

# **BATTLES OF THE ANCIENT WORLD: VOLUME IV**

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## 1.0 INTRODUCTION

The Ancient Battles game system is a tactical simulation of battles fought prior to about AD 500. Each game in the system represents one of the great battles of the ancient world. The playing pieces represent the actual units that participated in the battles, and the map represents the terrain over which those units fought. This game series has been designed to ensure maximum playability and historical accuracy (in that order). To achieve that, the components and rules have been designed to make the game easy to understand and play.

The rules in the series are presented in two sections: the Standard Rules and the Exclusive Rules. The Standard Rules are common to all the games in the series. The Exclusive Rules are different for each game, and they give scenario instructions and rules that apply only to that particular battle.

## 2.0 GAME EQUIPMENT

### **2.1 The Game Map**

Each mapsheet portrays the area in which a battle was fought and all the significant terrain of the battle. The map also has a Terrain Key and a Turn Record Track. A hexagonal grid is superimposed over the terrain features printed on the map to regulate movement and the positioning of the playing pieces. All numbered hexes are playable, though some types of terrain are prohibited.

### **2.2 Game Charts & Tables**

Various visual aids are provided on the Player Aid Card to simplify and illustrate certain game functions. They are the Terrain Effects Chart, the Combat Results Table, the Missile Fire Table, and the Rally, Demoralization & Disintegration Table.

### **2.3 The Playing Pieces**

The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability and type of unit represented by that piece. These playing pieces will hereafter be referred to as "units."

### **2.4 How to Read the Units**

Each unit has certain information printed on it. They are identified by numerals and/or nationality, and contain information about their combat and movement capabilities.

Combat strength is the relative strength of a unit when attacking and defending, expressed in terms of strength points. Movement allowance is the maximum number of clear terrain hexes a unit may be moved in a single movement phase, expressed as movement points (or MP). Missile capability is the type of missile weapon (if any) a unit may possess.

### **2.5 Game Scale (Series)**

Each hexagon on the map represents 100-200 meters. Each combat unit represents between 100 and 1,000 men. Each game turn represents 30 to 90 minutes.

## 3.0 SETTING UP

The cardboard playing pieces should be punched out of the counter sheet(s). Players should decide for themselves who will command which force. They then set up their units simultaneously (unless indicated otherwise in the Exclusive Rules) in their proper positions on the map as indicated by the scenario instructions. Once the units are set up, players are ready to begin Game Turn 1. Place the Game Turn marker in the first position on the Game Turn Track. Consult the Exclusive Rules to determine which side plays first. Play proceeds according to the sequence of play through the final game turn or an automatic victory as indicated by the disintegration level (see 15.0).



#### 4.0 SEQUENCE OF PLAY

The game is played in successive game turns composed of alternating player turns. During each player turn, the player whose turn it is moves his units and resolves combat in sequence, according to the following outline and within the limits provided by the rules that follow. At the conclusion of the final game turn, the victory conditions are consulted and a winner is determined.

##### **First Player Turn**

**A. Movement Phase:** the player who moves first each turn may move all, some or none of his units as he desires within the limits and restrictions of the rules of movement and zones of control and the Exclusive Rules of the game. The first player may bring reinforcements onto the map as allowed by the reinforcement rules. The second player's units may not move (see 5.0).

**B. Missile Fire Phase:** the first player may now use his units with missile capability to fire at enemy units (see 10.0).

**C. Combat Phase:** the first player conducts his melee attacks (see 7.0).

**D. Rally Phase:** roll a die and consult the Rally column of the Rally, Demoralization & Disintegration Table to determine if any of the first player's eliminated units are rallied. Place those rallied units according to the rally rules (see 13.0 and the scenario's Exclusive Rules).

##### **Second Player Turn**

The second player now goes through the sequence of play in the manner described above. In each phase, the second player carries out the same actions as the first player,

##### **Game Turn Record Interphase**

The Game Turn marker should be advanced one space on the Game Turn Record Track to indicate the end of one game turn and signal the start of the next game turn.

#### 5.0 MOVEMENT

During the movement phase, the current player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions, but units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more movement points from its movement allowance, depending on the type of terrain in each hex entered.

##### **5.1 Movement Prohibitions**

**5.11** Movement may never take place out of sequence. A player's units may be voluntarily moved only during his own movement phase. During the combat phase, a unit that's attacking or defending may be called on to advance or retreat after its combat is resolved. Friendly units may not move during the enemy player's movement phase nor during any player's combat phase, except when advancing or retreating as a result of combat.

**5.12** A unit may never enter a hex containing an enemy unit.

**5.13** A unit may never exit a hex that is in an enemy zone of control (EZOC, see 6.0 & 7.7) during any movement phase. An EZOC hex may be left only during a retreat or advance as a result of combat.

**5.14** No combat takes place during the movement phase. Once a player has begun to resolve combat and has rolled the die, he has irreversibly initiated the missile fire phase or the combat phase, whichever is relevant to his current attack.

**5.15** The number of movement points (MP) expended by a unit during a single movement phase may not exceed that unit's printed movement allowance (MA). A unit may expend any portion of its MA, but unused MP may not be accumulated or transferred to another unit.

**5.16** Movement from hex to hex must be consecutive; a unit may not skip or jump over hexes.

**5.17** Once a unit has been moved, and the player's hand is taken from the piece, it may not be moved any farther that phase, nor may it change its move without the consent of the opposing player.

### **5.20 Effects of Terrain**

**5.21** A unit must expend one MP to enter a clear hex. To enter other types of terrain, a unit must often expend more than one MP. Some hexes are entirely prohibited to movement. MP costs are printed on the map and/or the Terrain Effects Chart (TEC).

**5.22** A unit that moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one MP regardless of other terrain in the hex.

**5.23** Units may cross river hexes by paying three MP to enter. No additional movement costs are assessed to leave a river hex.

**5.24** Units may cross stream hexsides by paying one additional MP. For example, if a unit moves through a stream hexside into a woods hex, the cost is four MP.

**5.25** A unit may cross a ridge hexside by paying two additional MP.

### **5.3 Effects of Friendly Units**

**5.31** A friendly unit may move through hexes occupied by other friendly units. There is no additional cost for entering a friendly occupied hex.

**5.32** A friendly unit may not end any phase stacked in the same hex with another friendly (or enemy) unit. In general, there may never be more than a single unit in a hex at the end of any phase (Exceptions: leaders and any special exemption units listed in the Exclusive Rules.)

**5.33** There is no limit to the number of friendly units that may pass through a single hex during one movement phase.

**5.34** Friendly ZOC hexes never inhibit the movement of friendly units, but units may never move directly from one EZOC to another, regardless of the presence of friendly units (see 6.1).

## **6.0 ZONES OF CONTROL**

The six hexes immediately surrounding a hex constitute the ZOC of a unit in that hex, except units printed with a black dot, which don't exert a ZOC. Hexes into which a unit exerts a ZOC are called "zone of control hexes," and they inhibit the movement of enemy units. All units must cease movement when they enter any EZOC hex.

**6.1** All units except those printed with a black dot exert a ZOC (including disrupted units) throughout the game turn, regardless of the phase or player turn. The presence of ZOC is never negated by enemy or friendly units or by other ZOC.

**6.2** Units don't pay additional MP to enter an EZOC.

**6.3** There are generally only two ways to exit a hex in an EZOC: either by retreat or advance as a result of combat or by eliminating (or retreating after combat) the enemy unit projecting the ZOC. Exception: Light troops, skirmishers and leaders have a dot next to their unit symbol and may therefore leave an EZOC voluntarily during their side's movement phase (see sections 11.0 & 12.0).

**6.4** If a particular ZOC-exerting unit is in an EZOC, the enemy unit is also within that unit's ZOC. The two units are equally and mutually affected.

**6.5** If enemy and friendly ZOC are exerted into the same hex at the same time, those ZOC coexist and that hex is mutually affected by both ZOC. There's no additional effect from having more than one unit exerting ZOC into a single hex.

**6.6** ZOC generally extend into all hexes adjacent to the projecting unit's hex. Exception: no unit projects ZOC into any terrain prohibited to that unit.

## **7.0 MELEE COMBAT**

Melee combat (simply referred to as "combat" below) occurs between adjacent opposing units. It is mandatory and takes place in the combat phase. The player whose turn is currently occurring is termed the "attacker"; the other player is the "defender," regardless of the overall situation.

**PROCEDURE:** The attacker totals the combat factors of all the units attacking a particular hex and compares that total to the combat strength of the defending unit in the hex under attack (the "target hex"). That comparison is expressed as an odds ratio of attacking to defending combat strength points (that is, attacking strength points divided by defending strength points), and it's simplified by rounding down to one of the odds ratios printed on the Combat Results Table (CRT). For example, if 13 strength points are attacking four strength points, the combat odds ratio is 3.25:1, rounded off (always in favor of the defender) to 3:1. Having determined the combat odds, the attacker then rolls a die. The roll indicates a result on the CRT that's cross-indexed under the column heading corresponding to the calculated combat odds. That intersection of line and column yields a combat result.

Separate combats may be resolved in any order the attacker wishes, as long as all combats are resolved during that combat phase and no combat resolution is begun into the one before it has been entirely resolved.

### **7.1 Which Units Attack**

**7.11** All friendly units in EZOC must attack. All enemy units in friendly ZOC must be attacked in your side's combat phase. You may resolve those attacks in any order you desire, as long as all adjacent enemy units are attacked within the requirements of 7.2.

**7.12** All units that begin their side's combat phase in an EZOC must attack at least one adjacent enemy unit during that phase. The attacking player may choose which of his attacking units will attack each defending unit, as long as all adjacent friendly units participate in an attack.

**7.13** An enemy occupied hex may be attacked by as many units as can be brought to bear from the six adjacent hexes.

**7.14** No unit may attack more than once per combat phase. The same enemy unit may be attacked during the missile fire phase and the combat phase of the same player turn.

**7.15** Units may only attack adjacent enemy units during the combat phase using melee combat. That is, missile attacks aren't permitted during the combat phase. Similarly, melee attacks aren't permitted during the missile fire phase.

### **7.2 Multiple Unit & Multi-Hex Combat**

**7.21** If any player's unit is in the EZOC of more than one enemy unit, it must attack all those adjacent enemy units not engaged by some other attacking unit(s). In such cases, the combat strength of all those defending units are totaled into one combined strength that's then compared to the attacking unit's combat strength when determining the combat odds ratio.

**NOTE:** Lone leaders are never required to attack any enemy unit.

**7.22** Attacking units in two or more hexes may combine their combat strengths and attack a single enemy occupied hex provided all the attacking units are adjacent to that enemy occupied hex. The combat strengths of those attacking units are totaled into a combined combat strength, and they're then compared to the combat strength of the defending unit to determine the combat odds. If there is any adjacent enemy unit that isn't also being attacked, the defender may add its combat strength to that of his defending unit.

### **7.3 Combat Strength Unity**

Each unit's combat strength is unitary; it may not be divided among different combats whether attacking or defending.

### **7.4 Effects of Terrain**

**7.41** Units defending in certain types of terrain may have their combat strength increased (or sometimes the odds column is shifted left) because of that. That increase is expressed as a multiple or division of the original combat strength of one side. That is, it's halved, doubled or tripled. The Terrain Key printed on the map, or the Terrain Effects Chart, will indicate either NE (No Effect), AH (Attacker Halved), DD (Defender Doubled) or DT (Defender Tripled) for each type of terrain.

**NE = No Effect** (neither the attacking nor defending unit's combat strength is affected).

**AH = Attacker Halved** (all attacking units attacking that hex do so at half combat strength).

**DD = Defender Doubled** (the defending unit's combat strength in that hex is doubled).

**DT = Defender Tripled** (the defending unit's combat strength in that hex is tripled).

**7.42** Units attacking across certain types of terrain features may have their combat strength reduced. For example, units attacking across a stream or a ridge are halved (AH). When units are attacking from two directions, one across a hexside terrain feature (such as a ridge) and another not across that feature, those units attacking across the feature are affected and those that are not attacking in that way aren't affected.

**7.43** Units on slopes are doubled on defense only if the attackers are farther from a ridge hexside or hill hex than the defenders. If the attackers include a unit that is the same distance or closer the defenders are not doubled.

**EXAMPLE:** A defending unit in hex 5219 with a combat strength of "5" would be doubled to a strength of "10" if attackers were in 5218 or 5318. If any attacker was in 5118, 5119, 5220, or 5319, the defending unit would not be doubled.

**EXAMPLE:** A defending unit in hex 3114 would be doubled if attackers were in 3014, 3015, or 3113. It would not be doubled if any attacker was in 3115, 3214, or 3215 (however an attacker in 3215 would be halved for the ridge hexside).

### **7.5 Diversionary Attacks**

**7.51** A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds. Such low odds attacks are known as "diversionary" (or "soak off") attacks.

**7.52** Units may never voluntarily attack at odds of less than 1:4. If, by virtue of enemy advances after combat, a unit would be required to attack at odds less than 1:4, it's automatically eliminated (AL result). A player isn't required to try to save a unit in such a situation.

### **7.6 Explanation of Combat Results**

**AR = Attacker Retreat** (all attacking units must retreat one hex; see 7.7).

**AL = Attacker Loss** (attacker must eliminate one involved attacking unit of his choice).

**EX = Exchange** (both attacker and defender eliminate one involved unit of their own choice).

**DR = Defender Retreat** (all involved defending units must retreat one hex; see 7.7).

**DL = Defender Loss** (defender must eliminate one involved defending unit of his choice).

- = **No Effect** (nothing happens to any involved unit on either side).

### **7.7 Retreating & Advancing After Combat**

**7.71** When the combat result requires a player's units involved in that battle be retreated, the owning player must immediately move those units one hex so they're no longer in an EZOC. The owning player generally decides the direction each of his retreating units moves.

**7.72** A retreating unit may not retreat into a prohibited hex, cross a prohibited hexside, retreat off of the map, or enter EZOC. Within those strictures, if no hex is open to retreat, that blocked unit is eliminated in place instead.

**7.73** A retreating unit may enter any adjacent vacant hex within the restrictions of 7.72. If there is no such vacant hex, that unit is eliminated unless it can displace (see 7.8).

**7.74** Whenever a hex is vacated as a result of combat, one victorious unit that participated in that combat may advance into the vacated hex. That advance may be made regardless of EZOC. The option to advance must be exercised immediately, before any other combat resolution, though no unit is ever forced to advance. An advancing unit may never advance more than one hex as a result of one combat, and an advancing unit may not attack that phase after advancing. Advances are useful to potentially cut off the retreat of enemy units whose combat hasn't yet been resolved.

**7.75** In general, only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious player may still advance only one unit into one of those vacated hexes. Exception: leaders may advance with the unit with which they're stacked.

### **7.8 Displacement**

**7.81** Both sides may use displacement unless noted otherwise in a particular game's Exclusive Rules.

**7.82 Procedure:** if the only hex available to a retreating unit is one that's already occupied by another friendly unit (that's not involved in that same combat), that uninvolved unit is "displaced" (pushed out of its hex) by the retreating unit. The displaced unit is moved back by the owning player, as if it were retreating as a result of combat, and its hex is then occupied by the original retreating unit.

**7.83** If displacement would cause a displaced unit(s) to be eliminated, the retreating unit is eliminated instead. Displaced units can themselves displace other friendly units in a chain reaction of displacement, if that's the only path open to them. A unit may be displaced more than once per combat phase, if that is the only alternative. Units may not displace other friendly units if they have other paths of retreat open to them, and they must displace the minimum number of units necessary. (The owner may choose between equal situations.)

**7.84** A unit may not displace into an EZOC, even if that hex is occupied by a friendly unit.

## 8.0 TERRAIN EFFECTS CHART (TEC)

The effect of terrain includes movement costs (indicated as an MP or Movement Point number) and combat effect (see 7.4), each of which is printed below the terrain type. Terrain types are printed on the map and/or the TEC.

## 9.0 REINFORCEMENTS

Some scenarios call for reinforcements, for one or both sides, to appear after the game has begun. Follow the directions in the Exclusive Rules for their starting locations and turn(s) of arrival. Upon arriving, reinforcements are treated like any other unit.

## 10.0 MISSILE UNITS

Unlike other infantry and cavalry units, missile type units may attack by firing (at range) at a defending unit. That occurs in the missile-unit-owning player's missile fire phases, which precedes the melee combat conducted during the combat phase. Different missile units have different capabilities, depending on their weapon type. Some games include various types of missile weapons: bows, javelins, slings, pilum, spears and ballista.

Missile units have a particular missile symbol printed in the upper right of their counter to indicate their exact capability (bow, javelin, slings, pilum, spear). Missile units may attack a unit from one or sometimes two or three hexes distance, as set out on the Missile Fire Table. Typically, bows and slings have a range of up to two hexes, whereas javelins, pilum and spears have a range of only one hex (except when designated otherwise by a particular scenario). Ballista have a range of three hexes.

**NOTE:** Missile attacks affect the defender only, never the attacker.

In general, missile units are permitted an unlimited number of missile fire attacks throughout the game, though some Roman legionnaire units have only a one time javelin capability. In those cases, once used (once their javelins are thrown), the legionnaire units are flipped to their reverse (non-javelin) sides to indicate their javelins have been thrown and used.

### 10.1 Missile Attacks

Units with missile-fire capability may launch one missile attack per turn during their side's missile fire phase. Firing missile units must be designated to fire at any one enemy unit within range. The missile unit must be able to "see" the enemy unit (according to the line of sight rules, see 10.2 below). The firing player then rolls a die and finds the corresponding result on the Missile Fire Table. The result, if any, is applied immediately.

**NOTE:** missile attacks can't by themselves eliminate enemy units, but they're able to "soften up" a defending unit for an impending melee attack, or "pin down" cavalry and other light troops. Further, a lone leader may never be targeted for any missile attack.

A missile attack that receives a "Disrupted" result flips that targeted unit to its reverse side; that unit thus defends at half strength (round down) during the immediately following combat phase. (A disrupted unit still projects a ZOC normally.) After that combat phase, that disrupted unit is flipped back to its front side and suffers no other effect (it functions normally until disrupted again). Additional "Disrupted" results against a unit that's already in that state have no further effect.

**10.11** Missile units are never forced to make a missile attack. Missile units may use missile-fire and engage in melee combat during the same player turn.

**10.12** Range from the firing missile unit to the target hex is determined by including in the count the target hex but not the firing unit's hex.

**10.13** When attacking in the missile fire phase, missile units suffer no combat results; they're never destroyed or retreated as a result of their own attacks.

**10.14** The Missile Fire Table is printed on the Player Aid Card on the back page.

### **10.2 Line of Sight (LOS)**

**10.21** To determine if a missile unit may fire at a particular hex, a straight path of clear hexes between the firing unit's hex and the target unit's hex (but not counting the firing unit's own hex or the target unit's own hex) must be demonstrable. If any of the hexes intervening between the firing hex and the target hex contains any terrain feature, the target hex may not be attacked by that missile unit.

**10.22** If the LOS is congruent to a hexside (that is, falls exactly between two connected hexes) it's blocked only if both hexes on either side of that hexside include a terrain feature.

**10.23** Note that slope hexes are considered clear hexes except when intersected by a ridge symbol between the firing unit and the target.

**10.24** The terrain(s) in the target hex and the hex of the firing unit don't block Line of Sight.

**10.25** Missile units may fire through ("over") other units, enemy or friendly.

### **10.3 Adjacent Attacks**

**10.31** A missile unit in an EZOC may fire during its side's missile fire phase, but is limited to firing at an enemy unit to which it's adjacent. If that situation remains unchanged, the missile unit must also participate in melee combat (using its melee combat strength) during the same player turn.

**10.32** When in an EZOC during the combat phase, missile units must participate normally in an attack against adjacent enemy unit(s). In such cases, the missile unit attacks with using combat strength on the CRT.

### **10.4 Defense**

**10.41** Your missile units may never fire during the enemy's missile fire phase. They may only fire during your own missile fire phase (in other words, they may not conduct "defensive fire.")

**10.42** When missile units are themselves attacked, they suffer all combat results in the same manner as any other units.

## **11.0 LIGHT TROOPS & SKIRMISHERS**

Light troops and skirmishers (printed with a dot symbol) may leave EZOC during their side's movement phase. They may thus be able to avoid combat, depending on the type of enemy unit(s) next to them, in a process known as "disengagement."

### **11.1 Disengagement Procedure**

Any unit printed with a dot in its upper left corner may leave an EZOC during its side's movement phase provided its printed MA is equal to or greater than the MA of all adjacent enemy units. Further, the first hex entered may not contain an EZOC. After the first hex, such disengaging units may potentially enter other EZOC and engage in combat normally.

**NOTE:** Cavalry units using disengagement may not "charge" during the same player turn.

**EXCEPTION:** If playing *Battles of the Ancient World Volume II*, disengagement is only allowed if the disengaging unit (printed with a dot) possesses an MA greater than (not merely equal to) that of all adjacent enemy units.

## **11.2 Retreat Before Combat Procedure**

**11.21** Light troops and skirmishers may retreat before combat if their MA is equal to or greater than that of all their attackers (considered separately, not added together). Any light troop or skirmisher meeting that criteria may, before its combat is resolved, refuse combat and retreat two hexes. Once the unit has retreated in that way, one of the attacking units may advance into the first hex vacated by the retreating unit.

**EXAMPLE:** Hun cavalry with an MA of “8” may retreat before combat from Roman cavalry with an MA of “8”. The Hun cavalry would thus retreat two hexes, thereby allowing the Roman cavalry to advance one hex.

**11.22** Disrupted units may never retreat before combat.

## **12.0 LEADERS**

Leaders aren't considered combat units; they don't exert ZOC, and they may leave EZOC during the movement phase using the disengagement process described above.

**12.1** If any enemy unit moves into a hex occupied by a lone leader during the movement phase, both players roll a die and add to that result the printed MA of his involved unit. If the leader's final result is equal or higher, that leader must immediately be moved, up to the limit of his unmodified MA, toward the nearest friendly unit using normal movement rules. If the leader's final result is lower, or if the leader can't move toward a friendly unit by virtue of being surrounded by EZOC or obstructed by prohibited terrain, that leader is eliminated in place instead, and he isn't eligible for rally. In either case, the moving enemy unit that caused the retreat may continue its movement normally.

**12.2** Leaders are unique game pieces insofar as they may stack with friendly units. If stacked with any friendly unit during the Combat Phase, a Leader may add its printed value to the strength of that unit (whether attacking or defending). If that friendly unit is eliminated, the leader simply remains in the hex, although if any enemy unit then advances into that hex after that combat, rule 12.1 must be enforced normally.

**12.3** Enemy units may melee attack a lone leader, but that leader then automatically performs a retreat before combat, permitting the attacker to advance into the target hex. A leader may never attack by himself. If adjacent to any enemy unit(s), a lone leader isn't required to (and indeed may not) attack.

**12.4** Leaders are never affected by missile attack, though any unit stacked with a leader is still subject to missile attack normally.

**12.5** Leaders perform disengagement and retreat before combat as described in 11.1 and 11.2.

## **13.0 RALLY**

Each scenario indicates a rally capability for each side. During each rally phase, if a player has the ability to rally units, he may attempt to rally one unit. To do so, the owning player simply designates one unit that had earlier been eliminated (though leaders and elephants may never be rallied) and rolls a die. That roll is cross-indexed under the “Rally” column on the Rally, Demoralization & Disintegration Table to determine if the eliminated unit is returned to play. If the rally is successful, the unit is returned to play by being placed in the ZOC of any friendly leader who isn't in an EZOC.

**NOTE:** If there are no friendly leaders on the board, or placing a rallied unit in a friendly leader's ZOC would also place it in an EZOC, the unit isn't returned to play and the rally is considered unsuccessful. (In other words, scan the map beforehand and, if the preconditions for successful rally don't exist, don't bother rolling for it.)

Units with one-time missile-fire capability (for example, Roman legionaries) lose their missile weapon capability when rallied; they are returned to play on their reverse side even if they hadn't fired their missiles prior to elimination.



**13.1** If there are no eliminated units to rally, you may not rally. Rally ability may not be accumulated from turn to turn.

**13.2** A leader in an EZOC isn't eligible to rally any unit.

**13.3** Once a unit has been rallied, it no longer counts as having been eliminated for purposes of victory conditions, points toward demoralization, and so forth.

#### 14.0 CHARGES

Cavalry, elephants and chariots were able to utilize the element of shock during battle. As such, they may "charge" during a battle to double their combat strength.

**PROCEDURE:** Cavalry, elephant and chariots that don't start their move adjacent to any enemy unit may conduct a "charge." A charge is a normal move followed by an attack during the ensuing combat phase, except the charging unit's combat strength is doubled during that attack. Further, an AR result in a charge attack automatically converts to an AL, with one of the charging units eliminated.

**14.1** Leader modifiers aren't doubled when accompanying charging units, though a leader may add his own combat strength to a charging unit.

**14.2** In order to receive the charge bonus, the charging unit must end its movement in a clear terrain hex and the defending target of the charge must be in an adjacent clear terrain hex. Further, charging units may not move across a stream or ridge hexside nor enter river, peak, or hill hexes, though they may pass through other terrain while en route to their target hex.

**14.3** After a charge is complete, a charging unit's combat strength is immediately normal again.

#### 15.0 DEMORALIZATION & DISINTEGRATION

The demoralization and disintegration levels for both sides in each battle represent the moment when fatigue and attrition affect each army's overall morale and their soldiers' will to continue fighting.

##### **15.1 Demoralization**

When the number of combat strength points eliminated is equal to or greater than the demoralization level for a particular side, all units of that side become demoralized, and all the attack odds of a demoralized side are shifted one column left for the remainder of that game. For example, a demoralized unit conducting what would otherwise be a 2:1 attack has those odds shifted left one column on the CRT to become a 1:1 instead.

**NOTE:** demoralization sets in the instant the demoralization level is reached, and the effects of demoralization apply to all combat occurring thereafter, even if starting in the middle of a combat phase.

During the course of a battle, it's possible to "recover" from demoralization through the rally of enough units to bring the total losses back below the demoralization level. Such an event would immediately nullify the effects of demoralization, until such time that further losses again brought the total of eliminated combat strength to be equal or greater than the demoralization level.

**EXAMPLE:** a player has a total of 150 combat strength points eliminated, which is equal to his side's demoralization level for that battle, but he then rallies a unit with a combat strength of "8." His losses are thus reduced from 150 to 142 (below the demoralization level), thereby nullifying demoralization for the time being.

##### **15.2 Disintegration**

When the number of combat strength points eliminated is equal to or greater than the disintegration level of a particular side, the other side achieves an automatic victory and the game is over. If both sides disintegrate at the same time (through an EX result), the player who is currently conducting his combat phase wins.

**15.3** Demoralization and disintegration levels are printed on the Player Aid Card.

#### **16.0 VICTORY CONDITIONS**

If neither side disintegrates by the last turn of the game, victory is awarded to the player who has amassed the greatest number of victory points (VP). Players receive VP for eliminating enemy units and leaders. Further, each scenario may indicate additional conditions or objectives that potentially award VP to one or both sides.

##### **16.1 Victory Point Schedule**

**16.11** Each player is awarded one VP for each enemy combat strength point eliminated (but see section 13.0). Only units that are entirely eliminated are tallied for VP.

**16.12** Each player receives five VP for each eliminated leaders strength point. Some scenarios may award additional VP for eliminating prominent leaders.

**16.13** Each scenario may indicate various and unique conditions that may yield VP during or at the end of a game.

##### **16.14 Levels of Victory**

Victory can be, from lowest to best type: marginal, tactical and decisive. To determine a specific level of victory, divide the winner's total of VP by the defender's total of VP. That ratio determines the level of victory as follows:

More than 1:1 = Marginal Victory

More than 3:2 = Tactical Victory

More than 2:1 = Strategic Victory

# BATTLE RULES

## Meggido

### 1.0 Introduction

**Meggido** is a simulation of the 1479 BC battle between Egyptians under Pharaoh Tuthmosis III and an alliance of Asiatic armies from Kadesh, Mitanni and the Hittites, all under the command of the King of Kadesh. The battle took place north of modern Mount Carmel within sight of the fortress of Megiddo.

**2.0** The Hittite player moves first on each of the 10 game turns.

**2.1** Each hex in **Meggido** is 100 meters across and each game turn represents approximately one half hour. The playing pieces represent the chariot forces and military formations of the time. Each infantry strength point represents 100 and each chariot strength point represent 175 men.

### 3.0 Reinforcements

Neither side receives reinforcements during the course of the game.

### 4.0 Special Rules

#### 4.1 Turn 1 Special Rules

Tuthmosis' plan of attack was to hold in the south and center and crush the Hittite's northern flank. In order to simulate his plan, all Egyptian units on the northern flank (those north of Kina Hill) receive a one column shift to the right on their Turn 1 attacks.

#### 4.2 Special Movement Rules

Chariots may not move onto any hex of Kina Hill nor may they attack any unit on Kina Hill. Chariots may not move adjacent to any enemy unit on Kina Hill. If a chariot is adjacent to an enemy unit at the beginning of a friendly combat phase, the chariot must immediately retreat one hex before any attacks are declared; if it can not make a legal retreat, it is elimi-

nated. No units may move into Megiddo rampsarts. Chariots forced to retreat onto Kina Hill or any unit forced to retreat into Megiddo are eliminated.

#### 4.3 Displacement

No units may use displacement in Megiddo.

### 5.0 Victory Conditions

#### 5.1 Victory Points

Each player is awarded one victory point for each enemy combat strength point eliminated.

If either primary (highest leader value) leader is killed or forced off the board, the other side wins an automatic victory.

**5.12** Each enemy camp is worth 25 victory points. The opposing player must simply pass through the Victory Point hex in order to gain the points. Points are only awarded once during the game.

## 5.2 Victory Levels

At the conclusion of the game, if neither player has eliminated the other's leader, both players add up the number of victory points lost during the game. The two totals are then divided and the ratio of the two numbers determines the degree of victory.

2 to 1 or Greater = Strategic Victory

1.5 to 1 = Decisive Victory

1.4 to 1 to 1 = Marginal Victory

Less than 1 to 1 = Draw

## Historical Notes

### Battle of Megiddo

In 1565 BC, Pharaoh Amosis of Egypt expelled the Hyksos people from Egypt. The expulsion represented the end of the first phase of the New Kingdom of Egypt. With the Hyksos gone, the Egyptians expanded their territory up the length of the Nile and into the Levant as far as Syria. The Egyptians did not occupy much of the new territory, but rather demanded tribute from the cities of the region. The tribute extracted from the town of Kadesh in northern Syria proved quite profitable. The profitability of the region was also evident to the Mitanni people who occupied northern Mesopotamia. The Mitanni considered the northern half of the Levant to be their sphere of influence and were not pleased with the Egyptian claim to the area.

In 1472 BC, Pharaoh Tuthmosis III assumed the Egyptian throne. The kings of the Mitanni, the Hittites and Kadesh decided to put the new ruler to the test. The King of Kadesh, backed by support from his two new allies, declared his independence from Egypt at the beginning of 1479 BC, marched south with an army, and captured the key fortress of Megiddo. Tuthmosis III decided to attack and destroy the allies on his northern frontier. He assembled an army of 10,500 infantry and 3,500 chariots, and headed across the Sinai in late April 1479. His objective: Megiddo. The King of Kadesh, learning of the Egyptian offensive, quickly assembled an army of 7,500 infantry and 2,500 chariots. Although outnumbered, the King had the advantage of terrain.

The city of Megiddo is located on the edge of the Plain of Esdraelon. In order for an invading army to approach the city, it would have to enter the plain from one of three roads. Two of the roads were wide and well traveled thoroughfares; the third was the Aruna Road which was narrow and almost impassable to chariots.

The King deployed his army with the main force covering the two easy routes and left only scattered light troops to guard the Aruna Road. His plan was simple. The King would attack the Egyptians just as they debauched onto the Plain of Esdraelon. A massed chariot charge would catch the Egyptians deploying for battle, shatter their ranks and scatter them to the wind.

Tuthmosis suspected a trap and took his army on a grueling three day march across the rough and narrow Aruna

Road. The Egyptian army debauched onto the Plain of Esdraelon just before dark, less than a mile from Megiddo and to the rear of the allied army. But Tuthmosis' army was exhausted after the march, still strung out along the road, and darkness was settling over the plain. The darkness gave the King of Kadesh time to pull back his forces and establish a new defensive line on the hill below Megiddo.

The next morning both armies prepared for battle. Tuthmosis struck the first blow with a wild cavalry charge against the center of the allied line. While this attack was going forward, the right flank of the Egyptian army charged and crushed the allied left. With Egyptian chariots and infantry swarming to the rear, the King of Kadesh's army broke and ran. Those soldiers lucky enough made it into the fortress before the doors were slammed shut. The rest were scattered or slaughtered. Tuthmosis laid siege to Megiddo for a year, but the victory on the battlefield below the city effectively ended the revolt and gave the northern Levant to the Egyptians.

### Player Notes

The King of Kadesh and his army broke more due to the surprise of finding the enemy in their rear than because any Egyptian superiority in numbers or arms. The terrain favors the defender and properly used will keep the Egyptians at bay. Reinforce the left flank and consider an attack on the dangerously exposed Egyptian camp. The Egyptian player must crush the enemy left flank and drive for the enemy rear. Put the pressure on the enemy and don't let up until his army breaks. Surround, destroy and conquer.

## Battle of Qadesh

### 1.0 Introduction

The battle of Qadesh was one of the most important battles of ancient history. It was the largest clash between the expanding Hittite and Egyptian armies and the outcome determined the fate of what is today Syria, northern Iraq and Turkey.

A brilliant Hittite ambush handed the Egyptians one of their most crushing defeats and in a matter of hours delineated the extent of Egypt's northern expansion. Had Ramesses II won the battle he might well have marched north and created an empire that would have rivaled later day Rome.

### 2.0 Initial Deployment

2.1 Both players set up their units in the hex designated on the back side of the counter

2.3 Each hex in Qadesh is 200 meters across and each game turn represents approximately one hour. The playing pieces represent the standard military formations of the time. Each strength point represents 75 men.

### 3.0 Reinforcements

Neither side receives reinforcements during the game. The Hittites east of the Orontes River may not move until Turn Three.

## 4.0 Special Rules

### 4.1 Displacement

No unit may use displacement in Qadesh.

### 4.2 Rallied Units

Only the Egyptian player may rally units. Rallied units appear anywhere in the Egyptian camp. If they cannot be placed there, they appear on the northern edge of the map.

## 5.0 Victory Conditions

### 5.1 Victory Points

Each player is awarded one victory point for each enemy combat strength point eliminated. If either leader is killed or forced off the board, the other side wins an automatic victory.

5.12 The Hittite player receives 15 victory points for occupying any hex of the Egyptian camp at the end of the game.

### 5.2 Victory Levels

At the conclusion of the game, if neither player has eliminated the other's leader, both players add up the number of victory points lost during the game. The two totals are then divided and the ratio of the two numbers determines the degree of victory.

2 to 1 or Greater = Strategic Victory

1.5 to 1 = Decisive Victory

1.4 to 1 to 1 = Marginal Victory

Less than 1 to 1 = Draw

## 6.0 Optional Rules

### 6.1 Free Hittite Set up

The Hittites may deploy in any wooded hex west of the Orontes River.

### 6.2 Optional Egyptian Deployment

Assume the Egyptians discovered the ambush before it was sprung. Allow the Egyptian player to move first. The Hittites east of the river may move from Turn One.

## Historical Notes

### Qadesh 1300 BC

In 1350 BC the Egyptian and Hittite empires were the powerhouses of the eastern Mediterranean. Both empires were expanding as they sought new economic riches and commercial advantages. And both had powerful

military organizations to back them up. With the Hittites expanding south from their home base in present day Turkey and the Egyptians expanding north up the Nile, a clash between the two empires was inevitable.

The first major fight came in 1304 when Pharaoh Ramasses II of Egypt led his army north to fight the Hittite forces moving south. Ramasses and his army met and defeated the Hittites in several battles. The Egyptians established the northern border of their empire along a line which extended from the Mediterranean coastal city of Ullaza, east to the city of Qadesh, and then southwest through the desert back to Egypt.

But the Egyptians were at the end of an extended supply line and the Pharaoh did not wish to pursue the Hittites any farther. Nor did he wish to weaken his army by dispersing his troops to garrison the newly captured cities. Instead, he extracted promises of loyalty and yearly payments of tribute from the rulers of conquered cities and returned to Egypt with his army.

Shortly after the Egyptians withdrew, the Hittites returned. Muwatallish, the king of the Hittites, had studied the Egyptian style of warfare during the previous campaigns. He was convinced that with new tactics he could now defeat the Pharaoh and his army. Muwatallish knew that he could easily seize the undefended cities of the area and that once they were captured, the Egyptians would lose both prestige and revenue. Since the Pharaoh could not allow such an affront to exist, he would have to assemble an army and move north to seek battle. Knowing the route of advance north from Egypt and Ramasses' ultimate destination at the key town of Qadesh, all that Muwatallish had to do was to pick a commanding location where he could position his army. Then he would attack and destroy the Egyptians. The most advantageous spot was at the most distant city from Egypt—Qadesh. Muwatallish settled on a battlefield south of the city.

The terrain around Qadesh favored the defender. The Orontes River runs

around both sides of the city of Qadesh and then flows south for about three miles where it delineates the western side of the forest of Shabtuna. The primary approach to Qadesh was on the western side of the city and the road which led north from Egypt went through the forest of Shabtuna.

Muwatallish had seen the Egyptian army on the move and knew that they marched in four divisions called Amun, Re, Ptah and Set. Each division had 4,000 infantry and 1,000 cavalry integrated into a combined arms force, but each division advanced separately with about five miles between them. He knew that the Egyptians would most likely advance along the easiest route to the city along the road, through the forest of Shabtuna and then cross over the Orontes at the Shabtuna ford. Strung out along forest roads, the Egyptians could be defeated in detail.

Muwatallish moved his army south of the city and then deployed the majority of his men on the east bank of the Orontes. He decided that the area around the Shabtuna ford offered an excellent opportunity for an ambush. He positioned a large force of heavy war chariots on the west side of the river, hidden in the woods. This force would wait for the Egyptians to push part of their army across the ford and then attack and crush it before the other Egyptian divisions realized what was happening. So the Hittite army marched on Qadesh in the early months of 1300.

In March 1300 word had reached the Egyptians that the Hittites were threatening Qadesh. As expected, the Pharaoh, mobilized his army and headed north.

Muwatallish wanted to ensure that the Egyptians moved into his trap. So he planted agents along Ramasses' route of advance to spread rumors and entice the Egyptians forward. When Ramasses entered the area round Qadesh, he was convinced that the Hittites were 120 miles to the north. The Egyptians were so convinced that the enemy was nowhere in sight that the Pharaoh and his lead Amun Division entered the area south of Qadesh

well in advance of the other three divisions and set up a fortified camp.

On the morning of 9 May, the Egyptian army was not expecting combat. Ramasses and the majority of the Amun division were in camp. Several hundred chariots under of the Re division had been sent north to scout out the terrain. The other three Egyptian divisions were strung out along a trail in the Shabtuna forest. Early in the morning these three divisions broke camp and headed for Ramasses camp to join the Pharaoh. The normal five miles between division had gone by the wayside because of the terrain and the assignment of separate objectives to the divisions. In any event, the Re division was almost a full day's march ahead of the Ptah division. Ramasses II, either by design or fate, had committed a fundamental military error. He had split his force in the face of the enemy.

Meanwhile, the Hittites had maintained their hidden position, even as the Amun division crossed the plain and set up camp. Muwatallish could have attacked the camp, destroyed the Amun division and perhaps killed Ramasses II. However, that would have just infuriated the Egyptians and started a new war of revenge. Muwatallish's strategy was to destroy one or two of the other Egyptian divisions in full view of the Pharaoh, break his will to fight, and let him return to Egypt to make. So the Hittite chariots waited. There 2500 of them up front, with another 1,000 in reserve, the latter hidden in the woods just north of the Shabtuna ford.

Muwatallish held his army under cover while the Egyptian Re division debauched from the forest and started to cross the ford. With the troops of the Re division ahead of the Amun division, the Hittites launched their attack. Their heavy war chariots charged across the river and into the surprised Egyptian ranks. The Re division, now caught in line of march, suffered heavy casualties from this initial charge and many fled toward the Pharaoh's camp. However, the Egyptians were battle-hardened veterans and small groups of

soldiers assumed battle formations and fought back as they retreated towards the camp.

Seeing the attack, the Amun division sprang into action. Even as the Egyptians formed for combat the lead elements of the Hittite chariot force slammed into Ramasses camp. The Pharaoh took personal command, rallied his troops and fought back furiously. The Hittite chariots became disorganized after its wild charge and its loss of momentum as well as the stiffening resistance began to turn the tide in favor of the Egyptians.

Muwatallish saw his assault force waiver and ordered in his second wave, led by his most elite units. However, instead of driving into the battle, these troops headed for the Egyptian camp in the hope of splitting the enemy and saving the first Hittite force, which was now under heavy pressure from the rallied Egyptians. The Egyptians, with the help of the chariots returning from their reconnaissance, organized on the field and met the new threat. The battle lasted the rest of the day but the Hittite chariots had done their worst. By the end of the day they had all retreated back across the river.

Both sides suffered heavy casualties at Qadesh. Ramasses had lost almost 25% of his army and had another 25% were rendered ineffective as a fighting force. Although his other two divisions would arrive in the morning, Ramasses wasn't sure he could defeat the Hittites. Muwatallish was not in much better shape. His elite chariot force was badly battered. His charioteers had taken heavy casualties and the horses were exhausted. Although he still had a sizable force of infantry, the chariots would need several days to rest and re-group.

Both leaders decided that a truce was in order and after some quick negotiations both armies withdrew on the next day. A peace treaty was eventually signed and sealed when the Pharaoh's daughter married the Hittite king. The two nations became allies and both kingdoms remained powerful entities for the next century.

## **Battle of Lake Trasimene, 217 BC**

### **1.0 Introduction**

The battle of Lake Trasimene was one Hannibal of Carthage's greatest victories. After defeating the Roman general Sempronius at Trebia in 218, Hannibal was caught between two Roman armies, one commanded by Flaminius and the other under Servilius. If the Roman armies combined, the Carthaginians would be doomed. Hannibal decided to destroy each enemy army in detail. He lured Flaminius and his army to a position near Lake Trasimene by pillaging the countryside. Once Flaminius was near, Hannibal positioned his forces on the heights of a narrow defile which followed the shore of the lake. Flaminius advanced without proper reconnaissance trying to catch Hannibal and was caught in an ambush in the defile. The Roman army was slaughtered. Flaminius' defeat effectively would cause the Romans to change their strategy, placing Quintus Fabius in charge who emphasized a strategy of delay.

### **2.0 Initial Deployment**

**2.1** Each player sets up his units in the hex designated on the backside of the counter.

**2.2** The Carthaginian player moves first on each of the 10 game turns.

**2.3** Each hex in **Trasimene** is 200 meters across and each game turn represents approximately one hour. The playing pieces represent the chariot forces and military formations of the time. Each infantry strength point represents 250 men.

### **3.0 Reinforcements**

Neither side receives reinforcements during the course of the game.

### **4.0 Special Rules**

#### **4.1 Special Carthaginian Attack Rules**

Hannibal put his forces in a strong tactical position on the heights overlooking the lake where they could sweep down on the Romans. In order to simulate that advantage, all Carthaginian units have their attack and movement strength doubled during the first turn. Cavalry is doubled

fight once, and does not receive a charge bonus on the first turn.

#### 4.2 Earthquake Rules

An earthquake occurred during the actual battle. In order to simulate the psychological effects of this event on the combatants—who saw it as an omen—the Roman player rolls one die at the beginning of his turn, starting with turn six. A roll of 1-3 and the earthquake happens. A roll of 4-6 and no earthquake occurs. If the earthquake occurs on any turn, both players immediately roll two dice. The total is added to their respective losses and counts towards demoralization and disintegration if playing the optional scenario. If playing the Historical scenario, each player removes units equal to or greater than their respective dice roll, owning player's choice. This represents men who fled in panic. Note the earthquake only happens once per game. If the earthquake occurs on turn six, then the Roman player does not roll for the earthquake on subsequent game turns.

#### 4.3 Displacement

Only Roman units may use displacement in Trasimene.

#### 5.0 Victory Conditions

The Romans win a moral victory if any of their units remain on the board at the end of ten turns. If all Roman units are eliminated, the Carthaginians win.

#### 6.0 Optional Rules

6.1 The Romans might have seen it coming. To simulate this, the Romans move and fight first each turn. The Carthaginians do not receive their first turn bonus. The regular demoralization/disintegration rules apply.

### Historical Notes

#### The Battle of Lake Trasimene, 217 BC

War between Rome and Carthage seemed inevitable in the 3rd century BC. Each was a great empire (although constitutionally Republics) in its own right, with military, political and economic interests in the western Mediterranean. Carthage initially pursued a policy of economic expansion instead of military conquest. However, the Carthaginians soon ran into the.

The First Punic War broke started at Messina (modern Messina, Sicily) in 265 BC when rival factions in a local war asked for outside assistance. Within a matter of months, Rome and Carthage were drawn into the war, each supporting their respective allies. This conflict might have stayed a local affair had not the Romans attacked the Carthaginian stronghold of Ariegentum in 262 BC. After that, the war became a clash of empires for control of the Mediterranean.

Carthage, under the leadership of Hamilcar Barca carried on the war for several years but was eventually defeated. The Romans took to the seas with a fleet and defeated the Carthaginian navy at the battle of the Aegate Islands in 242. Although the First Punic War was over, there was still bad blood and unfinished business between the two rivals. Another war was in the offing.

In 219 BC, Hannibal son of Hamlicar, raised an army and laid siege to Saguntum in Spain. Saguntum, an ally of Rome, asked for help and the Romans were more than happy to comply. The Second Punic War was under way. In 218, the Romans sent a 30,000 man army under Consul Titus Sempronius to invade Africa. Another army of 26,000 men under Consul Publius Scipio was sent by sea to Spain. And a third army of 22,000 under Praetor Lucius Manlius moved north to protect the Roman border in Gaul.

The dispersion of the Roman armies was just what Hannibal wanted. He mobilized a 90,000 man army and

crossed the Pyrennes in 218. His plan was to march overland, smash Praetor Manlius' army, and march to Rome. In October of 218 after a long and grueling march across southern Gaul and over the Alps, Hannibal and his army debauched into the Po River valley north of Rome.

The appearance of the Carthaginian army took the Romans by surprise. The Roman Senate realized the danger and the far flung legions of Rome were recalled to protect the homeland. Several armies rushed north to meet the invaders. However, the Romans did not mass their forces and at the battles of Ticinus and Trebia, Carthage and Rome met on even terms. Both battles were defeats for the Romans and after Trebia, both sides went into winter quarters to rebuild their strength and wait for better campaigning weather.

In early spring 217, Hannibal marched south to Genoa. The move again caught the Romans by surprise. Consul Flaminius, who was in command of 40,000 man army positioned north of Hannibal's winter camp, had let the Carthaginians slip away and Hannibal was now threatening one of Rome's major cities. Annoyed at being out-manuevered, Flaminius rushed his men south to catch Hannibal. The Romans were so intent on catching the Carthaginians that they paid little attention to security along their line of march.

In late April, Flaminius had tracked down the main Carthaginian army in the Lake Trasimene region. The thrill of closing with the enemy who threatened Rome and made such a fool of him as a military commander spurred Flaminius on. He believed the great battle between the two forces would come somewhere southeast of Lake Trasimene. However, to get to the area Flaminius had to pass along a narrow road which ran through a defile on the northern shore of the lake. The area just north of the road was very hilly and broken by several streams. Convinced that he was near Hannibal, Flaminius put his four legions on the road early in the morning. He did not send scouts into the mountains nor an advance

guard through the defile. If he had, he would have discovered the entire Carthaginian army ready and waiting for him.

Meanwhile, Hannibal was watching while Flaminius advanced and he carefully selected a place to ambush the careless Romans. The defile at Lake Trasimene was just the place. He placed his heavy infantry at the eastern end of the defile and his cavalry in a valley just north of the road the Romans would use. Hidden in the hills north of the road were his best African troops and new allies from Gaul.

The Romans marched forward as Hannibal hoped. The lake shore was covered with a thick fog and the Romans had no idea they were walking into an ambush. The Romans first became aware of the trap when they slammed into the Carthaginian heavy infantry. As more Romans piled in, Hannibal's cavalry slammed into the rear of the enemy column. And then the Gauls and Africans charged the shaken Romans.

The battle lasted for several hours. Most of the Romans were cut down, but 10,000 hacked their way through the center of the Carthaginian line to escape the trap. The better part of four Roman legions, as well as Flaminius himself, were left for dead on the road.

#### Players Notes

This appears to be a lopsided battle. In addition to having the element of surprise (the first turn attack bonus), the Carthaginians are in a superior position along the hills to the north of the road. However, appearances can be deceptive. The Carthaginian gets a good shot at the Romans during the first turn, but after that the tide can change. The Roman legions can slaughter the Gauls (4-4s) and open a gap in the Carthaginian line to exploit.

The Carthaginian player must use his forces wisely, especially in his first turn. During the first turn he can eliminate Romans at the front and rear of the Roman column with relative ease, but the Romans can counterattack decisively, so the Carthaginian must decide how to contain as well as eliminate the now trapped Romans. The Romans may be trapped but they are still powerful.

The Roman player must weather the first turn attacks. Depending on how aggressive the Carthaginians have been, the Romans may have opportunities to counterattack immediately, or may need to draw their forces together for better defense. Try to use javelins only when a 3-1 is achieved so a missile hit turns the melee into an automatic kill. Go after the Gauls at 3 and 4-1; even if a DL is not obtained, they will likely be forced to counterattack at 1-2 or worse with a chance of AL.

In the optional scenario, the Roman should consider pulling back the front of the column while seeking a decisive engagement against the Carthaginian cavalry with a combination of Roman cavalry and foot units.

## Munda, 45 BC

### 1.0 Introduction

Munda is a simulation of the last battle of the Great Roman Civil War 17 March 45 BC in Spain. At Munda, Julius Caesar fought and defeated his rivals, Gnaeus Pompey (son of Pompey the Great) and Labienus, thereby removing the final obstacle to Caesar's assumption of total power in Rome.

### 2.0 Initial Deployment

**2.1** Each player sets up his units in the hex designated on the back side of the counter.

**2.2** Caesar moves first on each of the 10 game turns.

**2.3** Each hex in Munda is 200 meters across and each game turn represents approximately one hour. The playing pieces represent the standard Legion and military formations of the time. Each individual legion strength point represents about 150 men, auxiliary strength points represent about 250 men and cavalry strength points represent about 500 men.

Unit strengths vary on both sides because this was a hastily organized campaign. Labienus had just taken over the Senatorial army after it had been shattered in battle in Africa. Many of his units were under-strength or augmented with allied troops. Caesar's army was also made up of a wide array of troops including veterans, Roman Legions stationed in Spain, and allied troops.

### 3.0 Reinforcements

Neither side receives reinforcements during the course of the game.

### 4.0 Special Rules

#### 4.1 Turn 1

On the first turn, all Labienus units in hex row 20xx must be attacked by units of Caesar's army. All attacks receive a one column shift to the right. This represents Caesar's strategy to bring the Rebels to battle and the momentum of his attack.

#### 4.2 Caesar & 10th Legion

Any attack that Caesar or a unit of the 10th Legion is involved in is shifted one column to the right. This represents Caesar and his elite troops leading attacks to maintain the momentum of the attack. This shift is in addition to the Turn One shift.

#### 4.3 Labienus Retreats

On turn 6, Labienus must move to hex 2816, or spend his entire movement allowance moving as close as possible. On subsequent turns, he must continue moving towards hex 2816. Once in hex 2816, he must remain there for the remainder of the game. Likewise, all remaining units that started in the rear rank (hex row 28xx) must return to their starting positions and remain there. This represents the Caesarian cavalry that managed to outflank Labienus' cavalry and get into the rear, threatening Labienus' camp. Labienus countered this move, but it was seen by his forces and Caesar's as a retreat, thus giving Caesar's forces a morale



boast while demoralizing Labienus' own forces.

#### 4.4 Displacement

All units may use displacement in Munda.

#### 4.5 Terrain

The slope hexsides in Munda portray a lesser slope than in other battles. Attacks which are entirely from one level to the next are shifted one column left. The defenders are not doubled.

### 5.0 Victory Conditions

#### 5.1 Victory Points

Each player is awarded one victory point for each enemy combat strength point eliminated.

If either leader is killed or forced off the board, the other side wins an automatic victory.

#### 5.2 Victory Levels

At the conclusion of the game, if neither player has eliminated the other's leader, both players add up the number of victory points lost during the game. The two totals are then divided and the ratio of the two numbers determines the degree of victory.

2 to 1 or Greater = Strategic Victory

1.5 to 1 = Decisive Victory

1.4 to 1 to 1 = Marginal Victory

Less than 1 to 1 = Draw

If Caesar does not win a Decisive Victory or higher he is considered to have lost Spain to the rebels.

### 6.0 Optional Rules

Instead of rule 4.3, use the following: The Romans may move up to three 3-6's off the map on Turn 1. These units remain off map until Turn 4. Beginning on Turn 4, the Caesar player starts his turn by rolling one die; on a 1 or 2, he may enter one 3-6 anywhere on the map edge that is not occupied by an enemy unit or an enemy ZOC. He may continue rolling at the beginning of each turn until all exited units have been entered. Beginning with Turn 6, if any Caesar unit occupies any hex of 2714-2718 or 2814-2818 at the beginning of a Labienus combat phase, all Labienus attacks are shifted one to the left.

### Historical Notes

#### Battle of Munda

The battle of Munda was the last act of the great Roman Civil War (50-44 BC) in which Caesar fought the forces of Pompey and his sons for the control of the Roman Republic and its empire. The civil war began when Pompey had himself illegally appointed as sole consul in 52 while Caesar was campaigning in Gaul. Caesar was ordered to disband his army and return to Rome or be declared a traitor. Upon receiving word of the events in Rome, Caesar mobilized his forces and marched on Rome.

The civil war which followed pitted Caesar with his veteran legions against the forces of the Roman Senate under the control of Pompey. Over the next four years, the two sides fought a series of pitched battles in Gaul (modern France), Spain, Italy and Africa with Caesar winning most of the time. Pompey was assassinated in August 48 in Egypt, but the war continued under the leadership of his sons. In October 47 the Senatorials, now under Metellus Scipio and Labienus, amassed an army in Africa. Caesar quickly rallied his forces and sailed for Africa. He met and defeated Scipio and Labienus at the battle of Thapsus in February 46.

Caesar returned to Italy and all was quiet for a few months until Labienus and Gnaeus Pompey, who had made their way to Spain, raised 13 legions and started the civil war anew. Although there were troops loyal to him in Spain, Caesar did not believe they were up to the task of defeating Scipio and Labienus. So he immediately assembled a group of his most trusted veteran troops and sailed for Spain. Caesar arrived in January 45, took control of local forces which numbered about 40,000 men (eight legions plus auxiliaries), and set out to find and bring to battle the Senatorials. He quickly located their army of 60,000 men, 13 legions plus local auxiliaries, led by Labienus in the area of Corduba (modern day Cordoba).

Caesar wanted to end the civil war so he closed quickly attempting to draw the enemy into battle. Several minor skirmishes resulted from his maneuvers but the Senatorials were content to keep Caesar at a distance while they retreated toward the southern coast of Spain—and the support of their fleet and reinforcements. Labienus was a good general and did not want to give battle on Caesar's terms. The Senatorial army would stand and fight but only when the terrain and conditions favored them.

Finally, on 17 March, Labienus found a battlefield that suited him. He deployed on a low hill north of the Singulis River. Although the exact site of the battle is lost to history, it was probably at Montilla, 25 miles south of Cordova. Caesar and his men quickly closed in on Labienus' position and both sides prepared to give battle.

Labienus held the advantage of numbers, terrain and initiative. Caesar had to attack up a hill against superior numbers. In addition, the troops on both armies were veterans, evenly matched in battle skills and all of them realized the importance of this battle.

Caesar opened the battle by ordering his auxiliaries to launch their missiles in an attempt to disorganize the Senatorial ranks. But Labienus and his men were veterans and they used their shields for protection, warded off the missiles, and stood their ground. Caesar now had no choice but to close with the enemy. The advance was sounded and Caesar's legions surged forward up the hill and into battle. Both armies crashed together and legionaries on both sides hacked and slashed against their opponents. The initial clash lasted for over an hour and the losses were even on both sides. However, the Senatorials had more troops and Caesar soon found his men pushed back by sheer weight of numbers.

Realizing the situation was getting out of hand, Caesar grabbed a legionnaire's shield, rallied his troops, and led a charge against the enemy line. This new charge stabilized the situation momentarily but the battle still could go either way.

But events on the flank soon took control of the battle. The cavalry on both sides had been probing about, searching for an opening and Caesar's were the first to discover a weakness in the enemy line. A small detachment of his cavalry prowling the flanks found a route to the Senatorial camp open.

Labienus saw the Roman cavalry strike for his rear. Losing his camp and its valuable baggage train would have been bad enough, but having enemy cavalry behind his legions would have been a disaster. He quickly mustered five cohorts, pulled them out of the line, and prepared to move toward the camp.

Amid the din and roar of the battle neither side knew what Labienus was doing and it appeared to the Senatorials that he was taking his personal guard and withdrawing from the field, signaling the defeat of his army. The effect of the move to the rear shattered the morale of the Senatorials and galvanized Caesar's men for one last push.

Caesar's army surged forward and broke the Senatorial line. Labienus was too far away to shore up his legions and the battle quickly turned into a Senatorial rout as Labienus' men scattered. Caesar's cavalry finished the job with a hard pursuit. Labienus and 30,000 of his men were killed during the battle and Gnaeus Pompey and most of the others were captured. Caesar lost 1,000 dead and 5,000 wounded. This effectively ended the civil war.

### Players Notes

This game may appear as a simple "shoot'em up" in which players attack until victory or defeat is achieved. However, do not be deceived by the first turn attack rules. Players will still need a coherent, well-executed strategy to win this game. The first turn combat requirements is simply a variable which will generate a series of gaps or bulges in the line. Once the players have had an opportunity to let the dust settle from the carnage of the first attack, they will have to decide where to push and where to pull back. Neither side is strong enough to push the other off the map, so both players must work to guard their weak spots while destroying enemy units and attempting to break their army.

Caesar: Use your legions' one-time missile attack to reduce the strength of the Labienus' units as you move in for the first turn attacks. Once you've punched some holes in the enemy line, bring up your reserves to support the attack.

Labienus: The best way to cut off a bulge in your line is on the flanks. Attempt to cut-off the retreat routes of Roman units which have penetrated your lines and then overwhelm them. Concentrate on the most serious threats and leave the others for late attacks.

## Boudicca

### 1.0 Introduction

Boudicca was queen of the Iceni tribe in Britain. She led a revolt against the Romans in AD 61 which ultimately failed. The battle represented here was an attempt to overrun a Roman encampment.

### 2.0 Initial Deployment

**2.1** Both players set up their units in the hexes designated on the back side of the counters.

**2.3** Each hex in Boudicca is 200 meters across and each game turn represents approximately one hour. The playing pieces represent the standard military formations of the time. Each strength point represents 100-500 men.

### 3.0 Reinforcements

Neither side receives reinforcements during the game.

### 4.0 Special Rules

#### 4.1 Displacement

No Briton unit may use displacement in Boudicca.

#### 4.3 Roman Automatic Victory

The Romans obtain an Automatic Victory if they exit a unit off the East edge.

#### 4.2 Briton tribal followers

The Britons tribes were following behind their combat forces. To represent this, the East edge of the map moves westward one hex-row at the end of each turn beginning with Turn 2. Any Briton unit in the row that is no longer in play is removed from the map. Any Roman unit in the row would cause an Automatic Victory.

### 5.0 Victory Conditions

**5.1** There are no points for eliminating units and no demoralization or disintegration. At the end of the game, if the Romans have any units left on the map, they win. If all Roman units have been eliminated, the Briton player wins.

### 6.0 Optional Rules

The forest in the area was especially dense, but the Britons might have tried to make their way through the woods.

**6.1** Briton light infantry may move through Woods hexes at the rate of 3 MP per hex.

## Historical Notes

### Boudicca 61 AD

While Julius Caesar had conducted a reconnaissance in force across the English Channel in the 1st century BC, the Romans would not conquer Britain until a century later. Aulus Plautius, commanding four Roman legions, defeated British tribesmen under their great chieftain Caractacus. Suetonius Paulinus, the new Roman governor, followed up by expanding Rome's rule throughout the country. However, Roman misrule led to rebellion as Boudicca (or Boadicea), queen of the Iceni, called the tribes to arms. Boudicca was quite successful at first, sacking a number of Roman settlements. Paulinus marched to meet her and, near modern Towcester, the Romans made their stand.

Paulinus deployed in a narrow defile where his flanks could not be turned. Boudicca launched a frontal attack, but Roman discipline held. A Roman counterattack later in the battle broke the British, and in the ensuing flight, Boudicca committed suicide. Britain would remain a Roman province for over three more centuries.

## Adrianople

### 1.0 Introduction

Adrianople is a simulation of the great battle between Romans and Goths of 9 August, AD 378, in which the Emperor Valens and his army were annihilated. The battle was a clash between the combined arms Roman field armies and the Gothic mass of cavalry, and is frequently cited as one of the milestones on the road to the Fall of Rome.

### 2.0 Initial Deployment

**2.1** Each player sets up his units in the hex designated on the back side of the counter. The Barbarian cavalry units under Alatheus and Saphrax also have a number below their start hex (either 3 or 4). That number represents the turn they appear on the map.

**2.2** Romans move first on each of the 10 game turns.

**2.3** Each hex in **Adrianople** is 200 meters across and each game turn represents approximately one hour. The playing pieces represent the new mobile elite field army of the Romans and the barbarian war bands of the time.

Each of the two Roman armies represents approximately 17,300 men and is broken down into individual legions wherein each strength point represents about 234 men, auxiliary strength points represent about 151 men and cavalry strength points about 300 men.

The Barbarian scale is slightly different with each cavalry strength point representing 100 horsemen, each infantry unit representing about 500 men.

Unit strengths vary on both sides because this was a clash between two different armies which had different ways of fighting. The Romans had moved away from the pure infantry legion and had concentrated a mixed force of infantry, cavalry and missile troops. These combined arms armies were designed for mobile quick-hitting campaigns. The Goths were a semi-organized army which had moved into Roman territory. They were defending their new homeland during this battle and their strengths (especially their cavalry) reflect this.

### 3.0 Reinforcements

**3.1** Only the Goths receive reinforcements during the game. After setting up the initial Goth forces, divide the remaining forces into two equivalent sets (3x6-6, 12x5-6, 3x4-6, 1x3-9) and place each set in one of the two reinforcement boxes.

**3.2** The cavalry army of Saphrax arrives on turn 3. The cavalry army of Alatheus arrives on turn 4. The units may enter the map by placing them in the blank hexes next to their respective boxes. Placement costs one MP. They may then move into the adjacent hexes (5101-5111 and 5123-5133, respectively) as per the regular rules until all units are on the map. Units may not be held back in the boxes. If no placement/movement can be made, units must be entered on the next movement phase anywhere along the north (blank) edge. Units may not retreat off map into the boxes. Roman units may not move or advance after combat into the blank hexrow (what would hexrow 50xx).

### 4.0 Special Rules

#### 4.1 Scorched Earth

Only on turn 2, the Goth player may light the dried grass of the battlefield (they actually did in the battle). If the Goth player does this, all movement is halved for his turn 2 movement and the Roman turn 3 movement.

#### 4.2 Goth Baggage

The Goth baggage starts hex 6017. Any Goth unit plus a leader may stack with it. If the Romans destroy the baggage, they receive 20 VPs at the end of the game.

#### 4.3 Displacement

All units may use displacement in Adrianople.

### 5.0 Victory Conditions

#### 5.1 Victory Points

Each player is awarded one victory point for each enemy combat strength point eliminated.

#### 5.2 Victory Levels

At the conclusion of the game, if neither side has disintegrated, both players add up the number of victory points scored during the game. The two totals are then divided and the ratio of

the two numbers determines the degree of victory.

2 to 1 or Greater = Strategic Victory

1.5 to 1 = Decisive Victory

1.4 to 1 to 1 = Marginal Victory

### 6.0 Optional Rules

#### 6.1 Goth Cavalry Hexes

The Goth cavalry enters on turn 3 and 4 as indicated but may enter on north, east or west edge of the board.

#### 6.2 Roman Free set up

Romans may set up anywhere in the hex rows 69xx and 70xx.

### Historical Background

#### Adrianople

In late AD 376, 200,000 Visigoths, living in what is present day Russia, were defeated in battle by the Huns and driven west to the Danube, on the frontier of the Roman province of Thrace. Battered and disorganized, the Visigoths requested permission to cross into Roman territory and gain protection from the Empire. These Visigoths were led by the two chiefs, Saphrax and Alavivus.

The Roman border troops could not hope to keep out 200,000 barbarians and the Visigoths were granted permission to cross the border into Roman territory. Although the Visigoths were allowed to settle in the Empire, they were not well received. Thrace simply could not accommodate that many new immigrants and the Visigoths were frequently asked to move.

The Visigoths were desperately in need of food, shelter and other supplies. The local merchants saw opportunity and forced the new arrivals to pay a heavy price for what little goods they acquired. The situation soon deteriorated and the Visigoths and locals soon came to blows. An indignant Visigoth warrior, upset at the treatment, killed a Roman official and the Visigoths were asked to leave the Roman territory. They refused and the Romans sent an army to drive them east of the Danube.

Valens, who was Emperor of the eastern Roman Empire (his co-emperor in the West was Gratian), decided to lead the army himself. Valens assembled an army of 60,000 infantry and cavalry at Constantinople in the summer of 378 and headed for Adrianople. Once there, he would await the arrival of another Roman mobile army. Once the two forces were joined they would certainly overwhelm the Visigoths.

In early August, Valens and his army arrived in Adrianople. Intelligence put the nearby Visigoth strength at only 10,000 warriors. Although the Romans realized there were more barbarians in the area they thought them to be mostly women and children. Valens was convinced that he could overwhelm the barbarians by himself. Without waiting for reinforcements, he assembled his army into a long line of columns and set out to find the Goths on 9 August.

Shortly after 2:00 p.m., the lead Roman cavalry units ran into Visigoth pickets. There before them the Romans could see a Visigoth camp. The Gothic wagons were drawn tightly in a circle at the top of a low hill. It was obvious that this was the main Visigoth camp. Almost all of the 200,000 members of the tribe were in camp and it was protected by a combined total of 30,000 heavy and light infantry and light cavalry. In addition, 20,000 heavy cavalry were nearby foraging for food. Both sides were surprised at the strength of their respective foe.

The Romans deployed from the march. Their lead cavalry deployed to the right flank and the rear cavalry galloped up and took the left. Skirmishers, archers and infantry deployed quickly and found their places between the two cavalry wings.

The Visigoths realized that they were outnumbered in terms of fighting men and tried to delay the Roman deployment by setting fire to the tall grass on the battlefield. The smoke and fire soon added to the Roman confusion and served as beacon to draw even more of the foraging parties to the Visigoth ranks.

Roman skirmishers moved forward as they saw the Visigoth army forming on the hill. The Visigoths charged the skirmishers. Instead of falling back when the enemy advanced, the archers held their ground and were soon embroiled in a vicious close quarter battle. The rest of the Romans army moved up and it appeared they would overwhelm the Visigoths. However, at this moment the first of the Visigoth cavalry returned, saw the Romans, and charged.

More and more Visigoth cavalry units arrived and the two sides became locked in a desperate battle. The fighting raged back and forth with no quarter given. The Roman line was pierced by the Visigoth cavalry but managed to rally and throw them back. However, this created a gap on the Roman left flank which Fritigern exploited. He sent warriors into the gap and they soon encircled the Roman infantry on the left. Just before dark the Roman right flank collapsed and the Imperial army, now completely surrounded, broke and ran.

The slaughter continued until after dark when the battered remains of the Roman army slipped away. Valens and 40,000 of his men died in the debacle. The survivors, scattered in the darkness, making their way back to Adrianople during the next few days. While the Visigoths would be later bought off, the frontier was now open.

### Players Notes

Both sides of this battle are almost equal in numbers but each has distinct advantages for his particular army. The Romans are all on the board at the beginning of the game and are a powerful, well-balanced force. However, they cannot afford to simply wander around the board. They know the Goth reinforcements are going to arrive soon and must plan their assault accordingly.

The Goths have the advantage of terrain, at least initially, and the power of their reinforcing cavalry is tremendous. The Goth infantry must hold off the Romans long enough for both cavalry reinforcements to arrive on the board. There are several ways to this but the Goth player must use his forces wisely and not take too many losses early in the game.

## Combat Results Table

*Probability Ratios (odds)*  
*Attacker's Strength to Defender's Strength*

Die Roll	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	Die Roll
1	Ar	Dr	Dr	Dr	Dr	DL	DL	DL	1
2	Ar	Ar	Dr	Dr	Dr	Dr	DL	DL	2
3	Ar	NE	NE	NE	NE	NE	Dr	Dr	3
4	Ar	Ar	Ar	NE	Dr	Dr	Dr	Dr	4
5	AL	Ar	Ar	Ex	Ex	Dr	Dr	Dr	5
6	AL	AL	AL	Ar	Ar	Ar	Dr	Dr	6

*Attacks executed at 6-1 or greater are automatic DL; attacks executed at worse than 1-4 are an automatic AL.*

### Explanation of Combat Results

**AL**= Attacker Loss. One Attacking Unit is eliminated (removed from the map), owning player's choice.

**DL**= Defender Loss. One Defending Unit is eliminated, owning player's choice.

**EX**= Exchange. Each player eliminates one unit of his choice. Only units which participated in a particular attack may be eliminated.

**AR**= Attacker Retreat. All attacking units must retreat one hex (See 7.7).

**DR**= Defender Retreat. All defending units must retreat one hex (See 7.7).

**NE**= No Effect.

## Combat Results Table

*Probability Ratios (odds)*  
*Attacker's Strength to Defender's Strength*

Die Roll	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	Die Roll
1	Ar	Dr	Dr	Dr	Dr	DL	DL	DL	1
2	Ar	Ar	Dr	Dr	Dr	Dr	DL	DL	2
3	Ar	NE	NE	NE	NE	NE	Dr	Dr	3
4	Ar	Ar	Ar	NE	Dr	Dr	Dr	Dr	4
5	AL	Ar	Ar	Ex	Ex	Dr	Dr	Dr	5
6	AL	AL	AL	Ar	Ar	Ar	Dr	Dr	6

*Attacks executed at 6-1 or greater are automatic DL; attacks executed at worse than 1-4 are an automatic AL.*

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**AR**= Attacker Retreat. All attacking units must retreat one hex (See 7.7).

**DR**= Defender Retreat. All defending units must retreat one hex (See 7.7).

**NE**= No Effect.

## Terrain Effects Chart

Type	Movement	Combat
Clear	1	no effect
Woods	3	no effect
(Qadesh)	2	no effect
(Boudicca)	Prohibited	Prohibited
Slope Hexside (up or down)	+1	defender doubled when all units attacking upslope
(Munda)	-	Shift 1 left when all units attacking upslope
Stream Hexside	+1	Attacker halved on attack when attacking through Stream hexside
River	3	Attacker halved on attack when attacking from River hex
Ford	2	Attacker halved on attack when attacking from Ford hex
Sea hex	Prohibited	retreating into eliminates unit
Ramparts	Prohibited	retreating into eliminates unit
(Megiddo)		
Camp hex	1	no effect
(Megiddo)		
Egyptian Camp	2	Defender doubled
(Qadesh)		

*Scenario terrain exceptions noted under each type.*

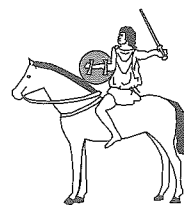
## Missile Fire Table

DIE ROLL	RESULTS
1	Disrupted
2	Disrupted
3	NE
4	NE
5	NE
6	NE

UNIT TYPE	ARMS	RANGE
Legions (one throw only then flip over)	Javelin	1
Numidians	Javelin	1
Slingers	Slings	2
Archers	Bows	2

## Scenario Rally, Demoralization & Disintegration Chart

Scenario		Rally	Demoralization	Disintegration
Teutoburger				
Wald:	Roman	0	80	160
	German	0	100	140
Pharsalus:	Caesar	1-2	100	160
	Pompey	1-2	90	150
Cannae:	Roman	1-2	90	140
	Carthaginian	1-3	75	110
Arbela:	Greek	1-3	75	100
	Persian	1-1	50	80
Issus:	Macedonian	1-2	50	65
	Persian	1-2	60	75
Carrhae:	Parthian	1	50	60
	Roman	1	130	155
Metaurus:	Roman	1-2	100	120
	Carthaginian	1-2	100	120
Idivisto:	German	1	170	200
	Roman	1-2	170	200
Megiddo:	Egypt	3	60	75
	Hyksos	1	65	80
Qadesh:	Egyptian	1-2	75	90
	Hittite	0	75	90
Trasimene:	Roman	0	80	100
	Carthaginian	0	80	100
Munda:	Caesar	1-3	170	200
	Labienus	1-2	180	210
Boudicca:	No Rally, Demoralization or Disintegration			
Adrianople:	Goths	1	120	150
	Romans	1-2	130	160



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# Munda

# Battles of the Ancient World 3

# Lake Trasimene

# Front 2

1 10-4	1 8-4	2 8-4	3 8-4	4 8-4	Caesar 4-9	1 6-4	2 6-4	3 6-4	4 6-4
1 8-4	2 8-4	3 8-4	4 8-4	5 8-4	6 8-4	7 8-4	8 8-4	9 8-4	10 8-4

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21 8-4	22 8-4	23 8-4	24 8-4	25 8-4	26 8-4	27 8-4	28 8-4	29 8-4	3 (2)-4

1 3-6	2 3-6	3 3-6	4 3-6	5 3-6	6 3-6	7 3-6	8 3-6	1 (2)-4	2 (2)-4
1 6-4	2 6-4	3 6-4	4 6-4	5 6-4	6 6-4	7 6-4	8 6-4	9 6-4	10 6-4

11 6-4	12 6-4	13 6-4	14 6-4	15 6-4	16 6-4	17 6-4	18 6-4	19 6-4	20 6-4
21 6-4	22 6-4	23 6-4	24 6-4	25 6-4	26 6-4	27 6-4	28 6-4	29 6-4	30 6-4

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11 4-4	12 4-4	1 6-4	2 6-4	3 6-4	4 6-4	5 6-4	1 8-6	2 8-6	3 6-6

1 8-3	2 8-3	3 8-3	4 8-3	1 4-8	2 4-8	Leader 3-9	Disrupted x 1/2	Disrupted x 1/2	Disrupted x 1/2
1 8-3	2 8-3	3 8-3	4 8-3	5 8-3	6 8-3	7 8-3	8 8-3	9 8-3	Leader 1-9

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1 6-3	2 6-3	3 6-3	4 6-3	5 6-3	6 6-3	Disrupted x 1/2	Disrupted x 1/2	Disrupted x 1/2	Disrupted x 1/2

1 2-4	2 2-4	3 2-4	4 2-4	5 2-4	6 2-4	7 2-4	8 2-4	9 2-4	10 2-4
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Disrupted x 1/2	31 3-4	32 3-4	33 3-4	34 3-4	35 3-4	36 3-4	37 3-4	38 3-4	39 3-4
Disrupted x 1/2	Disrupted x 1/2	1 2-5	2 2-5	3 2-5	4 2-5	5 2-5	1 2-6	2 2-6	3 2-6

Counter Art by Rick Pavak and Beth Queman

Romans

Boudicca

Britons

Labiennus



# Lake Trasimene

# Battles of the Ancient World 3

# Munda

# Back 2

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Change x2

Change x2

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8-4

8  
8-4

7  
8-4

6  
8-4

5  
8-4

4  
8-4

3  
8-4

2  
8-4

1  
8-4

Change x2

Change x2

Change x2

Change x2

Labienus

Romans

Britons

Bondicus



# Qadesh

# Battles of the Ancient World

# Adrianople

# Front 1

Egyptians

1 4-4	2 4-4	3 4-4	4 4-4	5 4-4	6 4-4	7 4-4	8 4-4	9 4-4	10 4-4
11 4-4	12 4-4	13 4-4	14 4-4	15 4-4	16 4-4	17 4-4	18 4-4	1 5-4	2 5-4

1 3-5	2 3-5	3 3-5	4 3-5	5 3-5	6 3-5	7 3-5	8 3-5	9 3-5	10 3-5
1 (3)-4	2 (3)-4	3 (3)-4	4 (3)-4	5 (3)-4	6 (3)-4	7 (3)-4	8 (3)-4	Leader 4-9	Leader 2-9

Hittites

1 4-5	2 4-5	3 4-5	4 4-5	5 4-5	6 4-5	7 4-5	8 4-5	9 4-5	10 4-5
11 4-5	12 4-5	13 4-5	14 4-5	15 4-5	16 4-5	17 4-5	18 4-5	19 4-5	20 4-5

21 4-5	22 4-5	23 4-5	24 4-5	25 4-5	26 4-5	27 4-5	28 4-5	29 4-5	30 4-5
1 3-4	2 3-4	3 3-4	4 3-4	5 3-4	6 3-4	7 3-4	1 2-5	2 2-5	3 2-5

Megiddo

1 3-4	2 3-4	3 3-4	4 3-4	5 3-4	6 3-4	7 3-4	4 2-5	5 2-5	Leader 3-9
1 5-3	2 5-3	3 5-3	4 5-3	1 6-3	2 6-3	3 6-3	4 6-3	1 7-3	Leader 1-9

Egyptians

1 2-4	2 2-4	3 2-4	4 2-4	5 2-4	1 1-5	2 1-5	3 1-5	4 1-5	GAME TURN
1 2-5	2 2-5	3 2-5	4 2-5	5 2-5	1 3-4	2 3-4	3 3-4	4 3-4	1 3-4

Hittites

1 6-3	2 6-3	3 6-3	4 6-3	1 (2)-4	2 (2)-4	3 (2)-4	4 (2)-4	5 (2)-4	6 (2)-4
1 3-3	2 3-3	3 3-3	4 3-3	5 3-3	6 3-3	7 3-3	8 3-3	9 3-3	Leader 2-9

Counterart by Rick Pavek and Beth Queman

Romans

1 6-4	2 6-4	3 6-4	4 6-4	5 6-4	6 6-4	7 6-4	8 6-4	9 6-4	10 6-4
11 6-4	12 6-4	1 8-4	2 8-4	3 8-4	1 (3)-4	2 (3)-4	3 (3)-4	4 (3)-4	5 (3)-4

Roman Allies

6 (3)-4	1 Leader 3-9	2 Leader 3-9	3 Leader 3-9	1 4-6	2 4-6	3 4-6	4 4-6	5 4-6	6 4-6
17 4-6	8 4-6	9 4-6	10 4-6	11 4-6	12 4-6	1 3-4	2 3-4	3 3-4	4 3-4

5 3-4	6 3-4	7 3-4	8 3-4	9 3-4	1 4-4	2 4-4	3 4-4	4 4-4	5 4-4
6 4-4	7 4-4	8 4-4	9 4-4	10 4-4	11 4-4	12 4-4	13 4-4	14 4-4	15 4-4

1 4-4	2 4-4	3 4-4	4 4-4	5 4-4	6 4-4	7 4-4	8 4-4	9 4-4	10 4-4
1 (2)-4	2 (2)-4	3 (2)-4	4 (2)-4	1 2-6	2 2-6	3 2-6	1 1-6	2 1-6	Baggage (1)-1

1 Leader 3-9	2 Leader 3-9	1 4-6	2 4-6	3 4-6	4 4-6	5 4-6	6 4-6	7 4-6	8 4-6
1 5-6	2 5-6	3 5-6	4 5-6	5 5-6	6 5-6	7 5-6	8 5-6	9 5-6	10 5-6

11 5-6	12 5-6	13 5-6	14 5-6	15 5-6	16 5-6	17 5-6	18 5-6	19 5-6	20 5-6
21 5-6	22 5-6	23 5-6	24 5-6	1 6-6	2 6-6	3 6-6	4 6-6	5 6-6	6 6-6

Goths

Boudicca

1 3-4	2 3-4	3 3-4	4 3-4	5 3-4	6 3-4	7 3-4	8 3-4	9 3-4	10 3-4
1 6-4	2 6-4	3 6-4	4 6-4	5 6-4	1 4-6	2 4-6	Destroyed x 1/2	Destroyed x 1/2	Destroyed x 1/2

Romans

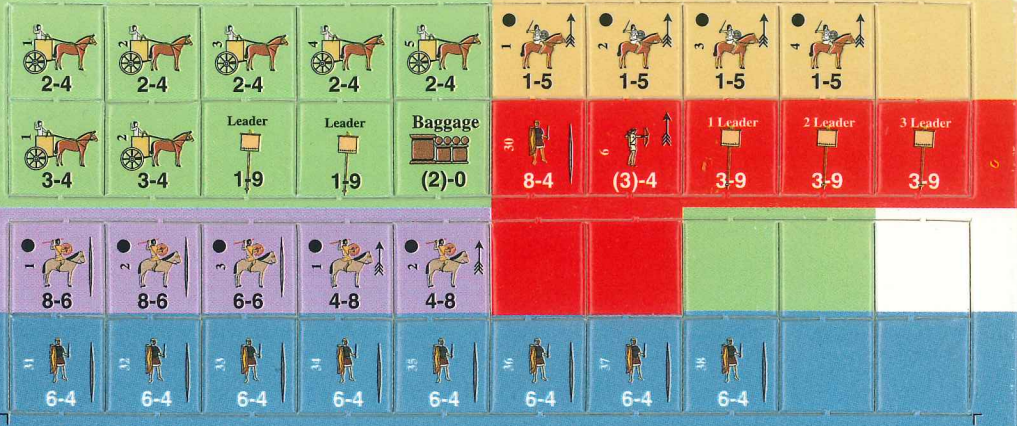
Boudicca

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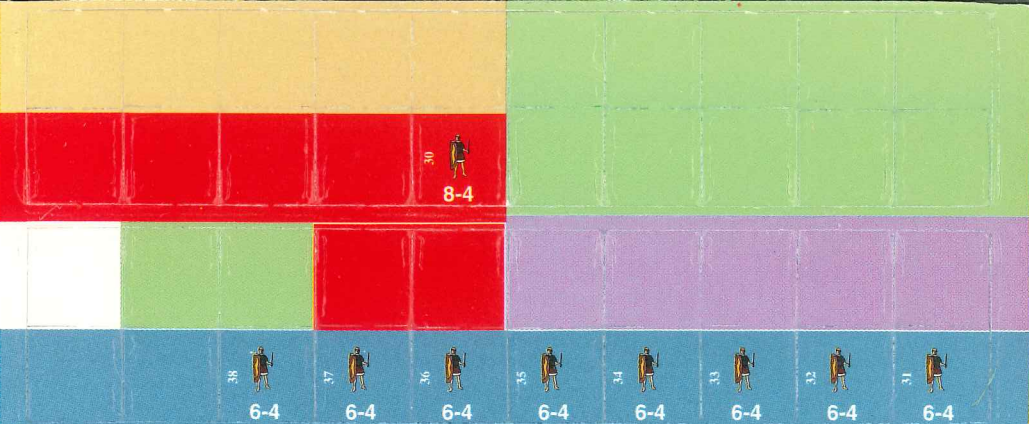








nc. Artwork by Callie Cummins



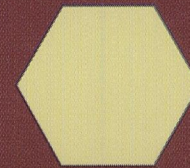
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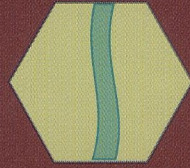
GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10

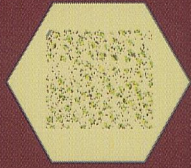
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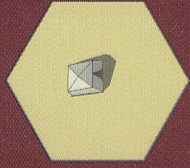
Level 0



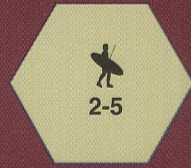
River



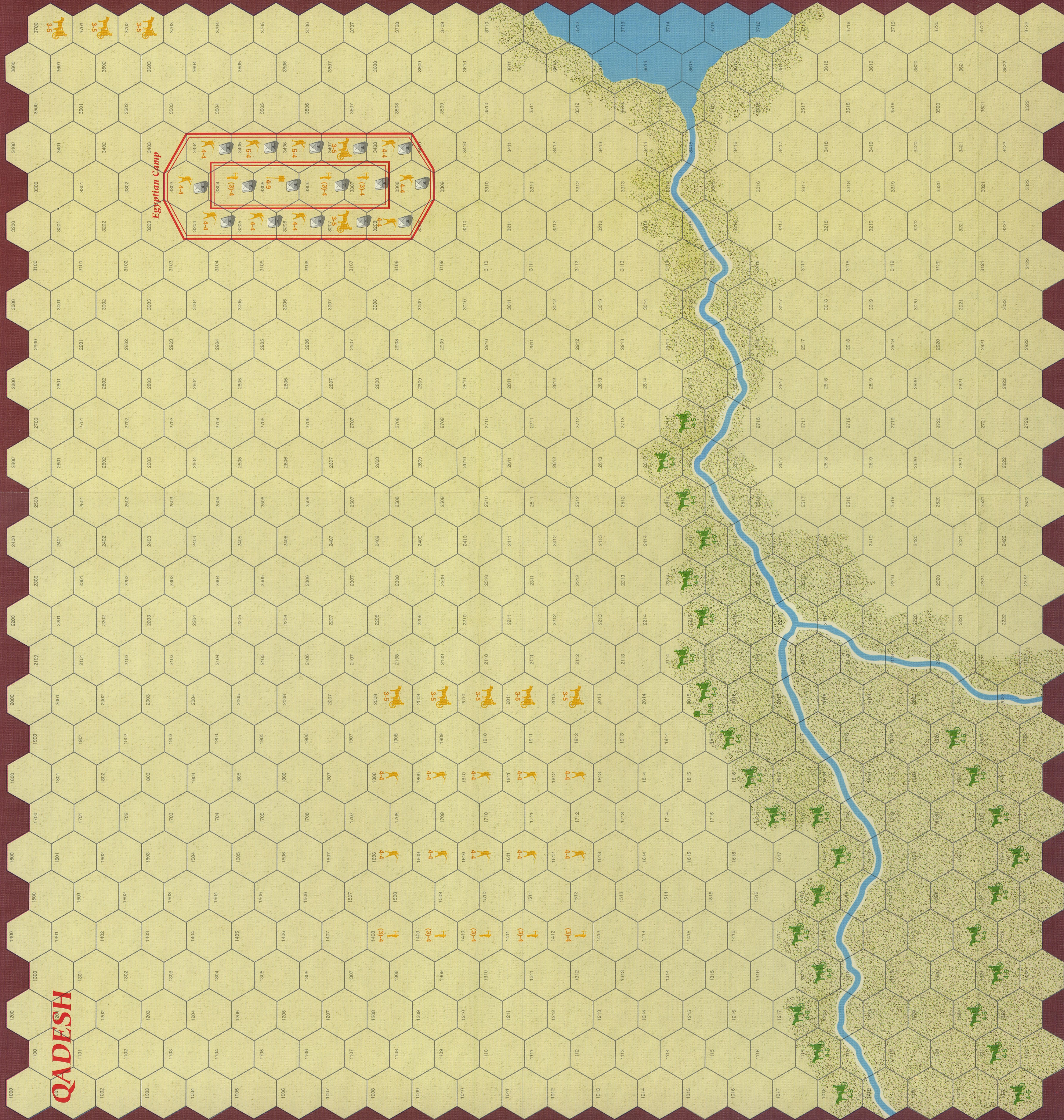
Woods



Camp

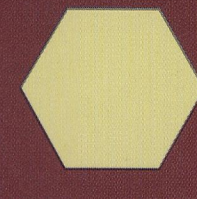


Starting Area

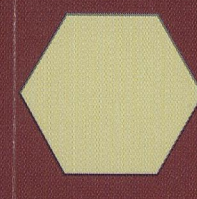


QADESH

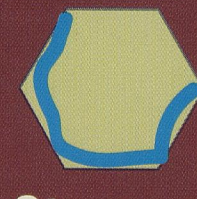
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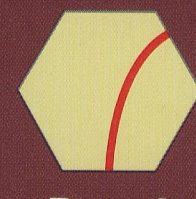
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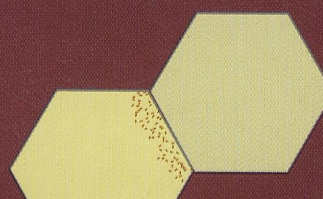
Level 1



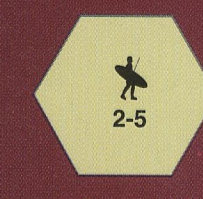
Streams



Road



Slope



Starting Area



LAKE TRASIMENE  
217 B.C.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10

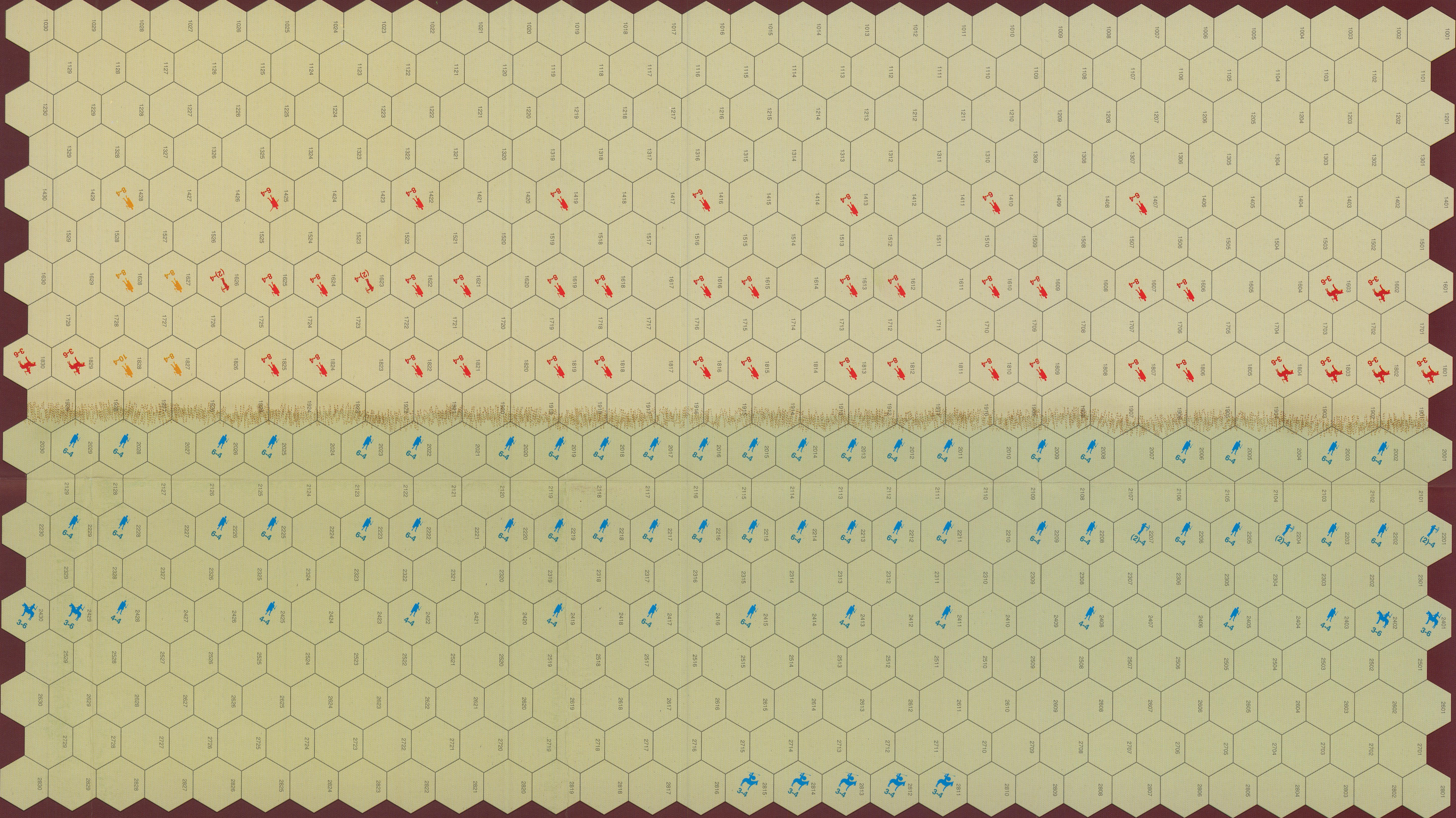




MEGIDDO







GAME TURN RECORD TRACK									
1	2	3	4	5	6	7	8	9	10

MUNDA

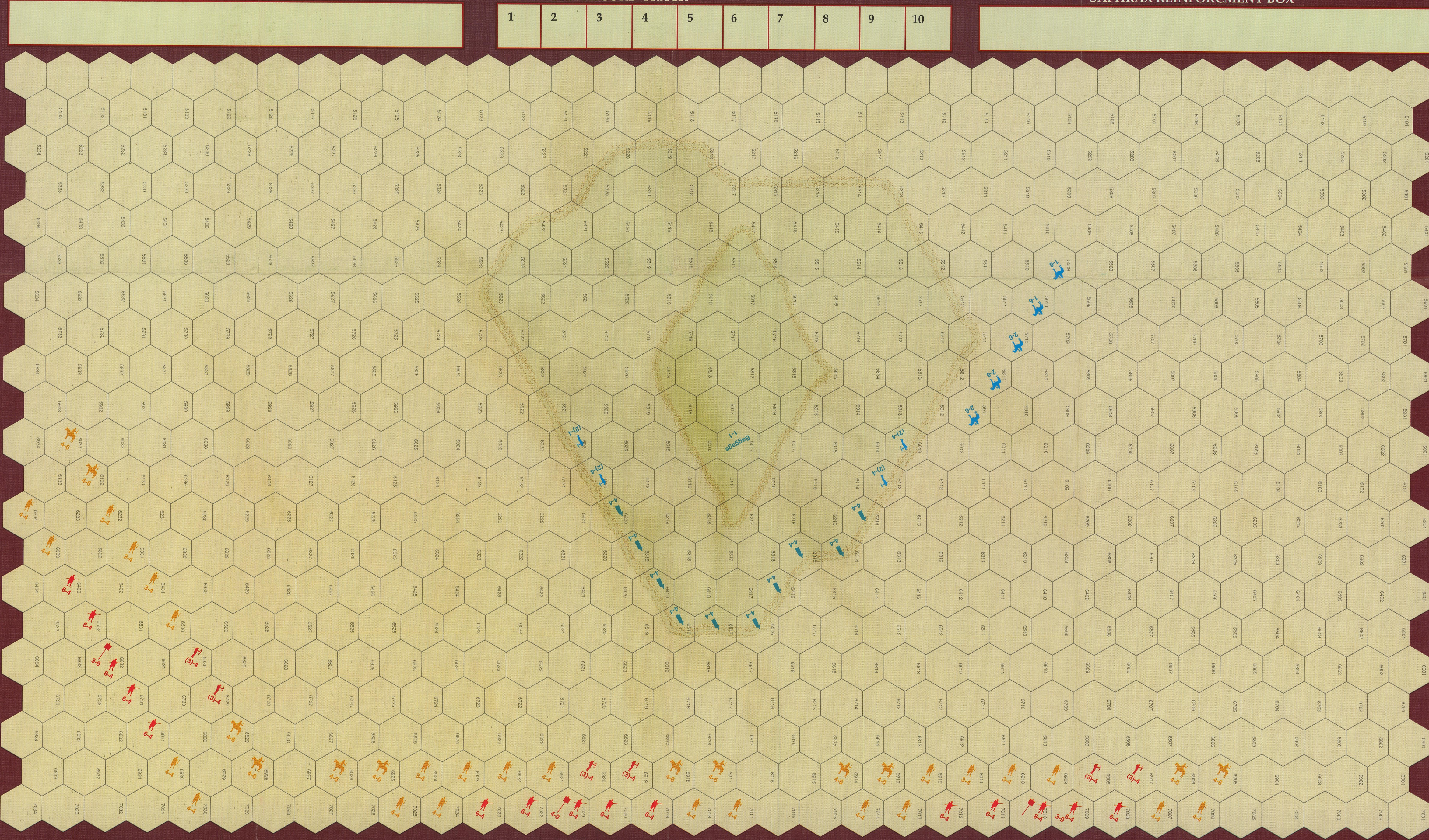
TERRAIN KEY

- Clear
- Level 0
- Level 1
- Level 2
- River
- Slope
- Standing Area
- Set-Up Hex

ALATHEUS REINFORCMENT BOX

GAME TURN RECORD TRACK

SAPHRAX REINFORCMENT BOX



ADRIANO PLE

- Clear
- Level 0
- Level 1
- Level 2
- River
- Slope
- Standing Area
- Set-Up Hex