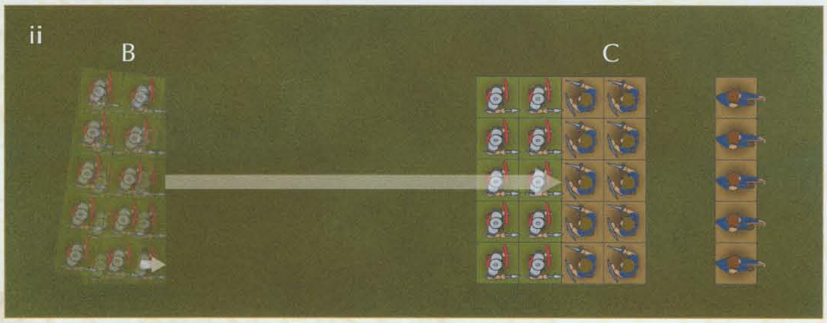
Unit (A) is counted as fleeing straight through unit (C) for measuring purposes, but in practice the models manoeuvre around unit (C) as shown (D).

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.

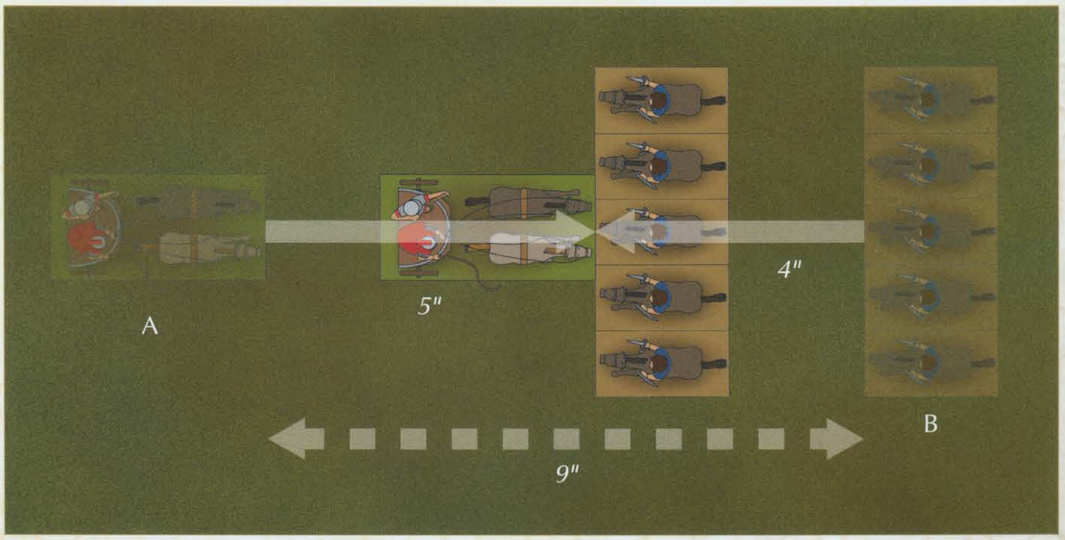
If a countercharge is impossible because of blocking terrain, units, or some other hindrance then the move is not permitted and the unit's charge response is assumed to be to hold instead.

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 places 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

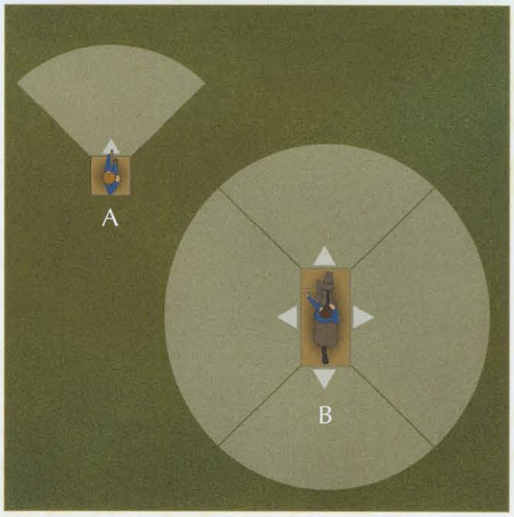
WHO CAN SHOOT

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 martiobarbuli, 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

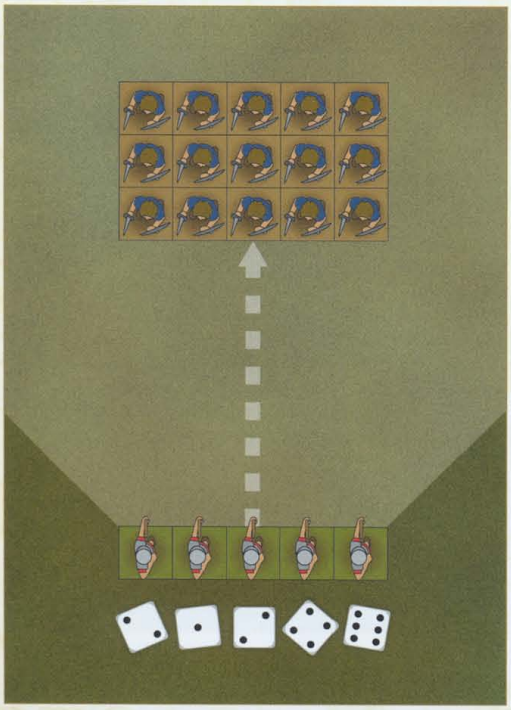
The chance of a shooter scoring a hit on his target depends on his Ballistic Skill (BS). The higher the individual's BS, the greater his chance of hitting.

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.



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.

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



Anglo-Saxon warrior

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

WOUNDS

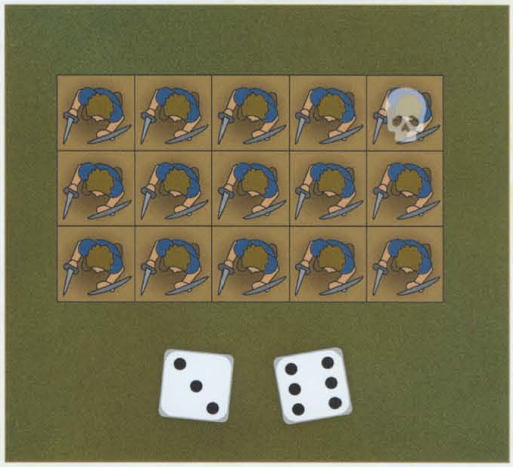
Not all hits will inflict significant damage – some may glance off armour or clothing, others may inflict minor cuts or superficial wounds that will be ignored in the heat of battle. Creatures such as elephants are so tough that arrows do not easily pierce their flesh, and they may be able to survive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

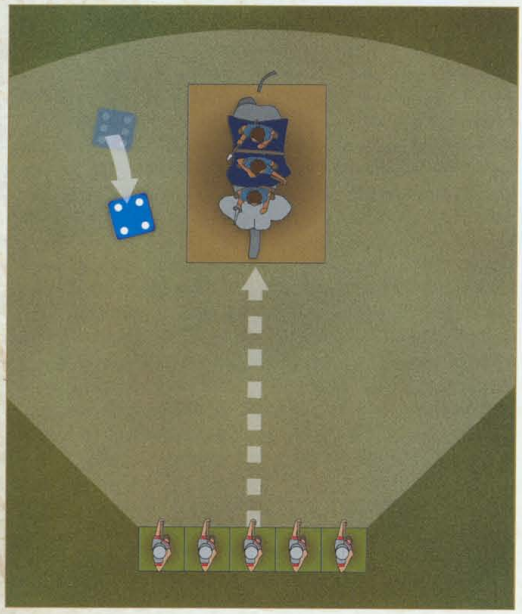
Cavalry Casualties

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.

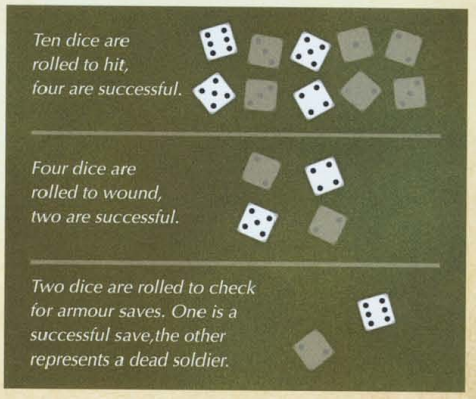
If a unit fails the test and panics, then the unit will flee away as described in the section on Panic (see p69) and subsequently the rules for fleeing troops (see p62).

FAST DICE ROLLING

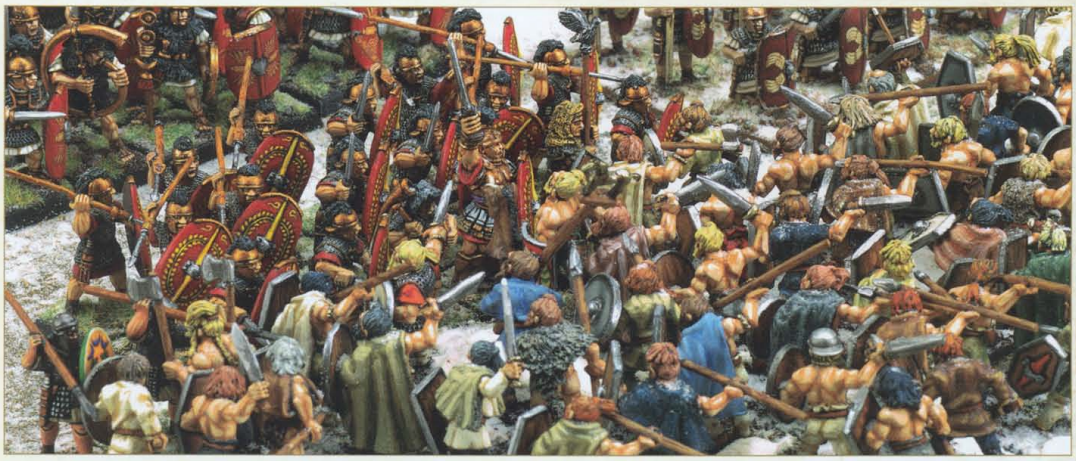
You will have gathered by now that it is necessary to roll quite a few dice to resolve shooting – whole handfuls at once in fact! This doesn't take as long as might be imagined because all the dice are rolled together at each stage.

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.



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.

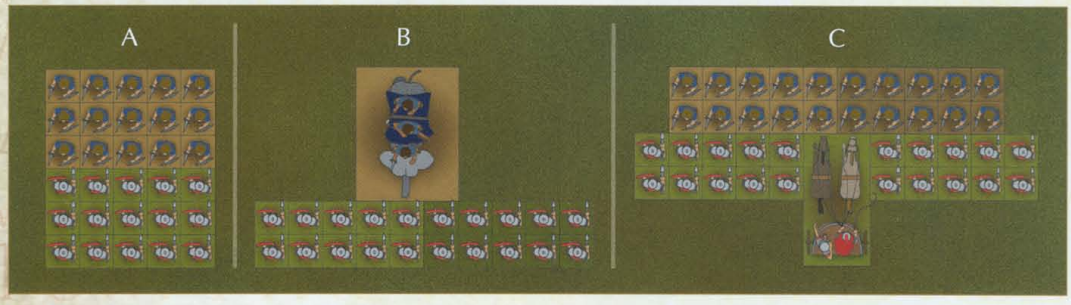
WHICH MODELS FIGHT?

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

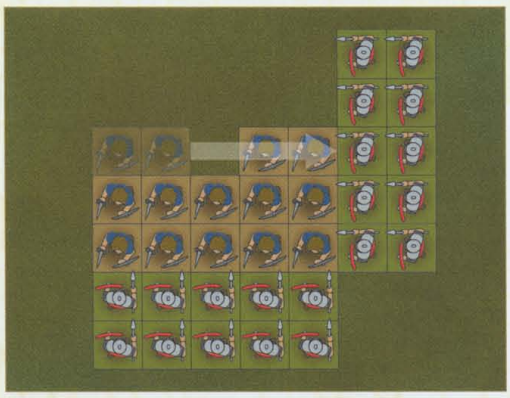
Weapon Skill of Opponent

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



Norman warrior

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.

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

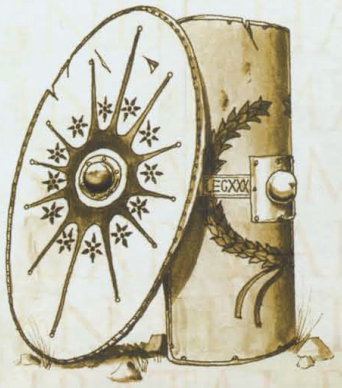
Combatants that are wounded still have a chance to avoid damage if they wear armour or carry shields. Mounted troops are also allowed to avoid damage even if they are otherwise unprotected, as their horse or camel is assumed to afford some degree of protection. These models are allowed an armour saving 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

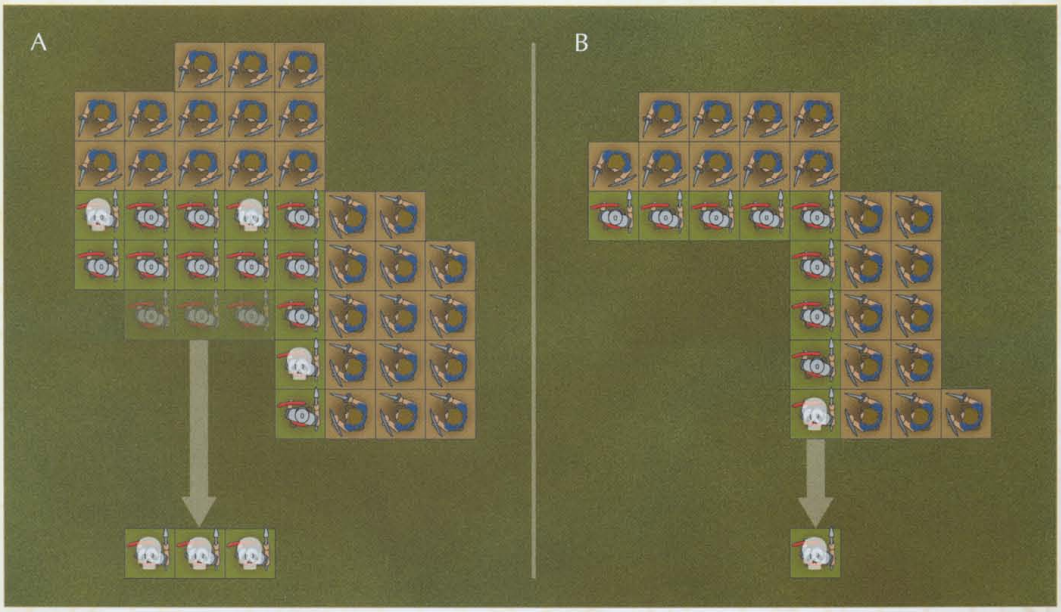
Close combat casualties are removed in a comparable way to those caused by shooting. Although casualties would really fall amongst the models touching the enemy, it is convenient to assume that as warriors are slain, others step from the rear or sides and take their place immediately. This means that 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 Alansr

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

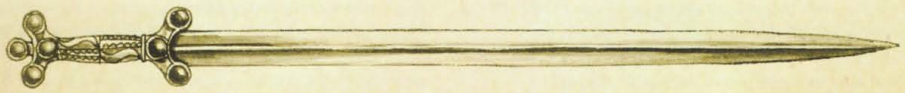
If you are fighting an enemy unit in the flank, add +1 to your combat result so long as your unit comprises five models or more once casualties have been removed.

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.

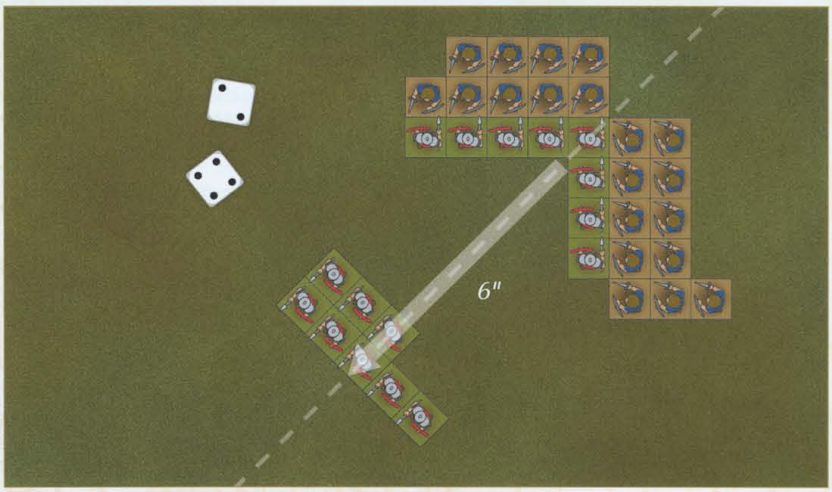
In the case of friendly blocking units, if there are no gaps to move through or around within 8" of the path of the fleeing unit, then fleeing troops will instead attempt to push their way through friends rather than go round. Where fleeing models would otherwise end up moving on top of friends as a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

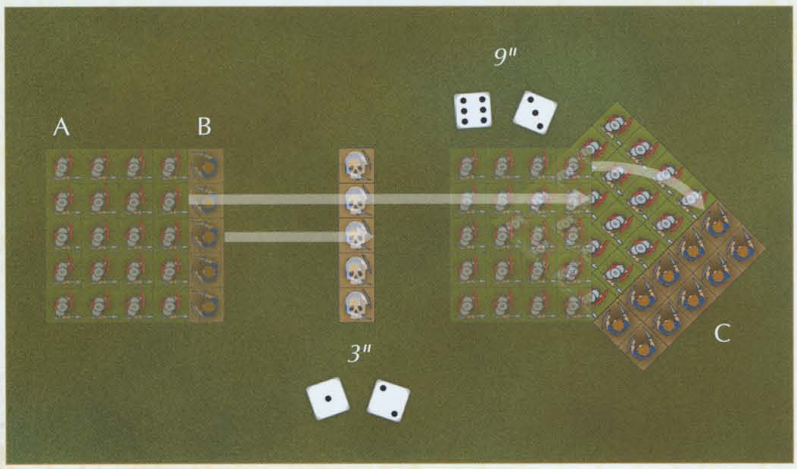
Pursuit into Fresh Enemy

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 pursing 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.



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 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

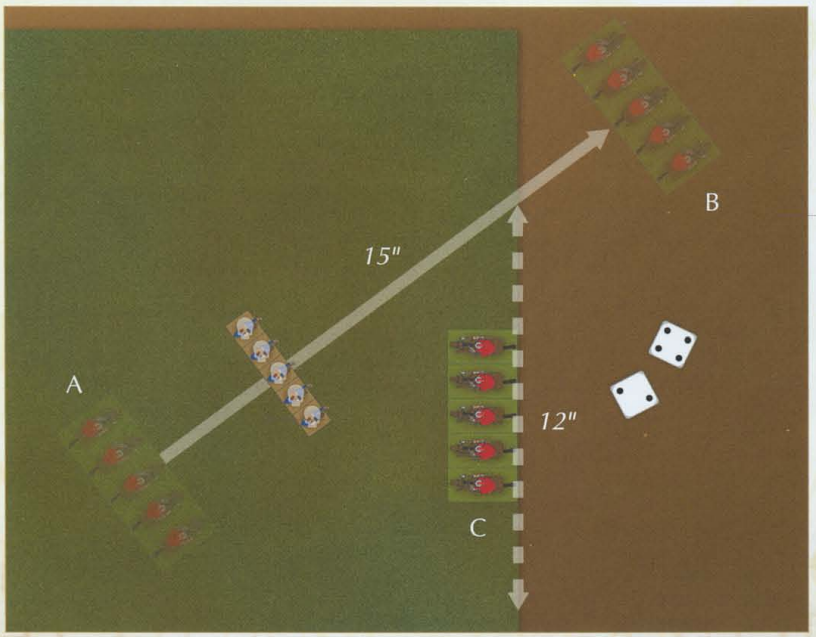
If any model in a pursuing unit leaves the table, even if only partially, then the whole unit is considered to have left the battlefield in pursuit of the enemy. Having left the battlefield such units may take a while to return. Pursuers might become scattered as they chase their enemies, or perhaps 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

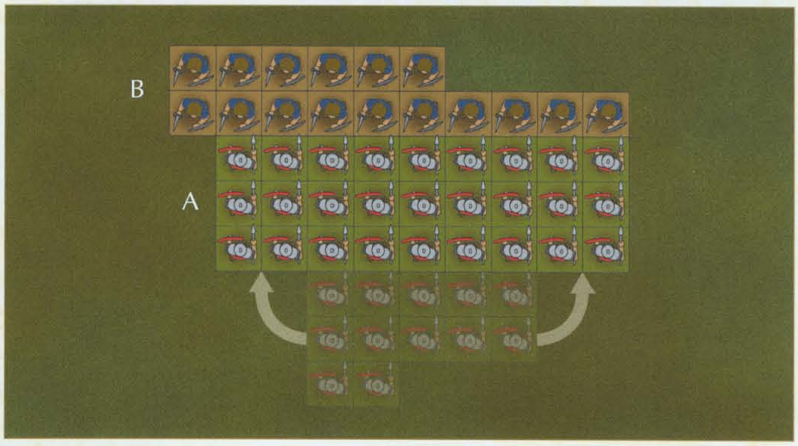
At the end of the Hand-to-hand Combat phase, both players have the opportunity to rearrange their fighting formations as described here. Remember that units engaged in combat cannot normally move in their Movement phase, so any permitted formation changes must be performed now. It is also a good time 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.

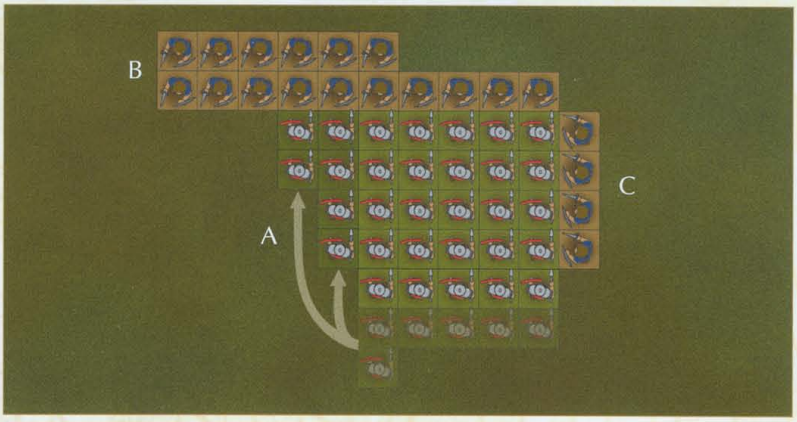
If a unit wins a round of combat, it is allowed to change formation by expanding its frontage, thereby allowing more models to fight in the following round. When changing formation in this way, a unit can expand its width by up to two models on each flank, up to the point where it overlaps the enemy 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 addtional 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. If 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.

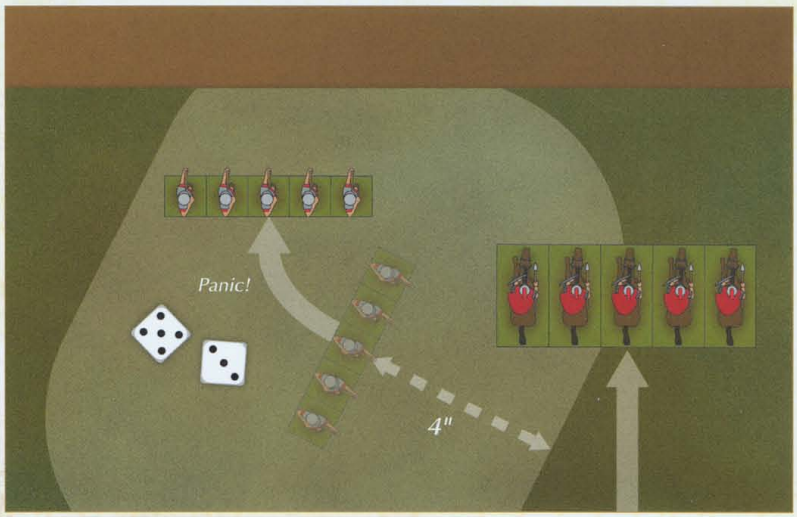
A unit must make a Panic test at the start of its own side's turn is there is a fleeing friendly unit within 4". A formed unit does not have to take this test if the fleeing friends are skirmishers – such craven behaviour being more or less expected of skirmishing troops. You also do not have to take 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.

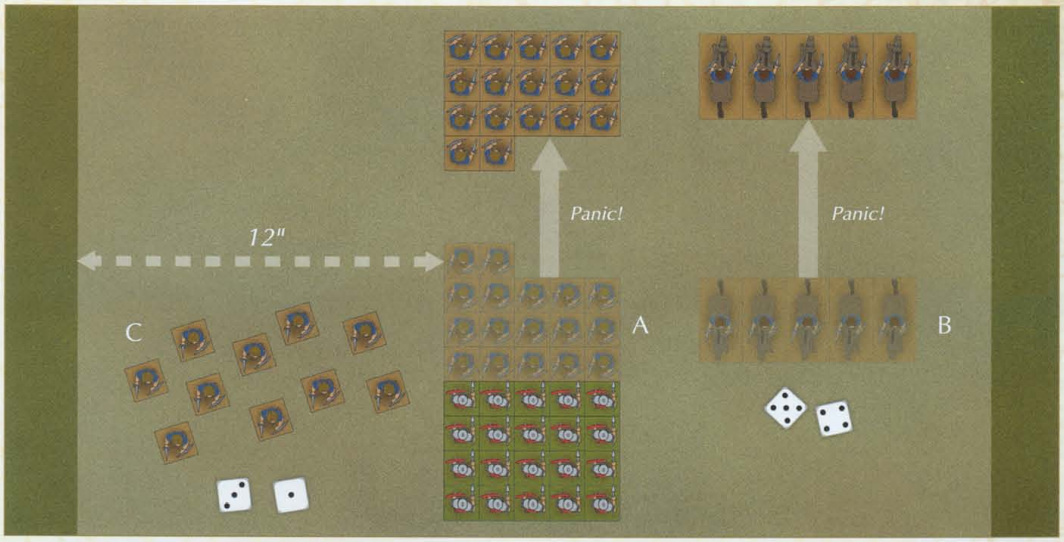
2. Friends Break/Destroyed in Combat within 12"

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).

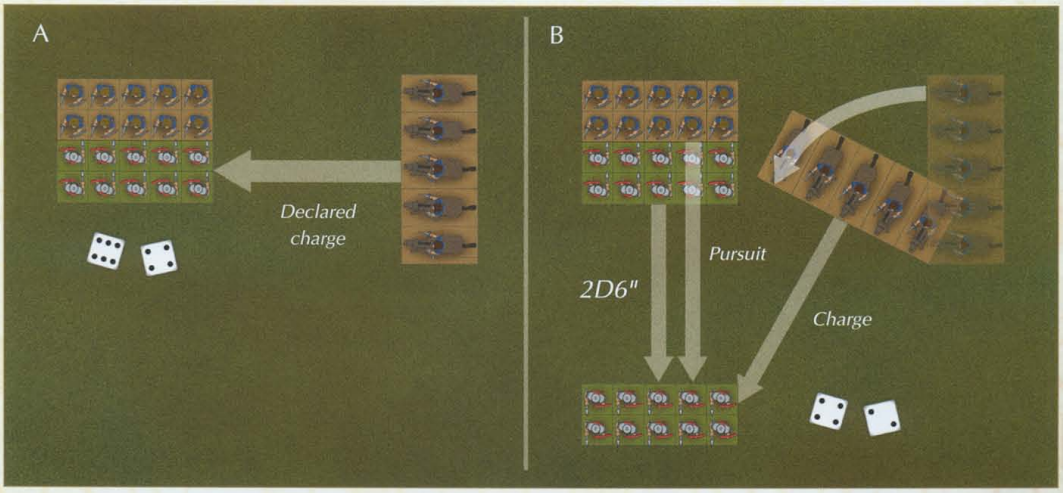
A unit panicking because friends have broken or been destroyed will flee at the appropriate point in the Hand-to-hand Combat phase. Panicking units will flee in so far as possible directly away from the closest combat that initiated the Panic test.



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.

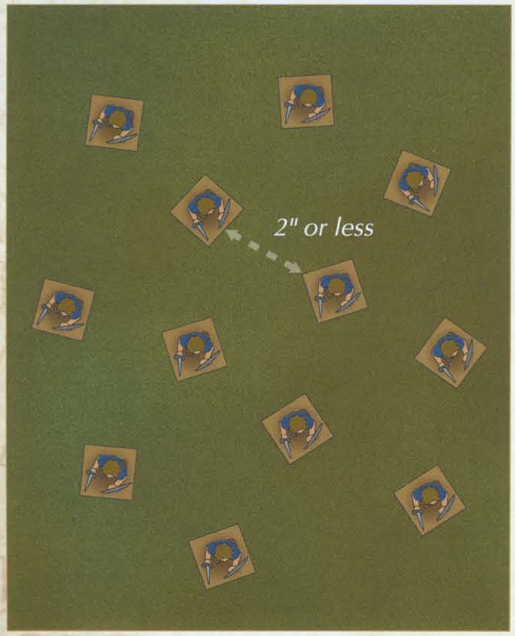
In these cases units automatically form up into a proper formation once they leave a settlement.

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.

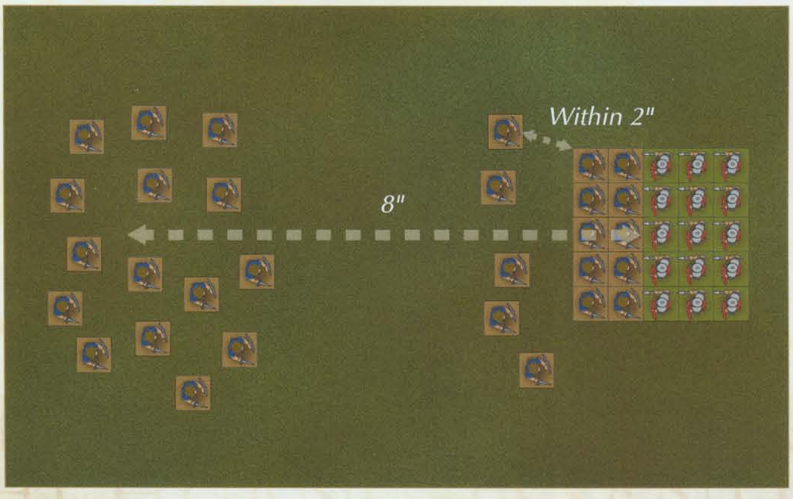
The only situation where a unit of friends can charge through the formation of a skirmishing unit in front is where both units declare a charge and the skirmishers move out of the way first, allowing the unit behind them to complete its charge without moving through the skirmishers' formation. This is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

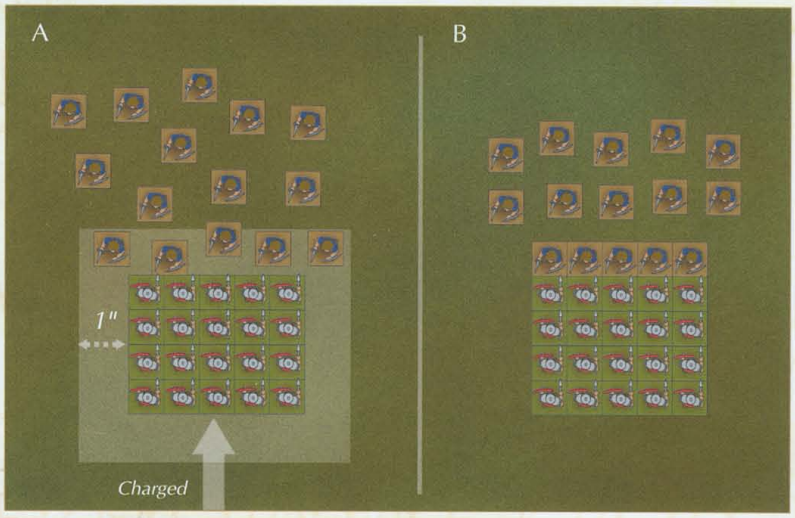
Skirmishers cannot use the General's Leadership value, or the Leadership value of any character model that has joined the unit, and they are not allowed to re-roll failed Break tests if the army's battle standard is within 12" as can other troops.

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

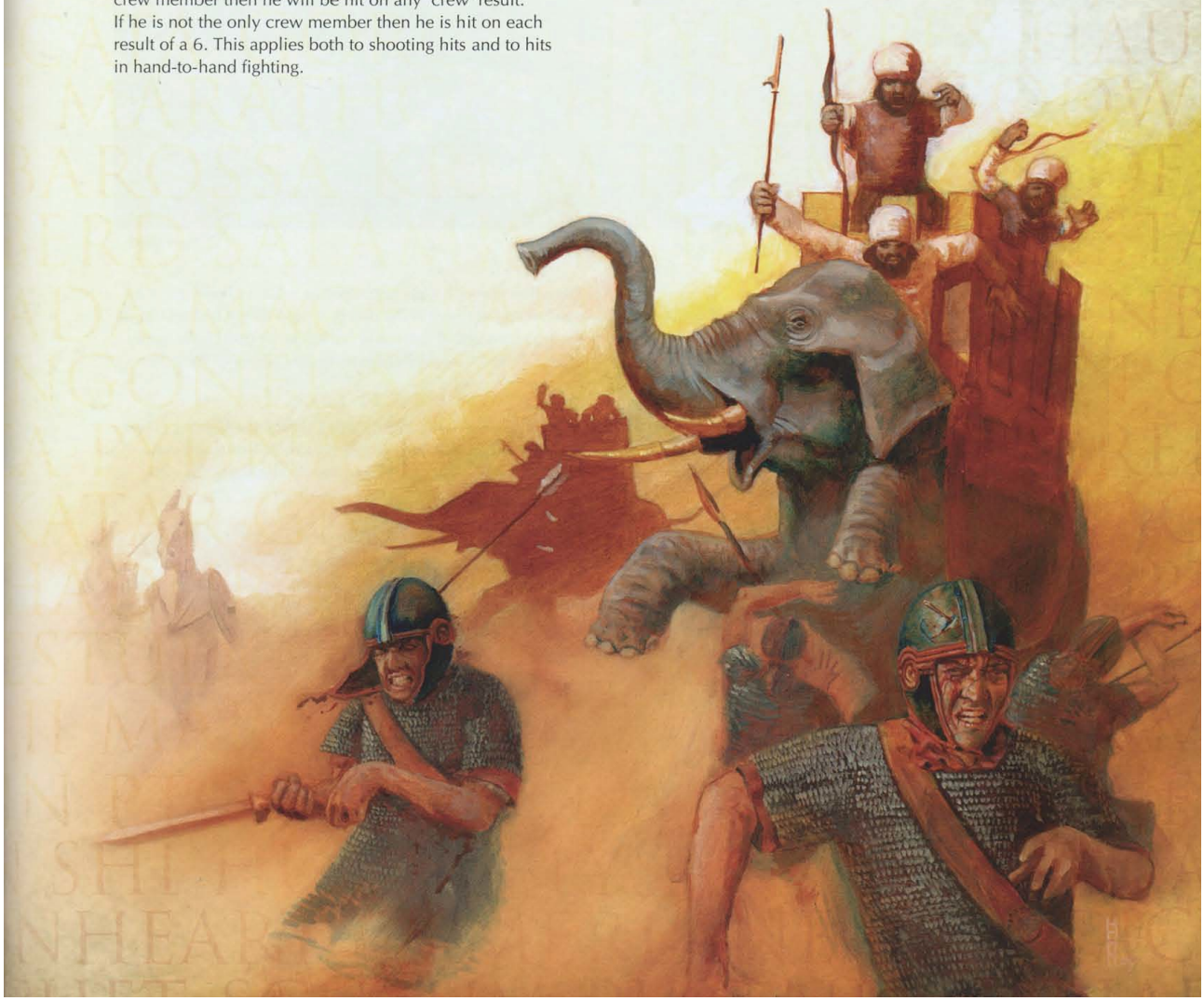
D6	HITS
1-4	Elephant
5-6	Crew

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 Laksmana, 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, Laksmana 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

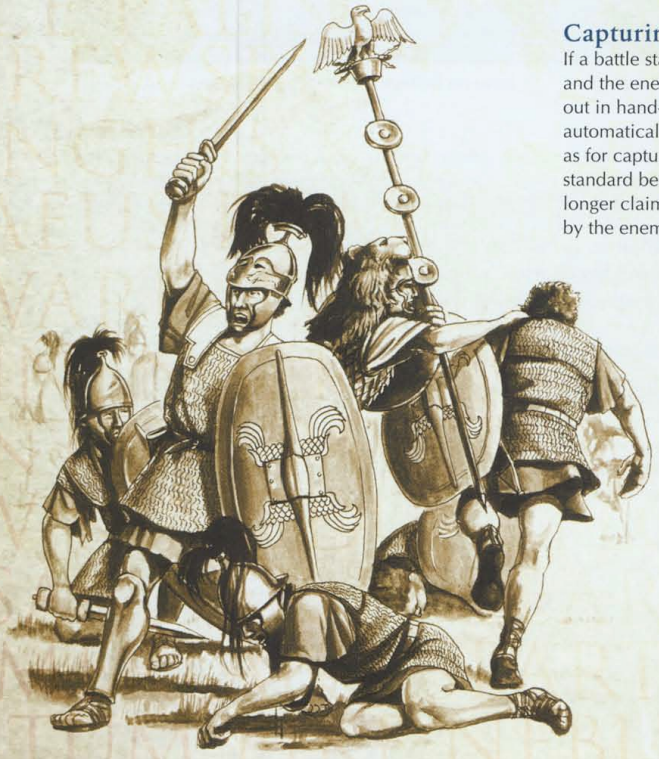
ARMY GENERALS

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.