

**RULES FOR AN ANCIENT WARGAME**  
**Originally by Gerard De Gre**  
**Modified by Charles and David Sweet**

TYPE OF STAND	MOVE*	MELEE VALUE	FIRING RANGE	SUPPORT TYPE #	COST POINTS	STANDS PER UNIT
Heavy Infantry	2	1	-	1	3	4
Light Infantry	3	½	3	2	3	3
Heavy Cavalry	4	1	-	1	5	4
Light Cavalry	5	½	2½	2	5	3
Chariots	4	*	-	1	10	1
Elephants	4	*	-	1	10	1
Heavy Catapult	2	-	6	-	8	1 } 2 }
Foot Crew	2	½	-	3	2	2 }
Light Catapult	3	-	4	-	6	1 } 1 }
Horse Crew	3	1	-	3	3	1 }
Commanders	2	2	-	4	10	1

\* See rules

1. This game is designed as a generalised set of ancient rules. A special set of rules is attached at the end, with rules for forming special Roman, Macedonian, etc. armies. The rules here are for the basic types in any ancient army.
2. This game is played on a board gridded into 4" squares. Everything concerning movement, fire, and melee is determined by squares. For all purposes except retreats, measuring or moving on the diagonal counts 1½ instead of 1.
3. Movement –
  - a. The rules are for alternate moves. With little adaption, they may also be used for other types of movement.
  - b. Sequence of a turn:
    - i. Both sides fire catapults.
    - ii. Both sides fire light troops.
    - iii. Attacker moves and declares melee supports.
    - iv. Defender declares melee supports.
    - v. All melees are fought.
    - vi. Next turn begins, with attacker becoming defender and vice versa.
  - c. No unit, once formed, can separate or reform, except catapult crews, light infantry, or light cavalry. Commanders can join or leave any unit.
  - d. No two units of the same side may be in 1 square, except that catapult units can form in any way as long as there is no more than 1 catapult or 6 crew in 1 square. Commanders can also join or leave any unit, with a limit of 1 commander per square.
  - e. A move, begun, travelled entirely upon, and ended on a road is increased by one.
  - f. No unit can move through enemy units. If two enemy units are diagonally adjacent, the space between cannot be moved through.
  - g. A catapult must have at least 1 stand in its square to move it. Anyone can move a catapult. In case of conflicting speed values, the catapult moves at the slowest rate.
  - h. All units must face towards a side or corner of the square they are in at all times. Support type #1 units (heavy troops, chariots, elephants) may face only towards a side. Attacker can change his facings at any time during the move portion of his turn or at end of a melee. Defender can change facings only when showing melee supports or at the end of a melee.
4. Catapult fire –
  - a. Catapult fire is first. All catapults of both sides can fire on a given turn, even if destroyed on that turn. Any stand of light troops which is destroyed by catapults cannot fire back.
  - b. To be able to fire, a catapult must have at least 1 stand of foot crew, horse crew, infantry, or a commander in the same square to man it. Any unit manning a catapult cannot otherwise fire or support a melee, but can fight at full value if attacked.
  - c. A catapult cannot fire more than 45° away from the direction it is facing. A catapult fire 1 shot per turn.
  - d. Firing is done with a firing catapult, which is placed to the rear of the model catapult relative to the target. Any stand within range can be hit. Measurement is from the marked centre of the shell. To hit infantry, cavalry, catapult crew, or a commander, the centre must be within 1" of the stand. To hit a chariot or catapult, the centre must be within 1" of the front axle. To hit an elephant, the centre must be within 1" of either front leg. Each catapult hit destroys 1 stand. If two or more stands are within 1", shooter gets his choice.
5. Light troops fire (javelins, bows, slings, etc.) –

- a. Light troops fire simultaneously, after catapult fire but before any movement. Any light troops destroyed by light troops can fire back if they have not fired before and the enemy is within range.
- b. Firing is by units. Any unit may not fire more than 45° away from the direction it is facing, nor more than the maximum range. Any units in the way at any distance screen and prevent fire by either side at the screened units.
- c. Normally 1 die is rolled per stand. Dice may be subtracted for protection. Also, every unit after the first firing at the same target receives an extra die. To fire, roll the correct number of dice and use the following table:

TYPE FIRED UPON	NEEDED TO KILL 1 STAND AT RANGE		
	1	1½ - 2	OVER 2
Light Infantry, foot crews	1, 2, 3	1, 2	1
Heavy infantry, light cavalry, mounted crews	1, 2	1	Double 1
Heavy cavalry	1	Double 1	Triple 1
Chariots, elephants	Double 1 or Double 2	Triple 1 or Triple 2	Triple 1
Commanders	Double 1	Triple 1	Impossible

- d. The target square must be called. But if more than 1 type can be killed by a given roll, shooter gets his choice.

#### 6. Melee –

- a. To make a melee, a unit must move into a square occupied by the enemy. This square becomes the contact square. Any units in the squares adjacent to it which are not engaged in other melees may attempt to support (see below to see if they are actually able to do so). A unit can fight in only 1 melee a turn.
- b. Supports – A unit does not have to support unless so desired. Type 1 units (heavy troops, chariots, elephants) can support only straight ahead or directly to the side. Type 2 units (light troops) can support anywhere except to the rear. Type 3 units (catapult crews) cannot support at all. Type 4 units (commanders) can support in any direction.
- c. Cavalry, chariots, and elephants cannot support infantry or catapult crews unless they are directly to the side.
- d. Chariots and elephants are normally worth 2, but if charging into the contact square and making the melee they are worth 3. All other units have the value per stand indicated in the first table.
- e. To resolve a melee the value of each side is totalled. Each side then chooses a Melee Deployment Indicator (MDI, one of the six block on each of which is a different “deployment”), and the result is found. Fight as follows:

- If deployment equal –
- i. If numbers unequal, both sides lose ½ the value of the weaker side. Weaker side then retreats 2. But if 1 side is 3 or more times the strength of the other, the remainder of the weaker side does not retreat but is destroyed instead.
  - ii. If numbers equal, both sides lose ½ their value, then both retreat 2.

- If deployments unequal –
- Inferior deployment loses 1 for the first superior 1, then 1 for each 2 superior remaining. Superior deployment loses 1 for each 2 inferior casualties. Weaker side then retreats 2, or, if numbers left equal, inferior deployment retreats 2. But if 1 side is 3 or more times the strength of the other, the remainder of the weaker side does not retreat but is destroyed instead.

- f. If withdrawal does not succeed, treat it as an inferior deployment. If it does succeed, all withdrawing units retreat 2, taking all equipment with them. No one is killed.
- g. The first stand killed in a melee is in the contact square. Thereafter, destroy in a clockwise circle, spreading losses as evenly as possible among the units involved.
- h. Because units have different values, the exact number, as specified above, cannot always be killed. Therefore follow the rules as closely as possible, flipping a coin if necessary to avoid a dispute. Example: A has 3 heavy infantry stands and is to lose 1½. Therefore he loses 1 stand and a coin is flipped to see whether he loses a second.
- i. For retreats only, diagonal moves count 1 instead of 1½. Defender retreats toward the rear, attacker toward the direction from which he came. If enemy units are in the way, the retreat skirts them but goes as much as possible in the proper direction. If retreat is impossible (enemy units and/or impassable terrain cuts them off), retreating units are destroyed.
- j. Defender retreats with equipment unless there is no one left in the square. Attacker then takes it unless he also has no one left in the square, in which case no one owns it.
- k. All units left at the end of a melee get a free face.

#### 7. Protection –

- a. Any square containing rocks, trees, houses, etc. is called a protected square. For catapults to kill units within, the normal conditions must be satisfied and the centre of the shell must be within the square. One die is subtracted from each unit of

- light troops firing into a protected square. If the contact square of a melee is in a protected square, attacker is worth 1 less than normal.
- b. Before each game, special rules for restrictions on movement, fire, and melee in forts, hills, and other large terrain pieces must be agreed upon.
  - c. Bridges are not considered protection.
  - d. If a catapult shell is touching a tree, house, or other flammable object, 2 dice must be rolled. If a single 1 appears, the square is burning and all units must retreat 1 out of the square, which is thereafter impassable. If double ones are thrown, the square burns up and everyone and everything inside is destroyed. Thereafter the square is considered normal and may be moved through, etc. normally. Burning squares (single 1s) screen light troops' fire as units do.
8. Commanders support in the same way as the unit they accompany, but if acting independently, they support as the first table shows.
  9. Single stands –
    - a. As soon as a heavy infantry, heavy cavalry, or light cavalry unit is down to a single stand, on each of its turns it must retreat a full move backwards until it goes off the board or is destroyed. The stand can face in any direction, fire, and support, but cannot advance or charge.
    - b. Cavalry, chariots, and elephants can run down any single stand of infantry or foot crew in the open without stopping.
  10. If a unit retreats off the board, it is set apart. It fights no more, but still counts for points at the end.
  11. Either side may destroy any of its equipment at the end of any turn.
  12. Games last until 1 side surrenders or is destroyed, or for an agreed number of turns. If the latter, the cost points of each side (including units retreated off the board) are totalled, and the highest total wins.

#### APPENDIX I. Melee Deployment Table (Used with MDIs)

COLUMN is superior to FLANKING and PINCERS

LINE is superior to COLUMN and SQUARE

SQUARE is superior to PINCERS and COLUMN

FLANKING is superior to LINE and SQUARE

PINCERS is superior to FLANKING and LINE

WITHDRAWAL succeeds against LINE and SQUARE, fails against COLUMN, PINCERS and FLANKING

#### APPENDIX II. Organisation

Our organisation follows the general proportions in every ancient army. The army is composed of several standard divisions. Each standard division has:

4 units heavy infantry	48 points
2 units light infantry	18 points
2 units heavy cavalry	40 points
2 units light cavalry	30 points
2 chariots/elephants	20 points
1 heavy catapult	12 points
1 light catapult	9 points
1 commander	<u>10 points</u>
	187 points which is considered 180 for campaign and other purposes.

#### APPENDIX III. A forgotten rule (honesty, etc.)

Catapult crews cannot make a melee. Neither can single unsupported stands of light infantry

**RULES FOR SPECIAL ANCIENT ARMIES**  
by David Sweet

TYPE OF STAND	MOVE	MELEE VALUE	FIRING RANGE	SUPPORT TYPE #	COST POINTS	STANDS PER UNIT
Roman Legionary	2	1½	1½	1	4	4
Roman Velites	3	1	2	2	3	3
Numidian cavalry	6	¾	3	2	6	3
Carthaginian Elephant	4	*	3	1	10	1
Macedonian Hypaspist	3	1	-	1	4	4
Macedonian Phalangite	2	*	-	1	3	4
Macedonian Peltast	3	¾	2	2	4	3
Macedonian Companion	4	1½	-	1	6	4
Egyptian/Assyrian Light Chariot	5	*	3	2	9	2
Egyptian Subcommander	3	1½	-	4	5	1
Assyrian Heavy Chariot	4	3	3	1	12	1
Assyrian Heavy Foot Archer	2	1	3	1	4	3
Assyrian Heavy Mounted Archer	4	1	3	2	6	3

\* See rule 6 below

1. Unless otherwise stated here, all special troops are subject to all normal rules.
2. For light troops:
  - a. Velites and Peltasts are hit as light infantry.
  - b. Legionaries, Numidians, Hypaspists, Phalangites, and Heavy Foot Archers are hit as heavy infantry/light cavalry.
  - c. Companions and Heavy Mounted Archers are hit as heavy cavalry.
  - d. Egyptian and Assyrian Chariots, Carthaginian Elephants, and Subcommanders are hit as chariots/elephants.
3. Single-stand rule:
  - a. All special troops named above are exempt from the single-stand retreat rule. However, cavalry, chariots, and elephants can run over a single stand of Legionaries, Velites, Hypaspists, Phalangites, or Peltasts.
  - b. Anyone in a Carthaginian or Roman army, even normal troops, are exempt from the single-stand retreat rule.
  - c. The Sardinian Guard of Egypt are just like normal heavy infantry, except they are exempt from the single-stand retreat rule.
4. The Roman Legionary fire is from pila.
5. :
  - a. Units of Peltasts, Velites, and Numidians may split and reform. Light chariots may combine or split in any manner, as long as there are no more than two per square.
  - b. Subcommanders join and split as normal commanders do. They also support as normal commanders do.
6. :
  - a. A Carthaginian Elephant is normally worth 2. But if charging and leading a melee (being in the contact square), it is worth 4. To see if an elephant will charge, roll 1 die. If the result is 3, 4, 5, 6, the elephant charges. If 1 or 2, the elephant is inactive for the rest of the turn. The roll must be made before any part of the elephant's move is taken.
  - b. Light Chariots are normally worth 2, but if charging and leading a melee are worth 3.
  - c. If there are 3 or 4 stands left in a unit of Phalangites, each is worth 1½. If there is 1 or 2, each is worth 1.
7. Cavalry cannot charge into a square containing 4 stands of Legionaries or Phalangites.
8. Since Heavy Foot Archers have cane shields, they receive fire at all times as if in a protected square.
9. Unlike all other troops, Heavy Chariots have 2 shots per stand.

### COMPOSITION OF SPECIAL ANCIENT ARMIES

Carthaginian:	1 normal commander, 1 heavy catapult unit, 1 light catapult unit, 4 units normal heavy infantry, 2 units normal light infantry, 2 units normal heavy cavalry, 3 (special) elephants, 2 units Numidian Cavalry	200 points
Roman:	1 normal commander, 1 heavy catapult unit, 1 light catapult unit, 1 unit normal heavy infantry, 2 units normal light infantry, 1 unit normal heavy cavalry, 2 units normal light cavalry, 4 units Legionaries, 1 unit Velites	200 points
Macedonian:	1 normal commander, 1 heavy catapult unit, 1 light catapult unit, 2 units normal light infantry, 2 units Peltasts, 4 units Phalangites, 1 unit Hypaspists, 2 units Companions	200 points
Egyptian:	1 normal commander, 5 units normal heavy infantry, 4 units normal light infantry, 1 unit normal heavy cavalry, 3 Subcommanders, 1 unit Sardinian Guard, 4 units Light Chariots	200 points
Assyrian:	1 normal commander, 1 heavy catapult unit, 3 units normal heavy infantry, 1 unit normal heavy cavalry, 2 units Heavy Foot Archers, 3 units Heavy Mounted Archers, 1 unit Light Chariots, 2 units Heavy Chariots	200 points