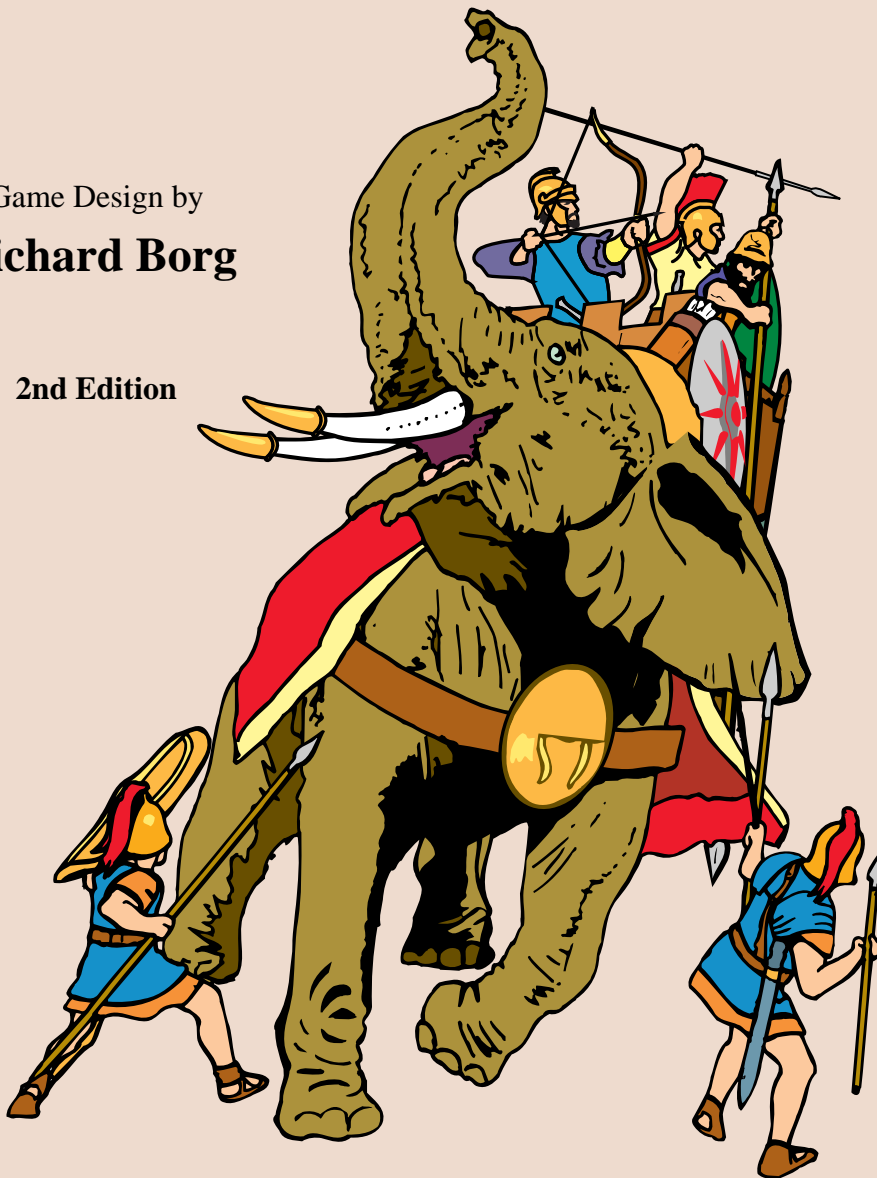


Commands and Colors ANCIENTS RULE BOOK

Game Design by
Richard Borg

2nd Edition



By Rodger B. MacGowan ©2005

1. INTRODUCTION

The *Commands & Colors: Ancients* game system allows players to effectively portray epic engagements of ancient history. The battles, showcased in the scenario section, focus on the historical deployment of forces and important terrain features on the scale of the game system. The scale of the game is flexible and varies from battle to battle. For some scenarios, an infantry unit may represent a legion of soldiers, while in other scenarios a unit may represent just a few brave warriors.

The Command card system drives movement, creates 'fog of war', and presents players with many interesting challenges and opportunities, while the battle dice resolve combat quickly and efficiently. The battlefield tactics you will need to execute to gain victory conform remarkably well to the strengths and limitations of the various ancient unit types, their weapons, the terrain, and history.

In this core game of the series, we focus on battles involving Rome and Carthage and a few additional scenarios that pit Carthage against other historic enemies. Additional expansion modules will be forthcoming. You will need this game in order to play any of the expansions.

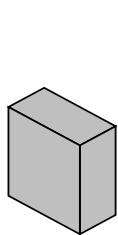
Welcome and Enjoy!
Richard Borg

2. CONTENTS

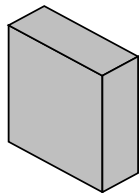
- 1 Battlefield Gameboard
- 3 Sheets containing 45 double-sided Terrain Tiles
- 60 Command cards
- 7 Battle dice
- 5 Block and Dice Label sheets
- 2 Reference Cards
- 1 Comprehensive Series Rule Book
- 1 Scenario Book containing 15 battle scenarios

345 Blocks: gray Roman units, dark brown Carthaginian units and Black Victory Banners, comprising:

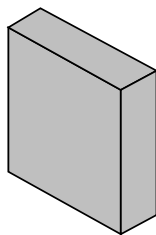
- 220 small gray and dark brown blocks for foot units (there will be a few spare blocks of this size)
- 16 small black blocks for Victory Banners
- 81 medium gray and dark brown blocks for cavalry units
- 12 large gray and dark brown blocks for elephant units
- 16 rectangular gray and dark brown blocks for leaders and chariot units



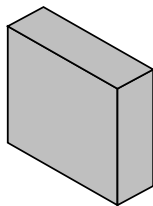
Small Blocks
16x16x8mm



Medium Blocks
21x21x8mm



Large Blocks
26x26x8mm



Rectangular Blocks
21x26x8mm

Battlefield Gameboard

The battlefield gameboard (hereafter referred to as the battlefield) is a hex grid, 13 hexes wide by 9 hexes deep. The battlefield is divided into three sections by two dotted lines, giving each player a left flank section, a center section and a right flank section. Where the dotted line cuts through a hex, the hex is considered to be part of both the flank section and the center section.

Terrain Tiles

These represent a wide range of terrain features and are placed on the battlefield to recreate the historical battlefield for each scenario. They are explained in detail later in the rules.

Command Cards

Units may only move or battle when given an order. Command cards are used to order your troops to move, battle or do something special. For a description of all the Command cards, see section 18.

Battle Dice

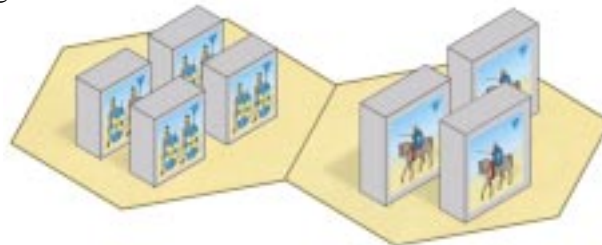
Each battle die has six blank indented sides requiring stickers. Each die should have the following stickers placed on its indented faces: one Light (green circle), one Medium (blue triangle), one Heavy (red square), one Leader (helmet symbol), one Banner (flag symbol), and one Crossed Swords symbol. There is one set of spare dice stickers.



Units, Leaders, and Blocks

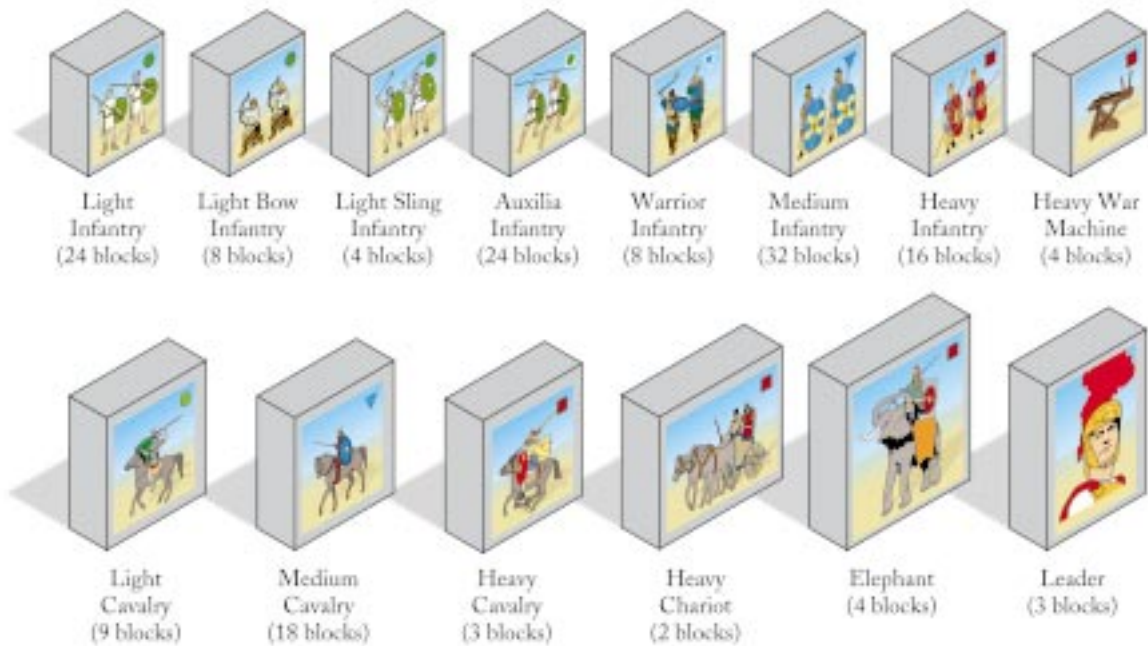
A unit is composed of a certain number of blocks:

- **Foot Units:**
All Light, Light Bow, Light Slinger, Auxilia, Warrior, Medium and Heavy Infantry units are composed of four small size blocks.
All Light and Heavy War Machine units are composed of two small size blocks.
- **Mounted units:**
All Light Cavalry, Light Bow Cavalry, Medium Cavalry, Heavy Cavalry and Camel units are composed of three medium size blocks.
All Elephant units are composed of two large size blocks.
All Light or Heavy Chariot units are composed of two rectangular blocks.
- A Leader is not a unit. A Leader is represented by one rectangular block.

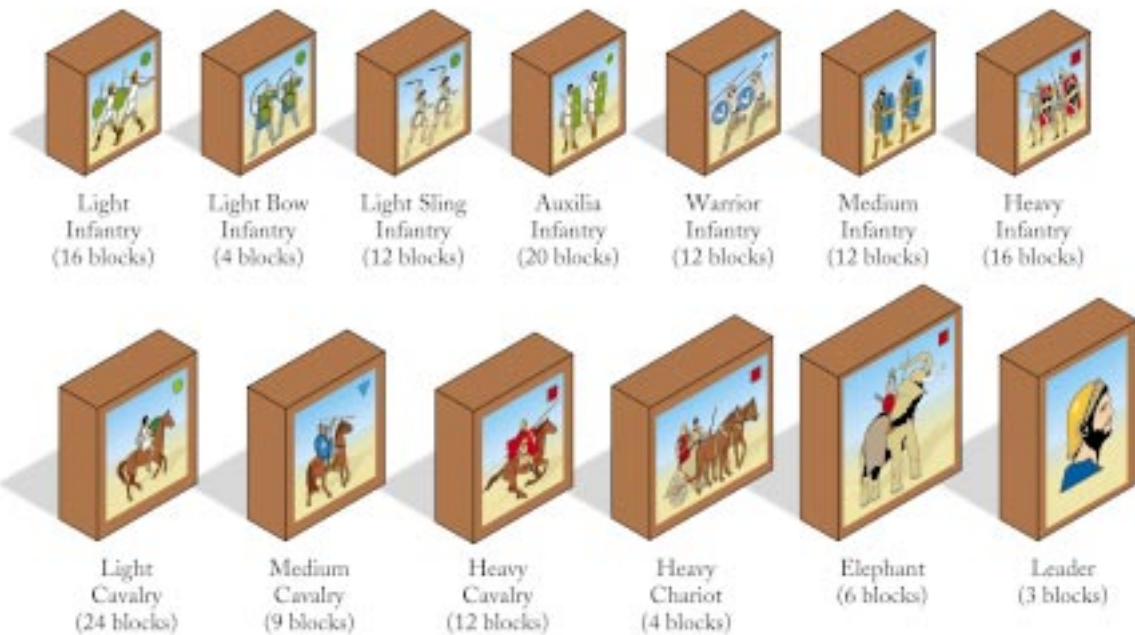


Example of a Foot unit (4 blocks) and a cavalry unit (3 blocks).

Roman Units



Carthaginian Units



Apply appropriate unit stickers to the fronts and backs of the blocks for each unit. Place Roman unit labels on the gray blocks and the Carthaginian unit labels on the dark brown blocks. We suggest that you separate the blocks by color, gray for Romans, brown for Carthaginians, then sort blocks by size. Start with the Roman Units. Pull out 24 small gray blocks. Find the Roman Light Infantry stickers on sheet 1 of 3 (there are two of these sheets). Peel and place stickers front and back on the 24 small gray blocks. When you run out of the 24 blocks, move on to the Roman Light Bow Infantry. Pull out 8 small gray blocks. Find the Roman Light Bow Infantry stickers

on Sheet 1 of 3. Peel and place stickers on the front and back on the 8 small gray blocks. When you run out of 8 blocks, move on to the Roman Light Sling Infantry 4 blocks... Keep going in this fashion until all the Roman units are completed and then move on to the Carthaginian units and dark brown blocks. It will be worth the effort! A few extra blocks and stickers are supplied as spares.

Note: Some units included in these rules are not used in this game's scenarios, but will appear in future expansion modules.

Apply the Victory Banner labels to only one side of the small black blocks.



Unit Symbols and Colors

To help identify a unit's type, colored symbols have been placed on each label.

	Green circle: light infantry, light sling infantry, light bow infantry, light cavalry, light bow cavalry, light war machine.
	Green circle with white border: auxilia infantry, light chariot.
	Blue symbol: medium infantry, medium cavalry, camel.
	Blue symbol with white border: warrior infantry.
	Red symbol: heavy infantry, heavy cavalry, heavy chariot, elephant, heavy war machine.

3. SETTING UP THE GAME

1. Select a battle from the scenario section of the booklet. If this is your first game of *Command & Colors: Ancients*, we suggest you start with the first battle.
2. Place the board in the center of the table.
3. Place the terrain hexes as indicated by the battle scenario map.
4. Separate the blocks by Victory Banners, Carthaginian forces (brown blocks) and Roman forces (gray blocks). Place the unit blocks onto the board, matching the various units' positions to the scenario's battle map. *Note: Each unit symbol represents an entire unit.*
5. Choose each player's side and sit by the board accordingly. Each scenario specifies which army is at the top or bottom of the battlefield.
6. Shuffle the Command card deck thoroughly and deal Command cards to each side per the selected scenario's War Council notes. Keep your Command cards a secret from the opposing player. Place the remainder of the deck face down, alongside the battlefield, within easy reach of both players.
7. Place the seven Battle Dice within reach of both players.
8. Review any special rules or victory conditions that apply for the battle.
9. The starting player, as indicated in the scenario's War Council notes, begins play.

4. OBJECT OF THE GAME

The object of the game is to be the first to capture a set number of Victory Banners (usually 5 to 8), depending on the selected battle scenario's victory conditions.

A Victory Banner is gained for each enemy leader or enemy unit entirely eliminated from the battlefield. When the last block of a unit, or a leader block, is eliminated, collect one Victory Banner block. In some scenarios, additional Victory Banners may be gained by capturing certain terrain hexes or other battlefield objectives.

5. GAME-TURN (SEQUENCE OF PLAY)

The War Council notes state which player goes first. Players then alternate taking turns, until one of the players reaches the number of Victory Banners indicated in the scenario's victory conditions.

During your turn, follow the sequence shown below:

1. Play a Command card
2. Order units and leaders
3. Move
4. Battle
5. Draw a new Command card

6. PLAY A COMMAND CARD

At the start of your turn, play one Command card from your hand. Place it face up in front of you, and read it aloud.

Command cards are normally used to order units (and possibly leaders) to move and/or battle. The card you play will indicate in which section or sections of the battlefield you may issue orders, and how many units (and possibly leaders) you may order.



7. ORDER UNITS AND LEADERS

After playing a Command card, announce which eligible units or leaders you choose to order.

Only those units or leaders chosen to receive an order from the played card may move, battle, or take a special action.

Units or leaders on a hex with a dotted line running through it may be ordered from either section.

You may not give more than one order to each unit or leader. If the Command card allows you to issue more orders in a given section of the battlefield than you have units or leaders in that section, those additional orders are lost.

A leader in the same hex as a friendly unit is considered to be 'attached' to the unit. If the unit is ordered to move, the attached leader must move with the unit. An attached leader must move to the same hex as the unit. Note that it still costs only one command to order a unit with an attached leader.

When a Section Command card or the 'Order Mounted Troops' Command card is played, a leader in the same hex as a unit may be ordered to detach from the unit and move by himself. Section cards and the Order Mounted Troops Command cards have a helmet symbol to remind players that one or more attached leaders may be ordered to move separately when playing these cards. Each attached leader detached from its unit and moved separately costs one order. The remaining orders on the Command card may be used to order units (including the one from which a leader was detached), or unattached leaders. Note that a leader may not detach from a unit when a 'Leadership' Command card is played.

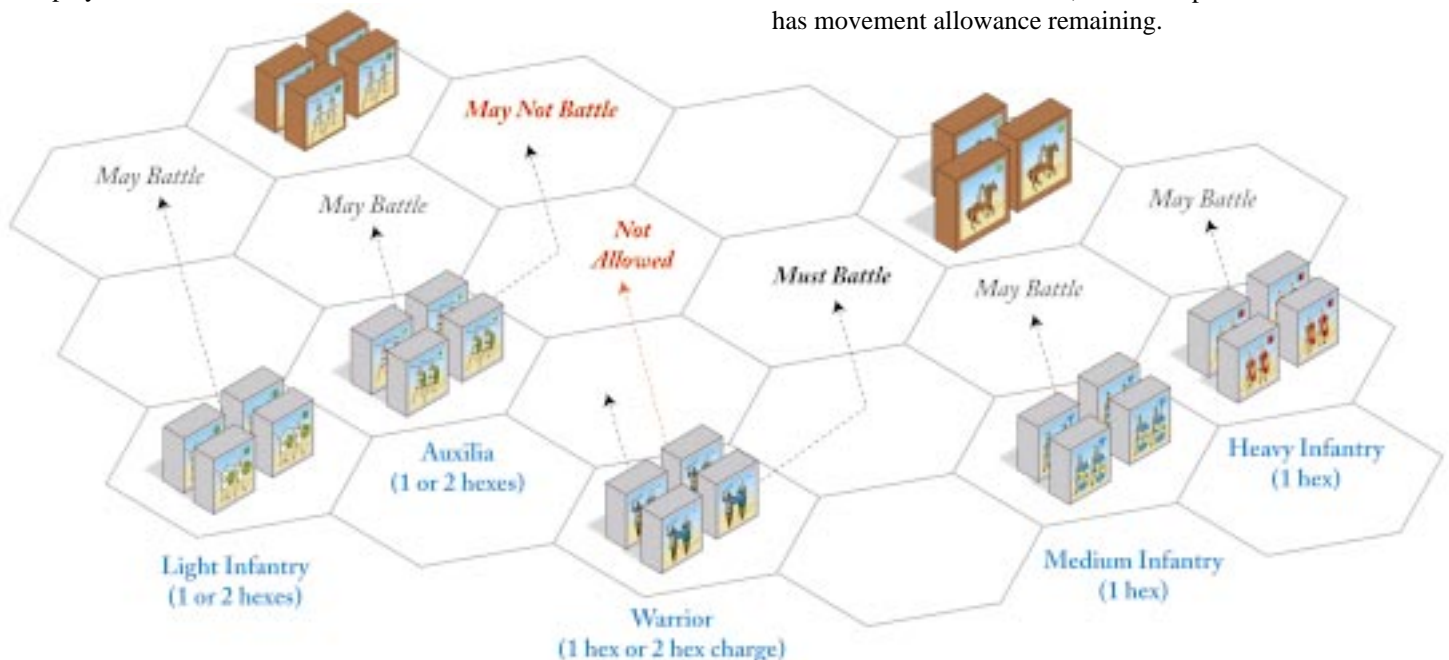
Command: Some cards allow you to order a number of units equal to your side's 'Command.' *A player's Command is equal to the maximum number of Command cards that player is allowed to hold, as noted in the War Council section of the scenario being played.* When the number of Command cards changes in a scenario, Command increases to the new maximum number of cards allowed to be held at the moment the additional cards are drawn.

8. MOVEMENT

Unit Movement

Unit movements are made sequentially, one ordered unit at a time, in the sequence of your choice. You must complete one unit's movement before beginning another. **In addition, you must complete all unit movements before proceeding to Battle.**

- A unit may only be ordered to move once per turn.
- A unit that is ordered does not have to move.
- Ordered units may move from one section of the battlefield into another section.
- A unit may never move off the short sides of a battlefield. A unit may only move off the long sides of the battlefield, top or bottom, if allowed by Battle Special Rules.
- Two units may not occupy the same hex. When moving a unit, you may not move onto or through a hex occupied by an enemy unit (with or without a leader attached), an enemy leader, or a friendly unit (with or without a leader attached). *Light Foot Exceptions: see Command card 'Order Light Troops' and 'Move-Fire-Move' rules.*
- A unit may move onto a hex with a friendly leader if the leader is alone in the hex. However, it must stop in that hex even if it has movement allowance remaining.



The example above shows the movement rates of foot units. Note the auxilia unit cannot battle if it moves two hexes. Also note

how the warrior unit may only move two hexes if it battles after moving.

- You may not split off individual blocks from a unit; the blocks in a unit must always stay together and move as a group.
- Units that are reduced through casualty losses (removing blocks) may not combine with other units.
- Some terrain features affect movement, and may prevent a unit from moving its full allowance or battling during that turn (see Terrain).

Retreat movement rules vary slightly from regular movement (see Retreat).

Foot Unit Movement

The following unit types are all classified as foot units:

- Light infantry units (light infantry, light sling infantry, light bow infantry) may move one or two hexes and battle.
- Auxilia infantry units may move one hex and battle, or move two hexes and not battle. Auxilia units are classed as Light foot units for the purposes of being ordered to move and taking hits.
- Light war machine units may move one hex but may not battle when they move. Light war machine units are classed as Light foot units for the purposes of being ordered to move and taking hits.
- Medium infantry units may move one hex and battle.
- Warrior infantry units may move one hex and battle, or move two hexes and battle if moving adjacent to an enemy unit (warriors can only move two hexes if about to battle in Close Combat, and this Close Combat is compulsory after a two-hex

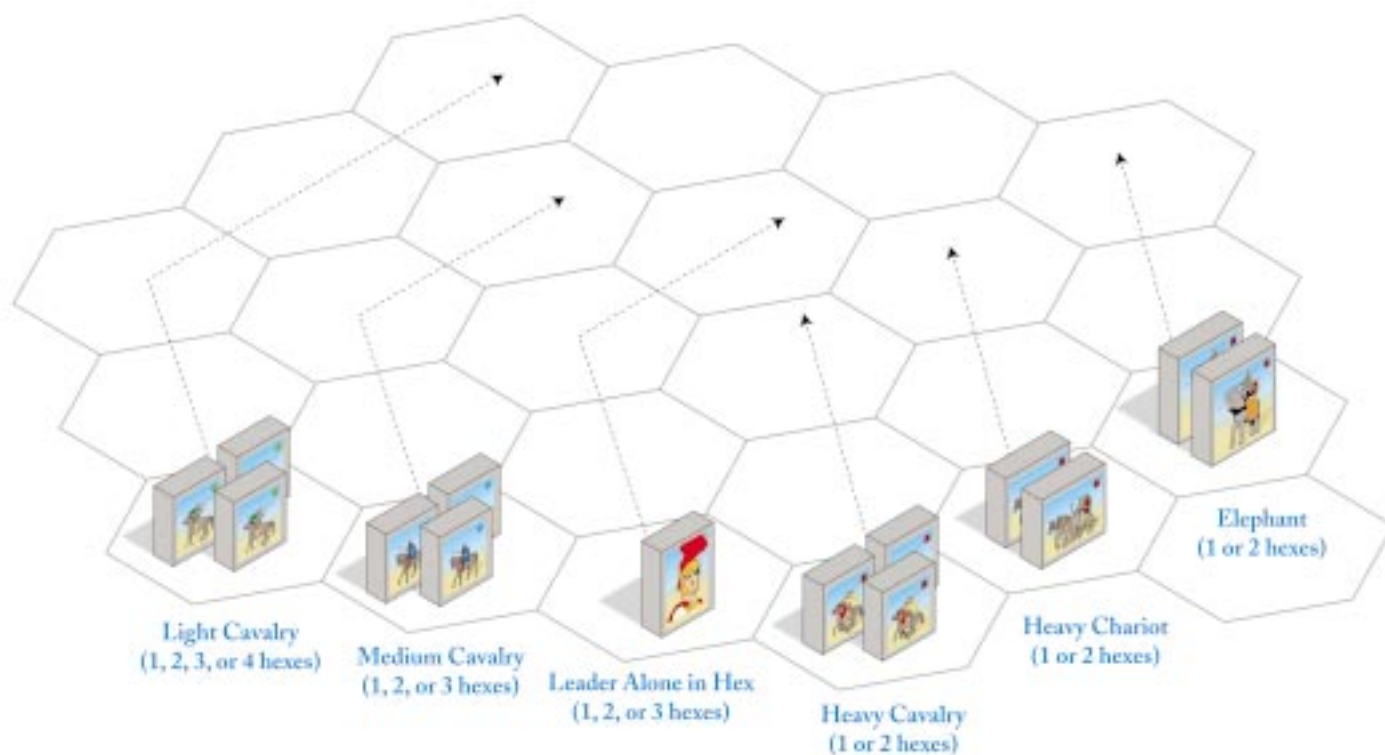
'charge'). Warrior units are classed as Medium foot units for the purposes of being ordered to move and taking hits.

- Heavy infantry units may move one hex and battle.
- Heavy War machine units may move one hex but may not battle when they move. Heavy war machine units are classed as Heavy foot units for the purposes of being ordered to move and taking hits.

Mounted Unit Movement

The following unit types are all classified as mounted units:

- Light cavalry and light bow cavalry units may move one, two, three, or four hexes and battle.
- Light chariot units may move one, two or three hexes and battle. Light chariot units are classed as Light mounted units for the purposes of being ordered to move and taking hits.
- Medium cavalry units may move one, two or three hexes and battle.
- Camel units may move one, two or three hexes and battle. Camel units are classed as Medium mounted units for the purposes of being ordered to move and taking hits.
- Heavy cavalry units may move one or two hexes and battle.
- Elephant units may move one or two hexes and battle. Elephant units are classed as Heavy mounted units for the purposes of being ordered to move and taking hits.
- Heavy chariot units may move one or two hexes and battle. Heavy chariot units are classed as Heavy mounted units for the purposes of being ordered to move and taking hits.



The example above shows the movement rates of mounted units and leaders. All the units in the example (except the leader by

himself) may battle after moving their full movement rate.

Leader Movement

A leader may move one, two or three hexes when moving by himself. A leader moving by himself may move through friendly units, but may not move onto or through a hex occupied by an enemy unit or enemy leader. *Exception: Leader Escape.*

A leader may only be ordered to move once per turn. A leader that is ordered does not have to move (unless attached to an ordered unit that is moved).

Ordered leaders may move from one section of the battlefield into another section. A leader may never move off the short sides of a battlefield. A leader may only move off the long sides of the battlefield, top or bottom, if allowed by Battle Special Rules, or if the owning player chooses to Evade or attempt Leader Escape.

Only one leader may occupy a hex. A leader in the same hex as a friendly non-leader unit is said to be ‘attached’ to the unit. If the unit is ordered to move, the attached leader must move with it to the same hex. Note that only one order is required to order a unit with an attached leader.

When a Section Command card or the ‘Order Mounted Troops’ Command card is played, a leader in the same hex as a unit may be ordered to detach from the unit and move by himself. Section cards and the Order Mounted Troops Command cards have a helmet symbol to remind players that one or more attached leaders may be ordered to move separately when playing these cards. Each attached leader detached from its unit and moved separately costs one order. The remaining orders on the Command card may be used to order units (including the one from which a leader was detached), or unattached leaders. Note that a leader may not detach from a unit when a ‘Leadership’ Command card is played.

A leader may detach from one unit, move, and attach to another, but a leader may not move again with a unit he has just joined. When a leader moves onto a hex with another unit, the unit he attaches to is not ordered.

9. BATTLE

Battles are checked and resolved one ordered unit at a time, in the sequence of your choice. You must announce and resolve one unit’s battle entirely, before beginning the next one.

- A unit that is ordered does not have to battle.
- A unit may normally battle only once per turn. *Note: In some situations, a unit may make a Momentum Advance after a successful Close Combat, and then make a bonus Close Combat attack (see Special Actions—Momentum Advance).*
- A unit may not target and split its battle dice between several enemy units.

The number of casualties a unit has suffered does not affect the number of battle dice the unit rolls in combat. A unit with a single block retains the same combat strength as a unit at full strength. *Exception: Warriors battle with more dice at full strength.*

There are two types of battle:

- Ranged Combat
- Close Combat

An ordered unit may only engage in one type of battle when ordered, even if it is capable of both types of battle.

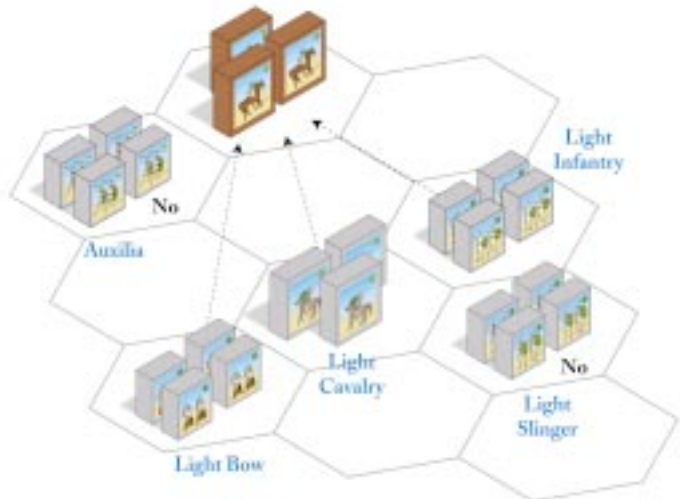
Both types of battle are optional. Ordered units do not have to engage in Close Combat, even when adjacent to enemy units. *Exception: Warriors moving two hexes must engage in Close Combat.*

10. RANGED COMBAT (FIRE)

Only units armed with missile weapons may engage in this type of combat. All green circle symbol units (whether or not they have a white border) have missile weapons.

A unit with missile weapons battling an enemy unit more than 1 hex away is said to conduct Ranged Combat (fire) at that enemy unit (the ‘target unit’). In Ranged Combat, the target unit must be within both range and line of sight of the firing unit.

- Ranged Combat may not be used against an adjacent enemy unit.
- A unit adjacent to an enemy unit may not fire on another, more distant, enemy unit. If it chooses to battle in this case, the unit must Close Combat an adjacent enemy unit.
- A target unit may not Battle Back after a Ranged Combat attack (see Battle Back).
- A target unit may not Evade a Ranged Combat attack.



EXAMPLE OF RANGED COMBAT: The auxilia unit may not fire because it is adjacent to an enemy unit. The light bow unit fires at a range of three hexes, while the light cavalry and light infantry unit have a range of two. The light slinger unit may not fire because its LOS is blocked by friendly units. Assuming none of the units have moved, they would each get two dice to use in Ranged Combat. Note that the light cavalry unit could have moved four hexes and still fire in its turn (although it would only fire with one die instead of two).

Ranged Combat (Fire) Procedure

1. Announce firing unit
2. Check Range
3. Check Line of Sight
4. Determine terrain battle dice reduction
5. Resolve Battle
6. Score Hits
7. Apply Retreats

1. Announce Firing Unit: Announce the ordered unit you want to fire with, and its target unit.

2. Check Range: verify that your target is within range. The range is the distance between the firing unit and the target unit, measured in hexes. When counting the range in hexes, include the target unit's hex, but not the firing unit's hex.

RANGED WEAPON UNIT	RANGE
Light Infantry, Light Cavalry, Auxilia	2 hexes
Light Bow Infantry and Light Slinger Infantry	3 hexes
Light Bow Cavalry and Light Chariot	3 hexes
Light War Machine	5 hexes
Heavy War Machine	6 hexes

3. Check Line of Sight: verify that your target is within line of sight. A unit must be able to 'see' the enemy unit it wants to fire at. This is known as having 'line of sight.'

Imagine a line drawn from the center of the hex containing the firing unit to the center of the hex containing the target unit. This line of sight is blocked only if a hex (or part of a hex) between the battling unit and the target hex contains an obstruction. Obstructions include a unit or leader (regardless if friend or foe), some terrain features and the edge of the battlefield. The terrain in the target unit's hex does not block line of sight.

If the imaginary line runs along the edge of one or more hexes that contain obstructions, line of sight is not blocked unless the obstructions are on both sides of the line.

4. Determine terrain battle dice reduction (if any): Reduce the number of battle dice rolled accordingly. Terrain battle dice reductions are described in the section on Terrain.

5. Resolve Battle: roll battle dice and resolve resulting dice rolls. The number of dice rolled depends upon whether or not the unit held its position (did not move) before firing. **If the unit did not move prior to firing it may use 2 dice in Ranged Combat; if it moved, it may only use 1 die.**

Exceptions:

- An Auxilia unit that moves two hexes cannot use Ranged Combat.
- A Light or Heavy war machine unit that moves cannot use Ranged Combat.
- A light chariot unit may always use 2 dice in Ranged Combat, whether it moves or not.

6. Score Hits on Units: In Ranged Combat, the unit firing scores 1 hit for each dice symbol rolled that matches the unit type targeted.

- A green circle will score one hit on units with a green circle symbol (with or without a white border).
- A blue triangle will score one hit on units with a blue triangle symbol (with or without a white border).
- A red square will score one hit on units with a red square symbol.

A flag does not cause a hit, but may cause the unit to retreat (see Retreat).

If the attacking unit rolls a leader symbol (leaders affect Close Combat but not Ranged Combat), sword symbol, or a unit symbol that does not match the target unit, the Ranged Combat has missed its target and has no effect.

Effect of Range Combat hits on Units: For each hit scored, 1 block is removed from the target unit. When the last block in the opponent's unit is removed, you collect a Victory Banner block. If a player rolls more hits than the number of pieces in the enemy unit, these additional hits have no effect.

Hits on Leaders: see Leader Casualty Checks.

7. Apply Retreats: See Retreat Section

11. CLOSE COMBAT

A unit battling against an adjacent enemy unit is said to be in Close Combat with the enemy unit. A unit adjacent to an enemy unit must Close Combat the adjacent enemy unit if it chooses to battle. It cannot use Ranged Combat (fire) against the adjacent enemy unit, or any other enemy unit within range.

Close Combat Procedure

1. Announce Close Combat
2. Evade (defender choice)
3. Determine terrain battle dice reduction
4. Attacker rolls battle dice
5. Attacker applies hits
6. Apply Retreats
7. Possible Momentum Advance and bonus Close Combat: see Momentum Advance.
8. Battle Back. The defender in some situations may Battle Back. If Battle Back occurs, the defender applies any hits and retreats are resolved.

1. Announce Close Combat: Announce to your opponent, which ordered unit is going to attack in Close Combat and the enemy unit it is attacking. A unit must be adjacent to an enemy unit to engage in Close Combat.

Note: Each Close Combat attack is declared and resolved one ordered unit at a time, in the sequence of your choice. You must announce and resolve one unit's Close Combat entirely, before

beginning the next one. Regardless of the number of friendly and enemy units adjacent to each other, each Close Combat is conducted by one eligible, ordered unit against one adjacent defending enemy unit. If more than one ordered unit is adjacent to the defending enemy unit, each ordered Close Combat attack is resolved separately.

2. Evade: Some defending units are eligible to Evade. This allows them to move away from the attacking unit, modifying the Close Combat resolution (see Special Actions - Evade).

3. Determine Terrain Battle Dice Reduction: Reduce the number of battle dice rolled if necessary. Terrain battle dice reductions are described in the section on Terrain.

4. Attacker Rolls Battle Dice: Roll battle dice and resolve resulting dice rolls. The number of battle dice a unit rolls in Close Combat is determined by its unit type.

Foot Unit Combat

- Light infantry, light sling infantry and light bow infantry units may either stay in position or move one or two hexes, and Close Combat an adjacent enemy unit hex with 2 battle dice. These units do not score a hit if they roll a sword symbol in Close Combat.
- An auxilia infantry unit may either stay in position or move one hex, and Close Combat an adjacent enemy unit hex with 3 battle dice. If the unit moves two hexes, it may not Close Combat. Although an auxilia is classed as a light unit, it does score a hit if it rolls a sword symbol in Close Combat.
- A medium infantry unit may either stay in position or move one hex, and Close Combat an adjacent enemy unit hex with 4 battle dice.
- A warrior infantry unit may either stay in position or move one or two hexes, and Close Combat an adjacent enemy unit hex with 3 battle dice. Note that a warrior unit's normal movement is only one hex, but it may move two hexes when 'charging' into a Close Combat attack against an enemy unit. A warrior unit that moves two hexes must then battle in Close Combat. A warrior unit at full strength Close Combats with 1 additional battle die and may ignore one flag rolled against it. A warrior unit loses these bonuses after its first block is lost, but this only takes effect when the unit is either attacked again by an enemy unit or is ordered to battle during its own side's turn.
- A heavy infantry unit may either stay in position or move one hex, and Close Combat an adjacent enemy unit hex with 5 battle dice.
- A light or heavy war machine unit may stay in position and Close Combat an adjacent enemy unit hex with 2 battle dice. A light war machine or heavy war machine unit does not score a hit on a sword symbol in Close Combat. A light or heavy war machine unit may not move and Close Combat.

Cavalry Unit Combat

- Light cavalry and light bow cavalry units may either stay in position or move one, two, three or four hexes, and Close

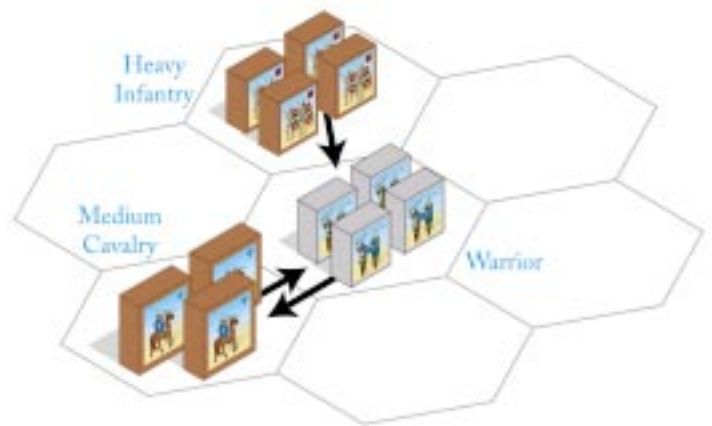
Combat an adjacent enemy unit hex with 2 battle dice. These units do not score a hit on a sword symbol in Close Combat.

- A medium cavalry unit may either stay in position or move one, two or three hexes, and Close Combat an adjacent enemy unit hex with 3 battle dice.
- A heavy cavalry unit may either stay in position or move one or two hexes, and Close Combat an adjacent enemy unit hex with 4 battle dice.

Camel Unit Combat

A camel unit may either stay in position or move one, two or three hexes, and Close Combat an adjacent enemy unit hex with 3 battle dice. When Battling Back in Close Combat (or from play of the First Strike card), a camel unit will only roll 2 battle dice.

Camels vs. Cavalry and Chariots. Horses do not like the scent of camels, hence the following rules. When a cavalry or chariot



WARRIOR EXAMPLE: Two unsupported enemy units (a medium cavalry unit, and a heavy infantry unit) are given an order. They are adjacent to an unsupported full-strength warrior unit. The player chooses to conduct Close Combat against the warriors, using the medium cavalry first. The cavalry unit rolls three dice and comes up with one blue triangle hit and one flag. The warrior unit loses one block, but chooses to ignore the flag so that it can Battle Back. The warrior unit still rolls four dice. Even though a block was lost, the warrior unit is still eligible to roll four dice in the current combat (the initial losses have no effect on the warriors in the heat of battle). The warriors roll one sword and one flag, inflicting a block loss on the medium cavalry, and sending it in headlong retreat. The first Close Combat is finished. Because they are no longer at full strength, the warriors will no longer be able to ignore the first flag and must battle with only three dice in all subsequent combats. The player now engages in Close Combat against the warriors with the heavy infantry. The heavy infantry rolls five dice and scores one sword hit, one blue triangle hit, and one flag. The warriors lose two more blocks and the surviving warrior block must retreat because the flag cannot be ignored. The victorious heavy infantry unit chooses to Momentum Advance onto the vacant hex after the successful Close Combat.

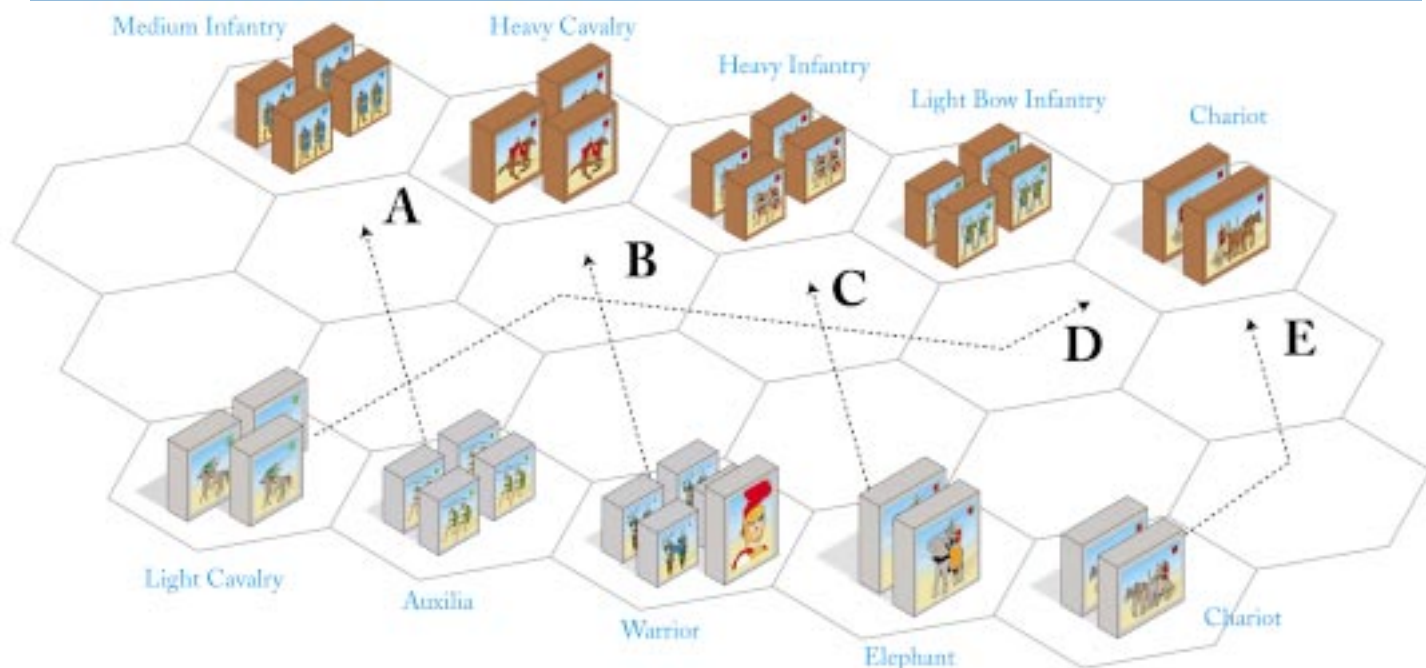
unit is in Close Combat with a camel unit, the camel unit may ignore one blue triangle hit. If a cavalry or chariot unit is forced to retreat when in battle with a camel unit, it must retreat one additional hex for each flag rolled by the camel unit.

Chariot Combat

A light chariot unit may either stay in position or move one, two or three hexes, and Close Combat an adjacent enemy unit hex with 2 battle dice. Although a light chariot is classed as a light

unit, it scores a hit on a sword symbol in Close Combat. A light chariot unit may ignore one sword hit rolled against it in Close Combat.

- A heavy chariot unit may either stay in position or move one or two hexes, and then Close Combat an adjacent enemy unit hex with 4 battle dice. When Battling Back in Close Combat (or from play of the First Strike card), a heavy chariot unit will only roll 3 battle dice. A heavy chariot unit may ignore one sword hit rolled against it in Close Combat.



EXAMPLE OF CLOSE COMBAT: The Roman player has used an 'Inspired Leadership' command card to order the five Roman units shown above. All moves are completed before any Close Combat is conducted. Note that the movement routes shown above require moving the light cavalry first (otherwise it could not have moved through hexes B and C). For purposes of this example, the defending units eligible to Evade will not do so. The Carthaginian player elects to stand with all units in hopes of Battling Back.

A: The auxilia unit has moved two spaces so it may not engage in Close Combat. An alternate would have been to move the auxilia only one hex and conduct Ranged Combat with one die.

B: Because it moved two hexes, the warrior unit must battle either the enemy heavy cavalry unit or the heavy infantry unit. The Roman player chooses the heavy cavalry unit. His warrior unit is at full strength, so he rolls 4 dice. He will score hits on red squares, swords, and leader symbols (because a leader is attached). Any flags rolled may cause retreats. He rolls 2 hits and no flags! His opponent must remove two blocks, and because the unit survived and did not retreat, may Battle back with 4 battle dice. It will score hits with blue triangles and swords, and may cause retreats with flags. Note that forcing a unit to retreat is one of the primary advantages gained by attacking first in Close Combat—the defender has no chance to battle back and perhaps inflict loss or retreat on the attacker.

C: The elephant can battle the heavy infantry with 5 battle dice, or the light bow infantry with 2 dice. Sensing a chance to destroy the

heavy infantry, the Roman player chooses to target that unit, and rolls 5 dice. He will obtain hits with red squares and swords only (remember that Leaders confer no benefits on Elephants in Close Combat, so the helmet symbols do not count). He may cause retreats with flags. The result is 1 red square hit, 2 sword hits, and 1 flag. The elephants re-roll the 2 dice that produced the sword hits, but with no further hits or flags. The heavy infantry loses 3 of its 4 blocks to satisfy the red square and sword hits. The Carthaginian player chooses to ignore the retreat from the flag because the heavy infantry is supported (there are two adjacent friendly units). The heavy infantry holds (barely) and battles back with 5 dice (even though only 1 block survived). The Carthaginian will hit only on red squares (sword hits have no effect on elephants), and may cause retreats with flags.

D: The light cavalry will battle the light bow infantry and will cause hits only with green circles (swords do not cause hits), and may cause retreats with flags. The defending light bow unit can choose to ignore one flag because it is supported, and if it does not retreat, it will Battle Back with two dice, also scoring hits only with green circles, or possible retreats with flags.

E: The heavy chariot unit battles the Carthaginian heavy chariot unit with 4 dice. It will hit on red squares and swords, and will cause a retreat with any flags (the chariots are not supported and have no leader to bolster morale). The defending chariot can ignore one sword hit, and if able to battle back, will roll 3 dice.

Elephant Combat

- An elephant unit may either stay in position or move one or two hexes, and then Close Combat an adjacent enemy unit hex. In Close Combat, an elephant unit will roll the same number of battle dice as the unit it is attacking would normally roll against the elephant.
- When an elephant unit Battles Back after being attacked in Close Combat it will roll the same number of dice as the unit which made the attack on the elephant unit.

Exceptions:

Elephant against elephant—roll 3 dice.

Elephant against a leader—roll 1 die.

Elephant against a warrior unit—roll 3 dice.

Elephant against a heavy chariot unit—roll 3 dice.

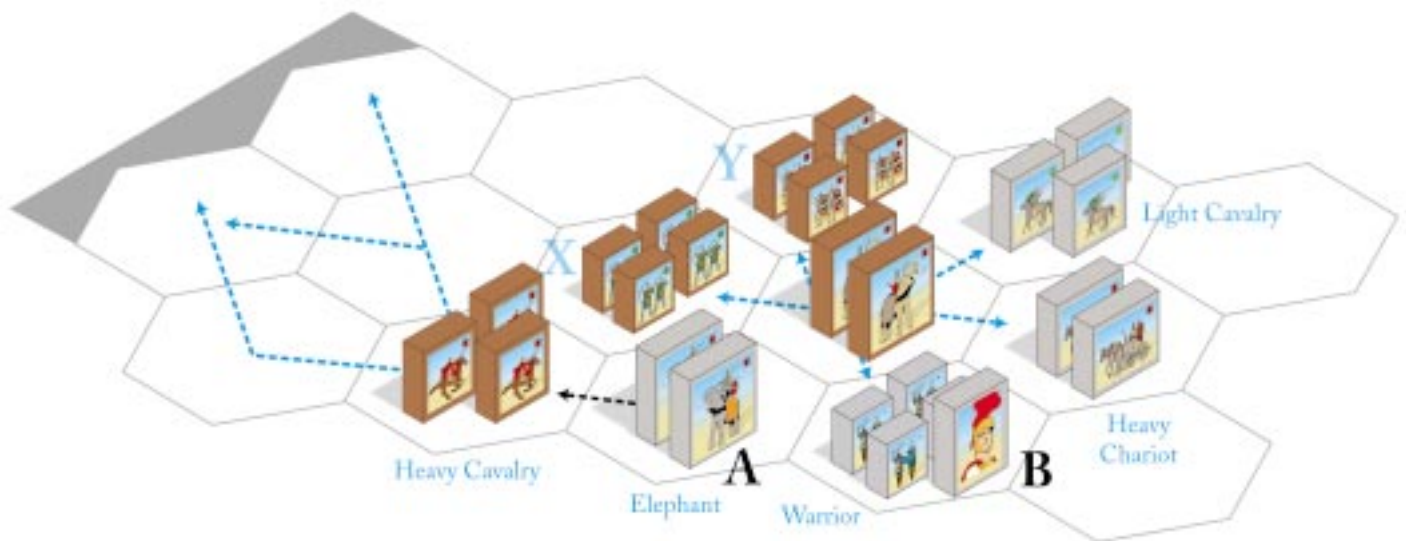
Elephant against a camel unit—roll 3 dice.

- Each sword symbol an elephant unit rolls in Close Combat scores 1 hit. Furthermore, each battle die producing a sword hit is rolled again for possible additional symbol hits, sword hits or flag results. *Play Note: In other words, keep rolling that die until a sword hit is no longer obtained! Take care to track the total number of flags and hits scored as you make additional rolls. All hits and retreats scored are applied only after the extra rolls have been completed.*

Example: An elephant unit attacks an unsupported full-strength light infantry unit that chooses not to Evade. The elephants roll two dice because they are in Close Combat with a light infantry unit. The elephant unit scores one green circle hit and one sword hit. The die producing the sword hit is re-rolled and produces another sword hit. This die is rolled for a third time, producing a flag result. The die may no longer be re-rolled, and the damage to the light infantry unit is tallied: one green circle hit, two sword hits, and one retreat flag. The thoroughly beaten light infantry unit loses three of its four blocks and must retreat its maximum movement allowance of two hexes. The elephant unit may now Momentum Advance onto the vacated hex.

- An Elephant unit ignores all sword hits rolled against it in Close Combat.
- An Elephant unit will not receive close combat or morale benefits from an attached leader or close combat benefit from a leader in an adjacent hex.

Elephants vs. Cavalry and Chariots: Horses were easily frightened by elephants in battle, hence the following rules: When a cavalry or chariot unit is in Close Combat with an elephant unit, the elephant unit may ignore one red square hit and one flag. If a cavalry or chariot unit is forced to retreat when in battle with an elephant unit, it must retreat one additional hex for each flag rolled by the elephant unit.



A: In battle A the elephants have attacked the heavy cavalry and inflicted one flag result. Heavy cavalry units normally retreat 2 hexes but if attacked by elephants they retreat 3 hexes. The image above shows some of the retreat path options. Because it cannot retreat one of its hexes it will lose one block. The Roman elephant unit chooses to Momentum Advance onto the vacated hex, and chooses not to take a bonus Close Combat.

B: In battle B the Roman warrior unit inflicted two flag results on the Carthaginian elephant and so it must Rampage and then retreat two hexes. Note that the two friendly units behind the

elephant do not provide support (bolster morale) because elephant units cannot receive support—only provide it. First it Rampages against all adjacent hexes—five units in this case. The Roman player rolls two dice each for the units in hexes X and Y, while his opponent rolls for his three unit hexes. If the Roman warrior unit is hit the leader attached must make a leader loss check. After rolling for all five hexes the elephant unit is retreated. Since its retreat path is blocked, it remains in place and the two friendly blocking units will suffer two hits each (one for each hex the elephant could not retreat). The Carthaginian elephant may now battle back against the warrior unit.

Leaders in Close Combat

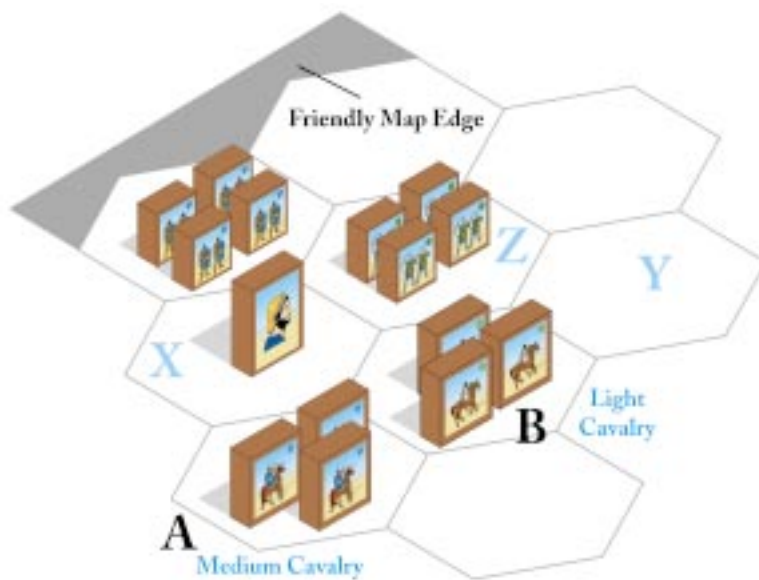
Leaders engage in combat somewhat differently from units. A leader may not battle if he is alone in a hex. However, a leader will inspire attached or adjacent friendly units which are attacking or Battling Back in Close Combat. If a friendly leader is attached to or adjacent to the battling unit, the unit scores a hit for each leader helmet symbol rolled on its battle dice, regardless of the type of unit being attacked.

Exception: A leader does not modify an elephant unit's Close Combat dice.

Score Hits

In Close Combat, the unit attacking scores 1 hit for each die symbol rolled that matches the target unit. It does not matter whether or not the symbol has a white border.

- A green circle will score one hit on units with any kind of green circle symbol.
- A blue triangle will score one hit on units with any kind of blue triangle symbol.



EXAMPLE OF RETREATS: The medium cavalry unit in hex A has been attacked and has two flags rolled against it. The medium cavalry unit may ignore one flag because it is supported, but must still retreat 3 hexes. Fortunately, the first hex (X) contains a leader by himself, which attaches to the retreating unit and stops its retreat. The light cavalry in hex B is attacked and has two flags rolled against it. The light cavalry unit may ignore one flag because it is supported, but must still retreat 4 hexes. Because its retreat path is occupied by friendly units, it must lose all three blocks—one for each hex it could not retreat, since hexes X and Z are occupied by friendly units. The three-block loss eliminates the unit. Note that it could not retreat to hex Y because a retreat must always proceed in the direction of the unit's battlefield edge.

- A red square will score one hit on units with a red square symbol.
- One hit is scored in Close Combat for each sword symbol rolled.
- One hit is scored in Close Combat for each leader helmet symbol rolled, if a friendly leader is attached to or adjacent to the unit that is battling, regardless of the type of unit being attacked. *Exception: elephant units do not receive this leader benefit in close combat.*
- A flag does not cause a hit, but may cause the enemy unit to retreat (see Retreat).

Exceptions:

- War machine units, and green circled units *without a white border* (light infantry, light sling infantry, light bow infantry, light cavalry, and light bow cavalry units), do not score a hit on a sword symbol in Close Combat.
- Chariot units ignore one sword hit in Close Combat.
- Elephant units ignore all sword hits in Close Combat.
- Elephant units ignore one red square hit from cavalry or chariot units in Close Combat.
- A leader does not modify an elephant unit's Close Combat dice.
- Camel units ignore one blue triangle hit from cavalry or chariot units in Close Combat.

Effect of Close Combat Hits on Units

For each hit scored, 1 block is removed from the target unit. When the last block in the opponent's unit is removed, the unit has been eliminated and you collect a Victory Banner block. If a player rolls more hits than the number of blocks remaining in the enemy unit, the additional hits have no effect.

Hits on Leaders—see Leader Casualty Checks

6. Apply Retreats: See Retreat Section

7. Possible Momentum Advance and Bonus Close Combat: see Momentum Advance

8. Battling Back: In Close Combat, the defending enemy unit may Battle Back against the attacking unit, if one or more of the defending unit's blocks survived the Close Combat attack and the defending unit did not retreat from its hex.

If the defending unit is forced to retreat out of its original hex, it may not Battle Back, even if the retreat move leaves the unit in a hex that is still adjacent to the attacking unit.

If the defending unit was unable to fulfill a required retreat, it may Battle Back as long as it still has one or more blocks remaining on the battlefield, after taking losses (see Retreat).

When Battling Back, the battling back unit determines any terrain battle dice reduction. The battling back unit resolves Battle Back (roll battle dice and apply hits and retreats) in the same manner as the attacker.

Exceptions:

- Elephant Battling Back against elephant - roll 3 dice.
- Elephant Battling Back against a warrior unit - roll 3 dice.
- Elephant Battling Back against a heavy chariot unit - roll 3 dice.
- Heavy Chariots roll 3 dice when Battling Back.
- Camels roll 2 dice when Battling Back.

12. RETREAT

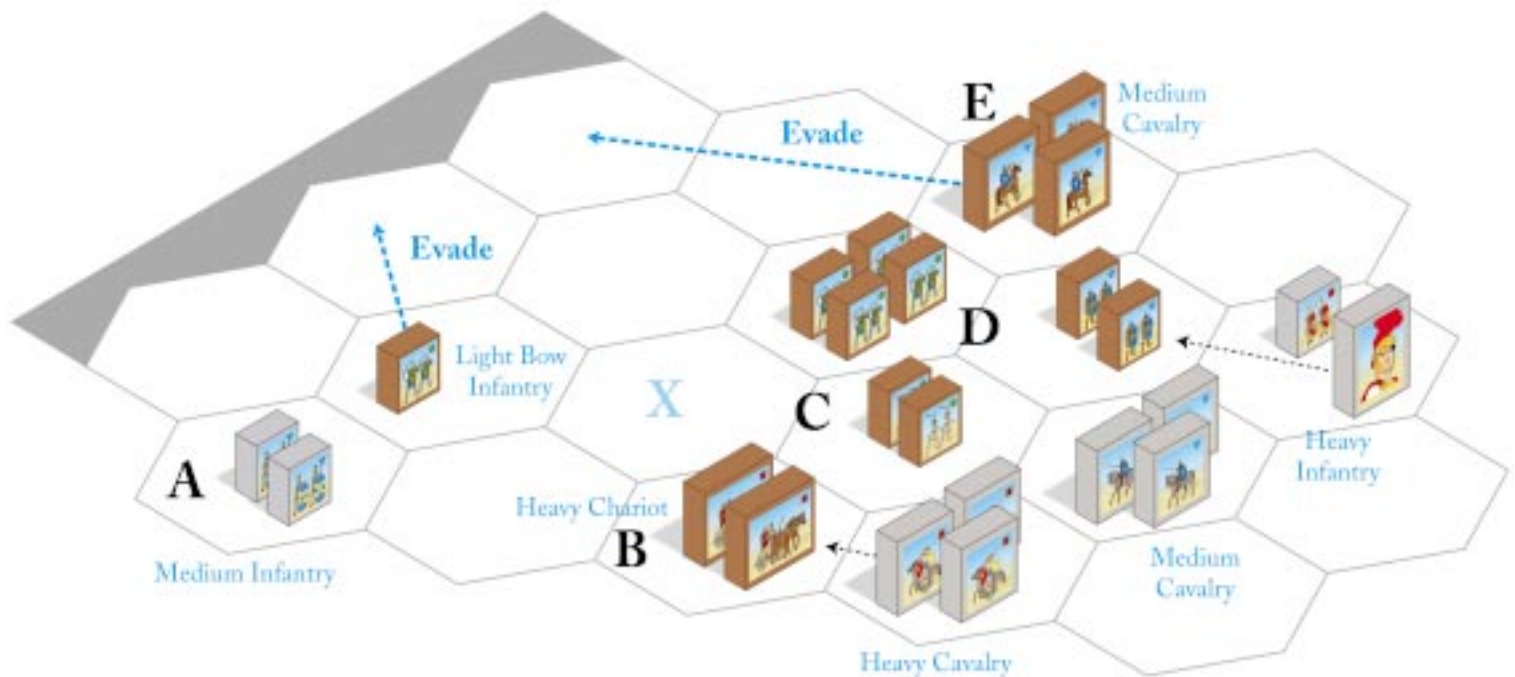
After any hits have been resolved by removing blocks from the affected unit, retreats are resolved. For each flag rolled against the target unit, the unit must move one movement back toward its own side of the battlefield. A movement is the maximum number of hexes a unit may move when given an order.

Exceptions: Warriors retreat 2 hexes. Elephants and Auxilia retreat 1 hex.

Example: a light horse unit incurring one flag against it would retreat its maximum move of 4 hexes. If two flags were rolled against it, the light horse unit would have to retreat 8 hexes! A light infantry unit would retreat 2 hexes for each flag rolled against it. If three flags were rolled against the light infantry unit, it would have to retreat six hexes.

The player controlling the unit decides which hex the unit retreats onto, using the following rules:

- A unit must always retreat toward its controlling player's side of the board. Units may never retreat sideways.
- Terrain that is not impassable has no effect on retreat moves, therefore a retreating unit may move into and through a forest or a fordable river, etc., without stopping. However, impassable terrain may not be entered during a retreat move.
- A unit may not retreat into or through a hex already containing another unit (regardless if friend or foe).



A: *The medium infantry unit attempts to battle the light bow infantry unit (both units are reduced), but the defending unit Evades instead. The Roman player rolls 4 dice but only green circle symbols will hit. If the evading unit survives, it must be moved 2 hexes towards its battlefield edge. In this case it can only Evade one hex (which is allowed if there is no alternative).*

D&E: *The heavy infantry unit with an attached leader conducts Close Combat against hex D. Even though the heavy infantry unit has only one block left it still battles with 5 dice. The result is 1 hit and 1 helmet-enough to eliminate the unit. The heavy infantry unit and leader advance, and then make a bonus Close Combat against hex E. The cavalry unit evades. Before the Evade*

movement is carried out, the Roman player gets to roll 5 dice, but will only hit on blue triangle symbols.

B&C: *The heavy cavalry unit (4 battle dice) Close Combats the chariot unit and forces it to retreat (chariots may not Evade against cavalry). The heavy cavalry unit can now make a Momentum Advance through the vacated hex and onto hex X. From there it conducts a bonus Close Combat against the slingers in hex C who have no chance to Evade. The result of 4 dice is 1 hit and 1 flag, and since the slingers' retreat path is blocked, this is enough to eliminate the unit. The heavy cavalry unit could make another Momentum Advance onto the hex, but would not get the one additional hex or another bonus Close Combat this turn.*

- An attached leader must retreat with its unit if the unit is forced to retreat.
- A unit without an attached leader may retreat onto a hex that contains an unattached friendly leader (i.e. a leader alone in a hex). The leader is immediately attached to that unit, and the unit's retreat stops in the leader's hex. The unit ignores any additional retreat movement.
- If a unit cannot retreat because its retreat path is occupied by units (regardless if friend or foe), an enemy leader that is alone in a hex, or it is forced to retreat off the battlefield or onto a hex that has impassable terrain, one block must be removed from the unit for each hex of the mandated retreat movement that the unit cannot fulfill.

Example: if a light infantry unit must retreat when it is on its own baseline, its retreat should be 2 hexes. However, because it is at the edge of the battlefield it cannot make any retreat movement and therefore must lose 2 blocks—one block for each retreat hex it cannot fulfill.

Bolster Morale

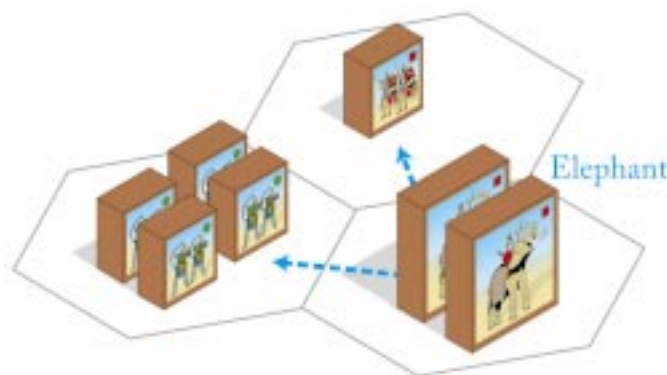
Some situations allow a unit to disregard one or more flags rolled against it. If more than one of the following situations applies, the effects are cumulative. A unit in such a situation may ignore flags each time it is attacked.

- A unit may disregard one flag when a leader is attached to the unit (leader is in the hex with the unit). If the unit loses one or more blocks, the leader must survive the leader casualty check for the unit to ignore one flag.
- A unit may disregard one flag when supported by two friendly units. Support units may be in any two hexes that are adjacent to the unit.
- A leader, when alone in a hex, may act as an adjacent support unit and can provide support just as a unit does.
- Some terrain allows a defending unit on the terrain to disregard one flag (see Terrain).
- Full-strength warrior units may disregard one flag result.
- Elephants may act as a support unit, but may not receive support from units or leaders.

Elephant Retreat (Rampage)

An elephant, when it retreats, goes on a rampage before it is moved back. All units and any leaders who are alone in adjacent hexes (friend and foe) must check to see if they are trampled. Roll two dice for each adjacent hex with a unit or a lone leader. During a rampage, your opponent rolls for hits on your units, and you roll for hits on his units. A hit is scored when the symbol rolled matches the unit type. All other symbols are ignored.

After the Rampage, the elephant completes its retreat movement. If the retreat path of an elephant unit towards its side of the battlefield is occupied by friendly units, enemy units, or a lone enemy leader, the elephant is not moved back and does not lose any blocks; rather, the units or leader that occupy the hexes of the retreat path must each lose one block for each hex of its retreat that the elephant was unable to fulfill.



Example: An elephant unit is attacked and two flags are rolled against it. After the rampage roll, the elephant unit must retreat 2 hexes. Two units occupy the elephant's retreat path, a unit with one block and a full-strength unit. The elephant unit does not retreat on the first flag: instead, each unit in its retreat path must lose one block. The unit with one block is eliminated and the hex it occupied is now vacant. The other unit loses one block. On the second flag, the elephant is moved into the open hex.

13. SPECIAL ACTIONS

Evade

When being attacked in Close Combat, the defender may announce the unit is going to Evade instead of staying and fighting in Close Combat. *Note: An attacking unit may not Evade if the defender Battles Back.*

The attacking unit determines and rolls the proper number of Close Combat battle dice against the evading unit, but only symbols that match the evading unit will score a hit. All other unit symbols, leader, swords and flags rolled are ignored.

If the evading unit receives a hit and has an attached leader, a leader casualty check is made to see if the leader is hit.

Evade Eligibility: The following units may Evade:

- Green circled units (light infantry, light sling infantry, light bow infantry, light cavalry, light bow cavalry, light chariot) may always Evade.
- War machine units may always evade.
- A leader *must* Evade if he is alone in a hex (see Leader Evade).
- Medium cavalry and camel units may Evade all foot and heavy mounted units.
- Heavy cavalry and heavy chariot units may Evade all foot and elephant units.
- Auxilia, medium infantry, warrior, heavy infantry and elephant units *may never* Evade.

Evade Procedure: An Evade movement is a 2 hex move towards the unit's own side of the battlefield. An Evade move of 1 hex is possible and is permitted, but only if it is the only possible hex available. A unit may not Evade if both hexes towards its side of the battlefield are blocked (regardless if friend or foe).

An evading unit may not Battle Back, even when it ends in a hex that is adjacent to the unit making the attack.

War Machine Evade

If a war machine unit declares it is going to evade and is not eliminated by the Close Combat dice rolled against it when evading, it is removed from the battlefield. The war machine crew has escaped and does not count as a Victory Banner.

Leader Evade

Leaders Evade somewhat differently from units. A leader's Evade movement is 1, 2 or 3 hexes back towards his own side of the battlefield.

When a leader is attached to a unit and the unit loses its last block by Range Combat or Close Combat, a leader casualty check is made for the leader by rolling one die. To score a hit on the leader, you need to roll one leader symbol. If the leader is not eliminated, the leader must evade. If this occurs in Close Combat, the attacking unit may take a Momentum Advance because it eliminated the defending unit.

When a leader is alone in a hex (unattached), and is attacked by Range Combat or Close Combat, the unit attacking the leader determines the normal number of battle dice to roll. To score a hit and eliminate the leader, you need to roll one leader symbol. If the leader is not eliminated, he must evade. The attacking unit may not make a Momentum Advance after Close Combat against an unattached leader.

When a leader Evades he must follow these rules:

- A leader's Evade movement is **1, 2 or 3 hexes** back towards his own side of the battlefield. The player who controls the leader determines the number of hexes he will move, and which path he will take as he Evades.
- A leader may not end his Evade movement in a hex that contains another friendly leader, impassable terrain, an enemy unit or enemy leader. However, a leader may Evade *through* a hex that contains a friendly unit or another friendly leader.
- A leader may Evade and move through an enemy unit (see Leader Escape).
- After completing his move, if he is in a hex with a friendly unit, he is considered attached to that unit.
- Units are not affected by a leader Evading through their hex.
- You may choose to Evade your leader off your side of the battlefield. This saves the leader from becoming a Victory Banner for your opponent, but you lose a strong command piece by doing so.
- If the leader cannot Evade a minimum of one hex, the leader is eliminated and the opponent gains one Victory Banner.

Leader Escape

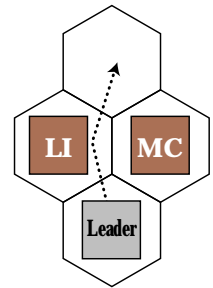
If enemy units occupy one or two hexes of a leader's designated Evade path, the evading leader must attempt to escape through those hexes.

Leader Escape Procedure:

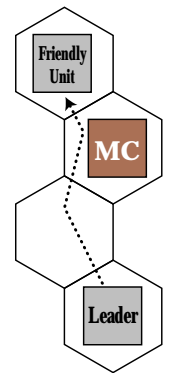
- Move the leader onto one of the enemy hexes. Allow the enemy unit in the hex to battle the leader. The attacking unit uses its normal number of Close Combat dice. The leader does not benefit from Terrain.
- To score a hit on a leader trying to escape, you need to roll one leader symbol.
- If the leader is not hit, his escape is successful, and he continues with his Evade move by moving onto the next hex. If this hex is also occupied by an enemy unit, the leader must again undergo the Escape procedure listed above. Note: a hex containing an enemy unit can never be designated as the final hex of a leader Evade path.
- If the leader ends his Evade move in a hex with a friendly unit, he is attached to the unit.

Examples of Leader Evade and Escape:

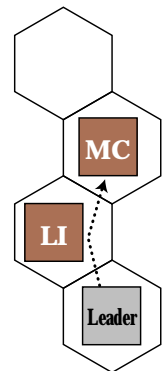
1) An enemy light infantry unit and medium cavalry unit occupy the two hexes behind a lone leader who must evade. The hexes behind these two enemy units are vacant. The leader chooses to evade through the hex with the light infantry because the opposing player will roll only two dice instead of the three dice the medium cavalry unit would roll. The opposing player rolls two dice and gets one sword hit and one red square. Since no helmet symbols were rolled, the leader successfully escapes and finishes the Evade move after moving one or two more hexes.



2) The hex behind a lone leader is vacant. The next hex is occupied by a medium cavalry unit. A friendly unit without a leader occupies the hex behind the medium cavalry unit. The leader could make a one hex Evade into the vacant hex, but elects to Evade three hexes, ending in the hex with the friendly unit. Upon entering the second hex containing the medium cavalry unit, the Evade move is halted, and the opposing player rolls three dice, obtaining two flags and a green circle. Since no helmet symbols were rolled, the leader successfully escapes and continues the Evade move into the third and final hex containing the friendly unit.



3) The only available Evade path has an enemy light infantry unit in the first hex and an enemy medium cavalry unit in the second hex. The evading leader moves into the first hex and halts while the opposing player rolls two dice for the light infantry unit, obtaining a flag and a sword. The escape succeeds, but the leader now must undergo another escape attempt as the leader is moved into the second hex. The opposing player rolls three dice for the medium cavalry unit, and obtains a blue triangle hit and two



helmets. Only one helmet is needed, and the leader is removed, one hex short of safety. The opposing player earns one banner for the eliminated leader.

Momentum Advance

When an ordered unit attacks in Close Combat and eliminates or forces the defending enemy unit to retreat from the hex it occupies, it has conducted a successful Close Combat. The victorious attacking unit may advance (move) onto that vacated hex. This is referred to as a Momentum Advance, where the unit's momentum after the successful Close Combat carries (moves) it onto the vacated hex.

A Momentum Advance after a successful Close Combat is not mandatory. However, if the Momentum Advance is not taken, the victorious attacking unit forfeits the possible opportunity to make a bonus Close Combat, even if adjacent to other enemy units.

Cavalry Special Momentum Advance: A cavalry unit, after its initial successful Close Combat, may Momentum Advance (move onto) the vacated hex and then move one additional hex. This one hex additional move is optional, and is not required to conduct a bonus Close Combat. A cavalry unit may not move this additional hex after a bonus Close Combat.

The following situations do not allow Momentum Advance:

- If a defending unit Evades a Close Combat attack, the attacking unit may not claim a Momentum Advance onto the vacated hex.
- When a leader is alone in a hex and is attacked in a Close Combat, the leader must Evade. The attacking unit may not claim a Momentum Advance onto the vacated hex.
- A unit Battling Back is not eligible to take a Momentum Advance.
- A unit ordered by a first strike card is not eligible to Momentum Advance, but the unit targeted by the First Strike remains eligible for Momentum Advance and possible bonus Close Combat.
- Some Terrain restrictions will prevent a Momentum Advance.
- A War Machine unit may never make a Momentum Advance.

Bonus Close Combat

After a successful Close Combat, some units that make a Momentum Advance are eligible to battle in Close Combat a second time. This bonus Close Combat is optional and making the Momentum Advance does not require an eligible unit to attack in Close Combat again.

The following units after a successful Close Combat may choose to conduct a bonus Close Combat after its Momentum Advance:

- A warrior unit may make a bonus Close Combat after a Momentum Advance.
- A non-warrior foot unit with an attached leader (except for War Machines) may make a bonus Close Combat after a Momentum Advance.

- A camel, cavalry, chariot or elephant unit may make a bonus Close Combat after a Momentum Advance.

Note, a cavalry unit on its initial successful Close Combat, may Momentum Advance (move onto) the vacated hex and then move one additional hex.

- Some Terrain restrictions prevent a bonus Close Combat.

A unit that qualifies for a bonus Close Combat attack after a Momentum Advance may choose to battle any enemy unit in any adjacent hex. It does not have to battle the enemy unit that just retreated from the hex.

When a unit's bonus Close Combat is successful it may momentum advance (move) onto the vacated hex but may not battle again this turn. A cavalry unit on a successful bonus Close Combat may only move onto the vacated hex, it may not move the one additional hex. Some Terrain restrictions prevent movement onto the vacated hex

14. LEADERS

Leader Casualty Checks

There are a number of situations when a leader casualty check must be taken.

Attached Leaders: When a leader is attached to a unit and the unit loses one or more blocks without being eliminated, there is a chance the leader may also be hit. A leader casualty check must be made. Roll 2 battle dice. To hit the leader, you need to roll two leader symbols. A leader casualty check must be made when a unit loses a block from:

- Ranged Combat
- Close Combat
- Evading
- Failure to complete a retreat move
- Elephant Rampage
- Blocking an elephant unit's retreat.

Note: Only one leader casualty check is made during any combat sequence.

Example: when a unit with an attached leader loses blocks in Close Combat, a leader casualty check is made after the blocks are removed. If the unit also retreats because of flags on the same combat dice roll and the unit loses more blocks due to a blocked retreat route, another leader casualty check is not required. The flag losses were from the same combat dice roll, and only one leadership casualty check is made on a leader during a combat sequence.

Leader's Unit Eliminated: When a leader is attached to a unit and the unit is eliminated, leaving the leader alone in the hex, the leader casualty check is made with only 1 die. To hit the leader, you need to roll one leader symbol. If the leader is not hit on this single die roll, the leader must Evade 1, 2 or 3 hexes back toward his own side of the battlefield (see Special Actions Leader Evade).

Flags rolled against a unit that was eliminated, have no effect on the leader.

When the attached leader's unit is eliminated in Close Combat, the attacking unit may Momentum Advance onto the vacated hex after the leader Evades out of the hex.

Leader Alone in a Hex: When an unattached leader is alone in a hex, and is attacked by Ranged Combat or Close Combat, the attacking unit rolls its normal number of battle dice. To score a hit on the leader, you need to roll one leader symbol. If the leader is not hit, he must Evade 1, 2 or 3 hexes back towards his own side of the battlefield (see Special Actions Leader Evade).

Flags rolled against a leader when alone in a hex, have no effect.

A unit attacking a lone leader in Close Combat may not Momentum Advance onto the vacated hex after the leader is eliminated or Evades out of the hex.

Leader Hits

If an opponent's leader is hit, remove the leader block from the battlefield, and collect a Victory Banner block.

Summary of Leader Benefits

Leaders have beneficial effects when attached or adjacent to friendly units. A leader:

1. converts leader symbol results into hits in Close Combat, when attached or adjacent to a friendly non-elephant unit in Close Combat. Note that a leader does not affect Ranged Combat.
2. bolsters morale - any unit to which a leader is attached to may ignore 1 flag.
3. allows any foot unit to which it is attached to make a bonus Close Combat attack after a Momentum Advance (see Momentum Advance).

Leaders also provide an enormous benefit when it comes to moving units with Command cards (see Command card section).

15. DRAW A COMMAND CARD

After completing all movement, battle hits and retreats, discard the Command card played and draw another card from the deck. Your turn is now over.

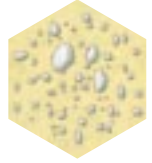
If the draw deck runs out of cards, the discards are shuffled to form a new draw deck.



16. TERRAIN

Broken Ground

Movement: No movement restrictions for foot units, except war machine units, which may not enter a broken ground hex. A mounted unit must stop when it enters a broken ground hex and move no further on that turn.



Battle: A foot unit may battle on the turn it enters a hex with broken ground. A mounted unit may not battle on the turn it enters a broken ground hex. **When battling an enemy unit on a broken ground hex or a unit on a broken ground hex battling out, will roll a maximum of 2 battle dice.** A Command card that adds additional dice in battle will modify the maximum number of battle dice that may be rolled.

Line of Sight: A broken ground hex does not block line of sight.

Forest

Movement: A unit must stop when it enters a forest hex, and may move no further on that turn.



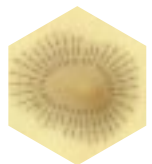
Battle: A unit may not battle the turn it moves onto a forest hex. Light infantry, light sling infantry, light bow infantry, auxilia infantry and warrior infantry units are the exception. These units may move onto a forest hex and still battle.

When battling an enemy unit on a forest hex or a unit on a forest hex battling out, will roll a maximum of 2 dice in close combat. A unit that targets an enemy unit on a forest hex with range combat will roll a maximum of 1 die. A Command card that adds additional dice in battle will modify the number of battle dice maximum that may be rolled.

Line of Sight: A forest hex blocks line of sight.

Hill

Movement: No movement restrictions.



Battle: All units roll a maximum of 2 battle dice if battling an enemy unit that is uphill in Close Combat. Foot units roll a maximum of 3 battle dice when battling an enemy unit that is downhill, and when battling from one hill hex to another hill hex. Mounted units roll a maximum of 2 battle dice when battling an enemy unit that is downhill, and when battling from one hill hex to another. A Command card that adds additional dice in battle will modify the maximum number of battle dice that may be rolled.

Line of Sight: A hill hex blocks line of sight to units behind a hill hex.

A unit on a lower level has line of sight onto the first hill hex and vice versa.

A unit a lower level does not have line of sight through one hill hex onto a second hill hex with a unit and vice versa (i.e. a unit at a lower level is not able to see, or be seen, if at least one other hill hex is in between the two units).

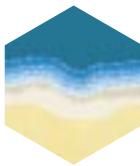
Line of sight is not blocked between units on the same hill looking across hill hexes all at the same level (the units are considered to be on a plateau).

Seacoast

Movement: A Seacoast hex is impassable terrain. Moving, retreating, evading or escaping onto a Seacoast hex is not allowed.

Battle: Not applicable.

Line of Sight: A Seacoast hex does not block line of sight.



River

Normally river hexes are treated as impassable terrain.



Fordable River (specified in scenario instructions)

Movement: A unit must stop when it enters a fordable river hex.

Battle: A unit may battle on the turn it enters a fordable river hex. *When battling an enemy unit on a fordable river hex or a unit on a fordable river hex battling out, will roll a maximum of 2 battle dice. A unit that battles with range combat out of a river will roll a maximum of 1 battle die.* A Command card that adds additional dice in battle will modify the maximum number of battle dice that can be rolled.

- A unit may still make a Momentum Advance after a successful Close Combat.

Line of Sight: A fordable river hex does not block line of sight.

Rampart

Movement: No movement restrictions.

Battle: A Rampart provides protection along the two forward facing hex sides.

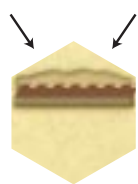
Close Combat: When attacked by an enemy unit across a hex side with a rampart, the defending unit disregards one sword symbol and may disregard one flag rolled against the unit. Note that the defending unit does not receive rampart protection when the enemy unit is not attacking across a hex side with the rampart (normally this is from a hex directly to the side or directly behind the two rampart protected hex sides).

Ranged Combat: A unit attacked through a forward facing rampart hexside may disregard one flag rolled against it.

Note: mounted units receive no protective benefit from rampart.

Line of Sight: A rampart hexside does not block line of sight.

The two forward facing hex sides



Fortified Camp

Movement: No movement restrictions.

Battle:

- **Close Combat:** A unit defending on a fortified camp hex disregards one sword symbol and may disregard one flag rolled against it.
- **Ranged Combat:** A unit defending on a fortified camp hex may disregard one flag rolled against it.

Note: mounted units receive no protective benefit from fortified camp hexes.

- A fortified camp hex offers this protection against attacks from all sides.
- A unit on a fortified camp hex rolls one fewer battle dice than usual when it battles.

Line of Sight: A fortified camp hex blocks line of sight.



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