

FOR THE PHAROAH

WARGAMES RULES FOR THE BRONZE AND CHARIOT AGE 3000BC – 1000BC

ONE OF THE 'FOR THE' SERIES OF WARGAMES RULES

by

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INTRODUCTION TO THE SERIES

I originally wrote these rules for myself, because I was not happy with any of the commercially available sets. They either allowed players omnipresence on the table or restricted them with complex action points mechanisms, some to the degree of imitating chess or ludo. I felt that something between these two extremes was required. They are evolutionary rather than revolutionary although some aspects of them are innovative.

These rules evolved from an original Napoleonic set. At first, they were expanded separately into the eighteenth and mid nineteenth centuries. When efforts were made to incorporate none European armies into the rules I realised that I had the essence of a set that could span all the periods from ancient to colonial.

What developed was a core system with common rules for command; morale movement; shooting and melee. Rules for specific periods are added as and when necessary without altering this core system. Such an approach simplifies understanding throughout the series.

The aim is most emphatically not to allow un-historical battles such as ancient Egyptians fighting Boers, or any other stupid combination, but to use the same basic mechanisms when using these two armies.

Until the advent of infantry section tactics in WWI men and animals moved and fought in column and line. These rules reflect this commonality.

The marching rates of Roman legionaries and Napoleonic line infantry are almost identical. To reflect this similarity, movement distances remain the same throughout the series.

The simple spear is the same weapon whether wielded by an ancient Babylonian, or a Boxer rebel. Yet, many sets of rules, (often by the same publisher), treat it differently in different time periods. This is silly. Rules for weapons remain constant.

Some of the rules may appear 'old-fashioned', they are, but I am of the opinion that if something works then don't fix it.

Any set of rules must achieve certain criteria.

Are they playable? By that I mean can a game be played without constant time consuming references back to the rulebook.

Are they playable within a reasonable length of time? Can a game be played out to a conclusion in a typical war games evening of two to three hours?

Are they enjoyable to play? Do they give a good game?

Do they allow for tabletop generalship? Can players formulate a winning plan, which the rules allow him to accomplish and not win the game purely by luck?

Do the rules allow for historical battlefield tactics? Can a player use the historical tactics of the various armies, and if so will they improve his chances of victory? In other words, are they realistic?

The rules are written from a tactical standpoint, other sets adopt a strategic, (DBM), or a battlefield approach, (WAB). An unintentional but interesting result of play testing emerged, armies fight more effectively if arranged in three lines or battles, just as their historical counterparts did.

If anyone has any comments; criticisms, queries or suggestions then I would be only too glad to respond, provided an SSAE is enclosed.

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INTRODUCTION

This, the first book in the series, covers the earliest known period of warfare, the Bronze Age. During it two empires each based around great rivers flourished. Egypt was located on the Nile and the various early Assyrian and Babylonian along the Tigris/Euphrates. Other civilisations existed, the Hittites, mainly in Turkey and Minoan of Greece, to name but two.

At the beginning of the Bronze Age armies were composed exclusively of infantry. Later, the wild ass was domesticated as draft animals and used for chariots. Once true cavalry appeared the chariot was abandoned as a military weapon, (except in China and India where they remained as an anachronism), retained only for ceremonial and command purposes.

GAME REQUIREMENTS

The following items are required in order to play with these rules.

1. The figures and models representing the real life sold
2. Suitable terrain of the appropriate geographical location and historical period.
3. An expanding steel tape extending up to at least one metre in length.
4. Several die ten and twelve; six of each should be sufficient.
5. Four die six.
6. A single die twenty.
7. Paper and pens or pencils, (don't worry paperwork is kept to an absolute minimum).
8. Some cotton wool balls, a dozen per game should be ample.
9. A protractor.
10. A 15cm ruler, used to measure small distances on the table. If it is the clear plastic type that incorporates a small magnifying lens then it can be used as an aid in reading the small print on the quick reference sheet on the back cover.

SOME BASIC DEFINITIONS AND NOTES

I think it is necessary to define some terms that other rules assume or consider so basic as to be not worthy of comment. Please forgive me if you think I am stating the obvious.

A Note on Bases

I am not a stickler for base sizes. The only thing that is important is that four close order must have the same frontage as three medium order or two open order figures or a single chariot model. Base depth is of less importance.

The recent innovation of unit sized under-bases speeds up movement dramatically.

A Note on Dice

Each time a complete group, (defined below), is required to roll a die, either for shooting or melee, it will usually be a die ten. In some circumstances a die twelve is used in place of the die ten. For all incomplete or partial groups always use a die twenty in place of the die ten or twelve.

A Note on Figures and Models

Camels; cavalry; infantry and mounted infantry will hereafter be referred to as figures, chariots and wagons as models. Collectively they will be called troops. Figures and models should resemble the troop type that they actually represent. They should have the appropriate weapons and/or armour and shields. Chariots and wagons should have the correct number of horses and crew.

A Note on THE GROUP

A group is defined as consisting of as four close order; three medium order or two open order figures, or a single model. It is no coincidence that it is the same as the base size compatibility above. No more than one partial group is allowed per unit or sub-unit.

A Note on Scales

The word 'scale' in war-gaming has different meaning depending upon the context. It can be used. It can be used to refer to the physical size of the figures and models; the ratio of tabletop to real life distances; the number of men each figure represents or the amount of time each game turn hypothetically lasts.

Figure Size

These rules are primarily written for the 15mm scale. This is still probably the most popular size and is the median between the 5mm and 25mm scales. Other sizes can be used, (see the section near the end on alternative scales).

Ground Scale

The ground scale used is one table millimetre is equal to one metre. This is a simple and easy comprehensible ratio. The metric system is so well known that I do not foresee any complication in rejecting imperial measurements. All distances in these rules will be quoted in centimetres.

Figure Ratio

The figure ratio is 50:1, one figure represents fifty men, with or without mounts, and the ratio for models is 2:1. This ratio does not require too many troops for a large army, hence keeping the cost down, whilst at the same time units look like units, and the table does not look like an abstract chessboard.

Time Scale

The time scale has deliberately not been defined but movement rates are based on the distances that the various troops would cover in about one minute.

A Note on the Table

A good-sized table for a decent game is 1.8m by 1.2m, (6' x 4'). The length can be increased to accommodate larger armies. Increasing the width slows the game down and is to be discouraged. In recent years a custom has arisen of using a side table, to sort out the troops and keep the paraphernalia of war-gaming on. If one is available and space is not a problem then I strongly recommend this practice.

A Note on Turns, Bounds and Phases

A game is divided into turns. The average game lasts between ten to twelve turns. Each turn consists of two bounds.

In the first bound of each turn one side is the active side, and may activate generals, shoot and move. The other side is the passive side; it does not shoot or move, (except in response to actions of the active side). During the second bound of each turn the rolls reverse. Melee occurs for both sides during both bounds. Morale is checked by both sides, as appropriate, by both sides during both bounds.

Each bound is divided into twelve phases. Fuller explanations of each of the phases will be given in the relevant sections later. Not all phases will apply in all bounds.

A note on Units

Troops must be organised into units. The smallest sized unit is a single group. Small sized units are more manoeuvrable and zip about the table. Larger ones have more staying power. If the historical size of the unit is known then that number should be used. Units can consist of different type; order; class; weapons and armour. Officer, musician and standard-bearer figures can be included in a unit for visual effect but they count as if they were the same as the bulk of the troop type of the unit, they have no enhanced status in these rules.

Historical accuracy might dictate that a unit may have one or more sub-units, these can be the same as that of the main unit or of different type; class; order; armour or weaponry.

ARMOUR; CLASS; TROOP TYPE AND WEAPONS DEFINITIONS

Troops are defined by what they are armed with; their fighting ability, (or class); how they move, (or order); what kind of armour they wear and any other equipment they possess. All these are explained below.

Class

Troops are broadly classed as being regular or irregular.

Regulars are drilled; paid; uniformed and trained as a body. They have a rigid command structure within the unit. Irregulars are tribal in organisation. They are in no way inferior in fighting ability to regulars but less able to perform complex battlefield manoeuvres. Irregulars are more erratic in their behaviour than regulars.

Troops must also be assigned a morale class. There are five main classes from A to E. A is the best, E the worst. I have chosen this system, as it is well known and easy to understand. A special and rare class of A+ also exists.

In addition troops can also be optionally also be classed as being fanatics or mercenaries.

A+:-These are the do or die type of troops. Examples include the three hundred at Thermopylae; the Old Guard at Waterloo; assassins and ninjas.

A:-These represent the elite of most armies, the guard, or household troops. They are not necessarily braver or fiercer, they may just be well motivated.

B:-Troops that are superior to that of the majority. This might be due to superior training or leadership in the junior ranks.

C:-These are average morale class of troops of any age. They should in most circumstances be the bulk troop class of the army.

D:-These are below average troops. It may not be due to a lack of courage but a lack of confidence in the leadership; inadequate rations; or tardy payment of wages.

E:-These are the worst troops. They have very little military training or experience or no enthusiasm for battle. This class includes locally raised peasant levy.

Fanatics, (F):-These represent not only religious zealots but also those with a historical antipathy to their current opponents. They fight at their stated class but test morale one class higher.

Mercenaries, (M):-Troops who fight for pay only, they will sell their sword to the highest bidder. They are usually unreliable if the fighting turns against them. Mercenaries fight at their stated class but test morale one class lower.

Order

There are three degrees of order, close; medium and open. Models are considered to me open order when shot at and to have a variable order in melee dependent on the order of their opponent.

Close Order, (CO)

This is the shoulder-to-shoulder formation that troops have fought in from the Greek phalanx to the Franco-Prussian War.

Medium Order, (MO)

A looser order than above, most cavalry and some infantry use this.

Open Order, (OO)

This is primarily used by skirmishing troops.

Type

The troop type will influence how they move and fight, and to some extent what weapons that they may move.

Infantry

Infantry are troops that move and fight exclusively on foot. All other types are collectively referred to as mounted.

Mounted Infantry

Infantry mounted on horses or camels move at cavalry speed but dismount to fight. If forced to melee or shoot whilst mounted they become disordered. Close order mounted infantry dismount as medium order infantry and medium order mounted infantry as open order infantry on a group for group basis. The 'lost' figures are horse-holders, and they and the 'empty horses' must be represented by figures.

Cavalry

Troops mounted on horses that move and fight mounted. Cavalry can dismount to become infantry, (see mounted infantry above).

Camels

These are the camel equivalent of cavalry. Unless camels are mentioned specifically then all references to cavalry includes camels.

Chariots

Two wheeled carts pulled by a number of horses. Chariots can be light of heavy. Light chariots generally have more horses than crew and are primarily used for scouting and skirmishing. Heavy chariots are shock weapons usually used in melee. Some chariots were equipped with scythes.

Wagons

Wagons are slow , four or more wheeled carts pulled by a variety of draft animals.

Battle-carts

This is an early combat version of a wagon. They were pulled by animals' superior to the average nag and so were faster than wagons.

All battle-carts, chariots, and wagons are collectively referred to as wheels.

Specials

Weapons that are so unusual or rare that rules for them will be confined to specific army lists rather than burden the main body of the rules with them.

Armour

Troops are classified by their degree of armour protection. These rules have the following classifications, light; medium and heavy. They can also optionally have some form of shield. Mounted troops can also have animal armour or barding.

Light

None, little or ineffective armour, it includes ordinary day-to-day clothing and naked troops.

Medium

Animal skins; leather; padded or quilted; heavily starched linen; horn or bone, with or without partial covering by metal plates, rings or studs. Not much protection conferred, but better than nothing.

Heavy

Chain mail; lamina; segmented; plate corselet or equivalent metal armour that covers at least the upper torso. It provides protection against most forms of attack.

Shields

Troops are unable to use shields whilst they are using a weapon or doing any other task requiring both hands. The methods of construction and the shapes of the shields are irrelevant, but four distinct types of shield will be considered.

1. The standard type of medium sized shield that gives protection both from missile weapons and during melee.
2. A small buckler, sometimes worn strapped to the wrist, this gives protection during melee only.
3. Pavise type shields, this was sometimes worn on the back of medieval crossbowmen. This type of shield provides protection from missile weapons only. It is too large to be of use in a melee.
4. Mantlet type shields, sometimes wheeled, they count as soft cover if shot at and as a temporary linear obstacle in a melee. A single mantlet can provide protection for two figures

Barding

Animals can have any of the above type of armoured protection but they are all grouped together under the general term, 'barding' whether they are the thick felt horse blanket or plate armour. A large cloth horse blanket is not sufficient protection to be termed barding.

Helmets

The wearing of helmets was almost universal, even some light and open order troops wore them. Thus, the added complication of introducing specific rules for helmets is not worth bothering with.

Weapons

Weapons can be divided into two broad categories, distance weapons, and melee weapons.

Distance Weapons

Distance weapons are intended to cause casualties to enemy troops at a distance and are not primarily used during a melee. Those considered in these rules are listed below.

Bow, (B):-This is the earliest self-bow. Even quite little armour could give protection from its arrows, which were less penetrating compared to other bows. It is a two handed weapon and formed infantry can fire bows in up to three ranks.

Composite Bow, (CB):-A later development, the composite bow or Scythian bow was more lethal than the simple elf bow. It is a two handed weapon and formed infantry can fire composite bows in up to three ranks.

Dart, (D):-This is a short hand hurled spear, often equipped with flights. The dart is relatively ineffective against armoured targets. Formed infantry can shoot with darts in up to three ranks. It is a one handed weapon.

Javelin, (J):-This is a heavier hand hurled spear. Many troops carried Javelins, (and/or darts), in addition to other weapons. Formed infantry can use javelins in up to two ranks. It is a one handed weapon.

Sling, (S):-The weapon used by king David. Formed infantry can use slings in up to two ranks. It is a two handed weapon.

Throw Sticks, (TS):-Although technically not a weapon a throw stick increases the range of javelins. Its use turns the javelin from a one handed to a two handed weapon and then only the front rank can shoot.

Melee Weapons

These weapons are intended to inflict casualties in hand-to-hand combat or melee. Unless otherwise stated all melee weapons can only be used by the front rank of a unit.

Mace\Two Handed Mace, (M\2HM):-Maces can be one or two handed. They include clubs; cudgels; chains; flails and knobkerries.

Axe\Two handed Axe, (A\2HA):-Axes can be on or two handed. Single edged swords are not axes. Axes include picks.

Sword\Two Handed Sword, (Sw\2Hsw):-Swords can be one or two handed. Although most troops were issued or obtained a sword or knife as a secondary weapon only those specifically trained to use them as a primary weapon may use the extra factors for swords. All other troops count swords as 'other weapons'.

Short Spear, (SSp):-This is probably the worst weapon on the battlefield, little more than pointed stick. It is a one handed weapon.

Long Spear, (LSp):-A longer version of the above as used by the Greek phalanx. Formed infantry can use long spears in up to two ranks. Mounted figures use a different line from infantry for long spears. It is a one handed weapon.

Lance, (L):-Not to be confused with cavalry couched lances. Foot lances are two handed weapons. Formed infantry can use lances in up to three ranks.

Pike, (P):-Formed infantry can use pikes in up to four ranks. It is a two handed weapon. A formed pike unit counts as shielded when shot at from the front, even if they lack shields. This is due to the disruptive effect of the pike 'hedgehog'. In melee, they count as shield-less even if they have them.

Other Weapons, (OW):-Any of the above melee weapons in the hands of troops not competent in their use, or any farm implement or tool. All troops will have at least 'other weapons'. Any figures with two other weapons, (2OW), counts as two figures when fighting in melee, but obviously only one for casualty purposes.

TERRAIN DEFINITIONS

No battlefield is as flat and smooth as a billiard table. All have some features on them. This is called terrain. The type and detail of terrain should be defined when it is placed. Several types are listed below. It is not intended to be exclusive of others. Any terrain type that slows movement rates also disorders. Troops may not count charging bonuses for movement or melee while moving in disordering terrain.

Hills

No piece of ground is naturally flat. The small incline found in most places has no effect in combat and need not be represented. Other slopes are categorised as gentle, steep, or sheer.

Gentle Hills

A shallow slope confers advantage to troops in melee who are uphill of their opponents or who have charged down from it. Gentle slopes do not affect movement rates except for wheels moving uphill, which are reduced by one fifth.

Steep Hills

These disorder all troops who move on them. They are impassable to wheels and affect the movement rates of all others. Those moving uphill are reduced to one-third, downhill to two-thirds.

Sheer Hills

These are impassable to all troops. The time taken to climb an almost vertical rock face exceeds that of the average game. No troops may be positioned on such a feature unless another way to the summit is available.

Woods

Woods can be open or dense; they may also have undergrowth at their edges. All woods are impassable to wheels. Woods may reduce the movement rates of other troops passing through them; those it does are automatically disordered. All troops within a wood cannot see or be seen unless they are at the edge of it.

Open Woods

Close order troops have their movement rate reduced to two thirds in open woods. All others are unaffected.

Dense Woods

Close order troops have their movement rate reduced to one third, medium order to two thirds in dense woods. Open order troops are unaffected.

Undergrowth

Undergrowth at the edge of a wood counts as a linear obstacle. It counts as light cover.

Linear and Defendable Obstacles; Including Hedges; Palisades; Plashing and Walls

A linear obstacle is a hindrance to the movement of troops. A geographical feature usually, but not exclusively, causes it. A propped up shield wall counts as a defendable obstacle.

Linear Obstacles

A linear obstacle takes one full turn for troops to cross. It always disorders those troops. What constitutes a linear obstacle to infantry might be impassable to cavalry and wheels.

Defendable Obstacles

A defendable obstacle places troops attacking it at a disadvantage in melee. A defendable obstacle might be the same or different from that of a linear obstacle.

Hedges and Walls

Hedges and walls can vary from an insignificant height to that several times that of a man. Those higher than knee height are impassable to wheels. Lower ones can be driven over. Those up to waist height can be stepped over by all other troop types. Any between chest and waist height count as a linear and defensible obstacle and as light cover. They and higher are impassable to all mounted troops. Those higher and up to chin height count as a linear obstacle but do not count as being defendable as its height makes it difficult to use weapons effectively. Higher obstacles are impassable to all troops and totally conceal any behind it. The effects are summarised in the table below.

<u>Height up to</u>	<u>Effect on Wheels</u>	<u>Effect on Infantry</u>	<u>Effect on Mounted</u>
Knee	Linear Obstacle	None	None
Waist	Impassable	None	None
Chest	Impassable	Linear and defendable	Impassable
Chin	Impassable	Linear Obstacle	Impassable
Higher	Impassable	Impassable	Impassable

Palisades

Palisades are artificial mounds. They confer height advantage to troops on top of them. They are also often associated with man made ditches in front of them. Palisades take too long to be constructed during the time span of a game so must be declared when troops are deployed on them. They can only be deployed within the allowed deployment area.

Plashing

Plashing is a man made temporary increase in the undergrowth of a wood to increase its defensive value to that of a hedge of chest height, or light cover. They take too long to be constructed during the time span of a game so must be declared when deploying the troops occupying it. They can only be deployed within the allowed deployment area.

Lakes; Ponds; Rivers; Streams and other Water Courses

A water feature effects troop movement depending upon its depth and width. Tiny water obstacles such as puddles or small streams can be paddled through without any effect on movement. These need not be represented on the table. Wider or deeper streams count as a linear obstacle or rough terrain depending upon its width. Larger rivers, lakes, and ponds are impassable to all troops except via bridges or fords.

Bridges may only be crossed by troops in column. They get road bonus while on the bridge. Wooden bridges are susceptible to fire.

Fords can be of variable widths, (one, two or more groups wide). The width of a ford must be declared when deploying the terrain. Fords count as rough terrain and are susceptible to flooding, so might be impassable. The first time that a unit contacts a ford roll a die ten, on a one the ford is flooded and impassable.

Rough Terrain, Including Bogs; Freshly Ploughed Fields; Marshes; Rocky Ground; Snow and Soft Sand

Except for fords, all types of rough terrain are impassable to wheels unless they are man handled. Soft sand counts as rough terrain to all troops except camels who are unaffected by it. All other rough terrain reduces the movement rates of all troops to one third of normal.

Ditches and Wadis

Ditches can be small or large. Small ditches rut wheels and count as a linear obstacle to them can be ignored by all other troops who just step over them. Large ditches are impassable to wheels and disorder all other troops who cross them.

Buildings and Built-up areas

All troops count as disordered if moving in or amongst buildings. Movement rates are unaffected but no charge bonuses for movement or melee are allowed.

Roads

Troops moving in column along roads are entitled to a road bonus. This is the same as a column bonus so such troops benefit from the bonus twice. Troops on roads that pass through woods or other slowing flat terrain ignore the penalties of that terrain. When a road crosses a water feature, it must be at a bridge or ford.

PRE-GAME SEQUENCE

The following pre-game sequence should be followed in the order given. I shall just list them first. A fuller explanation of each point will follow.

1. Pick troops.
2. Layout terrain.
3. Pick which side of the table each player is deploying on and who has first bound.
4. Determine scouting values.
5. Draw maps.
6. Deploy initial troops on the table.
7. Write orders.
8. Deploy all remaining troops.

1. Pick Troops

This can be done days before the game. It is recommended that for a short or competition game lasting two to three hours a point's limit of four thousand per side be set. For longer games, lasting several hours to a whole day then a point's limit of ten thousand would be more appropriate.

2. Layout Terrain

I do not intend to issue a complex set of rules for the positioning of terrain, (other sets seem to consist of little else). (But see the relevant part on picking terrain in the optional rules section near the back of the book.) Placing terrain should be done with an idea of the geographical and historical location that the mock battle is located. Terrain should be positioned to confer an equal degree of advantage and disadvantage to both sides.

3. Pick which side of the table each player is deploying on and who has first bound.

This is done by the football method. Each side rolls a die ten, (in the event of a tie re-roll). The winner of the roll has the choice of which long side of the table to deploy on ***OR*** to play in the first or second bound of each turn. The looser of the die roll has the second choice.

4. Determine Scouting Value

The procedure is as follows. Count the total scouting points in each in each sides fielded army. Do not count any cavalry figure that has barding. Mounted infantry counts as its cavalry equivalent for scouting purposes.

Scouting points are as follows:-

For each open order cavalry figure listed as SCOUT	3 points.
For each other none SCOUT open order cavalry figure	2 points
For each medium order cavalry figure	1 point
For each close order cavalry or open order infantry figure or light chariot model	½ point

If one side has a scouting points value 50% greater than the other it has out-scouted its opponent. Other than that, neither id has been out-scouted.

5. Draw Maps

Both sides now draw maps. There is no need to be a cartographer. A simple sketch map about half the size of a sheet of A4 paper is all that is needed. It should show the major terrain features and the approximate positioning of friendly units with respect to them. I make the job easier by using graph paper.

6. Deploy Initial Troops on the Table

If one side has been out-scouted then it must deploy all of its troops on the table. In all other circumstances, deploy only the front rank of any unit. Do not deploy any troops who are in or behind buildings or woods or behind hills, or who, for whatever reason, cannot be seen from the opposition side of the table. Troops can be deployed anywhere between the 'home side' long edge of the table and up to half way to the centre line between the two long table edges except that they may not be deployed within 25cm of either of the table short edges or within 40cm of any enemy. If the effect is cramped, then now would be a good time to consider widening the table.

7. Write Orders

Orders must be written for each unit, both for those on and off the table. Units may be 'brigaded' and given the same orders. Orders can be as simple as a single word, e.g. skirmish or they can be more complicated. There is however no need to write volumes. If an umpire is present, the orders should be handed to him and units moved under his direction.

8. Deploy All Remaining Troops

Both sides now deploy all remaining troops on the table. If they are unreasonably cramped then now would be a good time again to consider widening the table. The actual game can now commence.

GAME SEQUENCE

The following game sequence must be followed alternately and rigidly by both players, otherwise confusion will occur. Each side cycles through all twelve phases during their bound. Many of the phases will not apply every turn. The sequence might look complicated but it does surprisingly make for a very rapid game. Certain moves such as counter-charges and evades are done outside the strict alternate move sequence but this makes the overall position quite clear. I shall just list the sequence here. A more detailed explanation of each phase will follow.

1. Activate and move generals and messengers and write new orders.
2. Test morale of retiring and, if applicable, retreating troops.
3. Move routing, retreating, and retiring troops.
4. Test morale of any troops affected by routs and retreats.
5. Declare and test morale of any chargers.
6. Declare and test morale of any troops affected by successfully declared charges.
7. Move evaders and pursuers, then chargers and counter-chargers in that order.
8. Shoot.
9. Test morale from shooting.
10. Move all other troops.
11. Adjudicate melee.
12. Test morale from melee.

GENERALS

Generals play a vital and integral part in these rules. They represent the avatar of the player on the table. An army should have one overall commander, two or three sub-generals, or battle or wing commanders and one 'Regimental' commander per two or three units.

Definition of Generals

Generals are rated from 0* to 6*. A 0* general cannot issue new orders, only reissue old orders to a unit that has forgotten them. He is more of a superior unit or regimental commander than a general par say. A 6* general is an invincible general such as Alexander or Napoleon. All other generals represent commanders of variable quality depending on their * rating. The highest * rated general in the army will usually be its overall commander, lower rated generals will be sub-generals or wing commanders. Too few generals in the army will result in large portions of it having no orders and being destroyed piece meal.

Activation of Generals

Before a general can make any command decisions, (such as changing a unit's order), he must first pass an activation test. This is done by rolling the * rating or lower of the general in question on a die six in the first phase of each bound. The decision of whether to activate a general or not is optional. A general can only react to something they can see; they do not have radar.

Example

A 2* general wishes to join a unit to change its orders. To activate the general a die six is rolled and a 2 scored. The general may now move to join the unit. If he had been a 1* general or rolled more than 2 then he would have failed.

Positioning and Movement of Generals

General are assumed to have superior mounts therefore they have a free movement bonus.

Generals can be with a unit or separate. When a general with a unit leaves it he must have left them with an order, otherwise it will revert to halt orders. If remaining with the unit he moves as part of it, not as a separate entity. For convenience the general can be placed in front, at the side or behind the unit he is with. It does not matter but the bases of the unit and general must be touching. It can b assumed that mounted generals dismount when joining an infantry unit and that those on foot borrow a mount when joining a mounted unit. (There is no need to change the general figure here). Generals on chariots remain so and must move accordingly. Note that this may slow down the unit that the general is with.

Solitary generals may only move in the first phase after a successful activation unless a fall back or evade move. They may only join a unit a unit after passing an activation test or they move to join a unit that has a morale status of 'halt become disordered' or worse.

Issuing New Orders

The procedure for changing orders is as follows. The general, having passed his activation test, must then join the unit whose orders he wishes to change, if not already with it. He must not exceed his maximum movement distance to do this, so it might take him more than one turn. The turn after he joins the unit, its orders are changed, the new order being written down in place of the existing one. The following turn the unit obeys the new order. If with a unit, it is simple matter to issue a “follow me”, order once he has passed his leadership test. However, if he subsequently leaves the unit it reverts to having halt orders.

Reissuing Orders

The procedure for reissuing orders to a unit that has forgotten them is the same except that no activation test is required and 0* generals can be used for this as well. Only the most recently written order can be reissued.

Changing or Reissuing Orders by Proxy

Alternatively a messenger can be used in place of a general in either of the above two cases and be his proxy. The general dictates the order rather than move himself. The practice has become to write down the order on a slip of paper and place it under an odd cavalry figure, which now becomes the messenger. Next turn the messenger rides off on his errand. It is possible that he will not reach the unit that the message is intended for in a single turn. Upon arrival transfer the slip of paper to beneath the unit and discard the messenger. The turn after the message arrives the unit reads it. It is now written down in place of the original order in the order sheet of the army. The following turn the unit acts upon it.

A general can dictate the same message to more than one messenger simultaneously. He can dictate a message to be further distributed by any of his sub-generals, with any appropriate time delay.

Allies will completely ignore each other's generals. Orders from the C-in-C to allied troops must pass through an allied general.

Risk to the General

If a general is with a unit that rolls a morale result of, 'halt become disordered', or worse or joins a unit that already has such a result and fails to improve the result to, 'obey orders', or better then he risks being killed or incapacitated for the rest of the game. The former case can be rationalised by the unit failing to pass the test because of the death of the general rather than the other way around. In the latter case, it is assumed that general was ridden down or trampled by the fleeing mob. This is the only way of, 'killing', the general.

Roll a die ten and consult the table below each time a unit with a general receives a, 'halt become disordered', or worse.

<u>Morale Result</u>	<u>General is killed on a score of</u>
Halt become disordered	1-2
Recoil	1-4
Retire	1-6
Retreat	1-8
Rout	Automatically

Other sets of rules have complex mechanisms for deciding the risk to generals. Although initially fun I find them:-

- a. Arbitrary and forced.
- b. They slow the game down.

Example

A general is with a unit that obtains a, 'retire', morale result. A die ten is rolled and the table above consulted. The score is 8 and the general is not harmed. If a 6 or lower had been rolled then the general would have been, 'killed', and its figure\model removed from the game.

DISORDER

Disorder is a temporary state of confusion and/or panic that affects the fighting ability of units. There is no such thing as multiple disorder. Disorder is indicated by teasing out a cotton wool ball and placing it behind the affected unit. It is caused by any of the following:-

As the result of a reaction test.

After a charge that failed to contact.

Moving over disordering terrain.

None Arab horses within 5cm of camels.

Interpenetrating or being interpenetrated by troops stated as causing disorder.

In melee with scythed chariots.

Charged while changing formation.

Disorder persists until removed. To remove disorder none of the above must apply and the unit must remain stationary, not be engaged in melee and refrain from shooting, for one turn. A general is not necessary to remove disorder, this is well within the purview of the unit commander.

Fighting to the flank or rear does not cause disorder.

MORALE

Morale is a vital component in this set of rules, which is why this section has been placed before movement, shooting, or melee. Moral is defined as the willingness of a unit to obey orders, exceed them, or the proclivity to run away. Every class of troops has an intrinsic morale. They are listed below.

<u>Class</u>	<u>Intrinsic Morale</u>
A+	3
A	5
B	7
C	9
D	11
E	13

Mechanism

The morale procedure is as follows. Each time a unit or sub-unit is required to take a morale test roll four die six, 4D6. Reduce the total number of dice rolled, by the unit, by one for each 25% casualties that the unit has suffered since the start of the game. (I.e. for 50%+ to 75% use 3D6, for 25%+ to 50% use 2D6 and for 25% or less use 1D6.) Deduct the intrinsic morale from the total score rolled and consult the morale table below. Irregulars have a slightly different table to regulars. If a general is with the dicing unit he may add or deduct all or part of his * rating to the total. A unit might be required to take several morale tests during a turn, take them all. The multiple tests reproduce the effect of units behaving closer to their historical counterparts and replace the complicated lists of factors found in other rules. A unit must always obey the most recent morale test result.

Mixed Morale Unit

If a unit is composed of two or more classes then it will have an intrinsic morale that is the arithmetic mean. The unit must have at least one group of each class to count towards the combined intrinsic morale. If the number of figures falls below one complete group then the combined morale status is negated.

Example

A unit of C class spearmen contains one group of B class. The combined intrinsic morale of the unit is 8, (the average of 7 and 9). If it loses one B class figure, the intrinsic morale reverts to 9.

When to take a Morale Test

In phase two for retiring units and retreating units with generals, (including 0* generals).

In phase four if any unit came within 20cm of a friendly retreating or routing unit or had any friendly retreating or routing unit come within 20cm of it if regulars, or any friendly or enemy retreating or routing units if irregular.

In phase five if a unit wishes to initiate a charge.

In phase six for any unit affected by a successfully declared charge.

In phase nine if shooting has caused casualties.

In phase twelve if casualties have been caused during melee, (both sides).

Morale Table

<u>Score</u>	<u>Result</u>
+16 or better	Regulars obey orders, irregulars assault*
+11 to +15	Regulars obey orders, irregulars attack*
+6 to +10	Regulars obey orders, irregulars advance*
+1 to +5	Obey orders*
0	Halt, become disordered and forget orders**
-1 to -2	Recoil**
-3 to -4	Retire**
-5 to -6	Retreat**
-7 or worse	Rout**

* Note if this result is rolled for a regular unit that is currently in a retreat, retire or recoil then the result becomes, 'halt, become disordered, and forget orders'.

** Note if this is rolled as the result of a SNAP shot or for irregulars in response to seeing an enemy retreat or rout then the result is to disorder the unit. It does not stop any subsequent melee.

Explanation of Results

A fuller explanation of each of the above results is as follows.

Irregulars Assault

Melees continue

All irregular troops including those with distance weapons must declare a charge on the nearest enemy.

If none are within charge range then move at full speed including any charge bonus, towards the nearest enemy, (or enemy table edge if nearer), they then become disordered.

Charge restrictions do not apply.

Those uphill, in or behind building defensible obstacle will abandon their advantageous position.

Irregulars Attack

Melees continue.

Those irregulars with distance weapons must advance to effective range unless already there.

All other irregulars declare a charge on the nearest permitted enemy.

Charge restrictions apply.

If none are within charge range or viable targets then they will move at full normal speed, including any bonuses, towards the nearest eligible enemy, (or enemy table edge if nearer).

Those uphill, in or behind buildings, woods, or behind a defensible obstacle will abandon their advantageous position unless they are distance weapon armed troops at effective range.

Troops need not declare a charge across disordering terrain, at defended obstacles, or on such enemies that would put them at a terrain disadvantage.

Irregulars advance

Melees continue.

Those uphill, in, behind buildings, woods, or behind a defensible obstacle can regard this result as, 'obey orders'.

Any troops with distance weapons and out of range must close the range between them and the nearest enemy at full normal speed, (including any bonuses), or if already in range then they must reduce the range bracket by one unless already at effective range.

Other troops within charge range must declare a charge on the nearest enemy unless it is prohibited by the charge limitation rules. They need not charge if to do so they would have to cross disordering terrain, uphill, a defended obstacle etc.

If none are within charge range or are viable targets then they will move at full normal speed, including any bonuses, towards the nearest eligible enemy, (or enemy table edge if nearer).

Obey Orders

I think that this is self-explanatory!

Halt, Become Disordered and Forget Orders

Melees continue.

The unit becomes disordered.

If charged cannot counter-charge.

Once a unit has this result or worse it must either have new orders issued to it or have its previous order reissued to it by a general.

Units with support orders to any that receive this or worse morale result also have their orders changed to this.

Generals with the unit must roll to determine if they are incapacitated.

Recoil

The unit becomes disordered.

If charged cannot counter-charge but receives at the halt.

The unit will attempt to disengage from melee performing a forced back move.

Those not in melee will move one full move directly away from the nearest enemy, facing them at full normal speed, (no bonuses allowed).

Those uphill, in or behind buildings, woods, or behind a defensible obstacle can regard this result as, 'halt, become disordered, and forget orders'.

Generals with the unit must roll to determine if they are incapacitated.

Retire

The unit becomes disordered.

If charged cannot counter-charge but receives at the halt.

It will attempt to disengage from melee performing a forced back move.

Those not in melee will move directly away from the nearest enemy, facing them, at full normal speed, (no bonuses).

It will continue to move at this speed until it either leaves the table or obtains a, 'halt, become disordered and forget orders', or better in phase two.

Generals with the unit must roll each turn in retirement to determine if they are incapacitated.

Retreat

The unit becomes disordered.

Generals with the unit must test to determine if they are incapacitated.

It moves at charge speed towards the home table edge, (plus any other bonuses).

The unit will face the direction of movement.

If charged can turn to face the chargers but cannot counter-charge.

The retreat will continue until the unit has left the table or has been joined by a general and obtained a result of, halt, become disordered and forget orders', or better.

Only if a general is with the unit can it retest.

Rout

The unit becomes disordered.

Generals with the unit are automatically incapacitated.

It moves at charge speed towards the home table edge, (plus any other bonuses).

It does not retest in phase two and no further tests are possible even if joined by a general.

The unit will continue moving until it has left the table, as its path will affect other troops.

From the above it is apparent that generals are more vulnerable when with a lower class morale unit. This is not surprising. Their better dress would stand out more in a poor quality unit and make them more of a target.

How to Indicate the Different Morale Statuses

It is a strange fact that most players have no difficulty in remembering the morale status of units that are going forward but easily forget the status of those that are moving backwards! A visual aid on the table helps. Move a group proud of the rest of the unit as per the following table.

Advance	Half a base depth forward.
Attack	A complete base depth forward.
Assault	Moved forward so that there is a clear space between the base and the rest of the unit.
Disordered	Tease out a ball of cotton wool and place it behind the unit. This remains with the unit until the disorder is expunged.
Recoil	Half a base depth to the rear.
Retire	A complete base depth to the rear.
Retreat	Moved forward so that there is a clear space between the group and the rest of the unit. Remember that the unit is facing away from the enemy.
Rout	Move the bases so that they are in a jumble behind the lead base, to indicate a total lack of unit cohesion.

Examples of Morale

Example 1

A unit of E class infantry armed with other weapons have a charge declared on them by another unit of infantry armed with javelins and short spears. They roll 14, for E class this is an obey orders so they can counter charge.

The charging unit shoots with their javelins as they contact, (a SNAP shot). They inflict a single casualty thus requiring another morale test. The E class roll 14 again, obey orders, (lucky). The two units now enter melee with neither one disordered, but it could easily have been otherwise for the E class.

Example 2

A unit of irregular C class archers on a hill have suffered casualties from shooting and roll 19 on the morale dice. This is an advance but being uphill they can elect to consider this as an obey orders. This they do.

Example 3

A unit of B class spearmen are currently on a retire reaction, they are below 75% but greater than 50% of their original strength so use three dice. They will carry on retiring unless they obtain a, 'halt, become disordered and forget orders', morale test or better. With only one turn to go before the unit exits the table the player decides not to risk their loss and dispatches a 2* general to ensure their recovery. They roll 6. The general has shamed them into returning to the fray. The spearmen halt disordered and forget their orders. Had the general not been with the unit they would have failed and continued off the table.

MOVEMENT

Basics

Movement rates for figures are based on those listed in army manuals, those for models are more empirical.

Each troop type has its own maximum normal movement rate. They are tabulated below for units in line. A unit does not have to move its full allowance every turn but may be ordered to stop at a certain distance; or geographical location; or to move slower than the maximum possible distance so that it may shoot and move; or have its tardiness written into its orders.

A bonus movement is also listed. The bonus movement is for moving in a column, moving in column along a road and for charging. It is possible to have all three bonuses, (for charging in column along a road). Generals, (including those in chariots), and messengers have an automatic free bonus, it being assumed that they have the best mounts, or that they do not have to take pauses to dress ranks.

Other, special movements exist and they will be covered later.

Certain actions or terrain types reduce maximum forward movement by one or two thirds, (or fifths), or prevent bonus movements. These will be indicated later.

When two or more units contact in melee the formations are locked. The only changes of formation allowed are to expand frontage to bring more figures into combat. There is no lapping round the flanks or rear.

A column is defined as being one group wide. All other widths are deep lines.

<u>Troop Type</u>	<u>Movement in cm</u>	<u>Bonus</u>
Close Order Infantry	6	2
Medium Order Infantry	9	3
Open Order Infantry	12	4
Close Order Cavalry	12	4
Medium Order Cavalry	18	6
Open Order Cavalry	24	8
Light Chariots	20	4
Heavy Chariots	15	3
Battle Carts	10	2
Wagons	5	1*
Wagons man-handled	2	-

*Obviously, wagons cannot charge.

Advancing into Contact

This is a movement option when a unit wants to join an existing melee. The charge exclusion rules, see below, do not apply. Advancing into combat does not exclude a charge into an existing melee by those entitled to charge such opponents. No charge bonus movement or factors are allowed for an advance into contact.

Back Stepping

This movement is available to regular infantry only. The maximum movement is 1/3 of normal without any bonuses. Troops allowed to move full and shoot are allowed to do so while back stepping.

Charges

To charge a unit must declare its intent and name the intended target in phase five. The charging unit must then obtain an, 'obey orders', or better. Chargers are entitled to a charge bonus. A charge can be delayed by one or two thirds, (One to four fifths in the case of models). A delayed charge must be declared in place of full movement charge. To qualify for the charge bonus in melee the chargers must contact the target in a straight line and perpendicular to the front of the charging unit.

Below are listed the permitted and prohibited charges.

Wagons cannot charge.

Any troop type can charge wagons.

Any troops can charge disordered or the flank or rear of any other unit.

Open order cavalry can only charge other open order troops or models.

Open order infantry can only charge other open order infantry or models.

Close and medium order infantry can only charge other infantry.

Mounted troops except Arab horses cannot charge camels.

There are only three responses to a charge, counter-charge; stand and receive at the halt or evade.

Combined Movement

Units can be, 'Brigaded', and move together at the same speed. They move at the speed of the slowest unit.

Counter-Charges

This is a response move and is made outside the normal move sequence. Counter-charges have the same options and restrictions as charges. To counter-charge the unit must obtain an, 'obey orders', or better morale result in phase six. If a unit has support orders to a unit that is charged then it may counter-charge in place of or in addition to the charged unit, (providing it passes its own morale test). A delayed charge delays the counter-charge by the same amount. Counter-charges cannot be delayed.

Discovered Charges

A charge declared on a unit that evaded out of range can contact a unit behind that of the original target. Such discovered charges ignore the charge prohibition rules. The distance covered by the discovered charge cannot exceed that of normal charge, including all possible bonuses. Discovered charges cannot be counter-charged as they are as much a surprise to the target as the chargers.

Evades

This is a response move and is made outside the normal move sequence. The intent of an evade move is to avoid being contacted by a charge. Open order troops always have the option of an evade move, close order troops never. (For the purposes of this rule light chariots considered open order, heavy chariots close order.) An evade move is the same as a normal move, (but terrain and bonus movements apply). An evading unit must obtain a morale result of, 'obey orders', or better to successfully evade. The evaders' reform facing in the same direction as originally or facing directly away from it, (180 degrees). An evading unit that fails to outdistance its attackers will count as if hit in the rear when contacted, but they can fight back.

Faint Charges

This option is available to regulars only. A charge is declared as normal. If the target of the charge withdraws, for whatever reason, then the charge can be converted into a feint charge. The charging unit can halt after a normal move, (including any bonuses and penalties), or at the position vacated by the target of the charge if less, chargers choice.

Fall Back

This is a response move. The option is only available to open order troops and light chariots. A unit of close or medium order troops does not have to charge enemy open order troops to remove them from their path. The closer order troops move forward as normal, (including any bonuses and penalties), the player announcing his intention so that the fall back move may be made. The skirmishers fall back. They can elect to open, maintain, or close the distance between the units. They can still shoot, (if shooting and movement distances are not exceeded). If the closer order troops contact the skirmishers, it counts as advancing to combat. A fall back move can be made by units at the side of or behind the initiating unit, in order to maintain the shooting distance between the shooters and the target.

Flank Marches

Flank marches are those that take place off the table in an attempt to turn the flank of an opponent. An army that has been out-scouted cannot flank march. In all other circumstances, flank marches are possible. They can be attempted on one or both flanks.

Units can flank march separately or together. Those that march separately dice for arrival separately, those that march together share a single die roll for arrival. Units moving together move at the speed of the slowest unit. It is assumed that the flank marching forces are moving in column along off table roads and tracks. For the sake of simplicity do not allow any column or road bonuses, this compensates for the extra distance covered during the circuitous route. A general can accompany an off table flank march. If he does so he can add his * rating to the score on the arrival die.

Each turn that an off table force wishes to enter the table roll a die ten. A score of ten is needed to enter the table on the first attempt. The score required is reduced by one for each subsequent attempt. However, if at any time a natural one is rolled the off table force is assumed to have become lost and will not arrive at all. Dicing can be delayed by a stated number of turns, but once dicing has commenced, it cannot be suspended.

To determine the point of arrival of the flanking force multiply the total number of turns of delay by the move distance of the slowest unit in the force and measure this distance from the home table edge corner. It is possible for a sufficiently delayed or fast moving flanking force to appear in the rear of an enemy, behind the enemy table edge. A flank marching unit arrives during normal moves and is entitled to its full move including any bonuses, but it cannot charge.

The intention to flank march, the flank they are marching on, and the composition of the force(s) must be written in the order-writing phase of the pre-game sequence and declared once all on table troops have been deployed.

Follow Up

This extra move can occur after melee. A unit that wishes to maintain contact with an enemy that is attempting to disengage from a melee makes it. The move may be made as the result of morale check or be voluntary. The unit must have an, 'obey orders', morale status or better to execute a follow up move. Infantry armed with distance weapons or who are behind a defendable obstacle and open order troops or light chariots always have the option of not following up. Irregular cavalry will always follow up. Follow up moves do not exceed a normal move, (including any bonuses). As such, they not usually made by units if contact cannot be maintained.

Forced Marches

Each side may force march any unit. A forced marching unit is entitled to an extra bonus move. The extra distance covered disorders it. Forced marching is usually used by a unit to steal a piece of terrain on the battlefield, so will be for a limited number of turns.

Roll a die ten for each group force-marching, (die twenty for each incomplete or partial group), per turn of forced marching. Remove one figure, (or half a model), for each one rolled due to straggling. Such 'lost' figures are lost for the rest of the game and count towards the total casualties of the unit.

The intention of forced marching, the units involved and the number of turns, or the objectives must be noted down in the order writing phase. The units concerned must be identified as forced marching the first time that they move.

A flank marching force can also be forced marched. In this case, do not dice for stragglers until they arrive.

Formation Changes

The following formation changes are possible, unless stated they take one full movement phase for regulars, two for irregulars. Units contacted by a charge whilst performing a formation change are disordered.

To or from column to line maintaining the same facing.

When in a single line to change order maintaining the same facing.

To mount or dismount and form up.

If regular to expand frontage by one group per side.*

If irregular to expand frontage by one group, on one side only.*

If regular to contract frontage by one group, on one side only.*

*These can be done in addition to normal movement but not with any bonus moves.

Halt

This is always an option to any unit if charged but is usually reserved for infantry who are charged by mounted or who are behind a defensible obstacle, or have distance weapons. A unit that recovers from an unfavourable morale result has its orders changed to halt.

Inclining

This is possible to regular infantry only. An inclining unit can move up to one-third forwards and one third to the left or right of straight ahead. Inclining cannot be combined with any bonus movement. An inclining unit cannot charge but can shoot if permitted under the shooting and movement rules.

Interpenetrating

This is the passing of one unit through another. If one of the two interpenetrating units is disordered it automatically disorders the other. Only one of the two units can move, the other must remain stationary and neither can shoot. Units in melee cannot interpenetrate except for a rear rank replacing a front one. If contacted by an enemy charge whilst interpenetrating, both interpenetrating become disordered and only one may melee. The following interpenetrating combinations are possible without disordering penalty.

Open order through any other troop type except un-scythed chariots.

Medium order through medium or open order or un-scythed chariots.

Close order through open order.

Un-scythed chariots through open or medium order.

Moving in Difficult Terrain

Difficult terrain is defined as that which adversely affects the movement of troops. It also disorders them. No movement bonuses are allowed when moving through difficult terrain unless otherwise stated, for example, on a road through a road. The specific effects on movement have been described in the terrain definitions section. The effects of difficult terrain on the various troop types are summarised below.

<u>Terrain</u>	<u>Maximum Movement in Terrain Type</u>			
	<u>Troop Type</u>			
	<u>Open Order</u>	<u>Medium Order</u>	<u>Close Order</u>	<u>Wheels</u>
Gentle Hills	Full	Full	Full	4/5 up
Steep Hills	2/3 or 1/3	2/3 or 1/3	2/3 or 1/3	No
Open Woods	Full	Full	2/3	No
Dense Woods	Full	2/3	1/3	No
Bogs etc	1/3	1/3	1/3	No
Snow	1/3	1/3	1/3	No
Streams	1/3	1/3	1/3	1/5
Fords	2/3	2/3	2/3	1/5
Shallow Ditch	1 move	1 move	1 move	No
Deep Ditch	No	No	No	No
Linear Obstacle*	1 move	1 move	1 move	1 move
Soft Sand**	1/3	1/3	1/3	No
Buildings	Disorder	Disorder	Disorder	Disorder

*May be impassable depending on height.

**Camels are unaffected.

Off table Reinforcements

These arrive as if they were flank marchers with the same rules for delay, but they cannot become lost. They arrive behind the, 'home', table edge only.

Special Formations

These do not have to be represented but may be for aesthetic purposes, as they do give a pleasing visual effect. For example, open order cavalry can form up in a circle. The formation can be positioned partially to the flank or rear of any enemy unit if space allows. Other order cavalry can be in wedge shape.

Turns

No movement bonuses are allowed during turns. It takes one third of a full movement for regular infantry to turn left, right or about face when in column, this time is doubled for irregulars or disordered and doubled again if both. All other changes of direction are considered wheels.

Wheels

Wheels can be used by any formation to change direction. No bonus movements are allowed during a wheel. One of the two front edge corners of the unit acts as a pivot. The unit turn on this pivot. The outside corner of a wheel can move up to a full move. Irregulars count wheels as double their actual distance.

Withdrawal From Melee

During a normal move any regular infantry unit that is in melee and has an, 'obey orders'; morale status has the option of withdrawing from melee. It moves back one normal move, (no bonuses allowed). A withdrawal move disorders the unit.

SHOOTING

This is the process of causing casualties on an enemy unit at a distance, with the intention reducing their fighting capacity, making them run away or otherwise disobey their orders. Compared to other rules this set treats distance weapons as their historical counterparts. They were used to harass and disorder enemy formations; they were not the Gatling guns, which some rules suggest. I can think of only a few battles in which missile fire alone had a decisive effect.

A unit can split its fire onto two or more targets.

Shooting Arcs

The following list specifies the limitations or arcs of fire. If in doubt, use a protractor.

All mounted have a three hundred and sixty degree arc.

Open order infantry have a ninety degree arc either side of straight ahead.

Medium order infantry have a forty-five degree arc either side of straight ahead.

Close order infantry have a twenty-two and a half degree arc of either side of straight ahead.

Ranges

There are three ranges, effective, long, and extreme. They are all measured in centimetres. Measure from the shooting figure, (or model), to the target figure, (or model). It is therefore possible for a unit to have some figures, (or models), firing at different ranges to others. The ranges of are summarised in the table below.

<u>Weapon</u>	<u>Shooting Weapons Ranges</u>		
	<u>Effective, (E)</u>	<u>Long, (L)</u>	<u>Extreme, (X)</u>
Javelin	1	2	4
Dart, Javelin with Throw Sticks, All chariots and Battle-Carts	2	4	8
Sling	3	6	12
Bow	4	8	16
Composite Bow	6	12	24

Shooting at Mixed Targets

Shooting at extreme range falls on the rear most rank of a target because of the angled flight of the missiles. Shooting at long or effective range is at the front rank. Different type, class, armed or armoured targets might be the target in these circumstances. When different types of targets are in the same rank then dice to determine which of the different potential targets is the real before rolling for the effect.

Shooting Combined with Movement

Only the following shooting and movement combinations are permitted. Shooting is not permitted during a melee, (but see the exceptions under the SNAP shot rules).

All mounted troops can move full and move.

Infantry armed with bow or dart can move full and shoot.

Infantry armed with composite bow, javelin or sling can move up to two-thirds and shoot.

Infantry armed with javelin and throw stick can move up to one-third and shoot.

Who May Shoot

Only the following ranks are allowed to fire.

All disordered or mounted troops or infantry using javelin and throw-stick, only the front rank.

Formed infantry with javelin or sling, only the first two ranks.

Formed infantry with composite bow or dart, front three ranks.

The SNAP Shot

This is shooting outside the strict phase sequence. It only occurs during a charge or counter-charge. Only charging or counter-charging troops may SNAP shoot or be the target of a SNAP shot. The following may SNAP shoot.

Troops armed with dart or javelin, (but not javelin with throw stick), may charge or counter-charge and SNAP shoot.

Troops who stand and receive a charge at the halt can SNAP shoot with any distance weapon.

Troops who are armed with two or more distance weapons can SNAP shoot with all of them providing the above are complied with.

Troops who have support orders to charging, counter-charging or charged units can SNAP shoot providing the above are complied with.

Shooting Mechanism

For each complete group shooting roll one die ten. A ten is required to score a hit and inflict a casualty. Remove one figure for each casualty inflicted.

If the target is infantry and has shield, pavise, or mantlet or are mounted with barding then use a die twelve in place of the die ten. If using a die twelve then natural rolls of eleven or twelve are always automatic misses, the missile has hit the shield. Note, all infantry is shield-less from behind the right flank and to the rear.

Roll a die twenty for ALL partial or incomplete groups. When using a die twenty then natural rolls of eleven to twenty are always automatic misses.

Models are treated differently; they represent two actual chariots etc. They are also so dispersed that casualties are harder to inflict. After the first hit on a model place a casualty ring or washer, or a wisp of cotton wool on or near the model to indicate a single hit. Remove the model completely with its accompanying casualty marker after the second hit. When shooting from models use one die per model not per armed crew.

Add or deduct from the score needed to hit from the shooting weapons table and for each of the factors that apply below.

Shooting Weapons Table

<u>Weapon</u>	<u>Armour</u>		
	<u>Light</u> <u>Lt. Ch</u>	<u>Medium</u>	<u>Heavy</u> <u>Hvy. Ch</u>
Dart, Bow	-	+1	+2
Javelin, Composite Bow, Sling	-	-	+1

Shooting Factors

-2 If shooting at target in the flank.*

-2 If target is at effective range.**

-1 If target is at long range.**

-1 If shooting at target in the rear.*

+1 If shooters are disordered.

+1 If target is medium order.

+1 If SNAP shot.

+2 If target is in open order

Plus any cover factor that applies.

*These two are mutually exclusive.

**These two are mutually exclusive.

Light cover such as woods, hedges, wooden buildings, walls, propped up shield walls and plashing have a cover factor of +1.

Medium cover such as brick or stone buildings have a cover factor of +2.

Heavy covers such as stone fortifications, castles, and battlements have a cover factor of +3.

Wagons count as light chariots when shot at.

Examples of Shooting

Example 1

A unit of eighteen medium order archers with simple bow are firing at a unit of close order medium shielded spearmen. Twelve of the archers are at effective range. A further four have the angle to fire at long range, the other two are out of angle to fire at all. The target is shielded so die twelve are used. Twelve medium order figures is four groups.

The basic score to hit is ten	10
From the weapons table below against mediums is	+1
Effective range	-2
Total	<u>9</u>

Each score of nine or ten on any of the four die 12 is a hit and causes a casualty to be removed. The shooting player rolls 4, 6, 9, and 11. The 4 and 6 are insufficient to cause a hit and the 11 is an automatic miss. Only the 9 is a hit. The remaining four figures contribute to the shooting. They comprise one complete and one partial group.

Basic	10
Bow against mediums	+1
Target is at long range	-1
Total	<u>10</u>

The player rolls a 9 on the die twelve, (the spearmen still have shields), and a 10 on the die twenty, (any other score on the die twenty would have been a miss). The remaining two archers could fire at another target except for the rule that only one partial group per unit is allowed. Two casualties have been inflicted on the spearmen and they will have to take an immediate morale test.

Example 2

A unit of twelve disordered open order cavalry armed with composite bows shoot at effective range at a unit of open order light infantry shield-less slingers. The cavalry are partially behind the flank of the slingers. As they are light cavalry they can claim to be in a formation that allows them all to shoot from any point that the unit occupies, therefore the whole unit counts as shooting at the flank.

The basic score to hit is ten	10
From the weapons table composite bow against lights	0
Effective range	-2
Target is shot at in the flank	-2
Shooters disordered	+1
Target is in open order	+2
Total	<u>9</u>

The shooters use a die ten because the slingers are shield-less; they have six groups and roll 2, 6, 6, 8, 8, and 10. They inflict one hit on the slingers and cause an immediate morale test. If they were not disordered, they would have inflicted three casualties.

Example 3

A unit of twenty spearmen double armed with darts SNAP shoot at a unit of heavy chariots who are charging them. The spearmen elect to shoot at effective range.

The basic score to hit is ten	10
From the weapons table dart against heavies is	+2
Effective range	-2
SNAP shot	+1
Target is on open order	+2
Total	<u>13</u>

Thirteen cannot be scored and no casualties can be inflicted therefore there is no need to roll. No morale check on the chariots is required.

From the above it is clear that open order figures are twice as likely to score hits than close order shooters. This can be rationalised by the open order troops deliberately targeting NCOs and officers, close order troops shooting in short volleys at the body of the target.

Chariots are impossible to hit with SNAP shots, this is because once they have begun their charge the impetus is impossible to stop with firepower.

MELEE

This is the hand-to-hand combat between units. Both sides engage in melees in both bounds during phase eleven.

Who May Fight

The following are eligible to fight in a melee:-

All figures or models that are in base-to-base contact.
Up to one figure or model on either side of the above.

If not disordered then the following are also entitled to fight in melee if behind those entitled to above:-

Any cavalry figures in a column or wedge.
Any infantry figures in the second rank if armed with long spear.
Any infantry figures in the second and third ranks if armed with foot lance.
Any infantry figures in the second, third and fourth ranks if armed with pike.

Mechanism

For each complete group engaged in melee roll a die ten. Use a die twelve in place of a die ten in the following circumstances.

If the opponent is infantry and has a shield or a buckler.
If the opponent is of infantry mounted and has barding.
If the opponent of mounted is mounted and has a shield or buckler.

If using die twelve then natural scores of eleven or twelve are always automatic misses, the hit was on the shield. Note all troops are shielded from behind the right flank and to the rear.

Roll a die twenty for ALL partial or incomplete groups. When using a die twenty natural rolls of eleven to twenty are always automatic misses.

A score of ten is required to score a hit and remove a casualty figure. This is modified by the table and list below.

Models are treated differently; they represent two actual chariots etc. After the first hit on a model place a casualty ring, washer, or wisp of cotton wool by or on the unit, it now count as a partial group. Remove the model completely with its accompanying casualty marker after the second hit.

Add or deduct from the score needed to hit from the table and for each of the factors that apply below:-

Melee Weapons Table

<u>Weapon</u>	<u>Armour</u>		
	<u>Light</u>	<u>Medium</u>	<u>Heavy</u>
	<u>Lt. Chariot</u>		<u>Hvy. Chariot</u>
Other weapons	-	-	-
Short Spear	-1	-1	-
Foot Long Spear	-1	-1	-
Foot lance	-1	-1	-
Pike	-1	-1	-
Mace	-1	-1	-1
Two Handed Mace	-2	-2	-2
Axe	-2	-1	-1
Two Handed Axe	-3	-2	-2
Sword	-3	-2	-1
Two Handed Sword	-4	-3	-2
Mounted Long Spear	-2	-2	-1

Each die roll is further modified by each of the factors below:-

Close order fighting open order opponent	-2
Fighting the rear of opponent	-2
Better class than opponent	-1
Charging, counter-charging or following-up	-1
Close order fighting medium order opponent	-1
Medium order fighting open order opponent	-1
Fighting the flank of an opponent	-1
Heavy chariot fighting close order opponent	-1
Fighting disordered opponent	-1
Fighting or charged from terrain that is higher than opponent	-1
Open order troops fighting chariots	-1
Fighting opponent who is behind a defensible obstacle	+1

Examples of Melee

Example 1

A unit of twelve C class close order light spearmen with short spear and shield in a single rank charge a unit of twenty D class close order medium spearmen with long spears in two ranks who counter-charge them. They have both passed their morale test and have both obtained an, 'obey orders'.

The D class do not have shields so the C class use die ten. There are ten figures in base-to-base contact and the C class have an overlap of one on each side. This is all twelve figures or three groups.

For the C class:-

Basic score to hit	10
Short spear against mediums	-1
Charging	-1
Better class than opponents	-1
Total	<u>7</u>

The C class roll 1, 2, and 10 inflicting one casualty, a morale test is required for the D class.

The D class fight back. The C class have shields so the D class use die twelve. All twenty of the D class can fight as they are in two ranks with long spears and not disordered, this is five groups for close order troops.

For the D class:-

Basic score to hit	10
Long spear against lights	-1
Charging	-1
Total	<u>8</u>

The D class roll 1, 5, 7, 10, and 11 inflicting one casualty, a morale test is also required for the C class.

Providing the isolated melee continues for another bound with neither unit becoming disordered the C class will use two die ten and a single die twenty, the D class four die twelve and a single die twenty.

Example 2

A unit of C class open order light cavalry in wedge charge a unit of C class medium order light archers. Neither of the two units have shields therefore both use die ten. The archers receive the charge at the halt.

The SNAP shot from the archers disorder the cavalry so only the front rank can of one figure can fight this means they must use a single die twenty.

For the cavalry:

Basic score to hit	10
Other weapons against lights	0
Charging	-1
Total	<u>9</u>

The cavalry roll a 5. No hits are inflicted; therefore, no morale test is required by the infantry.

The infantry have a base-to-base contact of two figures with an overlap of two more. For medium order, this is one complete and one partial group. They therefore use one die ten and one die twenty.

For the infantry:-

Basic score to hit	10
Other weapons against lights	0
Medium order fighting open order	-1
Fighting disordered opponents	-1
Total	<u>8</u>

The infantry roll 7 on the die ten and 17 on the die twenty, again no casualties are inflicted and no morale test is required.

The only options for the cavalry next turn is to stand pat, withdraw from melee or to expand frontage to bring more figures into the melee.

Example 3

A unit of five B class heavy chariots charge into a unit of sixteen heavy C class close order pikes in four ranks. Simultaneously a unit of ten C class open order light infantry charges into the flank of the chariots. The pike receive the charge at the halt.

The pike are shield-less so the chariots use die ten against them. They have one model in base-to-base contact and an overlap of one each side for a total of three. Against the open order infantry, only one chariot can fight.

For the chariots against the pike:-

Basic score to hit	10
Charging	-1
Better class	-1
Chariots against close order	-1
Total	<u>7</u>

The chariots roll 1, 6, and 9 inflicting one casualty.

For the chariots against the light infantry:-

Basic score to hit	10
Better class	-1
Total	<u>9</u>

They are not charging the light infantry so do not count charging bonus against them. They roll 1 and inflict no casualties.

The pike use die ten, as the chariots are not barded. Formed pike can fight in four ranks so all sixteen figures, (four groups).

For the pike:-

Basic score to hit	10
No modifiers	0
Total	<u>10</u>

The pike roll 3, 4, 6, and 6 inflicting no casualties.

One group of open order infantry fights in base-to-base contact with an overlap of one figure; therefore, they use one die ten and one die twenty.

For the open order infantry:-

Basic score to hit	10
Charging	-1
Open order against chariots	-1
Fighting against flank	-1
Total	<u>7</u>

The open order roll 7 on the die ten and 20 on the die twenty and inflict one casualty.

The pikes and the chariots have to take a morale test, the open order infantry do not.

After Melee

After melee, one or both sides may withdraw due to a morale test or one or both might voluntarily choose to withdraw, or the melee might continue.

On the second and subsequent bounds each of the units in melee may expand frontage, (if the troops or space are available), by the permitted allowance above.

POINTS COSTS

The cost of a figure is the total cost of its class, the cost any weapons and armour and the cost of any other equipment that it has.

There is no difference between the basic cost of regular and irregular troops.

<u>Description</u>	<u>Points Cost</u>
E class light infantry figure equipped with other weapon	1
D class light infantry figure equipped with other weapon	3
C class light infantry figure equipped with other weapon	5
B class light infantry figure equipped with other weapon	7
A class light infantry figure equipped with other weapon	9
A+ class light infantry figure equipped with other weapon	11
Extra to upgrade figure to fanatic	+1
Reduction to downgrade figure to mercenary	-1
Extra to convert light to medium	+1
Extra to convert light to heavy	+3
Extra to equip figure with buckler or pavice	+1
Extra to equip figure with shield or mantlet	+2
Extra to equip cavalry figure with barding	+5
Extra to equip figure with bow, dart, javelin, mace, short spear or sling	+1
Extra to equip figure with axe, bow, javelin with throw stick, long spear or two handed mace	+2
Extra to equip figure with two landed axe, lance or sword	+3
Extra to equip figure with two handed sword or pike	+4
Extra to equip figure with two primary weapons	+1
Extra to equip figure with three primary weapons	+3
Extra to equip figure with four primary weapons	+6
Etc.	
Extra to convert infantry to cavalry figure	+2
Horse to mount infantry or to use as a pack animal	+1
Extra for camel in place of horse	+1
Extra for Arab horse	+1
Extra for troops to operate in two orders	+1
Cost of C class wagon, draft animals and unarmed driver(s)	10
Cost of C class light chariot, draft animals, driver(s) and crew	20
Cost of C class battle cart, draft animal, driver(s) and crew	30
Cost of C class heavy chariot, draft animals, driver(s) and crew	40
Extra to equip chariot with scythes or barding	+10
Extra\reduction to upgrade\downgrade model per class	+\-20%
Extra\reduction to upgrade\downgrade model to fanatic\mercenary	+\-10%

<u>Description</u>	<u>Points Cost</u>
Cost of specialist such as carpenter or miner	10
Cost of 0* general	100
Cost for each * point of a general	200
Cost of pre dug ditch or palisade pr group frontage	10
Cost of both	20
Cost of plashing per group frontage	10

CAMPAIGN, OPTIONAL AND SIEGE RULES

Campaign Rules

A campaign requires a map divided up into, 'provinces'. One from a game like *Diplomacy* or home made. Divide the campaigning year into eight to ten campaigning months and a winter cease-fire when must return to barracks\home. One campaign turn is equal to one month. It is only in winter that new troops can be raised. Assume seven days to a week and four weeks to a campaign month.

Battles take place on the borders between provinces. The looser of the battle must vacate the province; the winner may enter it. All draws maintain the status quo. If two or more armies attempt to enter the same province in the same turn dice to determine which battle occurs first.

Two things are necessary to maintain an army, food, and Gold.

A shortfall in cash will cause the size of an army to decrease, (cheapest first). An excess in funds enables more troops to be raised. Each province provides tax revenue of about 4000 Gold pieces. (One Gold piece will buy one point's worth of troops for a year). This figure can vary, but do not make it too large. Each protagonist obtains Gold revenue pro rata to the time that they controlled the province.

Each province can provide sustenance for an army of about 10 000 points. Again, this figure can vary but do not make it too large otherwise, unmanageably large armies will result. Not all provinces have to have the same capacity for maintaining an army. Troops in excess of this limit will die out, (cheapest first). I will leave complicated rules about supply columns to organisers and players, (personally I think that such unnecessary complications are a waste of good gaming time).

Raids

A general in a province can divert part of his army into raiding an adjacent enemy province. Such raiding forces are not available to fight in any battle that the main army engages in. Raiders do damage by destroying crops and reducing the revenue of a province.

For each month of raiding roll, one die ten. Multiply the score by the points total of the aiding force and divide by ten, (drop all decimals). This is the amount of crop damage caused by the raiders. Such damage reduces the size of the army that the province can maintain and thus might reduce the size of the resident army, (cheapest first). It is resolved immediately.

Repeat the die roll to determine the loss of revenue that the province suffers, but in this instance keep a tally until the end of the campaigning year.

Intercepting Raiders

A general in a province that is being raided can divert part of his army to intercept raiders. Such intercepting troops are unavailable for any battle that the main army engages in.

To determine if the interceptors catch the raiders use the following formulae:-

$$\frac{(\text{Points size of interceptors} - \text{Points size of raiders})}{\text{Points size of raiders}}$$

Express the result as a percentage, (drop all fractional points), and roll percentage dice. The percentage or less must be scored to intercept the raiders. (Ignore zero and negative results, they are automatic failures.)

The interception can be resolved as a skirmish or larger game or the following table can be used. Each player rolls a die ten. Deduct the raiders score from that of the interceptors and consult the table below:-

<u>Score</u>	<u>Result</u>
-9	Raiders ambush the interceptors and get clean away. They inflict casualties equal to 100% of their points value on the interceptors, determined randomly.
-7 to -8	As above but the raiders suffer 10% casualties, the interceptors 90%.
-5 to -6	As above but 80\20
-3 to -4	As above but 70\30
-1 to -2	As above but 60\40
0	Both sides suffer 50% casualties, of the points value of the raiders.
1 to 2	The raiders suffer 60% casualties the interceptors 40% of the total value of the raiders.
3 to 4	As above but 70\30
5-6	As above but 80\20
7-8	As above but 90\10
10	The interceptors destroy 100% of the raiders without loss.

To determine random casualties organise the forces into units, (count generals as separate units), and roll the appropriately numbered die to identify which unit has suffered a casualty. Continue rolling until the points total of losses has been reached or exceeded.

Partisans

A player can organise partisans in an adjacent enemy province. They do not require food or fodder but cost double their stated price. Partisans need not be activated every month. Partisans do the same damage as raiders. To counter partisans a police force must be used. This must be separate from any intercepting force. Police and partisans combat as raiders and interceptors but only in the months that the partisans are active.

Optional Rules

Changes to the Morale Rules

The following rules slow the game down if they are all used.

Test morale each time any of the following applies:-

If within charger reach of any enemy, in phase 5.

If within charge reach of any enemy, in phase 10.

Each time a unit is shot at whether casualties have been inflicted or not, in phase 9.

Anytime three or more sixes are rolled during the game then the intrinsic morale of that unit is decreased by one for the rest of the game.

Anytime that three or more ones are rolled during the game then the intrinsic morale the unit is increased by one for the rest of the game.

Night Fighting

Night fighting was rare in ancient times, but it did occasionally occur. Night fighting requires the use of a die eight. Only an army that has out-scouted its opponent can elect to fight the battle at night. This is declared before any troops have been deployed on the table. Once disorder has occurred at night, it lasts for the rest of the game.

The out-scouted side rolls one die six for each of its generals and units. On a score of six, the general/unit is assumed to be on guard and formed. All the others are asleep and count as disordered. The out-scouted side must also declare if the units have campfires or not. They also all count as having halt orders and may not have their orders changed until they have spotted the enemy.

The out-scouting side declares whether or not their units have torches. All the units start out formed. Each time a unit, moves roll a die eight. On a score of one or two, (only one if the unit has torches or the enemy has campfires), the unit inclines to the left. On a score of seven or eight, (only eight if unit has torches or the enemy has campfires), the unit inclines to the right. On all other scores move the unit as normal.

Units can be spotted on phase one of each player's bound. Roll once for each enemy unit. Use a die twenty if the unit has campfires or torches. Only units that are awake can spot. The unit is spotted if the score on the die is less than the distance in centimetres between the unit and the nearest enemy. Once any enemy unit has been spotted the alarm can be given. It takes one turn to form up, (one friendly and one enemy bound), but they will be disordered. If forced to fight before it has formed up it fights as though contacted in the rear.

Fire and Smoke

Fires can be started deliberately by any troops that are adjacent to anything that is combustible. Roll one die six to determine the combustibility of the object. The lower the score the easier it will burn. (If an incongruous result is obtained such as a hay stack having a six then it can be assumed that the straw is wet or green.) At least one group must spend one bound without doing anything else in an attempt to start the fire. Roll one die six per group attempting to start the fire. A fire is started if the score is equal or greater than that for the object. Place a token die twelve next to the fire to indicate its intensity; this is the same as that rolled by the arsonists. Fire disorders all animals at a distance in centimetres equal to its intensity.

At the end of each turn, (after both bounds), roll two die six. If the score is higher than the current intensity then increase it by one. If it the same or less then the fire has started to burn itself out. Decrease the intensity by one per turn until the fire is extinguished. Any troops in the fire then they are automatically destroyed.

A fire produces smoke. It is of two distinct types. The first type completely blocks the line of sight. Its length in centimetres is equal to the intensity of the fire. The second type is a partial screen and troops who shoot through it add one to the shooting tactical factors. Its length is the same as the complete smoke screen. Roll a die twelve to determine the clock direction of the wind and thus the direction of the smoke screen.

A group that is adjacent to the fire and a source of water can attempt to extinguish the fire. They may not perform any other action whilst doing so. Deduct one from the intensity dice of the fire when attempting to extinguish it.

Using Different Figure Scales

For 25mm or 28mm, scale figures simply double all ranges and distance measurements, for 5mm half them and for 10mm choose the 15mm or 5mm scale.

Using Different Figure Ratios

The problem of using different figure ratios is the different effectiveness of figures versus models. For a figure ratio of 20:1, deduct one for armed crew of a model during melee. Casualties on the model are the same. For figure ratios of 100:1 or 200:1. Remove one model per casualty.

Random Determination of Terrain

Prepare a deck of terrain cards. One side of each card should be blank or marked, 'terrain card'. The other should indicate the terrain type. The actual mix of the terrain card deck will probably be determined by what terrain is available.

Divide the table up into an imaginary grid of 25cm or 30cm squares. Deal one terrain card randomly onto each of these squares; face down. (The composition of the deck should ensure that there are slightly more, 'clear terrain', cards than squares. This allows for the remote possibility of a totally clear battlefield.) Turn the cards over.

Intelligence must be used when interpreting the results.

First, place the hills. Two or three adjacent hills indicate a larger hill, ridge, or a series of folds in the ground. A line of hill cards certainly means a ridge with possibly a gap.

Next, place the water features. A single water card is a lake. Two or more might indicate the bend in a river or an irrigation ditch. Several in an arc could mean the edge of a bay.

Place the wood next. Woods either side of a hill are a good indication that the whole hill is wooded.

Now place any buildings. A solitary building could be a charcoal burners hut, a windmill or an isolated farmhouse. Larger collections of buildings are obviously a town or village.

Place any rough terrain next. The terrain adjacent to the rough ground determines its type. Next to hills, it would be rocky ground. Next to water, it would be boggy ground or marsh. Next to woods, it would be an area of dense undergrowth. Next to buildings, it could be a sand pit, quarry, or ploughed field.

Roads usually join areas with buildings. They will then continue off table by the nearest edge.

Sieges

Sieges take too long to be included in the timescale of a tabletop battle. Dice to determine which day and week a siege commences.

There are four ways of reducing a fortification:-

1. By storm, over the top of the walls with the aid of ladders and siege towers.
2. By storming a breach made in the walls, (but first the breach has to be made).
3. By starvation, this takes a considerable time.
4. By trick, the most famous incidence of this is the wooden horse of Troy.

Together they are shortened to over; through; under and around.

1. Over

After the arrival at the place of siege roll a die, ten to determine the number of days delay before a storming attempt can be made. This delay is required to enable carpenters to fashion ladders. If the fort has a wet moat use, a die twenty in place of the die ten as fascines have to be constructed as well. One carpenter can make enough ladders/fascines for one group in the rolled time. The variable time simulates the availability of suitable wood for their construction.

Troops carrying or moving up ladders count as being disordered. It takes one movement turn to erect the ladders. When the storming party reaches the wall roll a die ten. On a one, the ladders are too short and the attack will automatically fail. On a ten, the ladders are too long and the ladders can be pushed down more easily than normal. Both sides now roll a die ten. If the defenders score is higher, they have pushed the ladder down, (on tied scores the also pushed ladder is pushed down if it is too long). When storming measure the vertical distance of the wall and count it as double an equal horizontal distance.

Battlements count as a defensible obstacle and until the defenders have been pushed back they count as being on higher ground, but the attacking troops count as charging. Roll for each attacking group individually.

Other than, the above combat takes place as for a normal tabletop battle.

2. Through

In pre artillery days, the only way of making a breach in walls was by battering, clawing, or mining.

Battering Rams

Battering rams dislodge the lower parts of walls, relying on the weight of those above to cause the wall to collapse. It takes one die ten days for a carpenter to construct a battering ram, one die twenty days if it is to be protected by a penthouse. It takes one die ten weeks for a ram to make a breach one die twenty weeks if the fort has an earth embankment which has to be dug away. If the fort has a dry moat it will take one die ten days to place fascines, one die twenty days for a wet moat. The time difference for these fascines from those of ladders is because of the heavier weight that they have to support.

Claws

Claws breach walls by tearing them down from the top. It takes one carpenter one die ten days to construct one claw, one die twenty days if it is to be protected by a shed. The claw takes one die ten weeks to make a breach, one die twenty if the fort has an earth embankment that has to be dug away first. If the fort has a dry moat it will take one die ten days to place fascines, one die twenty days for a wet moat. The time difference for these fascines from those of ladders is because of the heavier weight that they have to support.

Defence Against Claws and Rams

The only effective defence against these attacks is to destroy either kill the crew or and destroy the machine.

To save time regard the attrition from defensive shooting as that for forced marches, the provision of penthouses and sheds is equivalent to providing the crews with shields. The low casualty rates on the attackers can be thought of as being due to the suppression of the defenders by superior firepower from the attackers.

A sortie by the defenders can be handled as a mini battle or skirmish. The crew are regarded as having other weapons and being disordered open order light infantry.

Destruction of the engine occurs automatically after a successful sortie. Rocks can be dropped on the engine to destroy it. A ten is required to destroy the machine. Use a die ten or die twelve if it is protected. Roll once per week.

Mining

Mining requires a carpenter and a miner. Mine-heads take one die ten days to construct, one die twenty days if the fort has a moat as the mine tunnel has to run deeper underground. A mine takes one die ten weeks to dig, one die twenty if the fort has any type of moat.

Counter-Mining

The defender will know that mining is taking place. His problem is to know exactly where the mine will intersect the fort's wall. A mine can be detected by listening. Roll a die ten for the defender, die ten if the fort has a wet moat. If the score on the defenders die is higher than that on the attackers die then the mine has not been detected or the counter-mine is in the wrong place. If the score is lower then the counter-mine has been successful a new min and mine-head must be constructed. If the scores are equal then the two mines have run into each other. The miners may fight counting as shield-less, E class, open order, light infantry with other weapons. If the counter miners win the melee, they can demolish the original mine. If the miners win then they can use the counter mine to cause a breach.

Results of a Breach

At the end of the breaching operation roll a die ten and consult the following table.

<u>Score</u>	<u>Result</u>
1	Breach not made or hole resealed itself.
2-3	Breach made but it is impassibly steep.
4-6	Breach made but it is unstable. It must be assaulted immediately with whatever troops are available. Roll on this table again at the end of each turn.
7-10	Breach made, it is assailable and counts as bad going.

3. Under

The garrison of a fort can be starved out in one die ten months, one die twenty if the fort has access to a body of water that could be used for fishing or to smuggle extra supplies into the fort. At the end of the time period the garrison, if not relieved will surrender. Each month roll one die ten for the garrison and one die twenty for the besiegers. On a ten plague has occurred. Plague will affect the afflicted troops as though they were forced marching. If plague has occurred in one of the protagonists the chances of it, spreading to other is doubled in subsequent months.

The besieging force does not have to return to winter quarters, as this would break the siege.

4. Around

I will leave rules for this method to the ingenuity of the players and umpires.

ARMY LISTS

The first thing to say about these lists is they are not written in granite by the finger of God, they are only a guide. If you think I have been too parsimonious with certain troop type types then please feel free to change the numbers. Feel free to change the armour, class, order, or weapons if you think that I have made an error.

The second thing to notice is that there are no minimums. If you want to use a New Kingdom Egyptian army without chariots carry on, but do not be surprised when you loose.

No generals are listed but I strongly recommend a minimum of an overall general, one for each flank, and one per two or three units.

I do not pretend that these lists are exhaustive, merely illustrative. I have chosen the more popular armies as a guide rather than anything else. Other army lists can be used with suitable re-pointing.

If the historical unit size is known then that number should be used. As a general guide, units should be in multiples of two for irregulars, five or six for regulars and models. Units sizes can be reduced by a figure or two, (or a single chariot model), to comply with the points limitations, however, known unit sizes should not be exceeded.

1. AKKADIAN, SUMMNER AND UR 3000BC – 2000BC.

Originating from around the Tigris and Euphrates rivers the peoples of these city-states constantly fought each other. Only occasionally was a king strong enough to unite more than a few of them. The result was often anarchy.

Name	Class	Type	Order	Weapons	Cost	No.	Notes
SCOUTS	Irreg D	LC	OO	OW	5	2	
Battle-Carts	Reg D	BC	N/A	OW	26	12	4
Household Chariots	Reg A	LCh	N/A	OW	28	12	1
Allied Chariots	Irreg B	LCh	N/A	OW	24	12	2
Chariots	Reg C	LCh	N/A	OW	20	24	1
SCOUT Chariots	Irreg D	LCh	N/A	OW	16	36	3
Household Spearmen	Reg A	LI	CO	P	13	144	5, 6
Household Spearmen	Reg A	LI	CO	L	12	144	5, 6
Household Spearmen	Reg A	LI	CO	LSp	11	144	5, 6
Household Spearmen	Reg A	LI	CO	SSp	10	144	5, 6
Household Shield-Bearers	Reg A	LI	CO	Man, OW	11	72	5, 7
Retinue	Reg B	LI	CO	2HA	10	48	6
Archers	Reg C	LI	CO	CB	7	24	6
Spearmen	Reg C	LI	CO	P	9	240	5, 6
Spearmen	Reg C	LI	CO	L	8	240	5, 6
Spearmen	Reg C	LI	CO	LSp	7	240	5, 6
Spearmen	Reg C	LI	CO	SSp	6	240	5, 6
Shield-Bearers	Reg C	LI	CO	Man OW	7	120	6, 7
Militia Archers	Reg D	LI	CO	CB	5	480	6
Militia Spearmen	Reg D	LI	CO	P	7	480	5, 6
Militia Spearmen	Reg D	LI	CO	L	6	480	5, 6
Militia Spearmen	Reg D	LI	CO	LSp	5	480	5, 6
Militia Spearmen	Reg D	LI	CO	SSp	4	480	5, 6
Militia Shield-Bearers	Reg D	LI	CO	Man, OW	5	240	5, 7
Auxiliaries	Reg A	LI	MO	SSp, Sh	12	60	6
Warrior Priests	Irreg A	LI	MO	SSp, Sh	12	24	8
Allied Tribesmen	Irreg C	LI	MO	SSp, Sh	8	72	2
Militia	Reg D	LI	MO	SSp	4	24	
Allied Archers	Irreg D	LI	MO	CB	5	36	2
Auxiliaries	Irreg D	LI	MO	SSp, Sh	6	60	2
Levy	Irreg E	LI	MO	OW	1	60	
Archers	Reg C	LI	OO	CB	7	240	6

Name	Class	Type	Order	Weapons	Cost	No.	Notes
Slingers	Reg C	LI	OO	S	6	38	6
Allied Archers	Irreg C	LI	OO	CB	7	48	2
Allied Slingers	Irreg C	LI	OO	S	6	60	2
Allied Javelin-men	Irreg C	LI	OO	J, Sh	8	60	2
Militia Archers	Reg D	LI	OO	CB	5	36	

AFTERWORD

The battlefield tactics that worked in real life worked in these rules. Manoeuvre and turn flanks. When a gap opens up in the enemies line exploit it, don't wait for him to plug it. Opportunities will arrive to deliver the coup-de-grass, but because generals cannot be activated, they will disappear. This is frustrating. This is luck. This is the fog-of-battle, which these rules attempt to simulate. Id you see an isolated unit destroy it. Take advantage of your enemies disorder before he can recover from it.

Panic is infectious use your generals to contain it and exploit that of your enemy.

Infantry is not particularly good at taking a position, they are good however at holding it.

Exploit your enemy's weaknesses, don't play to his strengths.

Guard your own weak troops with support from strong units.

Keep or create a reserve with which to deliver the knockout blow.

Make a plan and stick to it but be prepared to take advantage of an unexpected turn of fortune.

Field defences are not impregnable, be prepared to loose them. They are used to inflict damaging casualties to the attacker.

Wear down and disorder your opponent with missile fire and skirmishers. Use terrain to your advantage; don't get bogged down in it.

Use your generals, don't leave them as statuary.

And, if all else fails blame the dice.