WARHAMMER®

ANCIENT BATTLES



WARHAMMER® HISTORICAL

WEAPONS AND ARMOUR



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

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

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

WEAPONS, ARMOUR AND UNITS

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

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

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

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

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

Multiple Armaments

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

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

MISSILE WEAPONS

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

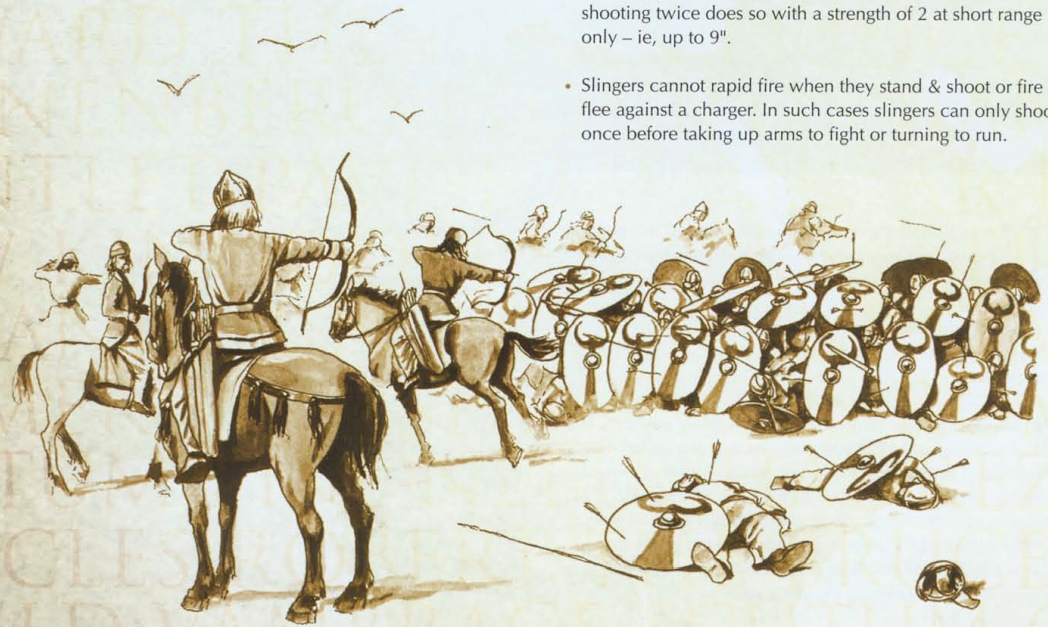
Sling

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

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

- A unit of slingers can 'rapid fire' if they do not move in their Movement phase. This enables them to shoot twice in their Shooting phase if they wish. As indicated above a unit shooting twice does so with a strength of 2 at short range only – ie, up to 9".

- Slingers cannot rapid fire when they stand & shoot or fire & flee against a charger. In such cases slingers can only shoot once before taking up arms to fight or turning to run.



Staff Sling

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

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

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

> "on the eve of battle, he was told... the Persian archers were so numerous that their arrows would block out the sun. Dienekes... remarked with a laugh, 'Good. Then we will fight in the shade'"
>
> - Herodotus, The Histories

Javelins

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

Weapon	Range	Strength	Save Modifier
Javelin	8"	3	-

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

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

Darts

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

Weapon	Range	Strength	Save Modifier
Dart	12"	2	-

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

- The usual -1 to hit penalty for moving and shooting does not apply to darts. Darts are so small they are assumed to be hurled from the leading ranks as troops advance.

- Models with darts can use the **massed missiles** rule as described on p45. In, addition, unit equipped with Darts can use the massed missiles rule even when they move, they do not have to be stationary as do units of bowmen.

Stones

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

Weapon	Range	Strength	Save Modifier
Stones	4"	3	-

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

Short Bow

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

Weapon	Range	Strength	Save Modifier
Short Bow	18"	3	-

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

Bow

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

Weapon	Range	Strength	Save Modifier
Bow	24"	3	-

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

Long Bow

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

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

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

Light Crossbow

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

Weapon	Range	Strength	Save Modifier
Light Crossbow	18"	3	-

Crossbow

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

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

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

Handgun

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

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

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



Assyrian Archer



Roman Auxiliary Archer



Chinese Crossbow



Hussite Handgun

HAND-TO-HAND WEAPONS

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

Maximum Strength Values

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

> "These old soldiers were well drilled in sword fighting, while the enemy were awkward at it, with their small shields and unwieldy swords."
>
> - Tacitus, The Agricola

Hand Weapon

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

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

Dagger and Improvised Weapon

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

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



Celt Warrior

Double-handed Weapon

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

- Two hands are needed to wield a double-handed weapon. Troops that carry shields cannot make use of them whilst fighting in hand-to-hand combat. Any shields carried are assumed to be temporarily abandoned prior to combat or slung on the warrior's back, allowing him to swing his weapon.

- Double-handed weapons always strike last in hand-to-hand combat regardless of relative Initiative values or even if the unit charged that round. Where troops armed with double-handed weapons are fighting each other, then normal priorities apply. Ie, the side that charged that turn strikes first, and where neither side charged, the troops with higher Initiative (I) values strike first.

- Double-handed weapons confer a +2 strength bonus on all hits.

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

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

Halberd

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

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

- Halberds confer a +1 strength bonus on all hits.

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

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

Throwing Spear

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

> "Thus obliged to fight hand to hand, they quickly drew their swords. Then the blood really flowed."
>
> - Quintus Curtius Rufus, The History of Alexander

- Infantry armed with throwing spears can fight in two ranks in the first round of each combat engagement. This means they can fight in two ranks both when they charge and when they receive an enemy charge – unlike thrusting spears which can only fight in two ranks when stationary. A spear-armed model in a second rank is allowed to fight if the model directly in front of him is fighting an enemy to his front. Bear in mind that this advantage only applies if the models in the front rank are fighting exclusively to their front – a second-ranker cannot fight through a model that is engaged to its side even if it is also engaged to the front. Note that although spears are hurled at the foe, we assume units have a supply or else scavenge weapons as they go along – so infantry armed with throwing spears can continue to make use of them throughout the game – they do not run out!

- In the first round of each combat engagement, cavalry armed with throwing spears can re-roll any 'to hit' dice that fail to score hits on the enemy. This represents the horsemen hurling his spear and following up with a hand weapon if he fails to hit his target. This re-roll does not apply if the cavalryman charges or countercharges through or into difficult terrain into combat that turn.

- In the first round of each combat engagement, infantry in skirmish formation armed with throwing spears can re-roll any 'to hit' dice that fail to score hits on the enemy. This represents the skirmisher throwing his spear and following up with a hand weapon if he fails to hit his target.

Heavy Throwing Spear

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

- Infantry armed with heavy throwing spears can fight in two ranks in the first round of each combat engagement. This means they can fight in two ranks both when they charge and when they receive an enemy charge in exactly the same way as described for throwing spears and the same comments apply.

- Infantry armed with heavy throwing spears add +1 to their Strength (S) value in the first round of each combat engagement. This represents the deadly penetrative power of the heavy throwing spear.

- In the first round of each combat engagement, infantry in skirmish formation armed with heavy throwing spears can re-roll any 'to hit' dice that fail to score hits on the enemy. This represents the skirmisher throwing his spear and following up with a hand weapon if he fails to hit his target

Thrusting Spear

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

- Infantry armed with thrusting spears fight in two ranks of troops, those in the second rank thrusting their weapons past their comrades in front. Therefore, a spear-armed model in a second rank is allowed to fight if the model directly in front of him is fighting an enemy to his front. This advantage only applies if the unit does not move and only to models in the front rank fighting exclusively to their front. If a spear-armed unit charges into combat then the second rank cannot fight that turn. This means that infantry equipped with thrusting spears make very good defensive troops as they fight in two ranks when an enemy charges their front but only one rank when they charge. Note that models must be fighting exclusively to the front for a model in a rank behind to also fight – a second – ranker cannot fight through a model that is engaged to its side even if it is also engaged to the front.

- Cavalry armed with thrusting spears receive a +1 strength bonus when they charge or countercharge over open ground. For example, if the wielder's Strength (S) value is 3 he will have a total Strength of 4 when charging. This bonus only applies when the cavalryman charges and only during that turn's Hand-to-hand Combat phase. Note that the charge does have to be over open ground. If a cavalryman charges through or into difficult terrain then this bonus does not apply.



Pike

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

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

- Infantry armed with pikes fight in two ranks of troops, those in the second rank thrusting their weapons past their comrades in front. Therefore, a pike-armed model in a second rank is allowed to fight if the model directly in front of him is fighting an enemy to his front. Note that pike-armed troops can fight in two ranks irrespective of whether they move or not – unlike troops armed with thrusting spears.

- Due to their weapons' extraordinary length, infantry armed with pikes always strike first if fighting exclusively to their front, regardless of relative Initiative (I) values or even if the enemy charged that round. Where troops armed with pikes are fighting each other, then normal priorities apply. Ie, the side that charged that turn strikes first, and where neither side charged the troops with higher Initiative (I) values strike first. Note that as with the second rank fighting, this bonus only applies to models that are fighting exclusively to their front – not to models facing enemy to their front and side at the same time, for example.

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

Kontos

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

> "the advantage of the long cornel-wood spear..."
>
> - Arrian, The Campaigns of Alexander

- Cavalry armed with kontos receive a +1 strength bonus when they charge or countercharge over open ground. For example, if the wielder's Strength (S) value is 3 he will have a total Strength of 4 when charging. This bonus only applies when the cavalryman charges or countercharges and only during that turn's Hand-to-hand Combat phase. Note that the charge has to be over open ground. If a cavalryman charges through or into difficult terrain then this bonus does not apply.

- Cavalry armed with kontos always strike first against troops armed with shorter weapons if fighting exclusively to their front, regardless of relative Initiative (I) values. The kontos is longer than all other weapons aside from a pike. Where troops armed with kontos are fighting each other, then normal priorities apply. Ie, the side that charged that turn strikes first, and where neither side charged, the troops with higher Initiative values strike first. Note that the charge has to be over open ground. If a cavalryman charges through or into difficult terrain then this bonus does not apply.

Lance

The couched lance is the ultimate weapon of the hard-charging cavalryman and especially the mounted medieval knight. Troops carrying them are devastating when they charge. Because of the length and weight of the lance it is of little use in a protracted mêlée, so after the initial charge the horseman is assumed to fight with the butt of his lance or a sword or other hand weapon.

- Cavalry armed with lances receive a +2 strength bonus when they charge or countercharge over open ground. For example, if the wielder's Strength value is 3 he will have a total Strength of 5 when charging. This bonus only applies when the cavalryman charges or countercharges and only during that turn's Hand-to-hand Combat phase. Note that the charge/countercharge has to be over open ground. If a cavalryman charges or countercharges through or into difficult terrain then this bonus does not apply.



ARMOUR

Aside from skirmishers and some missile-armed troops whose preferred mode of fighting is to avoid close combat, almost all troops wear some kind of armour or carry shields to fend off their opponent's blows. As we have already seen, armour affects both a model's movement and its armour saving throw, and we have already covered most of the necessary rules by way of examples. In this section we'll cover all the armour and shield types and provide a summary for reference.

Armour Saving Throws

Models wearing armour or carrying shields have an armour saving throw, which players are wont to refer to as armour saves, saving throws, or just saves – in all cases they are referring to the same thing. This is the basic chance of avoiding or negating a wound struck by the enemy as explained in the main rules section. For example, a model wearing light armour saves on a dice roll of a 6, a model wearing heavy armour saves on a 5 or 6, and so on.

Cavalry models always have a save which is one 'pip' on the dice better than equivalent infantry, for example, a horseman wearing light armour saves on a 5 or 6, a horseman wearing heavy armour saves on a 4, 5 or 6, and so on.

Bonuses to Armour Saves

When troops combine different types of armour with a shield, their saving throw usually goes up by a bonus of 'one pip' on the dice, though this is not always the case as explained below. So, a model wearing light armour and carrying a shield will save on a 6 + 1 pip = a saving roll of 5 or 6.
A model with no armour save goes up from 'no save' to a save of 6 by the addition of 'one pip' from a shield.
If a cavalryman's horse has its own armour then a further bonus is added to the save as noted below.

The extra pip of save from a shield or horse armour sometimes counts and sometimes doesn't count depending on the type of shield or barding and type of attack.
For example, in the case of cloth barding for horses, this adds +1 pip when making saves against wounds inflicted in hand-to-hand fighting but not against wounds inflicted by missiles. This is why it is useful to think of saving throw bonuses from shields and horse armour in terms of bonus 'pips', as the possible combinations of different kinds of armour and shields are legion. In the descriptions that follow we therefore give the saving throws from armour in terms of dice rolls, but bonuses from shields and horse armour in terms of dice bonus 'pips'.

Maximum Save Values

The maximum armour saving throw possible from armour, shields and barding is 3, 4, 5 or 6 for infantry and cavalry without barded mounts, and 2, 3, 4, 5 or 6 for cavalry riding barded mounts. Saving throws never get better than these values regardless of modifiers or additional shields or armour. There is no such thing as an automatic save! Where these maximums would otherwise be exceeded by armour and shield combinations, this is pointed out in the rules that follow. Bear in mind that saves are reduced by hits from some missile weapons and by high strength hits in hand-to-hand fighting as already explained in the rules.



Encumbrance

Troops that wear a great deal of armour suffer penalties on their basic movement rate as explained in the rules for movement. This is most easily remembered as:

- Infantry with an armour save of at least 4+ -1"
- Cavalry with an armour save of 3+ ignoring barding -1"
- Cavalry with metal barding regardless of armour save -1"

Thus, a cavalryman with heavy armour and shield has a save of 3, 4, 5 or 6 and therefore suffers a -1" movement penalty. The same cavalryman with metal barding has a save of 2, 3, 4, 5 or 6 and suffers a -2" movement penalty.

No Armour

Some troops lack armour altogether, or wear only a helmet or the minimal protection offered by their clothing. This is plainly not really an armour category as such, it is simply the default state for troops lacking armour, but troops with no armour can gain an armour saving throw if they carry shields or bucklers, or ride horses or camels. We therefore include it here for the sake of completeness.

- Infantry wearing no armour have no armour saving throw. Note that even though the model has no save, if it carries a shield then the +1 bonus turns this into a save of 6 – ie, it still adds a 'pip' of save.
- Cavalry wearing no armour have an armour saving throw of 6 representing the advantage conferred by riding a horse.

Light Armour

We make a broad distinction between troops that are lightly armoured and troops that are heavily armoured. Light armour represents troops that wear a breastplate or cuirass of metal, or of cloth or leather reinforced with metal, bone or horn plates, scales or lamellar. Such troops may or may not wear helmets, although most do, and troops might wear mail, scale or lamellar armour that covers their arms and extends below the waist in some cases. This is common equipment for most close fighting troops and is only 'light' in comparison with more heavily armoured warriors.

- Infantry wearing just light armour have an armour saving throw of 6.
- Cavalry wearing just light armour have an armour saving throw of 5 or 6.

Heavy Armour

Heavy armour represents a more substantial and encumbering type of armour than the basic light armour. Heavily armoured troops typically have a cuirass or breastplate as described for light armour plus further armour such as a helmet, greaves, manica, and additional reinforcement for shoulders or chest. They may also have armour covering their thighs such as mail extending to the knee.

- Infantry wearing heavy armour alone have an armour saving throw of 5 or 6.
- Cavalry wearing heavy armour alone have an armour saving throw of 4, 5 or 6. This can be increased to 3, 4, 5 or 6 with the addition of a shield. Note that the addition of a large shield makes no further improvement – 3, 4, 5 or 6 is the best save available for cavalry without barding.

Cataphract Armour

Cataphract armour is the ultimate form of armour for a mounted warrior in the ancient world. 'Cataphract' means 'covered' and it refers to armour that covers the rider from head to foot. It usually combines metal plates and mail and can be made of horn, lamellar, or overlapping scales. Their armour is so complete that cataphracts do not need shields, and although some carry small bucklers we consider these to be part of their armour panoply and therefore no separate account is made of them. This type of horseman is a feature of some eastern armies, but they were adopted by their enemies and so appear in later Hellenistic and Roman armies as well. Troops wearing cataphract armour will also be affected by the special cataphtract rule as explained on p104.

- Cavalry wearing cataphtract armour either with or without a shield of any kind have an armour saving throw of 3, 4, 5 or 6.

Partial Plate Armour

During the later Medieval period, the quality of armour was improved and we refer to these later, more effective kinds of armour as 'plate' to distinguish them from earlier types. We distinguish between partial and full plate – partial being a mixture of mail and plates that extend over the mail but which do not form a full suit or harness. In the case of a mounted warrior, this is equivalent to cataphract armour and so we give the rider the same armour save, and the same comments apply regarding shields.

- Infantry wearing partial plate armour alone have an armour saving throw of 4, 5 or 6. This can be increased to 3, 4, 5 or 6 by the addition of a shield. Note that the addition of a large shield makes no further improvement – 3, 4, 5 or 6 is the best save available for infantry.

- Cavalry wearing partial plate armour either with or without a shield of any kind have an armour saving throw of 3, 4, 5 or 6.

Full Plate Armour

Full plate armour is the ultimate form of body armour, consisting of articulated metal plates totally enclosing the wearer's body from head to foot. In the case of cavalry this confers no added advantage over earlier forms of armour, and during the late medieval period it was common for knights to fight dismounted reflecting the shift in tactical advantage towards foot troops. To represent this we allow an improved saving throw for infantry, whilst cavalry saves are equivalent to those for cataphracts and riders wearing partial plate. In the case of both infantry and cavalry, no shield is required and no bonus is applied when shields are carried.

- Infantry and cavalry wearing partial plate armour either with or without a shield of any kind have an armour saving throw of 3, 4, 5 or 6.

SUMMARY OF ARMOUR

Type of Armour	Infantry Save	Cavalry Save
None	None	6
Light	6	5 or 6
Heavy	5 or 6	4, 5 or 6
Cataphract	-	3, 4, 5 or 6*
Partial Plate	4, 5 or 6	3, 4, 5 or 6*
Full Plate	3, 4, 5 or 6*	3, 4, 5 or 6*

* Either with or without shield – carrying a shield adds no bonus to the warrior's armour saving throw.

Shield

Most close quarter fighting troops carry a shield to protect them and we represent this by adding a bonus to the armour saving throw of troops so equipped. We distinguish between three types of shield: shields, large shields and bucklers. As already described there are some types of armour where adding a shield makes no difference. As you will see if you look at the summary chart these exceptions are armours that confer a basic saving throw of 3 or better. In other cases, troops can benefit by carrying a shield of one type or other, although note that troops wielding weapons that require two hands in combat cannot also make use of their shields, for example, warriors with double-handed axes or halberds.

- Troops using shields add a bonus of +1 'pip' to their armour saving throw.

> "The (helmet) they put on for the their own protection, but the shield for the common good of all."
>
> - King Demaratos of Sparta – quoted by Plutarch

Large Shield

A large shield is just that – a shield designed to cover a substantial part of the bearer's body and often to overlap with the shields of the warriors to his left and right. This option is sometimes allowed to troops because of the way they fought rather than because their shields are literally large, forming a tight body protected by their overlapping shields.

- Troops using large shields add a bonus of +2 'pips' to their armour saving throw. Note that this cannot bring a model's save above the maximums already stated, so in some cases there is no benefit to be gained from a large shield over an ordinary sized shield or buckler.



Pavise

In some armies, notably many Medieval armies, it was common for missile-armed troops to be protected by a type of very large shield called a pavise. This was sometimes hung on the bearer's back and sometimes held in position by a prop and moved forward by an assistant. The pavise provides very good protection against enemy shooting but was too large and unwieldy to be of much use in combat.

- Troops using pavise add a bonus of +2 'pips' to their armour saving throw when shot at from the front. No bonus is conferred in other circumstances or in hand-to-hand fighting. Note that this cannot bring a model's save above the maximums already stated, so in some cases there is no benefit to be gained from a pavise over an ordinary sized shield or buckler.

> "A shield like a tower, made of bronze and seven layers of leather."
>
> - Homer, The Iliad

Buckler

A buckler is a very small shield that is favoured by lightly equipped troops who have plenty of room in the ranks to knock aside incoming missiles or fence with an enemy. We therefore allow an advantage to skirmishers carrying bucklers compared to ordinary formed units.

- Infantry and cavalry in skirmish formation using bucklers add a bonus of +1 'pip' to their armour saving throw.

- Other troops using bucklers add a bonus of +1 'pip' to their armour saving throw in hand-to-hand combat but not against wounds inflicted by shooting.

Metal Barding

Horses and camels can be protected by barding which might be made from padded material or from metal or horn scales fastened to a cloth backing, metal plates or lamellar sections. We distinguish between two types: metal barding and lighter cloth barding which we will deal with separately. Metal barding is often referred to in Warhammer Ancient Battles supplements and army lists simply as barding, but may also be described as lamellar barding or plate barding. In addition, barding of both kinds can either be 'full', extending all the way round the mount, or 'half' covering the front half of the mount only.

- Cavalry equipped with full metal barding add a bonus of +1 'pip' to their armour saving throw.

- Cavalry equipped with half metal barding add a bonus of +1 'pip' to their armour saving throw when shot at from their front or fighting hand-to-hand combat to their front, but not when hit from the side or rear.

Cloth Barding

Cloth barding is made from padded cloth or felt and is considerably lighter than metal barding. However, it still offers some degree of protection especially in close combat, as reflected by our rule. Note that cloth barding is always referred to as such in the various army lists – when the term barding is used alone, it always refers to metal barding.

- Cavalry equipped with full cloth barding add a bonus of +1 'pip' to their armour saving throw in hand-to-hand combat only.

- Cavalry equipped with half cloth barding add a bonus of +1 'pip' to their armour saving throw when fighting hand-to-hand combat to their front, but not when hit from the side or rear.

SUMMARY OF SHIELD AND BARDING BONUS

Type of Shield/Barding	Bonus	Note
Shield	+1	-
Large Shield	+2	-
Pavise	+2	When hit to the front by shooting only
Buckler	+1	Hand-to-hand only unless skirmishers
Full Metal Barding	+1	-
Half Metal Barding	+1	When hit to the front only
Full Cloth Barding	+1	Hand-to-hand only
Half Cloth Barding	+1	When hit to the front in hand-to-hand only

SPECIAL RULES



The ancient and Medieval eras cover a long and varied historical period and encompass vastly different cultures the whole world over. Inevitable changes in the conduct of warfare mean that we sometimes want our troops to behave differently in one epoch to another and from one culture to another. The Warhammer Ancient Battles rules are designed to be flexible and can easily accommodate variations and additions that reflect these differences. We refer to all these rules affecting the behaviour of troops as **special rules**. Some special rules apply broadly because they are based on human nature – and we usually describe these as special *psychology* rules. Other special rules relate to troop organisation or tactics and we refer to these as special *formation* rules.

All of the Warhammer Ancient Battles supplements that deal with specific historical conflicts introduce their own special rules. These reflect the author's interpretation of how the armies concerned fought. Most likely they reflect essential differences between the armies and cultures covered by that supplement. Special rules that are designed to work for one supplement may not necessarily be compatible with special rules designed to work for another. Or, to put it another way, rules designed to add detail to combat between the armies of the Pharaohs may not always work satisfactorily when combined with rules intended to reflect the fighting methods of the Ottoman Turks. The supplements are designed for those fighting historically based games, where minor variations in tactics or weaponry assume disproportionate significance in specific situations.

Where players are collecting and assembling armies using one of the Warhammer Ancient Battles supplements, the special rules described in that supplement will apply. Some rules may override the common psychology or formation rules given here. However, bear in mind that many of the supplements were originally written for the first edition of *Warhammer Ancient Battles* – and changes in the main game rules sometimes affect the way a special rule plays.

The rules presented in this section reflect consistent human behaviours – such as fear and hatred – or they represent tactical methods that appear throughout history – for example, drilled troops. As such they appear in many Warhammer Ancient Battles army lists and can be thought of as common or universal special rules that have a general application.

Players who are enthusiasts of a particular historical period are – of course, entirely welcome to improvise their own special rules amongst themselves. This is exactly what the authors of the original rules intended, and it is what the authors of the various supplements have gone on to realise in great detail. And there is nothing stopping you doing the same too – so long as your opponents are of a like mind of course.



PSYCHOLOGY RULES

We refer to special rules based on human behaviours as psychology rules. They can be applied to all manner of troops throughout the ancient and Medieval periods and beyond.

Fear

Some troops are described as causing fear in others and some troops are described as suffering from fear in some circumstances or when facing some opponents. The Fear rules represent the natural reaction to extreme danger, unsettling situations or bizarre creatures.

A Fear test is a Leadership based test in much the same way as described for Panic on p69. Roll 2D6 and add the scores together. If the result is greater than the unit's Leadership (Ld) value, the test is failed. If the result is less than, or equal to, the unit's Leadership (Ld) value, the test is passed.

1. If a unit is charged by an enemy that it *fears* then it must take a Fear test to determine if it overcomes its fear. Take the test as soon as the charge declaration and response have been made and the charge is found to be within range.

   If the test is failed the unit will automatically flee if outnumbered by the charging enemy. If not outnumbered, the unit will fight as normal except that it must roll 6s to score hits in the first round of the ensuing combat, and it must roll 6s to hit with any shots against the charger if it stands & shoots or fires & flees.

   Note that no Fear test is necessary if a unit has already elected to flee from the charge. In such a case the unit is fleeing anyway! A test is necessary in the case of a fire & flee response as this will determine whether or how the unit shoots before fleeing.

2. If a unit wishes to charge an enemy that it *fears* then it must take a Fear test. This test is taken as soon as the charge declaration has been made and before the enemy makes his response.

   If the test is failed, the unit may not charge and must remain stationary without shooting that turn. The change is cancelled and no charge response is made.

3. A unit defeated in hand-to-hand combat is automatically broken if it is outnumbered by feared enemy. No Break test is required – the unit is broken automatically – and so no modifiers or special rules that affect Break tests apply. If not outnumbered by feared enemy then the defeated unit simply takes a Break test as it would against any other enemy. Note that this rule applies regardless of whether an initial Fear test was passed or otherwise – a unit is automatically broken when defeated by an enemy that causes fear and which outnumbers it.

Terror

Terror is an extreme version of fear and applies when facing enemies and situations that are even more terrifying and unsettling. In practice the only common example is presented by the elephant – but the provision also takes into account rare and extreme situations and foes such as the terrifying Naffatun (hurlers of flaming projectiles with napalm-like results!).

If a unit suffers from *terror* then it automatically suffers from fear as well and all the rules described for fear also apply. However, it is not necessary to take two tests from the same enemy/situation, just make the one test for *terror* and if this test is passed, the Fear test is automatically passed too.

A Terror test is taken in exactly the same way as a Fear test. Roll 2D6 and add the scores together. If the result is greater than the unit's Leadership (Ld) value, the test is failed. If the result is less than, or equal to, the unit's Leadership (Ld) value, the test is passed.

1. A unit must test for *terror* at the start of its turn if there is an enemy which causes *terror* within 8". This test is only taken once during a battle. Whether passed or failed the unit does not have to make the test again.

   If the test is failed, the unit will automatically flee just as if it had been broken in combat or fled as a reaction to a charge.

2. If a unit is charged by a terrifying enemy or wishes to charge a terrifying enemy then it must take a Terror test. This test is taken as soon as the charge declaration and response have been made. Infantry units need only take this test once during a battle. Other units must take this test each time they attempt to charge or are charged by a terrifying enemy.

   If the test is failed, the unit will automatically flee just as if it had been broken in combat or fled as a reaction to a charge.

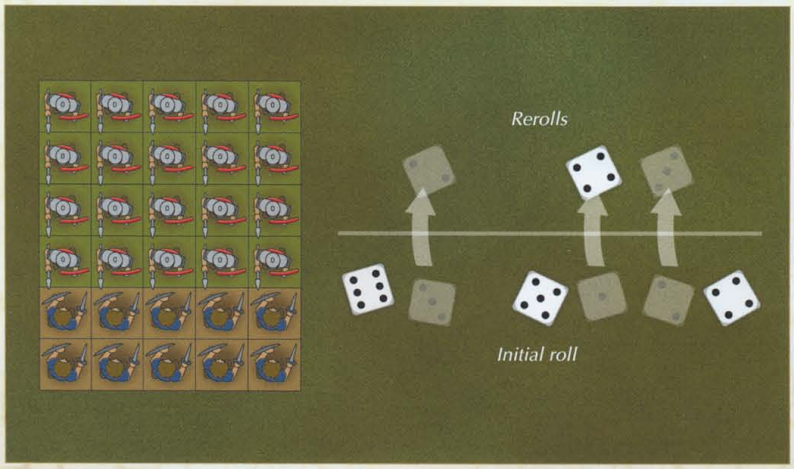
Hatred

Some troops are described as hating all or specific enemies. History is wrought with antagonism, intolerance and hatred borne of cultural and religious differences, fuelling long and bitter wars, and engendering lasting antipathies that plague us to this day. Warriors driven by hatred will fight almost to the death rather than flee from a despised foe. This is represented by the rules for hatred as follows:

1. Troops who hate their hand-to-hand combat adversaries take any Break test as if their Leadership (Ld) value were 10 – ie, the maximum value possible. This value is modified by the combat result as normal. Note that in situations where a unit is automatically broken when defeated in combat without taking a test, then troops that hate their enemy are still automatically broken. The fact that they hate their foe makes no difference as no Leadership (Ld) test is taken. For example, if the unit is reduced to fewer than five models, if their enemy is a charging warband that outnumbers them, and so on.

2. In the first round of each combat engagement, troops who hate their hand-to-hand opponents are allowed to re-roll all 'to hit' dice that miss their hated enemy, as shown below. Note that this only applies in the first round of each combat, regardless of whether the unit charges or is charged by the foe, and represents the troops venting their pent-up rage upon the hated foe. In subsequent rounds of the same combat, the bonus does not apply – exhaustion having taken the edge off their fury!

3. Troops who are fighting combat against hated foes must pursue them if they break and flee. They cannot attempt to avoid pursuit by testing their Leadership (Ld). If they are fighting from defended positions, they can always choose not to pursue just like any other unit – they may hate their enemy but they are not stupid!



A unit of Barbarian warriors led by a Shaman engage a unit of Roman infantry. The Barbarian unit rolls to hit using six dice (two for the Shaman and four for the rest of the front rank).

Needing fours to hit, the inital roll has three successes. Because the unit is affected by the hatred rule, it can reroll the three failed rolls. In this instance one of the rerolls was successful, so the unit has a total of four hits.

Frenzy

Some outlandish warriors can go into a fighting frenzy – a whirlwind of destruction in which all concern for personal safety is ignored in an insane bout of death-dealing. Often these crazed warriors would be drugged or in a trance, having worked themselves up into a state of delirium with arcane chanting and blood-curdling screams.

1. Frenzied troops must charge if there are enemy within charge reach when charges are declared. The player has no choice in the matter – the unit will automatically declare a charge.

2. Frenzied troops cannot respond to a charge by either fleeing, or by firing & fleeing.

3. Frenzied troops fight with +1 extra attack when striking blows in hand-to-hand fighting. Warriors with 1 Attack (A) on their profile therefore have 2 attacks, those with 2 have 3 attacks, and so on.

4. Frenzied troops must always pursue an enemy unit that breaks and flees from combat where they are able to do so. They cannot attempt to avoid pursuit and will pursue wherever possible even if fighting from defended positions.

5. Frenzied troops must always follow-up an enemy unit that gives ground in combat where they are able to do so. They cannot avoid following-up in situations where this is otherwise permitted, for example, when fighting from defended positions.

6. Frenzied troops do not need to take Panic tests. They are not affected by panic.

7. Frenzied troops do not need to take account of any other special psychology rules as described in this section – ie, they cannot be affected by *fear* or *terror*, and they cannot also hate or be stubborn. They can – and often do – cause *fear* or *terror* in their enemies – and for good reason!

8. Frenzied troops must still take Break tests if defeated in hand-to-hand combat. If broken as a result their frenzy is automatically ended and all the rules cease to apply. The unit flees just as any other unit. Should the unit subsequently rally then it no longer counts as frenzied. Their crazed blood lust has been soundly beaten out of them.



Iceni Warrior

The Insubres and Boii wore their trousers and light cloaks, but the Gaesatae had discarded these garments owing to their proud confidence in themselves, and stood naked, with nothing but their arms, in front of the whole army. But when the javelineers advanced, as is their usage, from the ranks of the Roman legions and began to hurl their javelins in well-aimed volleys, they found themselves in a very difficult and helpless predicament. For the Gaulish shield does not cover the whole body; so that their nakedness was a disadvantage, and the bigger they were, the better chance had the missiles of going home.

At length, unable to drive off the javelineers owing to the distance and the hail of javelins, some of them, in their impotent rage, rushed wildly on the enemy and sacrificed their lives.

Polybius, Histories, on Telamon

Stubborn

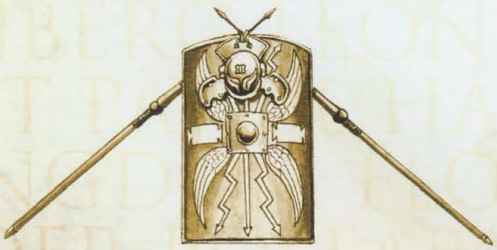
Stubborn troops are uncommonly tenacious and will fight on in situations where other troops would turn and flee. They may be professional troops, hardened mercenaries, or determined zealots, all of whom might be considered stubborn. Such troops have great confidence in their abilities and are not unduly affected when other troops are defeated or flee. The following rules apply to stubborn units that comprise at least five models. Units reduced to fewer than five models automatically cease to be stubborn.

1. Stubborn troops do not have to test for panic if there are fleeing friends within 4" at the start of the turn as described on p70. They still have to test for panic in other situations where a Panic test is required.

2. If stubborn troops lose a round of combat and fail their Break test, they will **give ground** where they would otherwise flee. They can only do this once. The second time they fail a Break test, they flee as other troops. Normally, units only give ground in this way if they outnumber their enemy by at least 2:1. If stubborn troops outnumber their enemy by 2:1 they can also **give ground** just like any other unit. This does not count as their 'free' **give ground** as they would not otherwise be forced to flee in such a situation. See p66 for the rules for giving ground.

3. If stubborn troops lose a round of combat against enemies who automatically break them without a Break test being taken, then a test is made to determine what happens. This might be necessary if fighting a foe that instils *fear* or *terror*, or if the enemy is a charging warband or ferocious cavalry unit, for example. In these cases we put such matters to a dice to determine which rule takes precedence.

Roll a dice. On the score of 1, 2 or 3 the stubborn troops are broken without a Break test being taken – the stubborn unit may not give ground as described above because they have not failed a Break test. On the score of a 4, 5 or 6, the stubborn unit must take a Break test in the usual way and can override a failed result by giving ground as explained above.



FORMATION RULES

We refer to special rules based on troop organisation or tactical methods as formation rules. They are often associated with specific types of troops or specific panoplies – for example, the phalanx and cataphract rules. They may also be associated with particular historical eras and therefore may not necessarily have universal application in the way that psychology rules do. The following examples are sufficiently common to merit inclusion here and help to give a general idea of how these things work.

> "The preceptor then formed the great circular array"
>
> - The Mahabharata

Unreliable (Allies and Mercenaries)

This rule is also referred to as the allies and mercenaries special rule in Warhammer Ancient Battles supplements and army lists. Broadly speaking, it applies to wavering allies and to mercenary troops that lack commitment. Not all allied or mercenary troops are unreliable in this way.

Unreliable allies and mercenaries cannot make use of the General's Leadership (Ld) value when taking Leadership (Ld) based tests. They derive no benefit from the army's battle standard, neither the combat results bonus if the standard is placed with the unit, nor the re-roll that the battle banner normally confers. Note that some of the Warhammer Ancient Battles supplements specify exceptions to these rules.

A player whose army includes unreliable allies or mercenaries must roll a D6 for each unreliable unit at the start of his first turn of the game. On a roll or 2 or more, the unit is unaffected and will move and fight normally for the entire battle. On a roll of a 1, the unit is rebellious, discontent or otherwise truculent for the first turn of the game as noted below, and must then test again at the start of each subsequent turn until a result of 2 or more is rolled. Once a 2 or more has been rolled, no further tests are required. Units rolling a 1 are affected as follows:

1. The unit will not move unless bound by some compulsory movement rule – such as fleeing – or moving as a response to an enemy charge – for example, fleeing or countercharging.

2. The unit will not shoot except as a response to an enemy charge – for example, stand & shoot.

3. If engaged in combat, the unit immediately ceases to be affected by these rules just as if it had passed its test at the start of the turn. It will therefore fight normally from that point onwards.



Ambush

Any units with the ambush special rule do not have to be placed on the battlefield in sight of the opposing player when armies are deployed. Instead, they can be assumed to be deployed on the battlefield in a concealed position and their location is indicated on a map. The unit can be secretly deployed anywhere on the battlefield that is out of sight of enemy troops and not within the part of the table reserved for the opposing player to deploy his army (the opposing deployment zone).

If the player does not wish to deploy ambushing units in concealed positions or if there is no opportunity to do so, these units can instead be deployed in the usual way in the player's deployment zone after all other troops are in position. Ie, they have the advantage of deploying last once the enemy force has take up its position.

Concealed units may be placed on the table at the start of any of the player's subsequent turns and can move, shoot and fight normally once placed.

Concealed units must be placed on the table immediately after an enemy is positioned in such a way that it could see them. Concealed units must also be placed on the table immediately if enemy move to within 8" of their position. Once a concealed unit's position is revealed, it is treated like any other unit on the table. If placed during its own turn it can take part in the turn from that point in the turn sequence.

Concealed units can ignore any tests or obligatory reactions that would otherwise result from any of the special psychology rules described above. For example, they do not have to test their Leadership (Ld) because terrifying enemy are close by.

Concealed units will have to take account of special rules applying from formations, and the player may therefore be obliged to make tests for units that are hidden from his opponent. For example, warband units must still make a test to determine if they surge forward at the start of each turn.

Cataphracts

Cataphracts are heavily armoured horsemen who are usually armed with a kontos and ride horses that are also armoured. You will notice that 'cataphract armour' is also an armour category for these troops as described in the Weapons and Armour section p96.

1. Cataphracts are close order cavalry – they fight in a close order formation. See page 14.

2. Cataphracts charging or marching reduce their entire movement to half speed if they wheel. A unit with a 12" charge move would therefore reduce this to 6" if it wheels at the start of the charge. This reflects both the encumbrance of their armour and their unmanoeuvrable tightly-packed formation.

3. Cataphracts are not permitted to countercharge as a response to an enemy charge. They are considered to be too slow and tightly packed to be able to respond effectively in this way.

4. Cataphracts armed with kontos can fight in hand-to-hand combat with a second rank in the same way as described for infantry armed with pikes. However, this bonus does not apply if cataphracts have charged that turn. Charging cataphracts get the rank bonus described below instead.

5. Cataphracts may count a rank bonus of up to +2 when calculating combat results if they have charged into that round of combat. Normally only infantry can claim this bonus as described in the main rules (see p60), but cataphracts can also claim this bonus in the first round of combat when they charge assuming they have sufficient ranks.

Note that charging cataphracts receive the combat result bonus for ranks, whilst otherwise they fight in two ranks. In both cases they benefit from the depth of their formation.

Chariot Runners

Chariot runners are skirmishing infantry units that fight alongside and in company with chariots. Troops that have the chariot runner special rule move and fight as follows.

1. Chariot runner models in skirmish formation are considered to retain their formation if they form a linked body with models in their own unit or chariot models. Note that this means some models in the unit might be one side of a chariot model, whilst other models are on the other side. Normally skirmishers are not allowed to break their formation by moving more than 2" apart, but in the case of chariots runners, they can do so as long as they can make a link through chariot models within 2". This also allows chariots runners to move through or position themselves within gaps between chariots, and to charge into gaps left by chariot models in hand-to-hand combat.

2. Chariots are allowed to charge through a unit of chariot runners even though the gaps between individual chariot runner models may not be big enough to allow a chariot through. Chariots can even charge an enemy already engaged in hand-to-hand combat with chariot runners – simply push the chariot runner models aside to create gaps big enough for the chariots to fit through. Note that chariot units must still be able to see their enemy in order to charge in this way. They can see through gaps between chariot runners but obviously won't be able to see an enemy if chariot runners are arranged in combat and completely obscure the enemy.

> And the front four ranks of the formation must be of spearmen, whose spear points end in thin iron shanks. And the foremost of them should hold them at the ready, in order that when the enemies near them, they can thrust the iron points of the spears at the breast of the horses in particular.
>
> Those standing in second, third and fourth rank of the formation must hold their spears ready for thrusting if possible, wounding the horses and killing the horsemen and putting the riders out of action with the spear stuck in their heavy body armour and the iron point bent because of the softness. The following ranks should be of the javelineers. The ninth rank behind them should be the foot archers.
>
> Arrian, Order of Battle against the Alans

Combined Formations

Some units are allowed to combine differently equipped troops into the same unit. For example, they might have spear-armed troops in the front rank and bow-armed troops in a rear rank. Other units have better armoured troops at the front and less well protected men at the rear. These instances are indicated in the various Warhammer Ancient Battles supplements and army lists.

1. If combined formations include both close order and open order troops, then all count as close order formation. In this case, once combined they all fight in close order formation.

2. If combined formations include troops with different Leadership (Ld) values then all the troops' Leadership (Ld) counts as that of the majority type or the higher value where numbers are equal.

3. If combined formations include troops affected by differing psychology or formation rules, then the whole unit is affected by the rules that apply to the majority type in the unit.

4. If a combined order formation includes archers in its rearward ranks then it may use massed missiles even where it has no archers in its front rank (see p45). In a combined formation, the rank of archers closest to the front always shoots in its entirety, with subsequent ranks of archers shooting at half effect.

5. A combined order formation that contains archers in rearward ranks but not in forward ranks can respond to a charge by standing & shooting using massed missiles as noted above.

6. A combined formation can include troops with different armour saving throws. When suffering hits from shooting, the saving throw of the majority of the models in the unit is used to resolve all saves. The best value is used where there are equal numbers of differently armoured troops. Although the best value is used for all saves, casualties are removed alternately from the differently armoured models. When taking the first casualty from the unit, always remove a poorly armoured warrior first, and then alternate between the best and worst armoured thereafter. This means that where there are equal numbers of differently armed troops to begin with, the better save of the majority will still continue to apply as casualties mount.

7. When fighting hand-to-hand combat, casualties always fall amongst the models touching the enemy regardless of how they are armed or armoured. If enemy models can potentially fight more than one kind of troop then it is important to establish who is being struck before rolling attacks.

8. Leaders, standard bearers and musicians must be removed as casualties if they are the last models of their type rather than the last models in the unit.

Drilled

Drilled troops are trained to manoeuvre and fight in a tight and precise formation, and as a result are able to change formation both quickly and in ways that other troops cannot.

1. Drilled troops are allowed to make a special manoeuvre – a turn to face their left or right. This is similar to an about face manoeuvre, except that individual models turn to face their left or right rather than completely around to face their rear. As a consequence, a unit arranged in a two deep line will become a two wide column that is now facing to the left or right of the original line. Leaders, standard bearers and musicians are rearranged towards the front of the unit as part of the manoeuvre in a similar way as described for units making an about face. It takes a unit a quarter of its movement to make a turn to its left or right exactly as described for units making an about face manoeuvre. Drilled troops in open order can make two such moves without penalty as they can about face manoeuvres – see p22.

2. At the beginning of their move, drilled troops are allowed to perform one of the following manoeuvres without penalty. This only applies when they perform these manoeuvres at the start of their movement – they are not allowed to move half their move, perform a free manoeuvre, and then move the rest of their move, for example. Manoeuvres that can be performed without penalty are about face (normally a quarter move) and change formation by adding or deducting one or two ranks (normally half a move per rank). Note that a unit making a free manoeuvre in this way still counts as having moved even if it makes no further movement at all. This can affect its shooting either because of the 'to hit' penalty for moving and shooting, or because some weapons cannot be used by moving troops – such as crossbows.

3. Drilled troops can both march and change formation in the same Movement phase. Normally, units that march are not allowed to change formation (see p27).

4. Drilled troops can change formation at the start of a charge move if they wish. Note that this doesn't allow a unit in march column to charge and form a line as it does so, because units in march column are not allowed to declare charges in the first place. Similarly, a unit that has declared a charge cannot adopt a march column as it charges, because march columns are not allowed to charge.

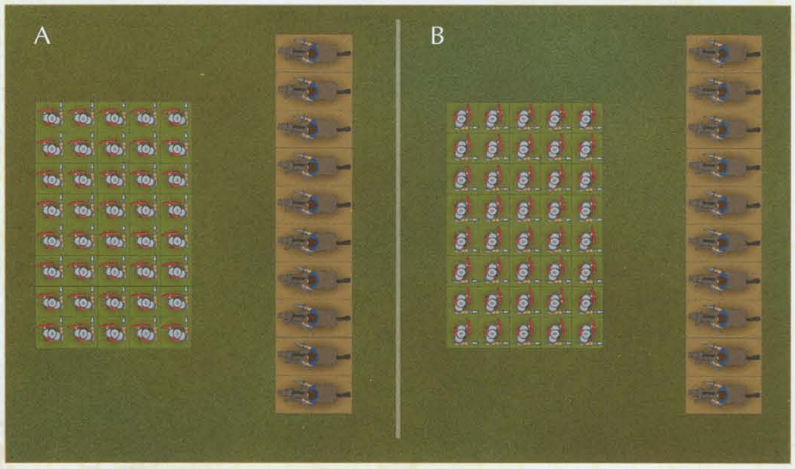
5. Drilled troops can make a reform manoeuvre without taking a Leadership (Ld) test so long as there are no enemy within 8". If there are enemy within 8", the usual rules apply – see p23.

6. Drilled troops can elect not to pursue an enemy that breaks and flees in combat, or follow up defeated enemy who give ground. There is no need for the unit to test its Leadership (Ld) to avoid pursuit/following up in these cases.

7. Drilled troops can disengage from combat without taking a Leadership (Ld) test so long as the enemy they are fighting do not have a faster move rate than they do. If enemies are faster than themselves then they must test to disengage as normal – see p40.

8. Drilled units can give ground voluntarily where they pass their Break test. They do not require overwhelming odds in their favour to do this – as is the case for units that fail their Break test and which would otherwise flee – see p66.

9. Drilled troops are allowed to open their ranks to avoid charging scythed chariots as described in the rules for scythed chariots – see p115.



(A) A Roman infantry five files wide by eight ranks deep is in danger of a flank attack from a Barbarian cavalry unit.

(B) The Roman unit spends a quarter of its movement and turns to the right. Now instead of facing a flank attack it will meet the cavalry head on.

Expert Horsemen

This rule represents particularly adept cavalrymen who are able to throw or shoot missile weapons at a gallop.

1. Expert Horsemen do not suffer the -1 to hit penalty when moving and shooting. Simply ignore the penalty – see p46.

> "Every Mongol is ordered to carry into battle sixty arrows, thirty smaller ones for piercing and thirty larger ones with broad heads."
>
> - Marco Polo

Feigned Flight

Some professional mostly missile-armed troops affect to run away from their foe as if fleeing, only to turn at the last moment to re-engage their now surprised and somewhat disordered enemy. This takes courage and coordination as can be readily imagined.

1. Troops with this ability can respond to an enemy charging to their front by making a **feigned flight**. A feigned flight is exactly like a flee or a fire & flee reaction, except that instead of fleeing out of control the unit is merely pretending to take flight. Note that a unit can only make a feigned flight from enemy charging to its front.

2. When a unit makes a feigned flight, move it directly away from the enemy exactly as if it had fled or fired & fled.

3. If the unit is contacted by the charging enemy it immediately turns to fight as if it had declared a 'hold' response to the charge. The unit is arranged into the same formation as before it made the feigned flight and facing the enemy. The enemy are still charging and retain all of the usual advantages for doing so.

4. If the unit outdistances the charging enemy, it turns to face them at the end of its move. The unit is arranged into the same formation as before it made the feigned flight and facing the enemy. In this situation the enemy charge will have failed, reducing the unit's move to its basic movement rate.

5. In situations where a unit with feigned flight is charged by an enemy it fears, or which terrifies it, the unit can only make a feigned flight if it first passes its Fear test. If it fails its Fear test then the unit cannot make a feigned flight.

Finest Horses

During certain periods of history, nations that controlled the breeding grounds of superior breeds of horses have enjoyed an advantage over their enemies. This rule reflects that advantage by allowing some cavalry a greater move rate.

1. Cavalry with this rule add 1" to their basic movement rate and a proportionate amount to double and triple rate moves. Ie, they increase their Movement (M) characteristic value by +1.



Mounted Turkish archer

Ferocious Charge (First Charge)

This special ability is also described as First Charge in some Warhammer Ancient Battles supplements and books. Ferocious charge and first charge are just different names for the same rule. This special ability only applies to indicated cavalry units that comprise at least five models at the start of the first round of a combat. If the unit is reduced to fewer models prior to charging, including as a result of casualties caused by 'stand & shoot' fire, then they cannot benefit from their ferocious charge. A unit with this special ability gains a significant advantage the first time it charges in the game – bowling over the enemy with the ferocity of its impact! Such is the effort expended that horses and warriors are too exhausted to benefit thereafter.

> "A mounted Frank is irresistible; he would bore his way through the walls of Babylon."
>
> - Anna Comnena

1. The first time the unit charges or countercharges in the battle, its enemy will automatically break without taking a Break test if the ferocious chargers win the subsequent combat round. Note that this only applies for the unit's first charge or countercharge of the game, only affects the results of the first round of combat, and there are some exceptions and special cases as described below.

2. If the enemy charged are skirmishers they are always broken as described above regardless of whether the ferocious chargers have already charged previously in the game. Ie, in the case of skirmishing enemy – the ferocious charge rule continues to apply throughout the game.

3. If the unit's first charge or countercharge of the battle is against skirmishing enemy then the ferocious charge ability continues to apply. Combat with skirmishers does not expend the unit's special ability, which is therefore retained until such time as a non-skirmishing unit is charged/countercharged.

4. If the unit's first charge of the game succeeds in breaking the defeated enemy automatically for some other reason, for example, if the enemy are reduced to fewer than five models or if they fear the chargers, then the ferocious charge ability is not expended but is retained in exactly the same way as described for combat against skirmishers.

5. Sometimes a unit with ferocious charge will find itself charging a unit that automatically passes its Break test without a test being taken, for example, a Stubborn unit. In such a case roll a dice to determine which takes precedence – see the rule for Stubborn troops.

Levies

Troops designated as levies are the worst trained and least motivated men on the battlefield. They may have been coerced into the ranks or they may be little more than civilians equipped as cheaply and expediently as possible.

1. Levies fear enemy units they do not outnumber by at least 2:1, ignoring skirmishers and fleeing troops.

2. Levies cannot make any manoeuvre other than to wheel and if they wheel at all their entire movement is halved.

3. Close order levy infantry do not receive the usual +1 combat result bonus for close order troops.

4. Levies cannot make use of the General's leadership (Ld) value where he is within 12" of the unit. Note that they still benefit from the General's Leadership, or that of any character, if he joins the unit.

5. If levies break from combat then this may oblige nearby friendly units to take **Panic** tests in the usual manner see p70. However, non-levy units can always re-roll – a failed Panic test taken as a result of breaking levies.

Light Troops

Some troops are described as light infantry or light cavalry in the various Warhammer Ancient Battles supplements and army lists. These represent adaptable warriors able to fight shoulder-to-shoulder in formed ranks, or they can fight in loose order as skirmishers.

1. Troops described as light infantry or light cavalry can fight either as skirmishers or as open order formed units. They must fight as one or the other for the duration of the battle – if they deploy as skirmishers they must fight as skirmishers, if they deploy as an open order formed unit they must fight as an open order formed unit.

> In the rear of the Greek mercenaries and the Persians supporting them on either flank was the remainder of Darius' army a great mass of light and heavy infantry.
>
> These were organised according to their country of origin and drawn up in greater depth than was likely to prove of much service; mere numbers made this unavoidable; indeed it is on record that the army as a whole was some 600,000 strong.
>
> Arrian, The Campaigns of Alexander

Massed Cavalry

Massed cavalry are close-fighting horsemen who usually carry spears or lances and rely upon the shock of impact and the support of successive waves of riders following on from behind.

1. Massed cavalry are close order cavalry – they fight in a close order formation (see page 14).

2. Massed cavalry charging or marching reduces their entire movement to half speed if they wheel. A unit with a 14" charge move would therefore reduce this to 7" if it wheels at the start of the charge. This reflects their unmanoeuvrable tightly-packed formation.

3. Massed cavalry may count a rank bonus of up to +2 when calculating combat results if they have charged or countercharged into that round of combat. Normally only infantry can claim a rank bonus as described in the main rules (see p60), but massed cavalry can also claim this bonus when they charge or countercharge, assuming they have sufficient ranks.

Parthian Shot

This is a tactic that derives its name from the Parthians whose mounted archers so impressed themselves upon the Roman legions. It is commonly used by armies that include large numbers of mobile, missile-armed cavalry. The riders would gallop to within killing range of their weapons shooting as they rode, turning about and galloping quickly past or away whilst all the time continuing to shoot by twisting in the saddle. Such a unit would be impossible for slower troops to catch and they would be subject to a barrage of missiles from successive riders.

1. Only cavalry units in skirmish formation and armed with bows, short bows or javelins can employ the Parthian Shot.

2. Troops with this ability can move up to their basic movement rate in the Shooting phase immediately after they have shot.



Phalanx

The phalanx is a special formation associated with the Greeks and with the armies of Alexander and the Hellenistic Age. It consists of a formed body of close-fighting troops armed with either long thrusting spears or pikes. It is a formidable fighting formation but not easy to manoeuvre. Later pike-armed phalanxes overcame this to some extent due to the high degree of professionalism and discipline in Hellenistic armies. We allow for this by a series of additional rules and exceptions that apply to these later types of phalanx.

Movement Rules

The following basic rules apply to all phalanx units. There are further exceptions and special cases as noted later. Note that these rules apply to units even where they no longer qualify as being in phalanx formation as described.

1. At the start of the game the unit must deploy into a 'phalanx' formation. A phalanx formation is a formation containing at least 12 models and is at least two ranks deep. Its obligatory ranks must be at least four models wide (ie, the minimum that would normally qualify for close order and rank bonuses) and its frontage must exceed its depth by at least one model.

2. The only manoeuvres allowed to units with the phalanx rule are to reform and to wheel. A phalanx is specifically not allowed to change formation or to about face except where it has been uprated (see Type of Phalanx opposite).

3. When attempting a reform manoeuvre, units with the phalanx rule suffer a penalty of -1 to their Leadership (Ld) value regardless of whether enemy are within 8" or otherwise (see p23).

4. A phalanx charging or marching reduces its entire movement to half speed if it wheels. A unit with an 8" charge move would therefore reduce this to 4" if it wheels at the start of the charge.

Phalanx Formation Rules

The following rules apply to units in phalanx formation. These rules are negated if the phalanx is fighting in combat and loses its normal combat results bonuses for close order or additional ranks as described on p60. Note that this includes units fighting in difficult terrain as well as units charged in the flank, for example. However, we make an exception to this in the case of elephants where the following rules do continue to apply despite the fact that combat bonuses for additional ranks and close order are lost (see p121).

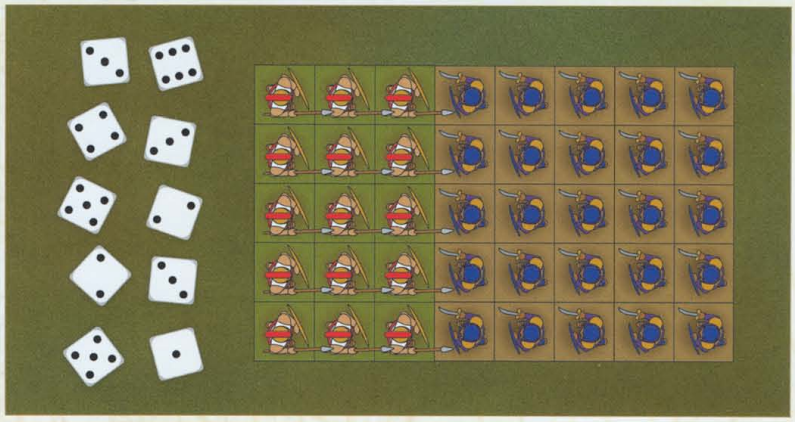
1. All enemy shooting against the phalanx's front suffer a -1 to hit penalty.

2. When a spear-armed phalanx charges, it can fight with two ranks to its front in the first round of combat, ignoring the usual rule that troops equipped with thrusting spears cannot move and fight in two ranks. Note that pike-armed troops can fight in two ranks to their front when they charge anyway so no further rule is necessary in their case.

3. Enemy fighting against the front of a phalanx in Hand-to-hand Combat suffer a penalty to hit. This is a -2 penalty if the enemy are cavalry or light chariots, and a -1 penalty if the enemy are foot troops or heavy chariots.

4. Enemy charging against the front of a phalanx lose any strength bonus associated with their weapons as a result of charging, for example, cavalry armed with thrusting spears or lances.

5. Cavalry charging against the front of a phalanx lose any bonuses or benefits for formation rules that apply specifically when they charge. None of these bonuses apply when charging to the front of a phalanx. For example, cavalry units with a **ferocious charge** derive no benefit from it and have expended their ferocious charge into the bargain!



A Greek Phalanx of 15 warriors charges into combat with a Persian infantry unit of 25 warriors. Whilst the Greeks are heavily outnumbered, their initial charge allows them to fight with two ranks which gives them 10 D6!

Type of Phalanx Rules

The following exceptions and extra rules allow for different categories of phalanx in addition to the ordinary phalanx. These are the Trained Phalanx, the Macedonian Phalanx, and the Medieval Phalanx. In addition, any type of phalanx can be drilled or levy with the further rules given here.

1. **Trained Phalanx.** If the unit is a trained phalanx then it is allowed to make about face manoeuvres in the usual way.

2. **Macedonian Phalanx.** If the unit is a Macedonian phalanx it is allowed to make about face or change formation manoeuvres in the usual way.

3. **Medieval Phalanx.** To qualify as a phalanx formation, a medieval phalanx must have at least three ranks at least four models wide, rather than two ranks as per a standard phalanx.

   i) A medieval phalanx it is allowed to make about face or change formation manoeuvres in the usual way.

   ii) When shooting at a medieval phalanx formation, there is no -1 penalty to hit. Note that this represents the greater vulnerability of the formation to missiles due to its extra depth.

   iii) A medieval phalanx can make a special 'square', 'orb' or 'hedgehog' formation by reforming. In this formation the unit's troops face outwards – so arrange the models at the sides and back of the formation to face the flanks and rear of the unit. Each facing now counts as the 'front' of a phalanx formation. A unit cannot move whilst in a square unless it reforms into another formation first. A unit in a square can only count a maximum of +1 additional rank bonus for combat results.

4. **Drilled.** Any kind of phalanx can also be drilled combining the rules for drilled troops with those for the phalanx. A drilled phalanx does not have to deploy in phalanx formation at the start of the game. A drilled phalanx can make any manoeuvres allowed to non-phalanx units, including the turn left/right manoeuvre specifically allowed to drilled troops. The penalties applied for wheeling during charges and marches do not apply to a drilled phalanx. See the rules for Drilled unit on p106.

5. **Levy.** Any kind of phalanx can also be levy combining the rules for levy with those for phalanx. Note that where the levy phalanx wheels as part of any move, its movement will be halved as levy always half their speed unless moving directly forward. See the rules for Levy on p108.



Shieldwall

A shieldwall is a special formation associated with Dark Age armies that comprise a mass of troops armed with spear and shield. The shieldwall is a compact, defensive formation, literally a wall of shields presenting a solid barrier to the enemy. Units allowed to form a shieldwall are indicated in the appropriate army lists, but note that at least half of the warriors in the front ranks of such units must carry shields to qualify for the special rule.

1. A formed unit with this special rule can make a shieldwall in its Movement phase instead of moving. Making a shieldwall is a special kind of manoeuvre that takes up all of the unit's available movement.

2. Once formed, a shieldwall lasts until the unit moves for whatever reason, or until the unit is beaten in a round of hand-to-hand combat. In either of these circumstances the shieldwall is lost and ceases to have any effect unless formed in a subsequent Movement phase as described above. Note that units already engaged in combat are not allowed to move and so won't be able to form a shieldwall whilst the engagement continues.

3. Any enemy attacking the front of a shieldwall, either shooting with missile weapons or striking blows in hand-to-hand fighting, suffers a -1 to hit penalty.

4. If a unit with the shieldwall ability is armed with missile weapons then it can still form shieldwall and shoot in the same turn. It is considered to have moved as it has made a manoeuvre.

Veteran

Veterans are the most experienced and best troops in an army, the core of warriors who will be found at the forefront of a battle or fighting as a valiant rearguard should things not go so well. We allow these troops a bonus 'second chance' to roll their dice once during the battle to represent their staunch reliability – thus allowing the player to avoid a dose of bad luck at a critical moment, or perhaps giving the desperate gambler an outside chance of pulling off something spectacular.

1. One time in any battle, a veteran unit can choose to re-roll all of its 'to hit' dice for either shooting or hand-to-hand combat. The player discards all results already rolled, including any successful hits, and rolls all of the unit's dice to hit again. The second result stands – even if it happens to be worse than the original roll – so choose your moment carefully! Remember, this is only allowed once during a battle.

> "Now the Romans had come to grips with their real enemies, the Carthaginian veterans, their equals in arms and experience of warfare."
>
> - Livy, The War with Hannibal



Warband

The warband rules apply to tribal troops that fight in informal masses or bands as opposed to regular troops that are trained and possibly drilled to perform manoeuvres and obey orders. We also apply the rules to some poorly trained militia units or mobs of civilians, in both cases these are units that lack much formal training and may have problems obeying complex orders. Warbands are not necessarily poor fighters and may be brave and tenacious warriors – most barbarians fight as warbands and they are certainly dangerous adversaries, lacking neither courage nor determination. Warbands are especially dangerous on the charge, when their sheer weight and determination can overwhelm the enemy. However, when things to go wrong, warbands lack the martial training or discipline to respond in an effective way. They are hard to rally if they panic or break.

1. Warbands not otherwise bound by some compulsory movement rule (eg, fleeing!) must take a test at the start of each turn to determine if they remain under control. Roll a D6 for each warband unit. On the roll of 2, 3, 4, 5 or 6, the unit remains under control with no further effect. On the roll of a 1, the unit surges forward in an undisciplined manner.

   Units surging forward must charge the nearest visible enemy if they are within charge reach. If the nearest visible enemy is not within charge reach, the warband must move towards them, and must move at least its full basic movement distance where possible. This move takes place in the Compulsory Move part of the Movement phase. The player can choose to move the unit further if it is able to do so, for example, it might march. If other units or impassable terrain block the unit's path it will move as far as it can before being brought to a halt. If skirmishing friends are in the way, the unit will push its way through them. If the warband fails to completely clear the position of the skirmishers, any skirmisher models in the way are moved straight back out of the way by the minimum move required. Note that an enemy must still be visible through a unit of skirmishers for this to happen – as a warband will only surge towards an enemy it can see.

   A warband unit that has given ground in the previous turn must still take the test to see if it surges uncontrollably forward and must attempt to charge visible enemy if possible. This overrides the normal rule that forbids units that give ground from charging in the following turn (see p66).

2. If a warband charges and defeats its enemy in the first round of hand-to-hand combat, then all the enemy units are automatically broken and will flee without taking a Break test if the warband outnumbers the enemy. Where several units are fighting on each side, count all the warband troops and all the enemy when working out whether the foe is outnumbered. For example, a warband of 32 models does not outnumber two enemy units of 24 models, as they comprise 48 models in total. If the warband does not outnumber a defeated unit then this rule does not apply, and the defeated unit must take a Break test as usual.

3. If a warband charges or countercharges an enemy unit and breaks it in the first round of combat, then the warband must pursue. The player has no choice in the matter and cannot test to avoid doing so. The warriors go out of control and pursue their fleeing enemy.

4. Warbands in close order formation are unwieldy and therefore suffer movement penalties in some situations. If such a warband is charging or making any compulsory move, including surging forward as described above, fleeing, etc, then these penalties do not apply. Otherwise, if the warband makes any move other than straight forward, including any manoeuvres what-so-ever, then its movement is reduced to half speed. For example, a warband marching at 8" would reduce this to 4" if it wheeled as well.

5. Warbands arranged into deep formations increase their Leadership (Ld) value to represent the confidence of mass. Most warband units have a low Leadership (Ld) value on their profile and rely on the weight of numbers represented by additional ranks to boost their Leadership (Ld). Formed warbands at least four models wide add +1 to their Leadership (Ld) value for each rank of at least four models behind the first. The maximum bonus that can be gained in this way is +3 to a maximum value of 10 for close order infantry, and +2 up to a maximum of 10 for cavalry and open order infantry.

6. If a warband is joined by a character then it can combine its Leadership (Ld) bonus with the character's Leadership (Ld) if the character also has the Warband rule, otherwise it cannot do so and must use one or the other. If using the Leadership (Ld) of a nearby General, the unit can combine its Leadership (Ld) bonus with the General's Leadership (Ld) if the General also has the Warband rule, otherwise it cannot do so and must use one or the other.

> The enemy also dashed forwards so suddenly and swiftly, that there was no time to throw spears at them, so the men dropped their spears and fought hand-to-hand with their swords.
>
> By quickly adopting their usual close formation the Germans were able to withstand the sword thrusts, but many of our soldiers actually threw themselves on the wall of shields confronting them.
>
> Julius Caesar, The Conquest of Gaul

CHARIOTS



Chariots were very much in vogue during the Late Bronze Age especially amongst armies such as New Kingdom Egyptians and Hittites, where they performed many of the roles later associated with cavalry. With the development of more effective equitation, chariots were gradually replaced by cavalry until they had all but disappeared from military use by the end of the 2nd Century BC. However, the Britons and Picts were still riding around in chariots when the Romans invaded the British Isles in the 1st Century AD. Chariots continued to be a feature of Irish warfare for some hundreds of years after that.

Chariots came in all sorts of shapes and sizes from lightly built, agile fighting platforms to lumbering wagon-like monstrosities crammed with warriors. For our purposes it is useful to draw the distinction between two kinds: light chariots and heavy chariots. In addition we will consider the very specialised development of scythed chariots in some late Hellenistic armies – a kind of heavy chariot converted into a one-shot guided missile!

Light chariots are lightly built, drawn by two horses, and generally have a crew of two. They are designed to move quickly and can be thought of as 'cavalry like' in their operational role. Heavy chariots are more stoutly built, are drawn by at least two horses and frequently four, and have at least two crew and often many more. They can take the form of barely mobile fighting platforms offering protection to their crew, or they can fight something like lumbering heavy cavalry; charging en masse and breaking into the enemy's ranks. Scythed chariots are a development of this latter type of heavy chariots, where the crew are reduced to a single driver and the chariots themselves are festooned with numerous spikes, scythes and blades. Scythed chariots are designed to break up enemy formations and sow disorder in the opposing ranks. The driver would often aim his chariot, get his team up to a good speed, and then make a dive for it before the almost invariably fatal pile-up. It is hard to imagine this was an especially popular career choice amongst ancient soldiery.

CHARACTERISTICS

A chariot model complete with its crew is treated as a single piece in much the same way as a horse and rider is treated as a single piece with one characteristic profile. The Warhammer Ancient Battles supplements and army lists have the appropriate profiles for chariots in specific armies as they do other troops. The following is a typical example.

	M	WS	BS	S	T	W	I	A	LD
Light Chariot	8	4	4	3	4	1	4	2	8

Number of Troops

Many of our game rules refer to the 'number' of models in a unit of troops, for example, when determining when units are outnumbered for purposes of Fear tests or for giving ground, and for determining the minimum size for rallying or counting as a formed unit. Although we treat chariots as just one model, we recognise that they often carry more than one warrior, so we allow that each chariot model is equal to the number of crew it carries for these purposes, ie, a single light chariot with a crew of two counts as 'two' warriors.

Fear and other Psychology

Chariots instil fear in enemy infantry, who must therefore take the appropriate tests and checks as explained in the rules for fear in the Special Rules section on p100.

In all other respects chariots are treated as cavalry for the purposes of the Psychology rules in the Special Rules section.

SQUADRONS

Aside from scythed chariots, which are a special case as described later, chariots are organised into units of at least three models called 'squadrons'. A chariot squadron can have a leader, standard bearer and musician just like other units and these must occupy separate chariots.

Chariot squadrons are considered to be formed units for the purposes of the rules. They fight in a formation of ranks and files, but as they derive no benefit from fighting deeper than a single line, this is the formation most players will employ.

Heavy chariots are arranged into a formation with their bases touching edge-to-edge exactly as for formed infantry and cavalry units. The unit can turn by the whole unit wheeling as described for formed units, or they can change direction by making an about face manoeuvre in the same way as other formed units – see Movement p22.

Scythed chariots are always organised into units of one model but otherwise they move and manoeuvre as described for heavy chariots.

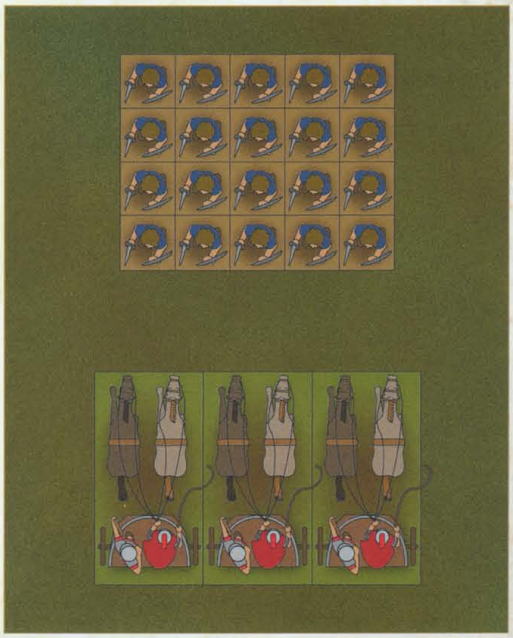
Dispersed Group Formation

Light chariots can be arranged into a formation exactly as described for heavy chariots. Alternatively they can be formed into a **dispersed group** as described below. Regardless of which formation the chariots have adopted, they count as a formed unit. Switching from one formation to the other requires the unit to make a reform manoeuvre.

Light chariot squadrons operating as a dispersed group form a rough line or clump with no models touching and no models separated from the group by more than 2". When the squadron moves, each chariot model is moved individually and is free to turn or pivot as it does so with no penalty to its move distance. This makes light chariot units extremely mobile and flexible. Note that this is essentially the same as described for skirmishers.

Scythed Chariots

Scythed chariots are always organised into units of one model but otherwise they move and manoeuvre as described for units of heavy chariots. Unlike other chariots, scythed chariots are not considered to be formed units. This means they don't get the usual benefits that formed units have, for example, when charging an enemy unit in the flanks, or in respect of various Panic tests.



A squadron of three chariot units prepares to charge the enemy infantry. They form a single line, with the models in base contact, enabling all three to attack.

MOVING

Chariots are unable to move over obstacles or through difficult terrain, and treat such areas of the battlefield as impassable, except that they can cross rivers by means of bridges or fords and can move along roads or pathways as you might expect. If circumstances force a chariot to move into difficult terrain or over an obstacle, roll a D6 for each chariot that is obliged to move in this way. The chariot will be destroyed on the roll of a 1, 2 or 3 if it is a heavy or scythed chariot, and on the roll of a 1 if it is a light chariot. This can happen in various situations, most commonly if a chariot is forced to flee from combat and its flight takes it into terrain that it is not normally allowed to enter.

Note that as chariots are unable to cross obstacles, they cannot take up a defended position behind an obstacle, and they cannot charge across an obstacle at an enemy who has taken up a defended position. As far as chariots are concerned, these obstacles are impassable.

Chariots can march at double their movement rate in the same way as infantry or cavalry. They can make a fast march if arranged into a column one model wide and at least two models deep. Scythed chariots are an exception in that when they march they do not double their movement rate but instead add +D6" to their basic move rate.

Scythed chariots are especially unmanoeuvrable, not least because they are burdened by extra armour and weaponry, and therefore their movement is reduced to half speed if the model moves in any fashion other than directly forward in a straight line.

Light chariot squadrons moving as a loose group cannot touch other chariot models as they move, whether these are from the same or a different squadron. They must retain their loose formation, but individual models can otherwise move as required. This is much the same as for skirmishers (see p76).

WOUNDS

Each chariot complete with its horses and crew is treated as a single model for purposes of shooting, hand-to-hand fighting, and so forth in the same way as a horse and rider. A chariot model can sustain a number of wounds before it is removed as a casualty – either one or more depending on the type of chariot.

If chariots can take two or more wounds then wounds falling upon a squadron are reckoned against the squadron as a whole. For example, if chariots have two wounds then remove a chariot once two wounds are suffered by the unit – don't carry one wound forward onto two separate chariots. Similarly, if chariots are destroyed as a result of running into difficult ground, this doesn't remove any wounds that the squadron has already accumulated, as wounds are always considered to have fallen on to the squadron as a whole.

CHARIOTS IN COMBAT

We work out combat for chariots in the same basic way as for other troops. So, chariot models strike blows against enemy in contact to their front, sides or rear and attack in initiative order unless they charge, in which case they go first.

Weapons and Weapon Bonuses

With a few specific exceptions, weapons wielded by a chariot's crew are considered to be wielded by cavalry models. So, chariot crews equipped with thrusting spears use the cavalry thrusting spear rules and not the infantry thrusting spear rules.

If a chariot's crew are armed with a mixture of weapons then work out all the chariot's hand-to-hand attacks using the weapon carried by the majority of the crew. Where there are equal numbers the player can choose between them.

Light Chariots Aligning to Fight

Light chariots in a loose group formation may find that individual models are unable to reach the enemy when they charge. Similarly, individual models may be out of reach of an enemy who has charged their squadron and then aligned to closer chariots in the unit. In these cases, and in subsequent rounds of combat, move chariot models into contact with their enemy in exactly the same way as described for skirmishers – see Skirmishers on p77.

Impact Hits

Heavy and scythed chariots cause automatic hits upon their target when they charge, representing the impact of the horses and chariot on the enemy's ranks. Note that these hits are only scored when the chariots charge and are simply added to the total number of hits scored when the chariot fights in the ensuing combat round. Roll to see if all hits score wounds in the normal way. Impact hits count as having been struck in the first round of combat and count towards working out the combat result for that turn.

When a heavy chariot charges, it automatically scores an extra D3 hits due to its impact in the first round of combat. A D3 is simply half the score of a D6 – 1 or 2 counts as 1, 3 or 4 counts as 2, and 5 or 6 counts as 3.

When a scythed chariot charges, it automatically scores an extra D6+2 hits due to its impact in the first round of combat. For example, a roll of 3 = 5 hits, a roll of 6 = 8 hits and so on.

If a scythed chariot charges and rolls a 1 for its impact hits then it survives the collision and can continue to fight in following rounds of combat assuming the enemy does not destroy it.

If a scythed chariot charges and rolls a 2 or more for its impact hits then it is wrecked and is removed as a casualty. This is by far the most likely fate for a scythed chariot!

Chariots versus Phalanx

If chariots charge the front of a phalanx then the pikemen strike before chariot impact hits and other attacks are worked out – as pikes always strike first due to their length. If chariots are destroyed before striking, they will lose the chance to fight and do not inflict impact hits either.

Scythed Chariots versus Drilled Troops

Some armies contain highly trained and organised warriors which we refer to as drilled troops– these are described in the Special Rules section on p106. Drilled troops are allowed to open their ranks to form lanes for charging scythed chariots to pass harmlessly through their formation. We don't require that the drilled unit is actually arranged to show these lanes – imagination will suffice – and no account is made of opening ranks in terms of the unit's actual formation.

Troops can only attempt to open their ranks and allow a scythed chariot to pass through if they are charged to their front, if they are not already engaged in combat, and assuming they are not charged by a scythed chariot and another unit at the same time.

To do this successfully, the unit that has been charged must first respond to the charge with a 'hold', ie, it cannot stand & shoot or make any other response. Then the unit must take and pass a Leadership (Ld) test as described for Panic tests and Psychology tests – see p69 and p100. If the unit has been charged by several scythed chariots, just make the one test – the result will stand for all.

If the test is failed then the unit does not succeed in opening lanes for the charging chariot to pass through and combat proceeds as already described.

If the test is passed then the chariot is moved right through the unit and placed on the other side, leaving the statutory 1" gap between both units. It doesn't matter if this move exceeds the chariot's maximum move – just move the chariot the distance required to clear the enemy unit. No combat is fought.

CHARIOTS AND SHOOTING

As described for hand-to-hand combat, weapons employed by a chariot's crew are considered to be wielded by cavalry models. If a chariot's crew is armed with missile weapons then each appropriately armed crewman shoots either once or twice depending on what weapons he carries. Each crewman armed with bows, short bows, light crossbows, javelins or darts can shoot twice. Crewmen armed with other weapons can shoot once.

A crewman armed with a crossbow can shoot even if the chariot moves, even though crossbowmen are normally forbidden from moving and shooting in the same turn. However, note that this doesn't extend to longbows or other weapons that are disallowed from moving and shooting.

When a chariot moves, the usual penalty to the score required to hit is applied to any crewmen who shoot. Remember that, although it is convenient to consider the number and armament of individual crewmen when working out shooting, the chariot is otherwise considered to a single piece that 'shoots'.

Chariots as Missile Targets

Note that moving light chariots are deemed especially difficult to hit and attract a -1 'to hit' penalty as already described in the Shooting section on p46. Although they fight in dispersed formation they are not skirmishers and the additional penalty for shooting at skirmishers does not apply.

Chariots are not generally considered to be large targets for the purposes of shooting and any instances to the contrary will be specifically indicated in the appropriate Warhammer Ancient Battles supplement.

ARMOUR SAVES

Chariots have an armour saving throw based on the armour worn by their crew much as do cavalry models. Where individual crewmen have different levels of protection the whole chariot is considered to have the saving throw of the best protected crewman.

This saving throw is two pips of the dice better than equivalent infantry, so a crew with no armour save on the D6 roll of 5 or 6, crew with light armour only save on a 4, 5 or 6, crew with light armour and shields save on a 3, 4, 5 or 6, and so on. The best save possible is 3 or more without barded horses, and 2 or more with barded horses, the same as described for cavalry.

FLEEING CHARIOTS

When chariots flee, or for that matter pursue, bear in mind that obstacles and difficult terrain that other troops would flee through present impassable barriers to chariots.

When light chariots break from combat and flee, or if they flee following a Panic test or any other reason, then their initial move is reduced to 2D6" from the 3D6" that would be usual for units with their movement rate. This represents the fact that it's hard to turn round a chariot quickly to run away! Note this only applies during the initial move when the unit flees – not during subsequent fleeing moves. Heavy chariots are not penalised because they already moved slowly and are therefore restricted to 2D6" for their fleeing and pursuing moves.

ELEPHANTS



Elephants were a unique feature of warfare in the east until Alexander the Great encountered them in India and collected a few for his own armies. After that they became much sought after by Hellenistic monarchs and were to play their part in the campaigns of the Carthaginian general Hannibal and his battles against the Romans.

Elephants were most effective when employed against troops encountering them for the first time when their size, appearance and bizarre trumpeting must have made them seem utterly monstrous. Once troops got used to elephants and learned their weaknesses, they ceased to be as useful, although they could still be deployed in various ways such as to protect flanks against enemy cavalry, for example.

Two kinds of elephants suitable for military use were known to the ancients: the Indian elephant that is familiar to us today, and a sub-species of the African forest elephant that is nowadays either rare or extinct altogether depending upon which sub-species is intended. Either way, the forest elephant is or was a much smaller creature than either the Indian elephant or the large African elephant that survives to modern times. Ancient peoples regarded the Indian elephant as the more suited to military life and went to great trouble to acquire them.

CHARACTERISTICS

As elephants are so large and can carry many crew, we treat the elephant and crew separately. The elephant has its own characteristics profile, and crewmen have their own profiles as appropriate. Taken together, each elephant model is treated as a single unit together with its crew. Elephants are always considered as individual units – they don't form larger formations of several elephants.

Elephants always have a rider called a 'mahout' who sits behind its ears and directs the beast as best he can. In addition, elephants carry warriors either clinging to their mount's back or riding in some sort of howdah. The following is a typical profile and is given here to illustrate how these things work. Note that in this instance the elephant's mahout has been given 'O' BS and A values – he is far too busy steering to shoot or fight!

	M	WS	BS	S	T	W	I	A	Ld
Indian Elephant	6	4	0	7	6	6	3	4	5
Mahout	4	3	0	3	3	1	3	0	7
Warriors	4	4	4	3	3	1	3	1	8

Although we otherwise consider the elephant and crew separately, if the elephant is killed we assume all of its crew also fall casualty. Perhaps the elephant collapses on top of them!

Leadership

As with cavalry, the elephant unit's Leadership (Ld) is always taken as that of the rider or mahout in this case. If the elephant's mahout should be slain, as can sometimes happen as described later, then the elephant's own Leadership (Ld) is used from that point on.

Number of Troops

Many of our game rules refer to the 'number' of models in a unit of troops, for example when determining when units are outnumbered for the purposes of Fear tests or for giving ground.

The number of models in an elephant unit is always equal to the Wounds (W) characteristic value of the elephant itself. Note that this value doesn't decline if the elephant suffers wounds during the battle – it is the initial value on the elephant's characteristic profile that counts. The number of crew isn't taken into account; we just use the elephant's own Wounds (W) value when calculating the unit's number in the case of elephants.

Size of Elephants

Elephants are so tall they can be seen and shot at over the heads of intervening troops. They can also be seen over low obstacles such as low walls or hedgerows, but woodland and buildings will block line of sight as for other units.

For shooting purposes, elephants are reckoned as large targets and attract the +1 to hit modifier when shooting at them.

Fear and other Psychology

Elephants instil *fear* in infantry and *terror* in cavalry and chariots. Elephants don't just affect the enemy in this way, even your own side's infantry *fear* elephants and your own cavalry and chariots are terrified of them!

Some troops are considered to be accustomed to elephants and either don't *fear* them, in the case of infantry, or *fear* them rather than being terrified of them, in the case of cavalry and chariots. These cases are indicated in the various Warhammer Ancient Battles supplements and army lists.

African elephants always *fear* Indian elephants. This is because Indian elephants are larger and more fearsome than their smaller cousins.

Aside from African elephants fearing Indian elephants, no elephant units suffer from *fear*, *terror* or any of the psychology rules described in the Special Rules section.

Panic

Elephant units do not suffer from panic as described in the section on Panic on p69. Any Panic tests that would otherwise be required are simply ignored. Elephants cannot be forced to flee as a result of panic.

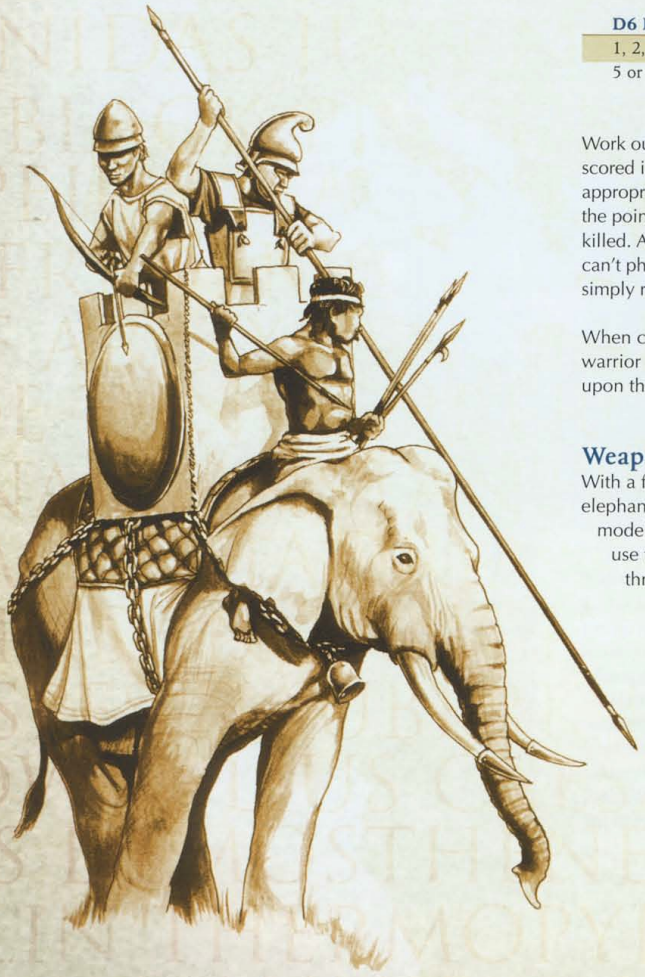
> He...posted strong contingents of archers and slingers in the spaces between the elephants, and then launched his main body into the attack in close order and with an irresistible impetus.....
>
> After a long struggle... the Roman line began to give way... the factor which did most to enable the Greeks to prevail was the weight and fury of the elephants' charge.
>
> Plutarch, Parallel Lives Pyrrhus

MOVING

Elephants can turn or pivot freely as they move in the same way as individual light chariots or character models, there is no need for them to manoeuvre as described for formed units of troops.

If the elephant model moves directly forward then it moves at its usual movement rate with appropriate deductions for terrain where necessary. If the elephant moves in any other fashion, turning to face a different direction during its move, then the elephant's move rate is halved.

Elephants are lumbering beasts so we do not permit them to march. Note that their lack of celerity doesn't prevent the elephant from charging at double movement rate in the same way as other troops.



Charging Elephants

Cavalry and chariots are not allowed to charge elephants, and if charged by elephants they can only declare a flee or fire & flee response even if they pass the requisite test for *fear/terror*. Note that this applies even where troops are used to elephants as described above.

ELEPHANTS IN COMBAT

In hand-to-hand combat, both the elephant and its crew fights. The elephant attacks with its characteristics and the crew fight with their characteristics and weapons. These must be worked out separately.

When it comes to fighting against the elephant, enemy models use the elephant's Weapon Skill (WS) when determining what score they need to roll hits. Any hits scored are then randomly allocated to either the elephant or crew as shown on the table below. Roll a dice for each hit scored.

D6 ROLL	WHAT IS HIT
1, 2, 3 or 4	Elephant
5 or 6	Crew

Work out hits on the elephant and crew resolving any wounds scored in the usual way. Take any saving throws for crew as appropriate. Wounds on the elephant must be recorded up to the point where the total number is reached and the elephant killed. Any crew killed are removed but don't worry if you can't physically remove the actual models – it is adequate to simply record how many crew have been slain.

When crew are struck, we always assume hits fall upon the warrior crew first and the mahout last of all. Hits only fall upon the mahout once all other crewmen have been slain.

Weapons and Weapon Bonuses

With a few specific exceptions, weapons employed by an elephant's crew are considered to be wielded by cavalry models. So, elephant crews equipped with thrusting spears use the cavalry thrusting spear rules and not the infantry thrusting spear rules.

If an elephant's crew are armed with different weapons, work out the fighting for each type separately.

Elephant crews can strike all round from the edge of the elephant model's base.

Combat Bonuses

If an elephant is fighting in a combat engagement then no units from either side may claim either rank bonuses or close order bonuses when working out combat results. The confusion caused by the elephant breaks up the cohesion of all the units and reduces the fight to a frantic brawl.

Note that, aside from negating combat result bonuses as described, elephants do not negate the Phalanx special rule that allows units to fight in multiple ranks, or the Warband special rule that allows units to boost their Leadership (Ld) value with additional ranks. Only the combat results bonuses described are affected.

Combat and Stampeding Elephants

Elephants never flee from combat in any situation. If an elephant loses a round of combat, no Break test is taken and the elephant stampedes. The beast is driven wild with the pain of its wounds and the commotion of combat. Bear in mind that is also possible for elephants to stampede as a result of missile fire. For this reason we will deal with the rules for stampeding elephants, how they move, and how they react to other troops – both friends and foes – in a separate section over the page – see p122.

ELEPHANTS AND SHOOTING

As described for hand-to-hand combat, weapons employed by an elephant's crew are considered to be wielded by cavalry models. If an elephant's crew is armed with missile weapons then each appropriately armed crewman shoots either once or twice depending on what weapons he carries. Each crewman armed with bows, short bows, light crossbows, javelins, or darts can shoot twice. Crewmen armed with other weapons can shoot once.

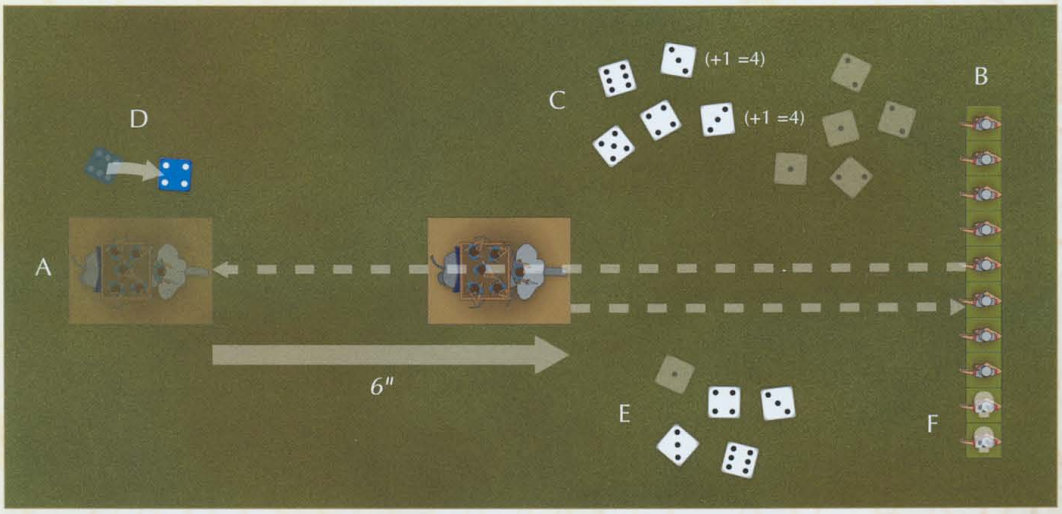
A crewman armed with a crossbow can shoot even if the elephant moves, even though crossbowmen are normally forbidden from moving and shooting in the same turn. However, note that this doesn't extend to longbows or other weapons that are disallowed from moving and shooting.

When an elephant moves, the usual penalty to the score required to hit is applied to any crewmen who shoot.

Elephants as Missile Targets

When shooting at an elephant unit, work out whether the model is hit in the usual way, remembering to add +1 to the chance to hit because the elephant is a large target. Any hits scored are then randomly allocated to either the elephant or crew exactly as already described for hand-to-hand combat.

Elephants that take wounds from missile fire can potentially stampede as described over the page.



An elephant crew, armed with crossbows (A) is shot at by a unit of archers (B). The archers have 10D6 to hit, with a +1 to each score due to the size of the elephant. Needing 4s they score 5 hits (C). Later these hits become 2 wounds on the elephant (D).

In the elephant crew's turn, they move forward 6" but also shoot at the enemy with their crossbows. As five of the crew can shoot, the player rolls 5D6. Needing 3s they score 4 hits (E). Later these become 2 wounds on the archers (F).

STAMPEDES

Elephants are liable to suddenly stampede if they are hurt or if the tumult of combat becomes too much for them to bear. To represent this, elephants can potentially stampede in any of the following situations:

1. The elephant suffers one or more wounds from missile fire during the enemy player's Shooting phase. Take a Stampede test at the end of the phase.

2. The elephant's mahout is slain. Take a Stampede test at the end of the Shooting phase if the mahout is slain by missile fire, or immediately if the mahout is slain in hand-to-hand fighting.

3. The elephant loses a round of hand-to-hand combat. In this case no test is necessary – the elephant stampedes automatically!

4. An African elephant otherwise forced to flee as a result of failing a Fear test in respect of an Indian elephant will not flee but will stampede instead.

Stampede Test

A Stampede test is a 2D6 Leadership (Ld) based test in the same way as a Panic or Psychology test. It is necessary to take a Stampede test if the elephant is wounded or if the mahout is killed. The mahout's Leadership (Ld) value is used assuming that he is still alive, otherwise the Leadership (Ld) value of the elephant is used instead. As elephants have very low Leadership (Ld) values this does tend to mean that they will often stampede once their mahout has been slain.

If the test is failed (rolled more than the Leadership value) then the elephant stampedes.

Moving Stampeding Elephants

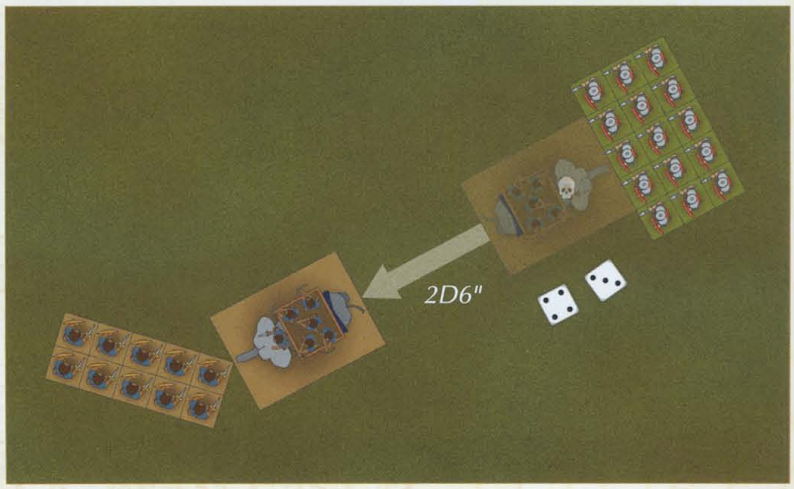
When an elephant stampedes from hand-to-hand combat, the elephant turns away from its tormentors and stampedes 2D6" directly away from them much as a unit that flees. In other situations the elephant stampedes 2D6" immediately in a direction indicated by a Scatter dice (see the Artillery section on p127 for a description of this special dice). Thereafter the elephant moves 2D6" in the same direction in the Compulsory Movement part of its Movement phase.

Once the direction of a stampede has been established, the elephant stomps straight forward in this same direction each turn. The only thing that causes a stampeding elephant to deviate from its path is terrain that is impassable, in which case it will head off in a random direction that avoids the impassable terrain. Roll the Scatter dice again to see which way the elephant goes.

Once an elephant stampedes, it cannot be stopped. It cannot rally. Elephants that leave the battlefield are removed from the game and do not return (thank goodness!).

Elephants that stampede from hand-to-hand combat are not considered to be fleeing even though the move is similar. The enemy cannot pursue, even though they might have won the combat.

If troops from either side get in the stampeding elephant's way, it will charge in to and attack them. Any surviving crew do not have to join in the fight unless they want to do so. The elephant will continue to fight the troops in front of it whilst they are there. If the enemy break and flee, the stampeding elephant will pursue 2D6" and will then continue stampeding in the same direction in subsequent turns. If a stampeding elephant loses a combat then it will stampede out of the combat as described above.



An Elephant crew's Mahout is killed in combat. This forces the elephant crew player to take a leadership test to prevent a stampede. Needing 5 or less on 2D6 the player rolls a 7, failing the test!

The player then moves the Elephant 2D6" away from the combat. The resulting stampede sends the elephant crashing into a friendly unit!

ARTILLERY



This section provides rules for various kinds of war machines including stone-throwing engines, catapults, and primitive cannon. Not all armies have access to these technological wonders of course, and in many cases these devices would have been far more useful in a static assault or prolonged siege than an open battle. We shall confine ourselves to those kinds of machine most likely to make an appearance in a battle, and refer readers to our supplement *Siege and Conquest* for extensive rules regarding their employment in sieges.

BATTERIES

A single artillery piece can be deployed as a unit of one weapon plus its crew. If the army includes more than one weapon of the same type, these can be formed into larger units called batteries. The weapons within a battery must be deployed in a loose group separated by no more than 5" in a similar way as described for skirmishers and light chariots. Weapons of the same kind deployed within 5" at the start of the game automatically form a battery for the duration of the game.

NUMBER OF TROOPS

Many of our game rules refer to the 'number' of models in a unit of troops, for example, when determining when units are outnumbered for the purposes of Fear tests or for giving ground, and for determining minimum size for rallying or counting as a formed unit. We allow that each artillery piece is equal to the number of crew it has serving it. Crew separated from their weapon simply count the number of models as you might reasonably expect.

RULES FOR ARTILLERY

All artillery pieces are treated the same way in many respects; for example, they all have crews, they can potentially become involved in combat, they can be shot at by missiles, and so on. The common rules for such things are given below:

Crews

Crewmen are always based individually and are treated separately from their weapon in many situations. For example, if the crewmen flee they will turn tail and run, leaving their weapon behind. They are not treated as an integral part of the weapon as are, for example, the crew of a chariot.

Crewmen are not allowed to deliberately separate from their weapons unless they flee, or unless they are moving to crew another weapon. They are not allowed to charge an enemy, and if charged whilst detached from their machines they will always flee.

A character model is allowed to join an artillery piece or battery if desired. If the character joins a battery he must be assigned to a particular weapon – this enables shooting casualties on the battery to be allocated appropriately. Character models that have joined batteries cannot operate weapons or substitute for crewmen. Characters who join with artillery are never hurt as a result of a weapon malfunctioning – they are sensible enough to keep their distance!



Artillery as Targets

All artillery pieces are treated the same way when shot at by missile fire. When shooting at an artillery piece, shots are directed against the piece or against the battery as a whole and hits are randomised between crew and weapon. This is essentially the same as described for elephants (see p121). Note that especially large weapons may qualify as 'large targets', ie, they are bigger than 10' high or broad, in which case shooters add +1 to hit.

D6 ROLL	WHAT IS HIT
1, 2, 3 or 4	Weapon
5 or 6	Crew

If a character has joined an artillery unit, he may be hit by shooting if the crew are hit. Randomise the hit between the character and crew as appropriate. For example, where there are two crew and one character roll a D6, a score of 1, 2, 3 or 4 indicates a crewman has been hit, a score of 5 or 6 indicates the character has been hit instead (1 in 3 chance).

During hand-to-hand fighting, enemy can attack whatever models they are touching – whether weapons, crewmen, or characters – as they would in the case of any other units.

In hand-to-hand fighting, an artillery piece has a Weapon Skill of 0 and is therefore hit automatically. If all crew models have been slain or driven away so that the artillery piece no longer has a crew defending it, then the weapon is automatically destroyed as soon as it is hit.

Once hits have been established, roll to 'wound' the weapon or crew as appropriate and take saving throws and record wounds scored where necessary. Of course it is literally impossible to 'wound' an inanimate war machine, but in this case we take it as read that 'wounds' stand for incremental damage on the weapon itself.

Effect of Damage and Loss of Crew

If an artillery piece has suffered any 'wounds' or if it has lost any crew there is a chance it won't be able to shoot that turn. To shoot, the player must roll a D6 and score higher than the total amount of 'wounds' suffered by the weapon and crew lost. For example, if an engine has suffered one 'wound' and lost one crewman then a score of 3 or more is required to shoot.

Weapons that have no 'wounds' left are deemed destroyed and are removed from the game, or may be left in place as wreckage if preferred, either way they cannot shoot further. Weapons that have no crew are also unable to shoot, but batteries can automatically transfer crew from one machine to another in order to continue shooting.

Charge Responses

If an artillery piece is charged by the enemy, its crew can either hold or flee but cannot stand & shoot or fire & flee. These options are not permitted to artillery crews as their weapons are simply too cumbersome and slow. If a battery is charged, the whole battery must declare the same response just as with any other unit.

Hold. In hand-to-hand combat, a weapon's crew are automatically positioned beside their weapon so that they can fight. If a battery has been charged, all the crews and any attendant characters are moved into the fight, up to a maximum distance equal to a basic move. Models unable to reach right away are moved into the fight during the Redress Ranks part of the turn – assuming the artillery unit is lucky enough to be fighting and not to have been destroyed or routed of course!

Flee. The crewmen flee, abandoning their weapon. Chargers can stop when they reach the weapon and attack and destroy it, or they can ignore the weapon and move right through it in order to destroy the crew as they catch them.

Fleeing from Combat

If crew break and flee from hand-to-hand combat, they abandon their weapon. Their enemy will pursue the crew unless the player restrains the unit by means of a Leadership (Ld) test – see p63. Pursuers can move right over an artillery piece without harming it and without hindrance to themselves as they pursue.

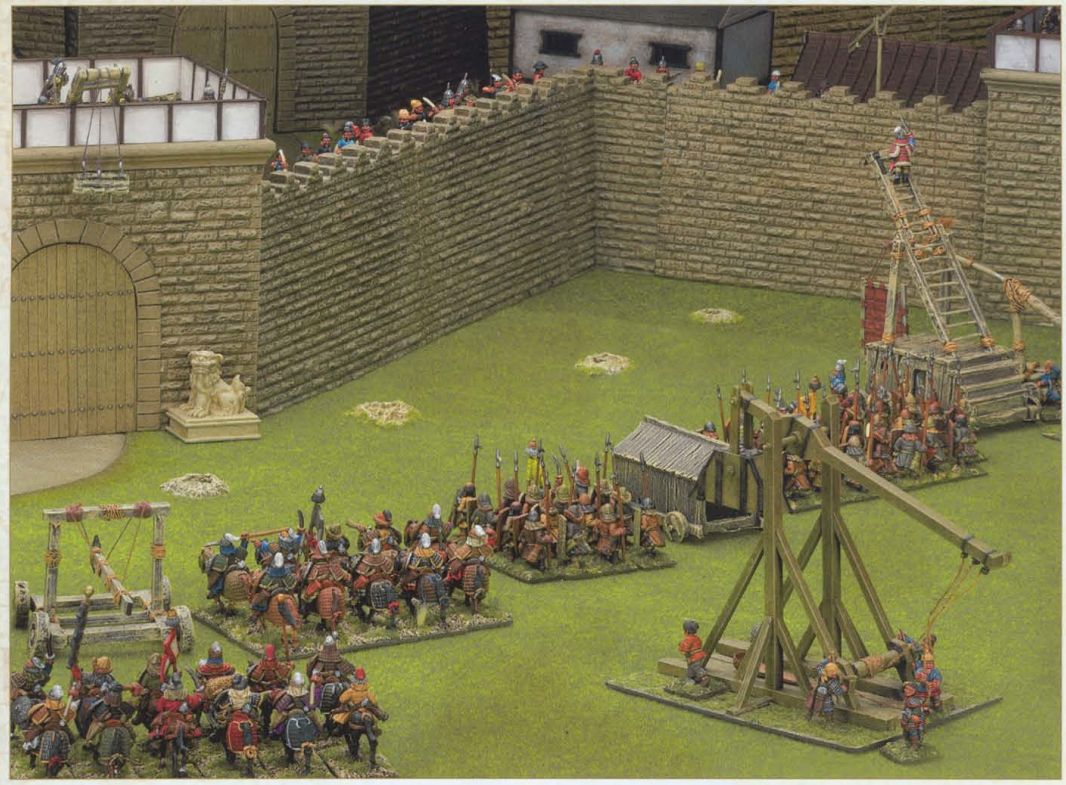
Abandoned Machines

Any crew members from destroyed artillery pieces can join the crew of other artillery pieces, or they can crew an abandoned engine if you wish. We don't distinguish between one kind of artilleryman and another. All crew are capable of working the full range of artillery in your army. Crew can abandon one artillery piece to crew another if you wish.

In the case of a battery of weapons, crews can swap round automatically as required. For example, in a three machine battery you might want to abandon one machine altogether if there are insufficient crew to man it, or you might detach crew from other machines so that all have a chance of shooting.

Crewmen who are moving between artillery pieces are not allowed to charge an enemy and if charged themselves they must flee.





STONE THROWING ENGINES

Stone throwing engines are generally known as ballistae but there are many variations on the theme including mangonels, counter-weight engines and even engines powered by teams of men pulling on ropes. We shall consider three basic sizes of machines: basic stone throwers, large stone throwers and very large stone throwers.
The larger machines are not all that likely to appear in a typical field army, but we must make allowances for more ambitious commanders!

Characteristics

Stone throwers are inanimate objects and so have a rather minimal profile. Crewmen are considered separately and so have whatever profile is appropriate – a typical value is shown below. These values are given as examples, the Warhammer Ancient Battles supplements and army lists have the appropriate profiles for artillery in specific armies and indicate how many crewmen serve each weapon.

	M	WS	BS	S	T	W	I	A	Ld
Stone Thrower	0	0	0	7	6	3	0	0	-
Crew	4	3	3	3	3	1	3	1	7

Moving

Stone throwers can only move if they are field pieces with wheels, in which case they can only move at the basic rate of the crew over open ground. If crewmen are slain then the speed of the stone thrower is reduced in proportion to the number of crewmen left. Stone throwers don't normally move once deployed because they don't really need to as their range is sufficient to cover most battlefields. If they do move, they cannot shoot in the same turn.

Shooting a Stone Thrower

Work out shooting from stone throwers during the Shooting phase before regular shooting from bows and such like. The reason we shoot stone throwers first is that it is necessary to guess the range to the target when firing, so it is preferred to do this before checking measurements for other shooters such as archers.

Stone throwers employ a special template; a 3" diameter circle with a 1" diameter hole at its centre as shown on p215. It will be necessary to make this template either from card or plasticard or something of that kind.

To shoot the stone thrower, first pivot the model to face your preferred target and then state how far you want the machine to throw its missile. The maximum range you can state is 48". You must do this without measuring, so it is necessary to guess how far away the target is. Once you have made your guess take the template and place it directly in front of the machine the distance you have guessed.

The missile might land exactly where you have guessed or it might not. This is determined by rolling two special dice: the **Artillery dice** and the **Scatter dice**. See the side box for a description of these dice.

If the Artillery dice rolls a MISFIRE, then the shot is cancelled out and the player must roll on the Misfire table to find out what has befallen his artillery piece.

Assuming the weapon has not misfired, if you roll a HIT on the Scatter dice then the shot has landed on target and the numbers on the Artillery dice are ignored. If you roll an arrow on the Scatter dice and numbers on the Artillery dice then the shot has gone off target the distance and direction shown by the numbers and arrow. Move the template as indicated.

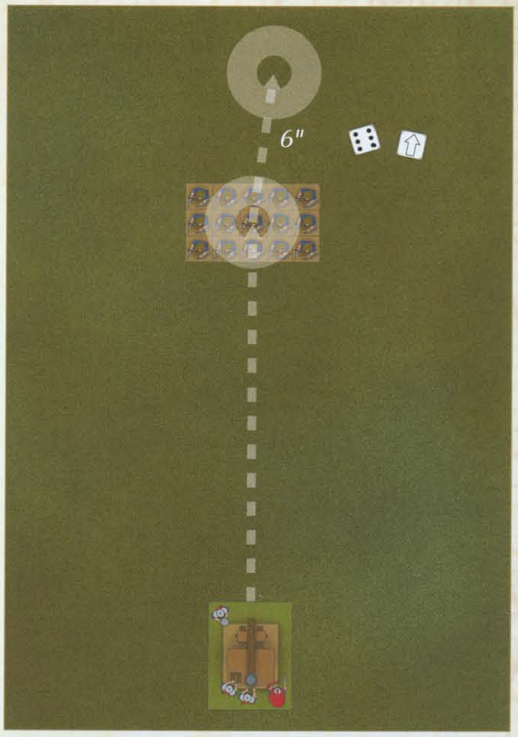
> "the catapults...opened up on the Scythians...on the further bank...one was pierced through both shield and breastplate and fell dead from his horse."
>
> - Arrian, The Campaigns of Alexander

SCATTER AND ARTILLERY DICE

The Scatter dice is a dice marked with arrows on four sides and the word HIT on two sides. When you roll the dice, it either indicates a direction by means of an arrow or it indicates that a direct hit has been scored. You can make your own Scatter dice by over-painting an ordinary D6 if you wish – or you can buy these dice from Games Workshop.

The Artillery dice is a dice marked 2, 4, 6, 8, 10 and MISFIRE. It is used to moderate deviation distances for artillery or to indicate malfunctions. You can simply use a D6 doubling the score and counting 6 as MISFIRE, or make your own by over-painting an ordinary D6 – or you can buy them from Games Workshop.





This player with the stone thrower has guessed its shot well, striking the enemy unit – but unfortunately the crew's aim has gone awry and the stone lands 6" behind the target. A nervous moment for those back-rankers!

MISFIRE TABLE FOR STONE THROWERS

D6 Result

1 Destroyed
The engine breaks apart and its crew are slain or critically injured. Remove the model and crew as casualties.

2-3 Disabled
Some component breaks or jams temporarily disabling the weapon. The engine cannot shoot this turn or the following turn.

4-6 May Not Shoot
A minor mishap prevents the engine being readied in time to shoot. The engine cannot shoot this turn but is otherwise unaffected.

Calculate Damage

Once you have established where the template lands, work out the damage inflicted. The model that lies directly under the central hole in the template is automatically hit. Note that only a single model can be hit in this way and – where there is doubt – this is always the model directly under the centre of the template. Aside from this, all models whose bases lie beneath the template are hit on the D6 roll of a 4, 5 or 6. Roll a dice for each model and calculate the number of hits from the results.

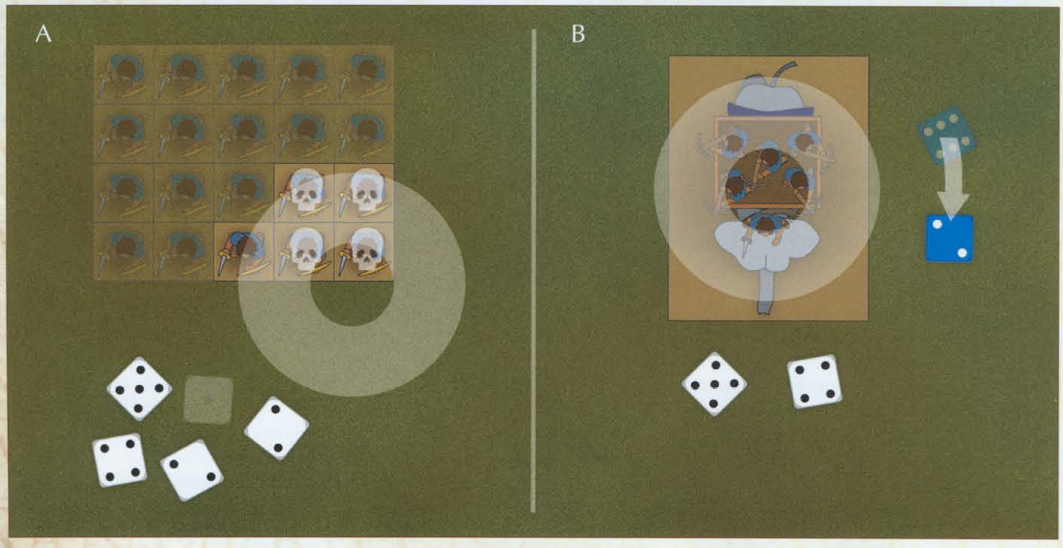
Deciding whether models lie under the template or not is a matter of judgement and you will have to position yourself over the unit in order to get the best view. As a guiding principle, if the exact centre point of the base lies within the template area then the model is a target and can be hit. If this centre point doesn't lie within the template then the model is not a target and can be ignored. This means that models which are 'mostly in' will be treated as targets and models which are 'mostly out' won't. Where there is room for doubt, just resort to the time-honoured random dice roll and let fate decide!

Once you have determined how many models are hit by the stone thrower, work out whether the target suffers wounds in the usual way using the Strength (S) of the missile and the Toughness (T) of the target. Stone throwers are so powerful, no armour saving throws are allowed.

When a stone thrower scores a wound on a target, the size and weight of its missile is so great that instead of inflicting just one wound, a dice is rolled and an appropriate number of wounds scored. As most targets can only take one wound, this extra step isn't usually necessary – you can't kill a man three times – but if the target has several wounds, a hit from a stone thrower can potentially score several wounds at a time. This is only really relevant when shooting at targets such as elephants, chariots and other artillery. So, in appropriate cases, roll the dice indicated for the type of stone thrower and apply the number of wounds according to the result.

The Strength (S) values of stone throwers and the number of wounds inflicted by each wounding hit are shown on the table below.

Type of Stone Thrower	Guess Range	Strength	Wounds	Save
Stone Thrower	Up to 48"	6	D3	None
Large Stone Thrower	Up to 48"	7	D6	None
Very Large Stone Thrower	Up to 48"	8	D6	None



(A) An infantry unit is hit by a Strength 6 Stone Thrower. Five models are affected. Needing 2s or more, the attacking player rolls five dice and gets 4 hits, killing the warriors instantly.

(B) An elephant is hit by a Strength 7 Large Stone Thrower. Needing a 4 or more the attacking player rolls a D6 and scores a hit. As the elephant has multiple wounds, the defending player rolls a D6 and suffers 4 wounds!

BOLT THROWERS

Bolt or dart throwing machines are usually based on large crossbows or torsion powered bows such as the Roman Scorpion. These are usually smaller machines than stone throwing engines and were even mounted onto carts.

Characteristics

Bolt throwers have a rather minimal profile in the same way as described for stone throwers. Crewmen are considered separately and so have whatever profile is appropriate – a typical value is shown below. These values are given as examples, the Warhammer Ancient Battles supplements and army lists have the appropriate profiles for artillery in specific armies and indicate how many crewmen serve each weapon.

	M	WS	BS	S	T	W	I	A	Ld
Bolt Thrower	0	0	0	5	5	2	0	0	-
Crew	4	3	3	3	3	1	3	1	7

Moving

Bolt throwers with three crew or fewer can move at the basic rate of the crew over open ground only. If crewmen are slain then the speed of the stone thrower is reduced in proportion to the number of crewmen left. Bolt throwers with more crew can only be moved if provided with wheels. If bolt throwers move, they cannot shoot in the same turn.

Shooting a Bolt Thrower

Work out shooting from bolt throwers during the Shooting phase along with regular shooting from archers and other missile men.

To shoot the bolt thrower begin by pivoting the model to face your target. The missile travels straight forward and will hopefully strike the first target in its path. To determine if the target is hit, roll a D6 using the crew's Ballistic Skill (BS) in the same way as shooting with bows, crossbows, and other missiles (see the Shooting section p47). All the usual modifiers to the dice score required apply when shooting a bolt thrower, but note that no penalty is applied for pivoting the weapon to face its target.

Calculate Damage

If the shot misses then there is no further effect. If it hits then the bolt thrower can potentially pierce several ranks of troops, striking each warrior in turn. Work out if the first warrior is wounded in the usual manner for missile hits, comparing the weapon's Strength (S) with the target's Toughness (T) – see the Shooting section p48.

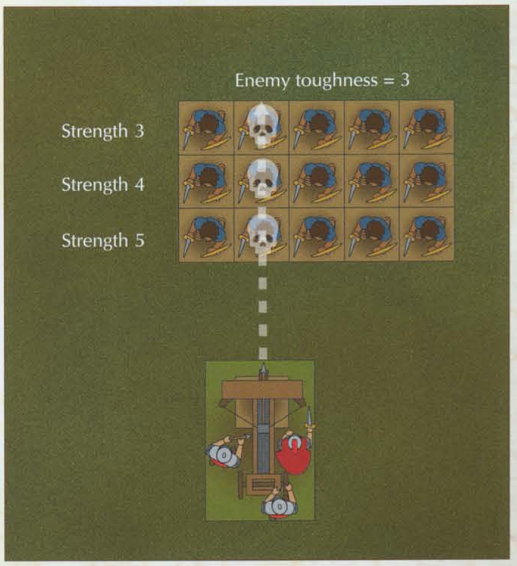
If the first model in the missile's path is slain then the bolt hits the model in the next rank. Work out if this second model is slain in the same manner as before, but now deduct -1 from the weapon's Strength (S) as some of the missile's energy is spent. If this second model is also slain, the missile strikes the model in the next rank. Once again work out if this model is slain, and now deduct -2 from the weapon's Strength. Continue to work out casualties deducting -1 Strength (S) for each rank pierced, until the missile fails to slay a target, or until all the ranks have been pierced.

A bolt thrower projects its missile with such power that no armour can withstand it, so no armour saving throws are allowed. In addition, when a bolt thrower hits a target, the power of the weapon is so great that instead of inflicting just one wound, a dice is rolled and an appropriate number of wounds scored. This is the same as already described for stone throwers and doesn't need to be taken into account for targets that have only a single Wound (W). It is important though when shooting at targets with multiple wounds such as elephants, chariots and other artillery. In appropriate cases, roll the dice indicated and apply the number of wounds shown.

The Strength (S) values of bolt throwers and the number of wounds inflicted by each wounding hit are shown on the table below.

Artillery	Range	Strength	Wounds	Save
Bolt Thrower	48"	5 -1 per rank	D4*	None

*Most players will probably have a four-sided dice or will be able to obtain one easily enough. If you don't have a D4, roll a D6 and re-roll scores of 5 or 6 until you get a result of 1, 2, 3 or 4.



A bolt missile cuts through three ranks of infantry. With each roll the weapon's Strength decreases.



CANNONS

Gunpowder weapons first appeared in oriental armies and were used in Europe from the 14th Century. At first these weapons were immobile and their use pretty much confined to sieges, but they were quickly improved and sometimes mounted onto carts or fitted out with carriages. We will only consider these smaller and more mobile weapons here.

Characteristics

Cannons have a minimal profile much as other types of artillery. Crewmen are considered separately and so have whatever profile is appropriate – a typical value is shown below. These values are given as examples and the Warhammer Ancient Battles supplements and army lists have the appropriate profiles for artillery in specific armies and indicate how many crewmen serve each weapon.

	M	WS	BS	S	T	W	I	A	Ld
Cannon	0	0	0	7	6	3	0	0	-
Crew	4	3	3	3	3	1	3	1	7

Moving

Wheeled cannons move at the basic rate of the crew over open ground only. If crewmen are slain then the speed of the piece is reduced in proportion to the number of crewmen left. Cannons that move at all, including those that pivot to face their target, cannot shoot in the same turn.

Firing a Cannon

Cannons are fired at the start of the Shooting phase. They are always fired before regular shooting from archers and other missile-armed troops for the same reasons already discussed under stone throwing engines.

Cannons can only shoot directly forward in the direction the barrel or barrels are pointing. Remember, a cannon cannot move and shoot in the same turn, and it cannot pivot to face its target and shoot in the same turn, as can non-gunpowder artillery.

Assuming that a suitable target lies in front of the cannon, it can shoot. The player begins by nominating how far he wishes the cannon ball to land from his gun. The maximum range you can state is 36", but bear in mind that the ball will often travel further than this distance before striking the ground and may bounce a considerable distance beyond that. You must do this without measuring, so it is necessary to guess how far away the target is and allow for inaccuracy as noted below.

To test for accuracy roll an Artillery dice. If the dice rolls a MISFIRE then the cannon has malfunctioned in some potentially lethal fashion. The weapon fails to shoot and the player rolls on the Misfire table to determine what happens.

Assuming the Artillery dice rolls a number, the cannon ball strikes the ground the distance stated by the player plus the number of inches rolled on the dice. For example, if you nominate 12" and roll a 4, the ball lands 16" from the cannon. This means that a cannon shot will always land between 2" and 10" further than the distance nominated by the player – so it is important to aim 'short' if you want to hit the target.

The cannon ball automatically hits the model it lands on. It is also possible that the shot will bounce a further distance in a straight line, in which case the ball strikes one model for each rank bounced into. To determine how far the ball bounces, roll the Artillery dice again and the ball bounces the distance shown. If the result of this 'bounce roll' is a MISFIRE then the shot has buried itself in the ground and does not bounce at all – but there is no need to roll on the Misfire table in this case. A MISFIRE when making a 'bounce roll' just means the ball doesn't bounce and has no further effect. Note that a cannon ball won't bounce through terrain that is normally considered 'very difficult ground' or up a hill or similar elevation – in such cases it stops as soon as it enters the terrain.

Resolve wounds on models struck by the cannon ball as you normally would using the cannon's Strength (S) value and target's Toughness (T). Target's struck by cannons are not allowed armour saving throws. As already described for non-gunpowder artillery, a target struck can suffer more than one wound assuming it has several wounds on its characteristic profile. The Strength (S) value of a cannon and the number of wounds inflicted by each wounding hit are shown on the table below.

Artillery	State Range	Strength	Wounds	Save
Cannon	Up to 36"	6	D6	None

> "The English remained still and let off some cannons that they had, to frighten the Genoese."
>
> - Froissart, Chronicles, Battle of Crecy

MISFIRE TABLE FOR GUNPOWDER ARTILLERY

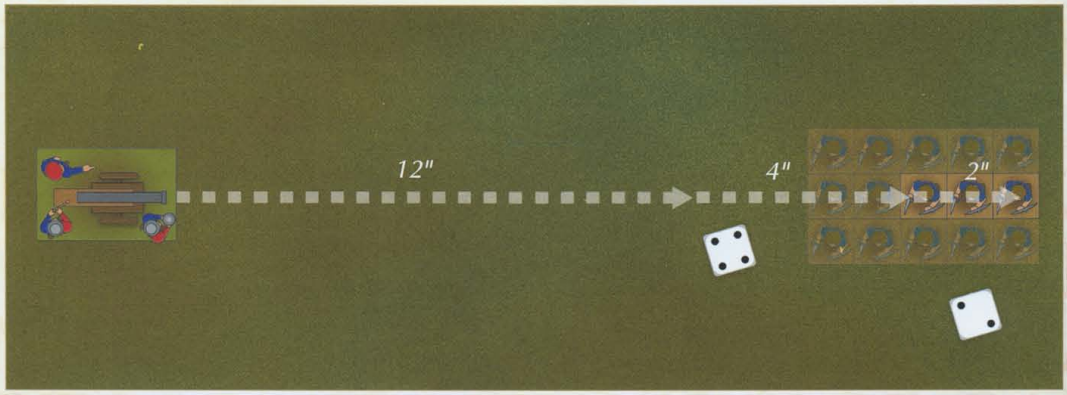
D6 Result

1 Destroyed
The piece explodes and its crew are slain or critically injured. The gun does not shoot. Remove the model and all its crew as casualties.

2 Misfire
A premature explosion kills one of the crew. Remove a crewman as a casualty. The gun does not shoot this turn. The surviving crew must take an immediate Panic test to see if they flee – see Panic p69.

3 Damp Powder
The weapon fails to go off, and the crew must remove the shot and charge before they can fire again. The gun cannot shoot this turn or the next.

4-6 May Not Shoot
A minor mishap prevents the gun being readied in time to shoot. The gun cannot shoot this turn but is otherwise unaffected.



The cannon crew targets an enemy unit's flank. The player guesses a range of 12" and then tests for accuracy. The cannon ball lands a further 4" from the cannon, landing in the enemy unit. The cannon ball then bounces 2" more and hits another two models in the enemy unit.

ORGAN GUNS

The organ gun is a type of cannon that consists of a number of small-calibre barrels fastened to a single carriage. These fire a hail of shot at close range and can be very devastating. They are referred to as 'organ guns' because of their resemblance to the pipes of a church organ. These types of guns were more commonly used during sieges for defending and attacking breaches, but we shall provide suitable rules for using them in the field for those so inclined.

Characteristics

Typical characteristic values for an organ gun are shown below. Crewmen are considered separately and so have whatever profile is appropriate – a typical value is shown below. As stated for other artillery, the Warhammer Ancient Battles supplements and army lists have the appropriate profiles for artillery in specific armies and indicate how many crewmen serve each weapon.

	M	WS	BS	S	T	W	I	A	Ld
Organ Gun	0	0	0	4	5	2	0	0	-
Crew	4	3	3	3	3	1	3	1	7



(A) The template is placed and two enemy cavalry are within range to be shot at.

(B) The attacking player then rolls a 2 on a D6 and no MISFIRE on the Artillery dice. The template moves forward 2" and over an additional two cavalry models, meaning four cavalry models can be shot at.

Batteries

Organ guns can be formed into combined batteries together with cannons and are automatically formed into batteries when deployed within 5" at the start of the game. Unlike cannons, organ guns are allowed to stand & shoot as a response to a charge. In the case of combined batteries of cannons and organ guns, the whole battery is allowed to make a stand & shoot response, but only the organ guns will shoot.

Moving

Organ guns only move at the basic rate of the crew over open ground. If crewmen are slain then the speed of the piece is reduced in proportion to the number of crewmen left. Organ guns that move at all, including those that pivot to face their target, cannot shoot in the same turn.

Firing an Organ Gun

Organ guns fire in the Shooting phase. We also allow organ guns the option of a stand & shoot response to charges in the enemy's Movement phase. This is an exception to the common rules for artillery that forbid artillery from standing & shooting when charged.

To fire an organ gun it is necessary to employ the special template shown on p215. This template can be made from card, plasticard or similar material. Organ guns can only shoot directly forward in the same fashion as cannons. Place the template directly in front of the weapon's barrels with the narrow end touching the weapon and the wide end facing straight forward and hopefully towards the target. Now roll an Artillery dice and a D6.

If the Artillery dice rolls a MISFIRE then there is a misfire. The weapon does not shoot and the player must roll on the Misfire table to find out what befalls his organ gun.

If the Artillery dice does not roll a MISFIRE then it is ignored and the template is moved directly forward the number of inches indicated by the D6. All models that fall under the template either before it moves, as it moves, or once it has moved can potentially be hit. Roll a D6 for each model that can potentially be hit – the model is hit on the roll of a 4, 5 or 6. For example, if a unit of ten models falls entirely under the template then roll ten dice to determine how many are hit.

Hits are resolved with a Strength (S) of 4. Note that because the weapon fires a hail of shots, models struck only suffer a single wound and armour saves are resolved at the standard -1 value for Strength 4 hits.

Artillery	Range	Strength	Wounds	Save
Organ Gun	Template+D6"	4	1	-1 (normal)

BUILDINGS



Players who recall the original edition of *Warhammer Ancient Battles* will remember that we included rules for moving into and around buildings, as well as for fighting in and from fortifications. Since then we have published a much more detailed set of rules governing such things. This is available as the *Siege and Conquest* supplement, which we would recommend to players whose interests lie in games of this type. For most purposes, which is to say when playing games where buildings have only a minor role, it has been found that a much simpler approach is generally preferred. This section of the rulebook departs from the previous sections in that it discusses several methods of representing buildings in the rules, allowing players to make up their own minds how they represent buildings in the game.

BUILDINGS AS SCENERY

Buildings can be interesting features that enhance the appearance of the battlefield without having a significant tactical role. For example, a few buildings with outlying gardens placed at the edge of a table might represent the outskirts of a far larger settlement. Similarly, a line of city walls might suggest the vast metropolis that lies beyond the table itself.

One approach to buildings is simply to treat them as decorative pieces that are impassable to all troops. From a game point of view, this is a realistic way of representing battles if you prefer to think of a unit of troops as representing a large formation of some hundreds of men, in which case a single building model would stand for a conurbation that would be impassable to troops deployed in line of battle.

Thus a building, and perhaps its outlying gardens or walled enclosures, are treated as impassable areas of terrain that troops must manoeuvre around. This need not be a dull option by any means, especially if the terrain also includes other scenery such as waterways that also divide the table up into distinct zones. Buildings treated in this way will also block line of sight and so introduce the possibility of moving troops into position without offering them as targets to enemy shooting.

BUILDINGS AS TERRAIN

Another option with buildings is to treat them as areas of terrain. Using this method an area would be demarked as, say, a village and two or three buildings placed within the demarked area which would otherwise be given over to gardens, outbuildings, enclosures, and whatever scenes of domestic or industrial activity one cares to represent. The whole area is then treated as either difficult or very difficult terrain, allowing troops to move within it in the same way as a wood or something similar. Where necessary, individual buildings can be moved aside or removed altogether to allow troops to move within the demarked area. This is essentially the same as an area of ruins, where the whole area is treated as a terrain type, except that the usual rules for difficult or very difficult terrain apply.

Areas of buildings or settlements can be designated as passable only to skirmishers if the players wish, and/or they can have roads or paths that allow unimpeded passage if desired. This allows players to represent different densities of building as different tactical challenges to the opposing armies. See the section on terrain for more about terrain movement penalties – see p24.

This is quite a good way of incorporating buildings into a game on a practical level, although some players find the necessity of moving the houses about to accommodate troop movement somewhat abstract! Of course, much depends on the type and design of buildings employed. It is not practical to balance troops on top of round huts with their conical roofs, but it is perfectly viable to do so when fighting over the kinds of low, flat-roofed buildings common in the Near East.

BUILDINGS AS BATTLEFIELD FEATURES

This method starts to treat the buildings in a more literal fashion – here is a building, troops can go into it, defend it, or contest it with the enemy. This is a bit of a half-way-house (no pun intended!) between treating buildings as merely representative of built-up areas generally and the more detailed system described in *Siege and Conquest*. As such it starts to allow us to represent simple fortifications. It is a compromise that we have found workable and enjoyable, although it does require some degree of mutual understanding between the players and we wouldn't therefore recommend it to the inexperienced or excessively nervous!

Occupying Buildings

Buildings, and potentially the whole area covered by enclosing walls, yards, gardens, out-buildings, etc, are treated as impassable. However, infantry can move into and occupy buildings, and can then fight from them. A unit that is already touching a building at the start of its Movement phase is allowed to occupy it. To indicate that the building is occupied by the unit, take a few token models from the unit's formation and place them either on or next to the building. The rest of the unit is temporarily removed from the table. Once a unit has occupied a building it cannot move until it leaves the building, which it can do in the remaining moves part of any subsequent Movement phase as noted below.

A building can only be occupied by one unit, and a unit can only occupy one building. Of course, it is perfectly viable, and sometimes necessary, for two or more adjoining structures to count as one building. Similarly, if you have a very large structure, it might work best if considered as a number of separate buildings; however we generally avoid this as unnecessarily complicated. We leave it up to the players to make arrangements that suit their model buildings and patience.

Units that occupy buildings no longer count as formed units for purposes of the rules. This has various implications, the most important of which is that they forego the combat result bonuses that normally accrue to formed infantry units as noted on the next page.



Here some Romans have taken refuge in a watchtower, which affords them a better view over the battlefield.

Leaving a Building

To leave a building, the unit measures its move from any edge of the building model and is placed on the table in any suitable formation. As this occurs in the Remaining Moves part of the Movement phase, the unit won't have the opportunity to charge that turn, but otherwise we impose no penalties just because the unit has left the building.

Bear in mind that, although a unit can adopt any formation as it leaves a building, all the models in the unit must be able to measure their move from the edge of the building they have just left. No model can therefore be placed further from the edge of the building than its permitted move distance.

Shooting from a Building

If a unit is equipped with missile weapons, it can shoot from a building it has occupied so long as line of sight can be traced from the building itself. We assume that up to five models per floor can shoot from a building, ie, five from a single storey building, ten from a two storey building, 15 from a three storey building, and so on.

Players can agree to change this if they like, but we find five models per floor works well for most designs of building. Models can shoot all round, measuring range from the centre of the building rather than an edge. Measuring from an edge makes us hostage to the potentially idiosyncratic shape of the building – so we measure from the centre instead and this instantly removes such issues.

Where there is room for doubt, it helps to mark the centre point of the building in some fashion.

Units Occupying a Building

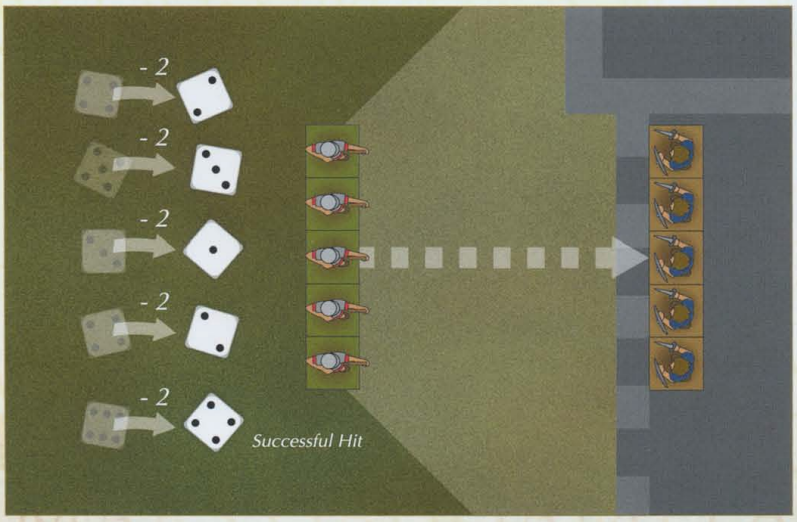
If a unit occupies a building then the building itself becomes 'the unit' from the enemy's point of view. So, the enemy can shoot at the unit if they can shoot at the building, they can charge the unit if they can charge the building, and the building itself counts as an enemy unit for purposes of proximity for marching and so forth. A unit in a building has no proper formation and no front, flanks or rear as such; it faces in all directions at once. Because the building is treated as an enemy unit, enemy cannot approach within 1" unless assaulting as described below.

Shooting at an Occupying Unit

An enemy can shoot at a unit in a building. The occupying force has the advantage of 'hard cover' and hence a -2 to hit penalty is applied. We don't apply the +1 to hit a large target as we assume the target is actually the occupying troops and not the building itself.

In the case of template based weapons, such as stone throwers and organ guns, it is convenient to assume D6 models fall under the template if the building itself falls under the template. Roll a D6 and this is the number of models hit. In the case of cannons and bolt throwers, only a single enemy model is hit, as the target is dispersed throughout the building and not arranged into ranks.

When considering stone throwers and cannons, we stray into the territory of siege warfare where we must consider the possibility of damaging the building itself. On the whole we either ignore this or adopt a very simple rule, such as 'three hits on a building and it's reduced to rubble'. This kind of thing is dealt with in detail in *Siege and Conquest* and need not concern us further here.



A unit of archers targets a unit of infantry who are occupying a building. The archers would usually need +4 on each D6 to hit, however each roll is modified by -2 because the building acts as heavy cover, meaning they need to roll 6s to hit.

In this example only one of the five dice rolled to hit were successful.

Assaulting a Building

An enemy infantry unit can charge an occupied building and contest possession with the troops inside. This is referred to as an assault. Only a unit that could occupy a building can assault it in this way, ie, infantry units and not cavalry, chariots or the like. Only a single infantry unit can fight combat against an occupying unit: we do not allow several units to assault a building at the same time. To charge a building, simply treat it as if it were an enemy unit and align the chargers to whatever edge they can most easily reach.

Troops that already occupy a building are not permitted to flee or to fire & flee when charged – they must elect to hold their ground or stand & shoot if appropriately armed. They can still be forced to flee as a result of a Fear or Terror test if their enemy cause fear or terror, but we don't permit units to elect to flee as a charge response once they have occupied a building.

An occupying unit armed with missile weapons is allowed to stand & shoot even if the chargers began their move within half of their permitted charge distance. In this case we assume the occupying force is sufficiency prepared to launch its missiles as the enemy approach – it being churlish to deny them the opportunity. Remember that the occupiers are limited to five models from each floor of the building – unless agreed otherwise where the model warrants it.

Once a unit has charged an occupied building, we assume the fighting degenerates into something of a scramble. Therefore, we do not apply any rules that normally accrue from weapons, special formation rules, or the combat results bonuses from additional ranks or for close order troops. Instead, both sides fight with no more than 10 models from each side. These can include the unit's leader where he confers a benefit, and characters that have joined the unit (limited to half those fighting). In most cases the easiest method is for the occupying player to take ten models from his unit and line them up in front of the building, and then for the opposing player to take ten models from his unit and line them up against the enemy. This removes any doubt as to who is fighting who – although in most cases only ordinary troops will be involved and no such problems will be presented.

Fight the combat counting the occupying force as behind a defended obstacle and hence a -1 to hit penalty. Work out results – ignoring any bonus for ranks and close order troops as already noted. The losing side must take a Break test in the usual way and if forced to flee, must flee in the standard fashion. If the occupying unit flees, measure its move from the opposite most edge of the building.



If either side flees during an assault then the victorious unit automatically gains possession of the contested building and occupies it. Victors do not pursue their fleeing enemy during an assault. If the assaulting side wins, then its troops simply occupy the building displacing the defeated enemy.

If the occupying force wins, and assuming the enemy do not break and flee, then the assaulting force is flung back out of the combat and the fight is finished. Move the assaulting unit so that it is 1" from the building and tidy up the unit's formation if necessary. The occupying force cannot pursue and the combat is over – the defenders retain possession of the building. Both sides are free to move normally thereafter.

If the assaulting force wins, and assuming the defenders do not break and flee, then the occupying unit is flung out of the building and must be positioned at least 1" from the building on the opposite side to the combat. The unit can be arranged into any formation as if it had chosen to leave the building in its Movement phase. The assaulting force is placed in possession of the building. Both sides are free to move normally thereafter.

In the case of a draw, the assaulting force retreats blooded as if the occupying force had won – except that no Break test is required of course. Both sides are free to move thereafter. We do this because it is inconvenient to have these fights going on for more than one turn at a time. It also makes these actions nice and dramatic!

MIXING RULES FOR BUILDINGS

There is no reason why buildings all have to be treated in the same way. You could have some buildings impassable whilst others are treated as areas of terrain, and a particular temple, mansion, or fortified outpost could be considered a battlefield feature. It's really just a question of what works best for the types of games you wish to play. If you want to take things further and enact urban assaults, storm fortresses, and crush whole cities beneath your iron heel (and who wouldn't given half a chance!) then we heartily recommend our *Siege and Conquest* supplement.



TO WAR

Wherein we march our troops to war in anticipation of winning glory and acclaim upon the field of battle!

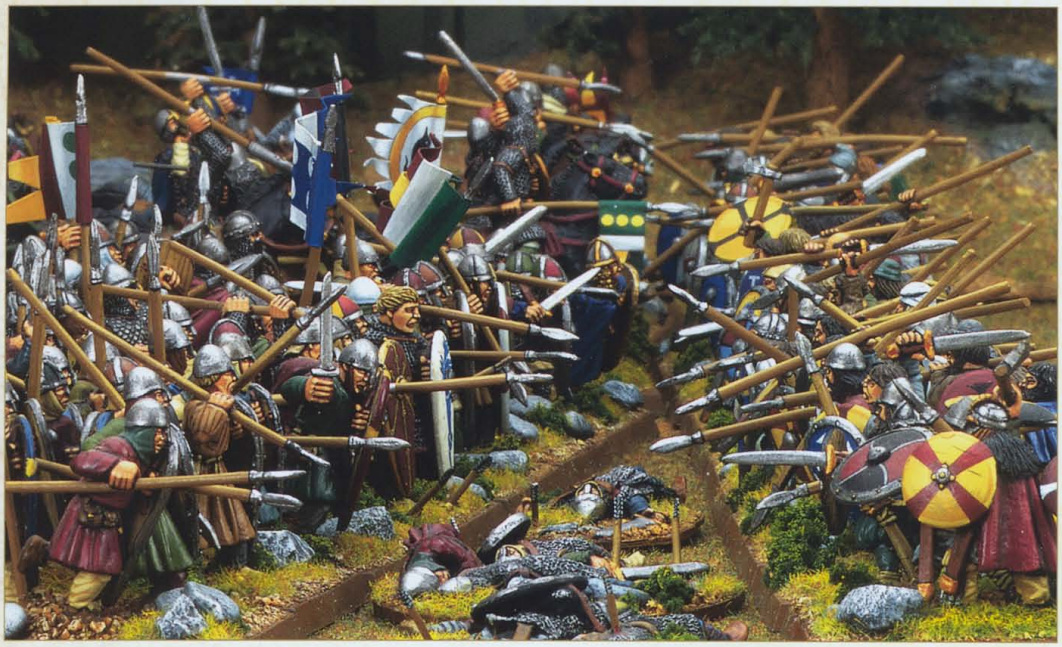
This section of the rulebook explains how to select forces for the game and how to arrange the game itself by placing model terrain upon the tabletop, deploying the armies, and establishing the victory conditions – namely how to decide which side has won!

We will also be looking at methods of placing scenery and setting the scene of battle – something that players are at liberty to arrange to their mutual satisfaction should they wish – alternatively you can employ the generator we have devised for determining and arranging the terrain.

We shall also consider the possibilities of different kinds of action – for the bold commander must be prepared to face the enemy wherever he appears – we must be ready for the attack upon our encampment, raids, ambushes, and attempts by the foe to turn our flanks.

Finally we will consider victory and defeat – though it be for the gods alone to grant success in battle (or the dice at least) – we look at how to recognise when the time has come to hail the victor.

STARTING A GAME



The rules of play have been explained at some length including all the rules for unusual combatants such as elephants and chariots, and for the special capabilities of troops from skirmishers to the phalanx. This section of the book is concerned with how to go about setting up the battlefield, choosing forces, and deploying the armies in preparation for the game to begin.

THE OPPOSITION

A game is usually fought between two sides, each represented by a single player controlling his own army. It is perfectly acceptable, and often preferable, to play games with teams of several players on each side. This is especially useful in larger battles where it is helpful to have extra hands to move units and roll dice. Playing alongside someone who knows the rules is also a good way of learning the game if you are a newcomer. It is also enables you to try out a new army that you might wish to collect. Team games are also great entertainment and a good way for friends to enjoy gaming and socialising at the same time.

For our purposes, we will assume that games are fought one-on-one, but don't forget that this need not be the case and many an enjoyable time has been spent with teams of two or three a side battling over a good sized table long into the small hours.

SELECTING YOUR FORCES

Before you are ready to fight a battle, you must assemble your army from whatever forces are available to you. Of course, you could simply take your entire collection and fight against your opponent's collection, but like as not you will want to play a game that offers both sides a more-or-less equal chance of victory. This is why we have developed a comprehensive series of Warhammer Ancient Battles army lists.

An army list is a list of all the kinds of troops available to a particular army. So, a Roman army of Caesar's day is quite different from an Egyptian army of the Age of the Pharaohs, and they have their own army lists describing the troops available to them. Each list describes the types of troops

available to that army, together with their characteristic profiles, the armour and weapons they carry, and the special rules – if any – that apply to them. We have included two army lists in this book to give you an idea of how these things work (see p172), and further lists are available as supplements. Rather than describe these here, we refer the reader to our Warhammer Historical Wargames website where you can find details of all the currently available supplements as well as online resources:

www.warhammer-historical.com

In order to keep things as even-handed as possible, the army lists ascribe every warrior a 'points' value. The better fighter a warrior is and the higher his points, the more he 'costs' so to speak. This enables both players to choose two opposing armies to the same points value – say 1,000 points each – and in theory at least these armies should be a reasonably even match. On the whole, armies of the same size – by which we mean same points value – will be equally balanced, but some of the Warhammer Ancient Battles supplements are specifically intended for strictly historical games and armies chosen from one supplement won't necessarily be ideally balanced against armies chosen from another. This is hardly surprising when we are talking about armies that may be separated by more than 3,000 years of history!

Length and Size of Game

Experienced players will find they can easily play even a large game over an evening, but obviously it will take a little longer if you are still getting to grips with the rules. Even if you already possess large armies, it is best to start off with smaller forces and work your way up.

A reasonably sized battle is provided by between 1,000 and 1,500 points of troops per side. Such a game can be resolved in an evening by most players, and this is the most commonly played size for the majority of players. Smaller battles can be played. As few as 500 points a side gives a short game that can be completed in about an hour but is still large enough to provide variety and interest. With more than 1,500 points on each side, a game will take a little more time, but experienced players should still be able to complete a 2,000 point battle over a long evening. 3,000 points will take practically all day to fight to a conclusion and larger battles still may take several days' play for those fortunate enough to be able to leave the game in progress overnight!

The size of battle you play may be restricted by the amount of space you have available. Many gamers will have a room where they can set up a wargames table without having to commandeer the kitchen table or eject the family from the dining room. However, not everyone is so fortunate, so sometimes we must make do with a sturdy board placed on top of another table or even set up on the floor. In any case, we recommend that tables should be at least four feet (120cm) deep where possible, and wide enough to accommodate the size of game you wish to play. The following chart shows the recommended size required for games up to 2,000 points. These are not mandatory by any means, but we have found these sizes give a good open game, allowing for the same kind of threats to the army's flanks that vexed real-life ancient commanders.

Size of Armies	Width	Depth
500 up to 1,000 pts	4 feet	4 feet
Up to 1,500 pts	6 feet	4 feet
Up to 2,000 pts	8 feet	4 feet

Models

The subject of what manufacturer's models to choose and how to paint and base them is worthy of a book in itself. Later on we have attempted to provide enough information on the subject to guide the beginner through the process. For now there are just a few things that are worth saying because they have a bearing on choosing your forces.

The models shown in this book are of the size commonly referred to as '28mm' which simply means they are of a nominal 28mm height – though their actual height varies from one manufacturer to another to some degree. Most Warhammer Ancient Battles enthusiasts play with armies in this 28mm size. It is a popular size because it rewards careful painting, and armies finished to a good standard look especially imposing whether on the field or displayed in a cabinet awaiting future conquest. However, it is not the only size of model available, and it is perfectly possible to play Warhammer Ancient Battles with models of any size or scale should you wish to do so. If you are contemplating starting an army, it is worth while checking up on what size is preferred by local players. See p12 for more about different model sizes and basing requirements.

Generally speaking, most collectors will want to put together a comprehensive collection that includes troops armed and equipped just like their historic prototypes. When playing a game it is important that the models look like the troops they represent, that shielded units have shields and troops armed with spears have spears, for example. It does not matter that every single model in a unit is equipped exactly as intended – the odd spearman who has lost his spear or cast away his shield lends a dramatic and interesting quality to a unit, but it is important that units present the general appearance of the prototypes they represent. This is especially worth bearing in mind where you are playing a new opponent who may not be as familiar with your army as your regular opposition. If you are playing in a formal competition, the organisers may be particularly strict on this issue to avoid any possibility of confusion at some critical moment in the game. However, amongst friends most players are willing to cut each other some slack and cheerfully imagine that a cavalry unit has shields or that chariots have additional crewmen – though it's surprising how often such arrangements are forgotten in the heat of battle!

PREPARING FOR BATTLE

There are different ways of playing a battle from small skirmishes through to mighty sieges – any conflict that happened in history can be represented on the tabletop. Many players will want to specifically recreate actual battles from antiquity. The various Warhammer Ancient Battles supplements include information about fighting many such battles. Here, we are concerned with how two players might go about setting up the tabletop and arranging their forces to play a typical or standard game where the two armies begin arrayed across the field of battle facing each other.

1. Choose armies to an agreed points value.

2. Place terrain on the battlefield.

3. Deploy the armies on the battlefield.

4. Establish victory conditions.

5. Begin the battle.

Choose Armies

We have already discussed how armies are chosen to a predetermined points value. For the sake of argument let us assume we are playing a 1,500 point game. Both players choose troops from their respective army lists to a total maximum value of 1,500 points each. Regular players will tend to use the same list for most of their battles, and they may have a variety of lists prepared to use against different opponents.

Place Terrain

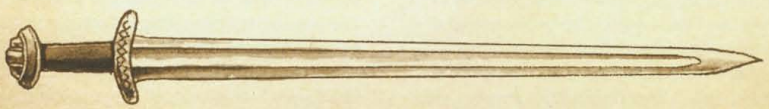
Most ancient battlefields did tend to be fairly open environments, leaving plenty of room for manoeuvre. However, the underlying terrain or features such as woodlands could be important and even pivotal elements of a battle. Players are at liberty to arrange model hills, woods, villages, streams and whatever features they like to recreate some scene from the ancient world, whether real or imagined. See the Scenery Generator for more about different methods of selecting scenery on p145.

Deploy Armies

Once the terrain has been established, the players must decide how to deploy their armies. There are several different methods, all equally good, and players are welcome to use any that suit them. The preferred method is for each player to arrange his army secretly, representing the careful plans drawn up by the army's commanders the night before the battle. This arrangement is referred to as 'hidden dispositions' and can be achieved by erecting a barrier across the table so that each player can set up his forces out of sight of his opponent. Box lids make useful barriers when arranged across the length of the table. Alternatively, both players can make a sketch map of the battlefield and draw the dispositions of their units onto this, then reveal their maps once both are complete and set up their armies accordingly. Some players are happy to save time and simply place their units onto the table in sight of the enemy one at a time, first one player and then the other, starting with the player who has the most units. On the whole this is less satisfactory as players can see and react to the portion of the

REPRESENTING GREATER NUMBERS

As all enthusiasts of ancient history know, the famous battles of antiquity were fought between many tens of thousands or even hundreds of thousands of men rather than a few hundred individuals. Just as we think of our collections as 'armies', we must accept that our units of 20 or 30 models represent a complete tactical formation, even though we know that a real tactical unit would typically number hundreds of troops. For example, a Roman Cohort – which is roughly equivalent to something like an 18th or 19th century battalion – would have about 500 men. In our game we represent a typical tactical formation with far fewer models simply because it would be impractical to do otherwise. Thus we force our dozen or so legionaries to move and manoeuvre something like their prototype of several hundred. We make them react to threats to their flank and nearby disasters as would larger formations, most of whose members would be unable to see what was happening at the other side of their unit and would be liable to rumour and panic as a consequence. In practice, each model represents a number of warriors and you can think of that as anywhere from 100 to just one if you prefer. The game's designers tend to imagine a single infantry model represents between 10 and 30 models depending on the battle, and typically 20. In the case of characters, imagine them accompanied by personal attendants and bodyguards that make up the numbers.



enemy army already on the table, and therefore the 'hidden dispositions' system is recommended in preference. For more about deployment see Deployment Variants on p146.

Each army must deploy entirely within the area allowed to it – its **deployment zone**. In the standard type of battle, where both armies begin facing each other, this is shown on the diagram of an example 6' x 4' table below. As you can see, the opposing armies must deploy at least 24" from the enemy deployment zone and no closer than 12" to either table edge. If your table is the 4' recommended depth, this will give you 12" of space into which to deploy.

Victory Conditions

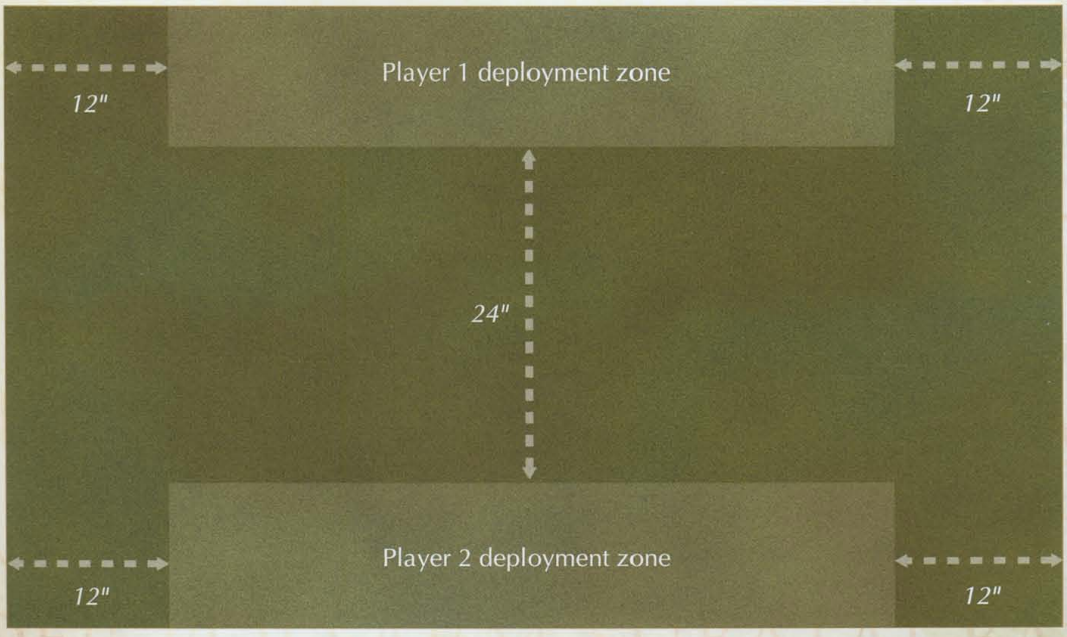
Before the battle begins, it is necessary to establish how long it will last and how you will decide who has won. The players can agree to play for a fixed number of turns if they wish, or until an agreed amount of time has passed, or until one army reaches its break point. For more about the **break point** and victory scores see Victory on p149. The game also ends immediately if one player decides to call it a day and surrenders – though quite how he's going to explain that one back in the Senate is hard to imagine!

Once the game ends, the players add up the Victory points scored by each side. Each army scores points for slaying the enemy, as well as for various other achievements as noted in the Victory section on p149. The player whose army accrues the highest score is the winner.

Begin Battle

Having arranged your terrain, chosen and deployed your armies, and decided how long to play for, it is time to begin the battle. At the start of the game, immediately before the first turn, both sides may move any skirmishing units 4" further onto the table. This represents skirmishing forces roving ahead of the army, perhaps to exchange missiles with their opposite numbers in the opposing force. Having moved any skirmishers as required, each player rolls a dice and the highest scorer can choose whether to take the first turn or defer to his opponent and go second. Some variations of this arrangement are discussed in the section on Deployment Variants p146.

> At dawn Hannibal first sent his light contingents across the river, then followed with his main force. On his left, near the river bank, were the Gallic and Spanish horse, facing their Roman counterparts; on his right were the Numidians, and his centre was strongly held by infantry, so disposed as to have Gauls and Spaniards in the centre, and African troops on either flank.
>
> Livy, The War with Hannibal



SCENERY GENERATOR

There are no hard and fast rules about how players set up the model scenery before the battle. It is perfectly reasonably, and very common, for players to simply agree what scenery to use and where to place it.

We have prepared a scenery generator chart for those who wish to make use of it. In practice we always make up our own charts based on the scenery that we have, and you can do the same, but the example given will be found to be perfectly useable. Don't worry if you generate a piece of terrain you don't have – just re-roll the result until you get an appropriate piece.

The generator simply tells you what scenery is available. There are numerous ways of placing the scenery once you have identified what it is. One of the most important considerations is whether the players decide which table edge to play from and then place scenery, or place the scenery and then decide which edge to play from. In the former case, the placement of the scenery forms a tactical part of the game itself in which the players will seek to gain advantage. In the latter case, the players will strive to create a neutral battlefield that won't give advantages or disadvantages to either side. One arrangement that works very well is for one player to lay out all the scenery and the other chooses which of the long edges he will deploy onto. This is a good way of doing things if one player is hosting the game and he wants to get the table ready to play on for when his opponent arrives.

Placing Method

The following method is commonly used and has been found to be convenient for most purposes. The players begin by choosing which opposing edges of the table they will play from. Each player roll a D6 and the highest scorer begins to generate and place scenery. He rolls 2D6 and consults the Scenery Generator chart. The player can either place that piece of scenery or 'pass' and place no scenery at all. Assuming he does not pass, the player can place the scenery on the battlefield anywhere on his own 'half' of the table – ie, not beyond an imaginary line drawn across the centre of the table. In the case of a plain hill it can be positioned straddling the centre line if you wish.

Once the first player has either placed a piece of scenery or passed, his opponent does the same, then the first player again, and so on, until one or other players declares he is finished. The opposing player can then generate and place one more piece of scenery if he wishes, after which no more scenery is placed.

On the whole, it is only allowable to have a single river or stream on the table. If a second is generated, the result should be re-rolled. Where appropriate it is perfectly acceptable for scenery to overlap to create, say, a wooded hill or hillsides with walls.

Once placement is complete you can begin the battle, or, where both players agree, scenery can be 'horse traded', moved around or removed altogether if it is felt a better game will result. For example, you might allow your opponent to remove a wood from his side of the table if he permits you to reposition a hill.



SCENERY GENERATOR TABLE (ROLL 2D6)

Determine the location and date of the battle you wish to fight. Then determine the number of pieces of terrain to roll for from the first table below, and select them using the second table, each player alternately rolling 2D6 for a piece until the full number has been rolled for. If the number you roll corresponds with a blank on the table, no terrain is placed.

The flank zone (F) is the final 18" on each side of the table. You may use a D6 to decide whether a piece falls on your own side of the table or your opponent's: 1-3 your side, 4-6 his side. The remainder of the table is the central zone (C).

Number of Terrain Pieces to Select

Time Period	Western Europe	Northern/ Eastern Europe	Mediterranean or Near East	Central/ East Asia	South Asia
Chariot Wars	2 pieces	3 pieces	2 pieces	2 pieces	3 pieces
Classical Period	3 pieces	4 pieces	3 pieces	3 pieces	4 pieces
0-700 AD	4 pieces	5 pieces	3 pieces	3 pieces	5 pieces
800-1066 AD	4 pieces	5 pieces	3 pieces	3 pieces	5 pieces
1067-1530 AD	4 pieces	6 pieces	3 pieces	3 pieces	5 pieces

Type of Terrain Piece to Select

Location/ Dice Roll	Western Europe	Northern/ Eastern Europe	Mediterranean or Near East	Central/ East Asia	South Asia
2	Gentle Hill (F)	Gentle Hill (F)	Gentle Hill (F)	Gentle Hill (F)	Gentle Hill (F)
3	Gentle Hill (F)	Gentle Hill (F)	Gentle Hill (F)	Gentle Hill (F)	Gentle Hill (F)
4	Wood/Orchard (F)	Wood (F)	Wood/Orchard (F)	Steep Hill (F)	Wood (F)
5	Rough (F)	Wood (F)	Rough (F)	Rough (F)	Wood (F)
6	Rough (F)	Rough (F)	Steep Hill (F)		Rough (F)
7	Steep Hill (F)	Rough (F)			Rough (F)
8		Steep Hill (F)			Steep Hill (F)
9					
10	Rough (C)	Rough (C)			Rough (C)
11	Gentle Hill (C)	Gentle Hill (C)		Gentle Hill (C)	Rough (C)
12	Wood (C)	Wood (C)	Gentle Hill (C)	Gentle Hill (C)	Gentle Hill (C)

Note: Rivers and streams are only used by agreement between the players in a scenario, though in Dark Age games played in Western or Northern Europe, You can choose to use a small river in a flank zone on a throw of 9 if you wish.

DEPLOYMENT VARIANTS

The standard routine is for both players to lay down their entire armies in opposing deployment zones at the start of the battle. This is a perfectly good way of fighting a battle and closest to the descriptions of classic Hellenistic and Roman battles that come down to us from the pens of ancient writers. Occasionally, it is worthwhile trying something different and here are a few suggestions.

Rearguard

One large army is in pursuit of a retreating enemy. The retreating army has posted a rearguard to delay the advance of the pursuers. In this game, the pursuers should outnumber the rearguard by 3:2, for example, 1,500 points of pursuers and 1,000 points of rearguard.

The rearguard player makes a map of the table and indicates the position of his units. Rearguard units can be placed anywhere on his half of the table. The pursuer then deploys all of his army into his standard deployment zone. Once he has done so, any rearguard units that are visible to any of the pursuers are placed on the table. Rearguard units that are not visible are kept off the table, and are not positioned until they either become visible or until the player wishes to move or shoot with them.

Attack on the Camp

One army is set up in a camp in its half of the table. The camp is be protected by palisades or otherwise partially fortified defences – count these as obstacles. The other army is going to attack the camp. The attackers should outnumber the defenders by 3:2, for example, 1,500 points of attackers and 1,000 points of encamped troops.

The defenders deploy in their camp and the attackers deploy afterwards anywhere in their own half of the table but not within 12" of the camp.

> The battlefront was not formed according to the rules of military theory, but as necessitated by the emergency and the sloping ground of the hillside.
>
> The legions were facing different ways and fighting separate actions, and the thick hedges obstructed their view.
>
> Julius Caesar, The Conquest of Gaul





Flank Attack

One or both sides are permitted to keep up to 25% of its points value of troops off the table at the start of the game. These troops are sent by a circuitous route in an attempt to come round on the flanks of the opposing army. Deploy the remaining portion of the armies as for a standard game. If either player is attempting a flanking move, he must secretly write down which flank he will despatch his forces around.

At the start of his third turn of the game, the player making the flank attack rolls a dice. On the score of a 5 or 6, the flanking force arrives that turn and the player reveals his secret instructions. If the force fails to arrive in the third turn roll again at the start of the forth turn. The flanking force will now arrive on the roll of a 3, 4 5 or 6. If the force fails to arrive yet again, roll one final time at the start of the fifth turn. On the roll of a 1, the entire force has become lost and does not appear at all. On the roll of anything but a 1 the flanking force arrives at last!

Once the flanking force arrives, the player positions as many units as he can along the indicated edge. No units can be placed within 6" of either end of the edge or further onto the table than 4" – where necessary, leave rear ranks off upon initial deployment so that units will fit. Units unable to fit can be brought onto the battlefield in subsequent turns without any further need to roll. Units deployed that turn can move and shoot normally, but cannot declare charges that turn.

Note that it is perfectly possible for both armies to make a flank attack onto the same flank in which case the armies are positioned in their own turns and the mayhem commences!

> “ Mago and his Numidians appeared suddenly in their rear with an almost shattering effect. ”
>
> - Livy, The War with Hannibal

Reserves

One or both sides are permitted to keep up to 25% of its points value of troops off the table at the start of the game. These troops are either retained as a reserve, or can be sent around a flank as described for a flank attack. The force may be divided if you wish, some troops staying in reserve whilst others attempt a flank move. Deploy the armies as for a standard game, keeping reserves and flankers off the table. The players must secretly write down which of their units are flanking and where, and which of their units are in reserve.

At the start of his third turn of the game, a player who has retained troops off the table rolls a dice. On the score of a 5 or 6, the flanking force and/or reserves arrive that turn and the player reveals his secret instructions. On the score of anything but a 5 or 6, the reserves still arrive but not the flanking force. Roll again in the fourth and fifth turns to decide what happens to the flanking force exactly as described for a flank attack.

Flanking forces are positioned exactly as described above for a flank attack. Reserves are placed along their own table edge within 12" of the midpoint of the edge. Reserves can move and shoot normally, but cannot charge that turn exactly as described for flanking troops.

Ambush

This game represents an ambush on a marching column of troops in which one side is caught unawares and unprepared for combat by an enemy concealed in terrain either side of his route. In an ambush the marching column is travelling along a pathway 12" wide that runs down the length of the table along the ambushed player's table edge and through his standard deployment zone. All scenery is set up clear of this path. The attackers should outnumber the ambushed force by 3:2, for example, 1,500 points of attackers and 1,000 points of ambushed troops.

The ambushed army deploys first. All units must be deployed into column formation no more than three models wide and facing in the direction of travel (left or right – established randomly before the first unit is placed). The ambushers are placed no closer than 18" to the enemy deployment zone and no closer than 12" to either side edge.

In an ambush game, the ambushers always have the first turn of the game. They choose their moment to attack!



Celtic Spearman

Raid

One army is attacking a poorly protected civilian settlement whilst the other army is rushing to intercept it and drive it away. The defender should outnumber the raiders by 3:2, for example, 1,500 points of defenders and 1,000 points of raiders.

The defender sets up a village in his half of the table. The raider deploys anywhere on his side of the table but no closer than 12" to the village. The defender begins the game with his entire army off the table, but he has a free unit of 12 villagers who start off in the village itself and who will not move beyond it. These are armed with improvised weapons and have a profile of WS2, S3, T3, I2 and Ld6. If broken in combat, they cannot rally.

The defending army will arrive at the start of a turn determined by rolling a D6 at the start of the game – 1 or 2 = the second turn, 3 or 4 = the third turn, and 5 or 6 = the forth turn. Units can arrive on any table edge or edges and can make a move that turn measuring from the edge. Units cannot charge in the turn they arrive.

If the villagers break from combat, then any raider units currently in the village roll a D6.

D6	Result

1 Rampage!
Pursue the peasants if you were fighting them or otherwise move directly towards them as if pursuing an enemy in that direction. The unit must reform before it can do anything else,

2, 3 or 4 Loot!
The unit starts to loot and pillage. The unit must reform before it can do anything else.

5 or 6 Beware!
If there are enemy within 12", the unit holds its position and can fight normally from there on. Otherwise the unit begins to loot as described above.

Rampaging and looting troops charged by the enemy before they can reform are treated as if they were fleeing.

In a raid game, extra victory points are awarded once a raider has spent a turn in the village unopposed (100 points) and for each turn of looting or pillaging by each raider unit (50 points per unit per turn). See Victory on the next page.

VICTORY

Once the game is over, determine which side has won by totting up the victory score accrued to each army. If playing a set number of turns or a set period of time, it is usual to play until the end of a turn. If one army has reached its break point or if one player surrenders, the game ends immediately and scores are worked out with the forces as they stand.

Sometimes it will be obvious which army has won and it is not strictly necessary to calculate scores if the players prefer not to do so. It is sufficient for one player to concede the victory in most situations of this kind.

Otherwise, victory is established by adding up victory scores as indicated on the chart below. This chart is suggested for general purposes and there is no reason why it can't be added to or adapted to take into account a particular scenario whether based on a historic source or invented by the players. For example, our 'Raid' variant introduces an extra victory score for taking the village as well as for looting and pillaging.

The side that has accumulated the highest victory score is the winner and the difference in scores is a good indication of how decisive a victory has been won. A difference in scores of only 10% or less is a marginal win at best, but scoring two or three times as much as your opponent is a sound drubbing! It is rare for scores to be exactly equal, but on the off-chance it should happen, the result is clearly a draw.

VICTORY CHART

1) **Each enemy unit, character or model either destroyed, fleeing or having fled from the table.**

   Victory points equal to the points value of the unit or character

   Eg, a unit which costs 325 points is worth 325 victory points to your enemy.

   Note that units, models or characters that pursue enemies off table and do not return to the field do not yield victory points to your opponent.

2) **Each enemy unit, model or character reduced to half figures/wounds or less, not destroyed, fleeing or having fled from the table.**

   Victory points equal to half the points value of the unit or model. Models count for this purpose when reduced to half their original wounds or less.

   Eg, an elephant worth 180 points that loses 3 or more of its 6 wounds is worth 90 points to your enemy. Note that if an elephant is stampeding, half points will be gained anyway, they can't be counted twice.

   Characters are accounted separately for victory points even if they join with units of troops during a battle. So if the unit worth 325 points above was destroyed while accompanied by a 90 point character, the total points awarded would be 415.

3) **Each full table quarter wholly occupied by your own side.**

   100 victory points.

   Divide the table into four equal quarters through its middle. If a quarter is occupied by at least one of your units of troops and no enemy then you can claim 100 extra victory points per quarter. A character model, war machine, elephant or skirmishing unit cannot occupy a quarter – only a unit of formed troops or chariots, counting as at least five figures, may do so.

   Note that an army that is reduced to Army Break Point is treated as in flight, and so does not contest table quarters.

4) **Enemy General slain, fleeing or having fled the table.**

   100 victory points in addition for any points already gained for the General as a destroyed, fleeing or fled unit.

5) **Each Elephant stampeding but still on the table at the end of the game.**

   Half points

6) **Each unit standard captured, by pursuing or destroying the unit.**

   100 victory points.

7) **Enemy Army Battle Standard captured.**

   200 victory points.

8) **Enemy Army reduced to Army Break Point.**

   500 victory points.

ARMY BREAK POINT

Fixing a point at which the whole army is judged to be 'broken' provides a way of deciding when a battle is over based on the number of units either removed as casualties or reduced to half strength. This method can be used on its own to decide when a game ends instead of playing for a fixed number of turns, or it can be combined with other methods as a 'sudden death' way of ending the battle.

The army's break total is worked out at the start of the game as follows.

2 Points for each formed unit or elephant in your army +1 point more for each formed unit with a value of more than 300 points as chosen from your army list.

1 Point for each skirmishing unit in your army +1 point more for each skirmishing unit with more than 15 models.

This is the total break value of your army. Characters, artillery, and scythed chariots don't affect this calculation. Note that light infantry and cavalry can be formed units or they can be skirmishers, and this will obviously affect their break value.

For example, an army with three phalanxes of pikemen (one of which is worth more than 300 points), a cavalry unit, and three units of skirmishers each comprising ten models, would have a total value of 2+2+3+2+1+1+1 = 12.

The army break point is 25% of the total break value as calculated in this way. For example, if the total value is 12, the army break point is 3. Round up any fractions, so if the total value is 13, the army break point is 4. The chart below explains how the army's break value is reduced as casualties are sustained. Once an army is reduced to its break point, the game ends immediately. The army has lost so many units it cannot fight on. Note that units don't count against you simply because they are fleeing (they might rally!) or stampeding if they are elephants (they are still nominally on your side!) so long as they are on the table.

BREAK POINTS

Units either destroyed or having fled or stampeded from the table lose their full break value, generally 2 or 3 for formed units and 1 or 2 for skirmishers.

Units reduced to half their numeric strength lose half their break value rounded down, so generally 1 for formed troops and 0 or 1 for skirmishers.

If the General is killed or flees from the table then this counts as 2 against your army break point.

If the Army Standard Bearer is killed or flees from the table this counts as 1 against your army break point.

USING AN UMPIRE

Historically in tabletop wargaming, it was very common for games to be played with the assistance of an umpire: a third party whose job was often to set up the game and determine the scenario where appropriate, and then to run the game, interpret the rules and impose his own solutions where necessary.



This is rarely done these days, and it is a shame – because games run by umpires can be far more enjoyable for any number of reasons. It certainly makes it easier to introduce hidden elements; for example, to surprise players with units that have been bribed not to fight, or terrain that is suddenly revealed to have a hidden drop or crag. The reason why umpires have fallen out of favour is because players have forgotten the most important umpiring rule; namely, the umpire is always right! Regardless of what the rulebook says, regardless of what a player might argue, regardless of whether it's fair or regardless of anything at all – the umpire is the final arbiter of the game whose word is law! This is quite a responsibility – it is the umpire's task to make sure the players have an enjoyable game and not to bully or annoy them! Similarly, the players have a responsibility to defer to the umpire and treat him with due respect – lest they feel his wrath! We shall say no more. Few people seem to enjoy umpiring these days and few players seem to appreciate the effort put into running a game. It is a sad loss to the gaming hobby in general. Some of us shall continue to fly the flag in the hope that others may rally to the cause.

NARRATIVE BATTLE

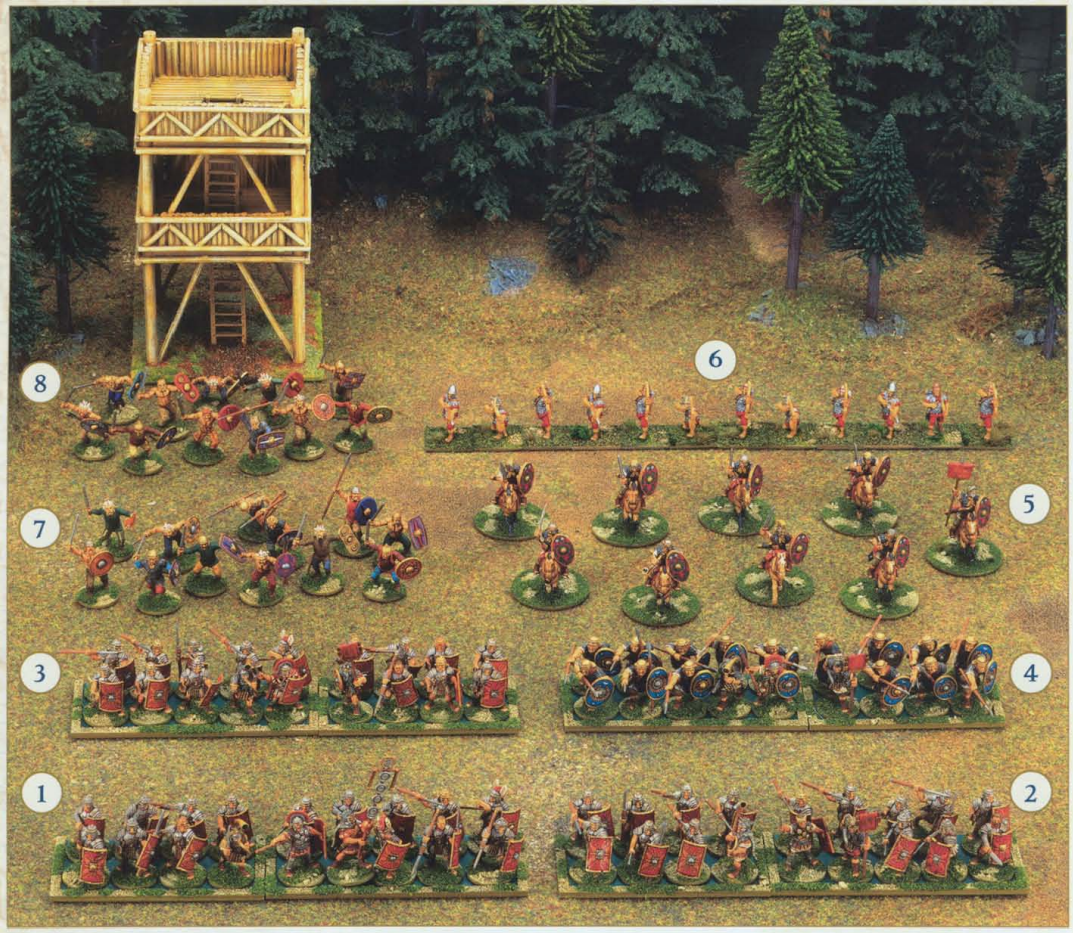


This is an engagement between two of our sample armies, the legions of Imperial Rome, led by Varus, against the German tribes, led by Arminius. We can imagine a Roman reconnaissance in force, with the tribes gathering quickly at an auspicious place to repel them. Rather than give a blow-by-blow account, we will look at the sweep of the action and the way the two armies are played.

Varus has selected three units of legionaries, one each of foot and mounted auxiliaries and some supporting skirmishers. It is a flexible force with considerable combat potential, but which remains manoeuvrable. Arminius is more restricted in his selections; he has some cavalry and skirmishers but the bulk of his force is made up of formidable warbands.

The battlefield is fairly open, with terrain features on either flank. Varus knows that the enemy outnumbers his force; he is also aware that the howling mass of warriors can be extremely dangerous on the charge. The terrain forces the Germans to commit to an attack in the centre, so he plans to meet them with his legionaries there, while using the flanking terrain to break up the German battle line and gain local advantages. The cavalry, will, with luck, be able to get behind the enemy, depending on their deployment.

Arminius knows he must hit the Romans hard and fast and overwhelm them before they can use their ability to manoeuvre. He intends to hold them off his flanks with skirmishers and charge forward in the centre, while his cavalry try to outflank them by moving around the wood.



THE ROMAN ARMY OF VARUS

1-3 Legionaries
The famous infantry of Rome, used in close formation as the main melee winning weapon. Can continue to apply pressure until the enemy breaks.

4 Auxiliary Infantry
Also very capable in combat, the auxiliary infantry fight in a looser formation than the legionaries, and protect their flanks by carrying the fight into terrain unsuitable for them.

5 Auxiliary Cavalry
The cavalry chase off skirmishers and try to outflank the enemy, in order to charge into their vulnerable flanks and rear.

6 Auxiliary archers
Provide long range missile support and prefer not to engage in close combat.

7-8 Barbarian Skirmishers
Provide additional missile support. Screen the main force from enemy missile troops and try to drive them away. Useful for holding difficult terrain.



ARMINIUS'S BARBARIAN HORDE

1-4 Warbands
The main melee force is composed of fierce warriors fighting in a close mass. They rely on the shock effect of their charge to break the enemy and become progressively less effective in prolonged combat. They may lose patience and charge rashly at the enemy before the moment is right.

5 Cavalry
The cavalry chase off skirmishers and try to outflank the enemy, in order to charge into their vulnerable flanks and rear. They may be goaded into rash frontal charges against formed troops.

6-7 Skirmishers
Provide missile support. Screen the main force from enemy missile troops and try to drive them away. Useful for holding difficult terrain.

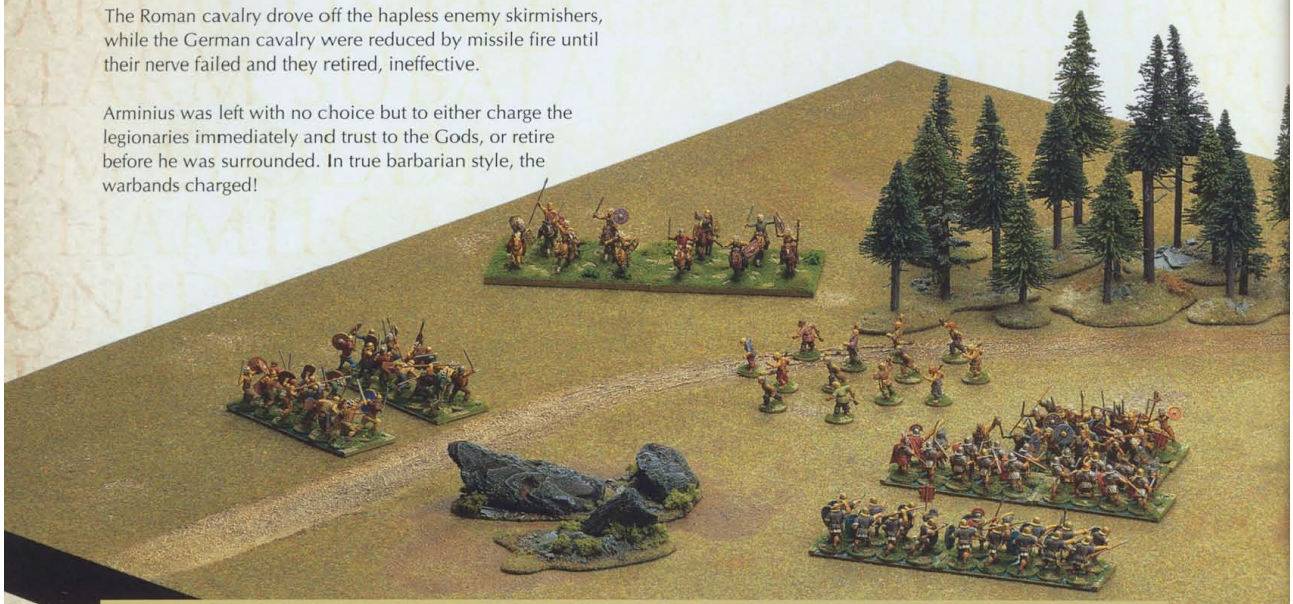
THE BATTLE!

The Romans got the crucial first turn, and seized the initiative by advancing their cavalry and skirmishers down the flanks. The legionaries held back, forcing the Germans to advance. The positioning of the Roman lights prevented the German cavalry and outmost warbands from marching, so the German line was fractured and would not be able to hit the enemy with one mass charge.

The Roman cavalry drove off the hapless enemy skirmishers, while the German cavalry were reduced by missile fire until their nerve failed and they retired, ineffective.

Arminius was left with no choice but to either charge the legionaries immediately and trust to the Gods, or retire before he was surrounded. In true barbarian style, the warbands charged!

This was the crucial test for the Romans; fortunately for them, where they lost the melees, dice rolls determined that their Stubborn rule would take precedence over the Germans' Warband rule, and so they held their line, though being forced to give ground in places. With their impetus lost and the Roman auxiliaries moving to surround them, the Germans were doomed.





Varus exhorts his legionaries to stand firm while the auxiliaries race to their positions



Impact! The Germans charge home against the resolute legionaries

ARMY NAME:

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules	Points value

TOTAL:

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REFERENCE

TURN SEQUENCE *(p18)*

1. Start of the Turn *(p18)*
1. Units that have left the table test to return.
2. Test for panic due to proximity at the start of the turn.
3. Test for terror due to proximity at start of the turn.

2. Movement *(p19)*
1. Declare charges and disengagements
2. Rally fleeing troops
3. Compulsory moves
4. Move chargers
5. Remaining moves

3. Shooting *(p41)*
1. Nominate targets
2. Shoot with artillery
3. Shoot with other troops
4. Take any Panic tests required

4. Hand-to-Hand Combat *(p51)*
1. Fight combat
2. Combat results
3. Break test
4. Panic tests
5. Flee!
6. Pursue
7. Redress ranks

MANOEUVRES *(p21)*

1. **Wheel**
   - No penalty – unit moves distance covered by the outside of the wheel.

2. **About face**
   - Deduct a quarter move.
   - Open Order troops may make up to two about face manoeuvres without penalty.

3. **Change formation**
   - Deduct a half move to add or deduct a rank.
   - Open order troops may add or deduct up to two ranks without penalty.

4. **Reform**
   - A unit must include a musician to reform.
   - Takes entire move.
   - Requires successful Ld test, deducting -1 if enemy are within 8".

TERRAIN *(p24)*

1. **Difficult Terrain**
   1. Half speed.
   2. Open order and skirmishing infantry moving at basic rate do so without penalty.

2. **Very Difficult Terrain**
   1. Quarter speed.
   2. Open order and skirmishing infantry moving at basic rate do so at half speed

3. **Obstacles**
   1. A half move to cross.
   2. Open order and skirmishing infantry cross without penalty.

MARCH *(p27)*

1. **A unit must include a musician to march.**

2. **Troops march at double rate. Characters move at triple rate.**

3. **Units cannot march if there are enemy within 8".**
   1. Infantry ignore fleeing enemy, characters and artillery.
   2. Cavalry and chariots ignore enemy infantry, fleeing enemy, characters and artillery.

4. **Skirmishers, elephants and artillery are not allowed to march.**

5. **Marching units cannot manoeuvre except to wheel.**

6. **Marching units cannot move through difficult or very difficult terrain.**

7. **Marching units cannot cross obstacles.**



FAST MARCH *(p28)*

1. **A unit must include a musician to fast march.**
2. **Units must be in a march column to fast march.**
   1. Infantry/Cavalry no more than three models wide and at least as many ranks deep as wide.
   2. Chariots – one model wide and at least two ranks deep.
3. **Troops fast march at triple rate.**
4. **Units cannot fast march if there are enemy within 8" (no exceptions).**
5. **Skirmishers, elephants and artillery are not allowed to fast march.**
6. **Fast marching units cannot manoeuvre except to wheel.**
7. **Fast marching units cannot move through difficult or very difficult terrain.**
8. **Fast marching units cannot cross obstacles.**
9. **A unit in march column formation is not allowed to declare a charge.**
10. **A unit charged whilst in march column is not allowed to countercharge.**
11. **In combat, models in rear ranks of a march column are not allowed to fight.**
12. **March columns one model wide may form snaking columns.**

FLEEING TROOPS *(p29)*

1. **Fleeing units cannot do anything else other than attempt to rally.**
2. **If charged by the enemy, fleeing units can only respond by fleeing.**
3. **Fleeing units are not required to take any further tests that might cause them to flee, eg, Panic and Terror tests.**
4. **Units that are fleeing are moved in the Compulsory Moves part of the Movement phase.**
5. **Fleeing units with a basic movement rate of up to 6" flee 2D6". Fleeing units with a basic movement rate of more than 6" flee 3D6".**
6. **No movement penalties apply to the distance fled for terrain or obstacles.**
7. **Fleeing troops are moved as individuals and can therefore move around impassable obstacles, terrain or other units without the need for manoeuvre.**
8. **Fleeing units must attempt to leave the battlefield by their own table edge. If their route is blocked by enemy they can attempt to exit via either side edge. They may not exit via the opposing side edge.**
9. **Fleeing troops will only move towards enemy units if they have no other choice and will move around enemies if they can. They will halt 1" away if they would otherwise contact enemy.**
10. **Fleeing units are removed from the battle once any models have left the table.**

SKIRMISHER MOVES *(p76)*

1. **Skirmishing units do not need to manoeuvre – models are moved as individuals at double rate.**
2. **Skirmishing units cannot march or fast march.**

RALLYING *(p30)*

1. **Fleeing units can attempt to rally in the Rally part of the Movement phase.**
   1. A fleeing unit comprising fewer than five models cannot attempt to rally.
2. **Roll 2D6 and score equal to or less than the unit's Ld to rally successfully**
   1. A fleeing unit reduced to half strength or below deducts -1 from its Ld.
   2. A fleeing units deducts -1 from its Ld if there are non-fleeing enemy within 8".
   3. Rallied units cease to flee and are arranged in formation. A rallied unit cannot do anything else that turn.

CHARGE DECLARATIONS *(p31)*

1. **Charges must be declared in the Declare Charges part of the Movement phase.**
2. **A unit can only declare a charge against an enemy unit within its forward arc of visibility.**
3. **If enemy units are positioned next to each other, the charge must be declared against every unit that will be contacted.**

CHARGE RESPONSES *(p31)*

1. **Hold**
2. **Countercharge**
   1. A cavalry or light chariot unit charged to the front by an enemy cavalry or light chariot unit can respond by a countercharge.
   2. A countercharge is only allowed if the chargers are more than half their charge distance away.
3. **Stand & Shoot**
   1. This is only permitted if chargers are more than half their charge distance away.
   2. Shooting is worked out at close range regardless of the distance to the target.
4. **Flee**
   1. Move fleeing unit directly away from the charge.
   2. Move 2D6" or 3D6" as described for fleeing troops.
5. **Fire & Flee**
   1. This is only permitted if chargers are more than half their charge distance away.
   2. Move fleeing unit directly away from the charge.
   3. Move D6" or 2D6" (ie, one dice less than a regular flee move).
6. **Ignore**
   1. Only declare this response where the charge is obviously out of range and to hold might be to your disadvantage.
   2. If you prove to be within range of the charge, a Panic test is required.
7. **Engaged units do not make charge responses when charged.**

CHARGE MOVES *(p32)*

1. **Move chargers in the Move Charges part of the Movement phase.**
2. **The player can decide which charging units to move in what order.**
3. **Charging units move at double rate.**
4. **A charger falling short of the target moves at basic rate towards the enemy (failed charge)**
5. **Once a charger contacts the enemy, it aligns into combat automatically. This alignment move is free.**
   1. Where two or more enemy units are contacted, it might be necessary to move one or more charged units to align the combatants properly.
6. **Chargers can and must wheel at the start of their charge if by doing so they increase the number of models touching the target unit (maximising contact).**
   1. The obligation to maximise contact extends to all units if two or more units are charged.
   2. Where two chargers attack the same enemy, they must endeavour to divide the target between them as equally as possible whilst maximising contact overall.
7. **Apart from any initial wheel, troops may not manoeuvre during a charge.**
   1. Drilled troops are an exception and can manoeuvre during a charge.
8. **Charging units are not permitted to cross each others' path, as charges would in reality occur at the same time. If they do, the charge fails and the units halt where they would clash.**

FLANK AND REAR CHARGES *(p36)*

1. **Chargers can move into an enemy unit's flank if they started their charge at least partially behind the target's leading edge, and with no portion of the charger directly forward of the target unit's front.**
2. **Chargers can move into an enemy unit's rear if they start behind the unit. In this case simply treat the rear as the front for purposes of alignment.**

REVEALED CHARGES *(p38)*

1. **If a charger's target flees it is permitted to redirect its charge against a revealed target within its path.**
2. **The charger can only move straight forward once any initial wheel against the original target has been made.**
3. **A revealed target is only allowed the options of either fleeing or holding.**

COUNTERCHARGE *(p39)*

1. **Move counterchargers before chargers.**
2. **Move counterchargers half a basic move towards the chargers, wheeling where necessary as for a charge.**
3. **Move chargers as normal.**
4. **Counterchargers count as charging for all purposes except for deciding which unit strikes first.**
5. **If the charge fails because it is out of range, move counterchargers 1" forward.**

DISENGAGING *(p40)*

1. **Disengaging units are moved during the Compulsory moves part of the Movement phase.**
2. **Only units fighting solely to their front can disengage.**
   1. Units are not allowed to disengage if fighting an enemy who contacted them as a result of pursuit in the previous turn.
3. **Roll 2D6 and score equal to or less than the unit's Ld to disengage successfully**
   1. Cavalry disengaging from slower enemy can do so without making a test.
4. **Disengaging troops move at double rate directly away from the combat, ending their move with their backs to the enemy.**
5. **Units whose opponents disengage successfully remain in place and can move as normal in their turn.**
6. **If a unit fails its test to disengage, it is deemed to have broken in combat and flees instead.**
7. **Units whose opponents fail to disengage successfully can pursue as if they had broken in combat.**



WOUND CHART

Toughness of Target

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

SHOOTING TARGETS *(p41)*

1. **A unit must nominate one enemy unit as a target – a unit cannot divide its shots between multiple targets.**

2. **Only individual models that are in range and within sight of the target can shoot.**
   1. Infantry and artillery shooters can see into their forward arc only.
   2. Cavalry, elephant and chariot mounted troops can see into their forward, side or rear arcs.
   3. In the case of archers and darters, every alternative model from a rear rank can also shoot if the corresponding front rank model can shoot (massed missiles).
   4. Skirmishers moving greater than a basic move cannot shoot that turn.

3. **Hits upon units engaged in combat are distributed equally between both sides.**

Shooting Ranges and Strength (Summary)

Weapon	Range	Strength
Thrown Rocks or Stones	4"	S3
Javelins	8"	S3
Darts	12"	S2
Handgun	18"	S3/4
Light Crossbow	18"	S3
Short Bow	18"	S3
Sling	18"	S3
Composite Bow	24"	S3
Staff Sling	24"	S3
Crossbow	30"	S3/4
Longbow	30"	S3

Shooting to Hit + Modifiers (D6)

BS	1	2	3	4	5	6
D6 Score required to hit	6	5	4	3	2	1

+1 Shooting at a large target
-1 Shooting whilst moving
-1 Shooting at an enemy who is charging
-1 Shooting at long range
-1 Shooting at a character model
-1 Shooting at skirmish formation
-1 Shooting at a moving light chariot
-1 Target is behind soft cover
-2 Target is behind hard cover

7+ To Hit (Shooting and Combat)

1. **If a score of 7 or more is required to score a hit, this becomes a 6 with the following modifiers applied to the strength of the subsequent attack:**

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

TO HIT CHART

Weapon Skill of Opponent

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

ARMOUR SAVES *(p49)*

1. Maximum infantry save is 3+ and cavalry is 2+

Type of Armour	Infantry Save	Cavalry Save
None	None	6
Light	6	5 or 6
Heavy	5 or 6	4, 5 or 6
Cataphract	-	3, 4, 5 or 6*
Partial Plate	4, 5 or 6	3, 4, 5 or 6*
Full Plate	3, 4, 5 or 6*	3, 4, 5 or 6*

* Either with or without shield – carrying a shield adds no bonus to the warrior's armour saving throw.

Type of Shield/Barding	Bonus	Note
Shield	+1	-
Large Shield	+2	-
Pavise	+2	When hit to the front by shooting only
Buckler	+1	Hand-to-hand only unless skirmishers
Full Metal Barding	+1	-
Half Metal Barding	+1	When hit to the front
Full Cloth Barding	+1	Hand-to-hand only
Half Cloth Barding	+1	When hit to the front in hand-to-hand only

SAVE MODIFIERS *(p49)*

1. Some weapons have specific modifier values that apply, notably artillery where no save is allowed against most weapons.

2. The standard save modifier for shooting and hand-to-hand combat is -1 per pip of attacker Strength over 3 as follows:

Strength	Modifier
3 or Less	No modifier
4	-1 reduction
5	-2 reduction
6	-3 reduction
Per +1	Reduce by a further -1

CASUALTIES *(p49)*

1. Models with 1 Wound on their profile are removed one model for each wound suffered.

2. Models with multiple wounds record wounds suffered and whole models are removed once sufficient wounds are scored, any remainder being carried forward.

3. In units of troops, casualties are generally removed from the rear ranks or from the ends of units in a single rank, so that formations are retained.

1. In combat trooper models are never removed from those touching the enemy unless there is no other choice.

COMBAT ATTACKS *(p52)*

1. **Charging units strike first**

2. **Non-charging units strike in order of Initiative (I)**
   1. Where equal, the side with the momentum strikes first, otherwise both sides strike simultaneously.

3. **All models touching an enemy can fight.**
   1. Where a model touches two or more targets, the player can choose which to fight (eg, trooper or character).

4. **Models can fight from a second or subsequent rank if appropriately armed.**

5. **Leader models fight with +1 Attack (A)**

DEFENDED OBSTACLES *(p56)*

1. **Chargers lose all bonuses associated with charging other than striking first. These can be Weapons or Special Formation bonuses.**

2. **Troops suffer a -1 to hit penalty when attacking enemy infantry who are already emplaced behind a defended obstacle until their side wins the combat.**

3. **Both sides fighting over a defended obstacle receive no combat results bonuses for ranks or for close order.**

COMBAT RESULTS BONUS *(p60)*

+1 Infantry in close order*
+1 Infantry per additional rank (Max +1 for open order and +2 for close order)*
+1 Standard
+1 Army Standard
+1 High Ground
+1 Momentum (not cavalry or chariots in difficult terrain)
+1 Flank Attack
+2 Rear Attack

*** These bonuses are cancelled out if:**

1. **Charged in the flank/rear by a formed unit of five or more.**
2. **Unit fewer than five models strong.**
3. **Unit fighting across an obstacle**
4. **Close order unit is fighting in difficult terrain.**
5. **Combat engagement includes an elephant.**

BREAK TESTS *(p59)*

1. **Losers take a Break test, subtracting the difference in combat results from their Ld value.**

2. **Roll 2D6 and score equal to or less than the unit's Ld to pass. Failed units break and flee.**
   1. Units of fewer than five models automatically flee and no test is taken.

3. **Take any necessary Panic tests before broken units flee.**

4. **Before fleeing with broken troops determine whether enemy will pursue.**
   1. Units pursue automatically if all their enemy are fleeing, otherwise they do not pursue.
   2. Units otherwise obliged to pursue can test their Ld to avoid doing so. Some troops are obliged to pursue and are not allowed to make this test (eg, Fanatics).

5. **Fleeing units move directly away from the enemy 2D6" or 3D6" flee distance.**
   1. If fighting in two directions, fleeing units take a middle path between them.

PURSUIT *(p63)*

1. **Pursuing units with a basic movement rate of 6" pursue 2D6". Pursuing units with a basic movement rate of more than 6" pursue 3D6". This is the same as a flee move.**

2. **No movement penalties apply to the distance pursued for terrain or obstacles. This is the same as a flee move.**

3. **Pursuers are moved directly towards their fleeing enemy.**

4. **Pursuers who roll a greater distance than their fleeing opponent automatically catch and destroy them.**

5. **Pursuers who do not roll a greater distance than their fleeing opponents do not catch them and are positioned behind them, leaving a gap of 1" where they would otherwise touch.**

6. **Pursuers capture the standards of fleeing enemy units regardless of whether they catch them or not.**

7. **Pursuers who run into fresh enemy are treated as chargers and the resulting combat is worked out in the following Hand-to-hand Combat phase.**
   1. Enemy run into in this way automatically react by holding their ground – no other response is allowed unless the unit is already fleeing (below).
   2. Although treated as a charge, the pursuers are moved directly forward and then align – they do not and are not permitted to wheel to maximise contact.
   3. If the enemy run into in this way is a fleeing unit that was broken this turn then the enemy are automatically destroyed and the pursuers complete their move.
   4. If the enemy run into in this way is a fleeing unit that was not broken this turn then it automatically reacts by fleeing.

8. **Pursuing units that leave the table must pass a Leadership test to return at the start of the turn.**
   1. Two such tests may be attempted. If both tests are failed the unit is scattered and cannot return – it is not considered a casualty but it takes no further part in the game.
   2. A returning unit can re-enter the table at any point within 12" of the spot where it left and along the same table edge.
   3. A returning unit enters the table in the Remaining Moves part of the Movement phase.

MOMENTUM *(p60)*

1. **The side that follows up or which won the previous round of hand-to-hand combat has the momentum for the following turn (+1 combat result bonus).**
   1. In the case of a draw, roll a D6 for each musician and the highest individual score wins the momentum for that side.

GIVING GROUND *(p66)*

1. **If one side outnumbers the other side 2:1 once casualties are removed, it has overwhelming odds.**

2. **Defeated units with overwhelming odds in their favour will not break and flee if they fail their Break test. They will give ground instead.**
   1. Units can only give ground if they are fighting exclusively to their front, or if they are fighting to their front and sides and no flanking enemy unit numbers five or more models.
   2. Skirmishing units can only give ground if their enemy are other skirmishers, or units of fewer than five models.
   3. Units cannot give ground if interposing friends, enemies, impassable terrain or the table edge prevent them doing so. They will flee instead.

3. **Units giving ground move backwards D6" if their move rate is 6" or less, 2D6" if move rate is greater than 6".**
   1. Penalties for terrain apply to the move.
   2. If enemy fail to follow-up into contact, the unit giving ground cannot charge in its following turn.

4. **Victorious units must follow-up if their enemy give ground. They move up to a normal move back into contact where possible, applying any penalties for terrain.**
   1. Units that follow-up gain the momentum for the following round.
   2. Victorious troops do not have to follow-up if they are defending walls, hedgerows, or other linear obstacles; or if they are placed within buildings or fortifications.

5. **Formed cavalry units are allowed to give ground voluntarily even if they pass their Break test and would not otherwise have to flee. Such units do not have to have overwhelming odds in their favour.**

OVERRUN *(p67)*

1. **If a unit charges and all opponents are destroyed in the first round of hand-to-hand combat, the player can choose to overrun.**

2. **An overrun is made directly forward in the same way as a pursuit and takes place at the same time as pursuits.**
   1. A unit is not allowed to overrun if its enemy fled from their initial charge and was subsequently caught and destroyed, unless the fleeing enemy were skirmishers in which case chargers are allowed to overrun by D6".

CAPTURING STANDARDS *(p74)*

1. **If units are destroyed in combat and their side loses the round then their standards are captured by the enemy.**

2. **If units flee from combat then their standards are captured by an enemy that pursues them.**

REDRESS RANKS *(p68)*

1. **At the end of the Hand-to-hand Combat phase both players can rearrange fighting formations as follows.**
   1. You can move any leader or character models that have joined the unit if they are not already touching an enemy.
   2. If a unit wins a round of combat it can expand its width by up to two models on each flank, up to the point where it overlaps the enemy by one model on each side. Models cannot expand from ranks already engaged to the sides or rear.
   3. Any skirmishing units not already arranged base-to-base are arranged into touch.

PANIC *(p69)*

1. **Test panic against Ld (2D6) – score equal to or less than Ld to pass.**
   1. Units reduced to half strength or less suffer a -1 penalty.

2. **Units failing a Panic test flee.**

3. **A unit must take a Panic test in the following situations:**
   1. Fleeing friends within 4" at the start of the turn.
   2. Friends break/destroyed in combat within 12".
   3. Charged in rear or flank.
   4. General slain.
   5. 25% casualties suffered from shooting.
   6. Charged by an ignored enemy.

4. **A unit that panics whilst engaged in hand-to-hand combat is treated as broken in combat.**
   1. If all enemy panic and break from combat, troops can only pursue if they have the momentum.
   2. Units that panic and break from combat do not trigger further Panic tests due to units breaking from hand-to-hand fighting.



CHARACTERS *(p79)*

1. **Characters are units of one model.**

2. **Characters can march at three times their movement rate – they cannot fast march.**

3. **Characters that have not joined units cannot declare a charge.**

4. **Characters can join units by moving within 2".**
   1. A character on foot cannot join mounted units, chariots or elephants.
   2. Characters cannot join elephants or chariots unless so mounted.

5. **No more than half of a unit's front rank can comprise characters.**

6. **A character that has joined a unit moves with it at its rate.**

7. **A character can only leave a unit during the Remaining Moves portion of the Movement phase.**
   1. He cannot leave the unit if it has already moved earlier in the phase or if it is subject to any kind of compulsory movement rule including if it has declared a charge.
   2. He cannot leave if the unit is engaged in combat.

8. **A formed unit that includes a character can use the character's Leadership (Ld) for making any test that requires it, eg, break, panic.**

9. **When a character joins a unit his own psychology rules cease to apply and any psychology rules that apply to the unit now apply to him as part of it.**
   1. Except for hatred – if the character hates a foe and joins a unit of troops then the whole unit hates the same foe so long as the character is fighting.

10. **An individual character model can only be targeted by missiles if he is the closest target.**
    1. Unless the character rides an elephant or chariot in which case the model can be targeted as normal and shots randomised between elephant and crew.

11. **Characters that have joined units cannot be targeted by missiles but if hit by area weapons (eg, stone throwers) roll a D6: 1 the character is hit, 2-6 an ordinary troop is hit instead.**

CHALLENGES *(p84)*

1. **A player can issue one challenge by one character in each combat engagement.**
   1. Any character that is already fighting can issue a challenge.
   2. The player whose turn it is has the first chance to issue a challenge.
   3. The other player is only permitted to issue a challenge if the player whose turn it is does not do so.

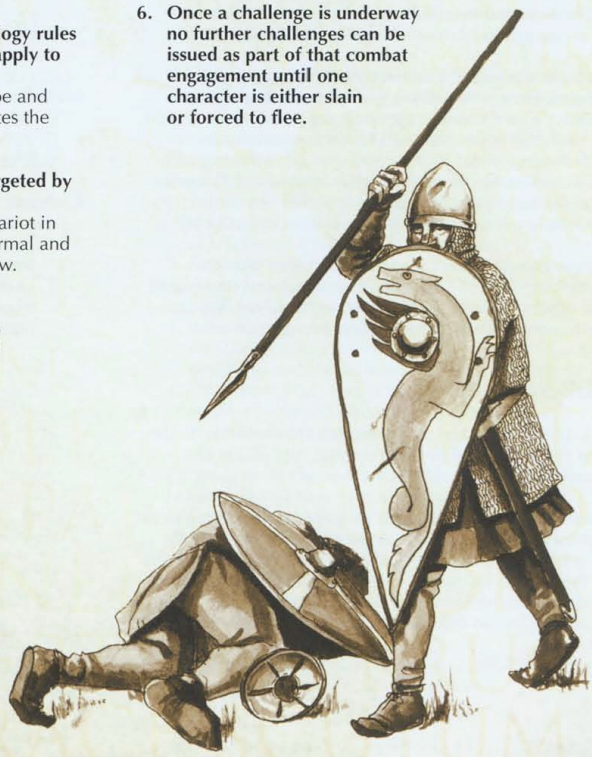
2. **A challenge can be refused or met by an opposing character that is fighting in the same engagement.**
   1. Characters riding in chariots can only issue and accept challenges with enemy characters that are also mounted on chariots.
   2. Characters riding elephants can only issue and accept challenges with enemy characters that are also mounted on elephants.

3. **If a player refuses a challenge then he must retire a character selected by his opponent.**

4. **Once a challenge has been accepted the two rivals are moved so that they face each other.**

5. **The challengers fight each other in the following round – no other models participate in a challenge.**
   1. If challengers are elephant or chariot mounted, no crew/elephant fight in the challenge, instead they fight as part of the broader combat.

6. **Once a challenge is underway no further challenges can be issued as part of that combat engagement until one character is either slain or forced to flee.**



MISSILE WEAPONS *(p88)*

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

Slings can shoot twice at short range (rapid fire) but cannot shoot twice against chargers as a stand & shoot or fire & flee response.

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

Staff slings cannot move and shoot in the same turn.

Weapon	Range	Strength	Save Modifier
Javelin	8"	3	-

The to hit penalties for shooting at over half range and for shooting whilst moving do not apply to javelins.

Weapon	Range	Strength	Save Modifier
Dart	12"	2	-

The to hit penalties for shooting at over half range and for shooting whilst moving do not apply to darts. Darts can shoot massed missiles.

Weapon	Range	Strength	Save Modifier
Stones	4"	3	-

The to hit penalties for shooting at over half range do not apply to stones.

Weapon	Range	Strength	Save Modifier
Short Bow	18"	3	-

Units armed with short bows can use massed missiles.

Weapon	Range	Strength	Save Modifier
Bow	24"	3	-

Units armed with bows can use massed missiles.

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

Units armed with long bows can use massed missiles.

Weapon	Range	Strength	Save Modifier
Light Crossbow	18"	3	-

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

Crossbows cannot move and shoot in the same turn.

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

Handguns cannot move and shoot in the same turn.



HAND-TO-HAND WEAPONS *(p91)*

Hand Weapon
1. Troops armed with a hand weapon in each hand get +1 extra attack.

Dagger
1. +1 armour save modifier.

Double-handed Weapon
1. Shields cannot be used in hand-to-hand combat
2. Always strike last in hand-to-hand combat. If both so armed normal priorities apply.
3. +2 Strength

Halberd
1. Shields cannot be used in hand-to-hand combat
2. +1 Strength

Thrusting Spear
1. Stationary infantry fight in two ranks to their front.
2. Cavalry +1 strength bonus when they charge or countercharge over open ground.

Throwing Spear
1. Infantry fight in two ranks in the first round of combat.
2. Cavalry can re-roll misses in the first round of combat unless charging/countercharging over difficult terrain.
3. Skirmishers can re-roll misses in the first round of combat.

Heavy Throwing Spear
1. Infantry fight in two ranks in the first round of combat.
2. +1 Strength in the first round of combat.
3. Skirmishers can re-roll misses in the first round of combat.

Pike
1. Fight in two ranks in all rounds of combat.
2. Always strike first if fighting exclusively to their front. Where both so armed normal initiatives apply.

Kontos
1. Cavalry +1 strength bonus when they charge or countercharge over open ground.
2. Always strike first if fighting exclusively to their front except against pikes. Where both kontos armed, normal initiatives apply.

Lance
1. Cavalry +2 strength bonus when they charge or countercharge over open ground.

PSYCHOLOGY RULES *(p100)*

Fear
1. Test fear against Ld (2D6) – score equal to or less than Ld to pass.
2. Test if charged by a feared enemy within range. If failed, flee if outnumbered. If not outnumbered 6s are needed to hit in the first round/any shots from a stand & shoot or fire & flee response.
3. Test if attempting to charge a feared enemy as soon as the charge is declared before the enemy responds. If failed the unit may not charge and must remain stationary without shooting.
4. A unit defeated in hand-to-hand combat is automatically broken if outnumbered by feared enemy.

Terror
1. Test terror against Ld (2D6) – score equal to or less than Ld to pass.
2. Test at the start of turn if there is an enemy which causes terror within 8". If failed the unit flees. This test is only taken once.
3. Test if charged by, or wishing to charge a terrifying enemy. If failed the unit flees. This test is only taken once if infantry.

Hatred
1. Take Break tests at Leadership (Ld) value 10, applying the usual modifiers.
2. In the first round of combat re-roll misses.
3. Must pursue unless fighting from defended positions.

Frenzy
1. Must charge if there are enemy within charge reach when charges are declared.
2. Cannot respond to a charge by either fleeing, or by firing and fleeing.
3. Fight with +1 extra attack.
4. Must pursue.
5. Must follow-up enemy that gives ground.
6. Do not take Panic tests – immune to panic.
7. Immune to other psychology.
8. If broken in combat their frenzy is ended.

Stubborn
1. Do not test for panic for fleeing friends within 4" at the start of the turn.
2. If they fail their Break test they will give ground once where they would otherwise flee.
3. If defeated by enemies who automatically break them, roll a D6. 1-3 the stubborn troops are broken. 4-6 the stubborn troops must take a Break test and can override a failed result by giving ground.



FORMATION RULES *(p103)*

Unreliable Allies and Mercenaries *(p103)*
1. Roll D6 for each unit at the start of the game. On a 2+ no effect. On a 1 the unit is affected for the first turn, and must test again at the start of each subsequent turn until a result of 2 or more is rolled.
2. The unit will not move unless bound by some compulsory movement rule.
3. The unit will not shoot except as a response to an enemy charge.
4. If engaged in combat the unit immediately ceases to be affected.

Ambush *(p104)*
1. The unit can be deployed on the battlefield in a concealed position and its location indicated on a map. It can be secretly deployed anywhere out of sight of enemy but not within the opposing deployment zone.
2. Alternatively they can deploy on the battlefield once the enemy force has taken up its position.
3. Concealed units must be placed as soon as enemy can either see them or approach within 8".
4. Concealed units ignore any tests or obligatory reactions that would otherwise result from any psychology rules.
5. Concealed units do have to take account of special rules applying from formations.

Cataphracts *(p104)*
1. Cataphracts are close order cavalry.
2. Cataphracts charging or marching reduce their entire movement to half speed if they wheel.
3. Cataphracts are not permitted to countercharge as a response to an enemy charge.
4. Cataphracts armed with kontos can fight with a second rank. This bonus does not apply if Cataphracts have charged that turn.
5. Cataphracts may count a rank bonus of up to +2 when calculating combat results if they have charged into that round of combat.

Chariot Runners *(p105)*
1. Chariot Runners can make formations with chariots.
2. Chariots are allowed to charge through a unit of Chariot Runners.

Combined Formations *(p105)*
1. Formations that include close and open order troops count as close order.
2. Leadership (Ld) counts as that of the majority type or the higher value where numbers are equal.
3. The whole unit is affected by the psychology and formation rules that apply to the majority type in the unit.
4. Archers in rearward ranks may use massed missiles. The rank of archers closest to the front shoots in its entirety, with subsequent ranks shooting at half-effect.
5. Archers in rearward ranks can respond to a charge by standing & shooting using massed missiles.
6. When working out hits by shooting, the saving throw of the majority is used to resolve all saves. Casualties are removed alternately from the differently armoured models, starting with the mostly poorly armed.
7. Hand-to-hand combat casualties fall amongst the type struck by the enemy.
8. Leaders, standard bearers and musicians must be removed as casualties if they are the last models of their type.

Drilled *(p106)*
1. Drilled troops can turn to face their left or right. It takes a quarter move to make a turn to the left or right.
2. At the beginning of their move, drilled troops can make one change formation or about face manoeuvre without penalty.
3. Drilled troops can both march and change formation in the same Movement phase.
4. Drilled troops can change formation at the start of a charge move if they wish.
5. Drilled troops can make a reform manoeuvre without taking a Leadership (Ld) test so long as there are no enemy within 8".
6. Drilled troops can choose not to pursue an enemy that breaks and flees in combat, or follow-up defeated enemy who give ground.
7. Drilled troops can disengage from combat without taking a Leadership (Ld) test so long as the enemy they are fighting do not have a faster move rate than they do.
8. Drilled units can give ground voluntarily where they pass their Break test.
9. Drilled troops are allowed to open their ranks to avoid charging scythed chariots.

Expert Horsemen *(p107)*
1. Expert Horsemen do not suffer the -1 to hit penalty when moving and shooting.

Feigned Flight *(p107)*
1. Can respond to an enemy charging to their front with feigned flight.
2. The unit moves directly away from the enemy exactly as if it had fled or fired & fled.
3. If the unit is contacted by the charging enemy it immediately turns to fight as if it had declared a 'hold' response to the charge.
4. If the unit outdistances the charging enemy, it turns to face them at the end of its move.
5. If charged by an enemy it fears, or which terrifies it, the unit can only make a feigned flight if it first passes its Fear test.

Finest Horses *(p107)*
1. +1" basic Movement rate.

Ferocious Charge/First Charge *(p108)*
1. Enemy will automatically break without taking a Break test if the ferocious chargers win the combat round following their first charge/countercharge in the game.
2. Skirmishing enemy will automatically break without taking a Break test if the ferocious chargers win the combat round following a charge/countercharge.
3. If the unit's first charge or countercharge is against skirmishing enemy, this doesn't negate the 'first charge'.
4. If the unit's first charge or countercharge breaks the enemy automatically for some other reason, this doesn't negate the 'first charge'.
5. Roll off for automatically breaks versus automatically passes rules (eg, Stubborn).

Levies *(p108)*

1. Levies fear enemy they do not outnumber by 2:1, ignoring skirmishers/fleeing troops.
2. Levies cannot make any manoeuvre other than to wheel and if they wheel their entire movement is halved.
3. Close order Levy infantry do not receive +1 combat result bonus for close order troops.
4. Levies cannot make use of the General's leadership (Ld) value where he is within 12" of the unit.
5. Non-levy units can always re-roll a failed Panic test taken as a result of breaking levies.

Light Troops *(p108)*

1. Light infantry or light cavalry can fight either as skirmishers or as open order formed units.

Massed Cavalry *(p109)*

1. Massed cavalry are close order cavalry.
2. Massed cavalry charging or marching reduce their entire movement to half speed if they wheel.
3. Massed cavalry count a rank bonus of up to +2 when calculating combat results if they have charged or countercharged into that round of combat.

Parthian Shot *(p109)*

1. Only skirmishing cavalry units armed with bows, short bows or javelins can employ the Parthian Shot.
2. Troops can move up to their basic Movement rate in the Shooting phase immediately after they have shot.

Phalanx *(p110)*

1. Units must contain at least 12 models arranged at least two ranks deep and at least four wide. Frontage must exceed depth by at least one model.
2. The only manoeuvres allowed are reform and wheel.
3. Reforming is at -1 Leadership (Ld) penalty regardless of whether enemy are within 8".
4. A phalanx charging/marching reduces its entire movement to half speed if it wheels.
5. All enemy shooting against the phalanx's front suffer a -1 to hit penalty.
6. A spear-armed phalanx fights with two ranks to its front in the first round of combat if it charges.
7. Enemy cavalry or light chariots suffer -2 to hit in combat against the phalanx front, foot troops or elephants suffer -1.
8. Enemy charging the front lose any strength bonus associated with their weapons as a result of charging.
9. Enemy charging the front lose any bonuses or benefits for formation rules that apply specifically when they charge.
10. If the unit is a trained phalanx then it is allowed to make about face manoeuvres in the usual way.
11. If the unit is a Macedonian phalanx it is allowed to make about face or change formation manoeuvres in the usual way.
12. If the unit is a drilled phalanx then it combines the rules for drilled troops. A drilled phalanx can adopt any formation, can manoeuvre like any non-phalanx unit, and suffers no move penalties for wheeling whilst charging/marching.
13. If the unit is a Medieval phalanx it must have at least three ranks depth. It is allowed to make about face and change formation manoeuvres. It does not benefit from the -1 to hit from enemy missiles rule. It may reform into a stationary square, counting an maximum +1 combat result bonus for ranks.

Shieldwall *(p112)*

1. It takes a unit's entire move to form shieldwall.
2. A shieldwall lasts until the unit moves, or is beaten in a round of hand-to-hand combat.
3. Enemy shots/attacks to the front are at -1 to hit.
4. A unit forming shieldwall has moved for the purposes of missile fire.

Veteran *(p112)*

1. Once in the battle, the unit can re-roll all of its 'to hit' dice for either shooting or hand-to-hand combat.

Warband *(p113)*

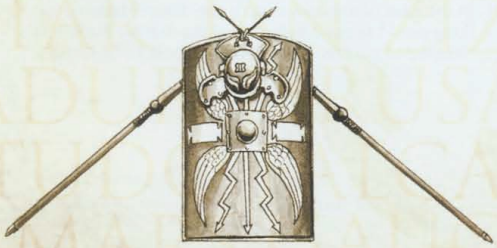
1. D6 test at start of turn: 2-6 – pass, 1 – surge forward towards nearest visible enemy by at least basic move and charge if within range.
2. If unit charges and defeats enemy in the first round of combat, enemy units are automatically broken and will flee without taking a Break test if the warband outnumbers the enemy.
3. If unit charges or counterchanges an enemy unit and breaks it in the first round of combat, then the warband must pursue.
4. Warbands in close order formation making any move other than straight forward have their movement reduced to half speed. Doesn't apply when surging forward.
5. Formed warbands 4+ models wide add +1 to their Leadership (Ld) value for each rank of at least four models behind the first. Max +3 to a maximum value of 10 for close order infantry, +2 up to a maximum of 10 for cavalry and open order infantry.
6. Character's and General's Leadership (Ld) can be combined with the Warband Ld bonus only if the Character/General is Warband.

CHARIOTS *(p114)*

1. 'Number' of models = number of crew.
2. Cause fear in enemy infantry.
3. Are arranged into formed units of three or more models, scythed chariots always fight as one model, light chariots can be formed into dispersed groups similar to skirmishers.
4. Chariots are unable to move over obstacles or through difficult terrain. If forced into difficult terrain, roll a D6 per chariot: heavy/scythed destroyed on 1, 2 or 3 if, light chariots on a 1.
5. Scythed chariots march at basic rate +D6".
6. Scythed chariot's movement is reduced to half speed if the model moves in any fashion other than directly forward in a straight line.
7. Each missile armed chariot crewman shoots twice.
8. In combat chariot crews fight as cavalry riders in respect of weaponry.
9. Heavy and scythed chariots cause impact hits when they charge. Heavy chariots score D3 hits. Scythed chariots score D6+2 hits. If a scythed chariot rolls a 1 for its impact hits then it survives, if it rolls 2 or more it is wrecked.
10. If chariots are destroyed by pikemen before striking, they will lose the chance to fight and do not inflict impact hits either.
11. Drilled troops charged to their front can attempt to open their ranks and allow a scythed chariot to pass through. The unit must 'hold' and pass a Leadership (Ld) test. The chariot is moved through the unit.

ELEPHANTS *(p118)*

1. 'Number' of troops = value of elephant's Wounds (W).
2. Elephants can be seen and shot at over the heads of intervening troops and low obstacles.
3. Elephants are large targets and so +1 to hit.
4. Elephants cause fear in infantry and terror in cavalry and chariots – friends and foe! African elephants fear Indian elephants and will stampede if they fail the test.
5. Other than the above, elephants are immune to psychology rules.
6. Elephants are immune to the panic rules.
7. Cavalry and chariots are not allowed to charge elephants. If charged by elephants they can only declare a flee or fire & flee response even if they pass the requisite test for fear/terror.
8. Elephant movement is reduced to half speed if the model moves other than directly forward in a straight line.
9. Elephants cannot march.
10. Each missile-armed elephant crewman shoots twice.
11. Hits against the elephant are randomised. D6: 1, 2, 3 or 4 elephant, 5 or 6 Crew. Hits only fall upon the mahout once all other crew are dead.
12. In combat elephant crews fight as cavalry riders in respect of weaponry.
13. Elephant crews can strike all round from the edge of the elephant model's base.
14. If an elephant is fighting no units from either side may claim rank bonuses or close order bonuses for combat results.
15. If an elephant loses a round of combat, no Break test is taken and the elephant stampedes. Elephants never flee and cannot be pursued.
16. Elephants stampede if: the elephant suffers wounds and fails a Stampede test, the mahout is slain and fails a Stampede test, the elephant loses a round of combat, an African elephant fails a Fear test against an Indian elephant.
17. Stampede tests are taken by rolling 2D6 against Leadership (Ld). Scores greater than the Ld are failed and the elephant stampedes.
18. Elephants stampede 2D6". If stampeding from combat move directly away as for a fleeing unit. Otherwise roll a Scatter dice. Once stampeding, the elephant continues to move in the same direction.
19. Stampeding elephants presented with impassable terrain re-roll the Scatter dice to establish a new direction that avoids the impassable terrain.
20. Stampeding elephants cannot be stopped. If they leave the table they do not return.
21. If troops from either side get in the stampeding elephant's way, it will charge into them and attack them.



ARTILLERY *(p123)*

1. 'Number' of models = number of crew.
2. Machines within 5" can form units – ie, batteries.
3. Crew are not integral but can move from and between weapons. They cannot charge, if charged whilst away from their machines they can only flee.
4. If hit by shooting, roll a D6 – 1, 2, 3 or 4 Weapon, 5 or 6 Crew. If a character has joined the unit, randomise crew hits to determine who is hit.
5. Machines have a WS of 0, are struck automatically, and are destroyed automatically once hit if they have no crew defending them.
6. If crew are slain or machine wounded, it is necessary to roll higher than the total of crew slain/wounds inflicted to shoot that turn.
7. If machine is charged, crew can either hold or flee but cannot stand & shoot or fire & flee. If a battery is charged, the whole battery must declare the same response just as with any other unit.
8. If crew flee from a charge, chargers can either move through the machine to fight the crew or stop at the machine and fight that (and destroy it as it no longer has crew). If crew flee following combat, victors will pursue crew as normal.

Stone Throwers *(p126)*

1. If wheeled, move at the basic rate of the crew over open ground only. If crewmen are slain, speed is reduced in proportion.
2. Cannot move and shoot.
3. To shoot, pivot machine to establish direction of fire and guess range to target. Roll Scatter dice and Artillery dice.
4. If the Artillery dice rolls Misfire go to Misfire table – otherwise:
5. If the Scatter dice is a Hit the shot has landed on target. Place the template the distance guessed and work out hits.
6. If the Scatter dice is an arrow, the shot lands in the direction shown by the number of inches rolled on the Artillery dice. Place the template and work out hits.
7. Misfire Table. Roll a D6:
   1 Destroyed. Remove as casualty.
   2-3 Disabled. Cannot shoot this turn or the following turn.
   4-6 May not shoot this turn.
8. The model directly under the central hole in the template is automatically hit. All other models beneath the template are hit on a 4, 5 or 6.
9. No armour saves are allowed against hits from a stone thrower.
10. Models wounded by a stone thrower suffer multiple wounds (D3 or D6).

Bolt Throwers *(p129)*

1. Bolt throwers with three or fewer crew can move at the basic rate of the crew over open ground only. If crewmen are slain, speed is reduced in proportion to the number of crewmen left. Bolt throwers with more crew can only be moved it they are provided with wheels.
2. Cannot move and shoot.
3. Pivot to face your target and shoot as per normal – no penalty is applied for this pivot move.
4. If first model is slain roll to hit second and resolve hit at -1 Strength, if second model is slain roll to hit third and resolve hit at -2 Strength, and so on.
5. No armour saves are allowed against hits from a bolt thrower.
6. Models wounded by a bolt thrower suffer multiple wounds (D4).

Cannons *(p130)*

1. If wheeled, move at the basic rate of the crew over open ground only. If crewmen are slain, speed is reduced in proportion.
2. Cannot move and shoot.
3. Cannons fire directly forward only and cannot pivot freely to shoot.
4. To shoot nominate distance. Roll an Artillery dice. If a Misfire is thrown see the Misfire table. Otherwise the shot travels the nominated distance + the score rolled.
5. Roll the Artillery dice again for bounce.
6. The shot automatically hits the model it lands on and all models bounced through.
7. Cannon balls do not bounce uphill or through terrain that would bring them to a halt.
8. Misfire Table. Roll a D6:
   1. Destroyed. Remove as casualty.
   2. Misfire. One crew killed and take a Panic test.
   3. Damp powder. Cannot shoot this turn or the following turn.

   4-6 May not shoot this turn.

Organ Gun *(p132)*

1. Organ guns can move at the basic rate of the crew over open ground only. If crewmen are slain, speed is reduced in proportion to the number of crewmen left.
2. Cannot move and shoot.
3. Organ guns can stand & shoot when charged (unlike other artillery)
4. Organ guns fire directly forward only and cannot pivot freely to shoot.
5. Place template in front. Roll an Artillery dice and a D6. If the Artillery dice is a misfire, resolve the result on the Misfire table (same as cannon). Otherwise, move the template forward the distance rolled on the D6.
6. All models falling under the template as it moves are hit on a roll of 4, 5 or 6.



BUILDINGS *(p133)*

1. Buildings and associated enclosures can be nominated as either impassable or as areas of difficult terrain or very difficult terrain if the players wish. Otherwise the following rules can be used:
2. An empty building can be occupied by an infantry unit touching it – the unit then occupies the area enclosed by the building.
3. A building can only be occupied by a single unit at a time.
4. Units occupying buildings no longer count as formed units.
5. Units within buildings can move out in the Remaining Moves part of the Movement phase measuring their move from any edge.
6. Missile armed units can shoot up to five models from each floor of an occupied building – measuring range from the centre of the building.
7. An occupied building is treated as an enemy unit. Enemy cannot approach within 1" unless assaulting.
8. Shooting at a unit in a building is at -2 to hit (hard cover).
9. In the case of template based weapons, any hit on the building becomes D6 hits on the unit.
10. In the case of cannons and bolt throwers, only one model is hit.
11. Three hits from a cannon or stone thrower reduces a building to rubble.
12. An enemy can charge an occupied building and fight combat. Only a single unit that could occupy a building can assault it in this way. Align the chargers to whatever edge they can most easily reach.
13. Troops in a building are not permitted to flee or to fire & flee when charged – they must elect to hold their ground or stand & shoot.
14. Troops in a building are allowed to stand & shoot even if the chargers began their move within half of their permitted charge distance (five models per floor).
15. When fighting over a building, no special rules apply for weapons, special formation rules, or the combat results bonuses from additional ranks or for close order troops.
16. When fighting over a building, both sides fight with no more than ten models from each side. The occupying force counts as behind a defended obstacle (-1 to hit).
17. If a unit in a building flees, measure its move from the opposite most edge of the building.
18. If either side flees during an assault then victors do not pursue their fleeing enemy but occupy the building instead.
19. If the occupying force wins an assault, and assuming the enemy do not break and flee, then the assaulting force is flung back 1" out of the combat and the fight is finished.
20. If the assaulting force wins an assault, and assuming the defenders do not break and flee, then the occupying force is flung back 1" out of the combat and the fight is finished.
21. In the case of a drawn assault, the assaulting force is flung out 1" as per a defeat – except that no Break test is required of course. Assaults only ever last one turn.

TEMPLATES

Organ Gun Template





Stone Thrower Template

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