Two Game Maps (one Battle Map each side)
Two Sheets of 200 Die Cut Playing Pieces
One Rules Booklet
One Die
One Registration Card
One Game Box

1.0 INTRODUCTION

The game system is an tactical simulation of warfare during the era of ancient warfare. Each game in the system represents one of the great battles in the period. The playing pieces represent the actual units which participated in the battles and the map represents the terrain over which those units fought. This game series has been designed to insure maximum playability and maximum reality (in that order). In order to achieve these goals, the physical components, as well as the game rules, have been designed to make the game easy to understand and play. The components include four individual playing maps, approximately one hundred combat units for each individual game, and standardized rules. The standard rules make it easier for players to go from one game to another in the series.

The rules in this series are presented in two sections. The first contains Standard Rules, which are common to all the games in the series. The second section contains Battle Rules which are different for each game. The Standard Rules are divided into three levels of detail and complexity: introductory, basic, and advanced. The introductory rules are numbered 1.0 to 9.0 and provide a quick and easy game for the newcomer to wargaming. As soon as the introductory rules are learned, add in one or more of the basic rules each game until the basic game rules are learned. The basic rules are the introductory rules plus those numbered 10.0 to 13.0 and are the recommended starting point for gamers with some wargame experience. The advanced rules are numbered 14.0 to 16.0 and are recommended for the wargame veteran to provide additional detail and simulation value.

2.0 GAME EQUIPMENT

2.1 The Game Map

The mapsheets portray the area in which the battles were fought. They include all the significant terrain in the battles, a Terrain key, and a Turn Record Track. A hexagonal grid is superimposed over the terrain features printed on the mapsheets in order to regulate movement and positioning of the playing pieces. All numbered hexes are playable. To make the map lie flat, back-fold it against the creases. Small pieces of tape may be used at the corners of the map to hold it taut.

2.2 Game Charts and Tables

Various visual aids are provided on the map sheets in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, Combat Results Table, Missile Fire Table, Rally Chart, and Demoralization and Disintegration Chart.

2.3 The Playing Pieces

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

2.4 How to Read the Units
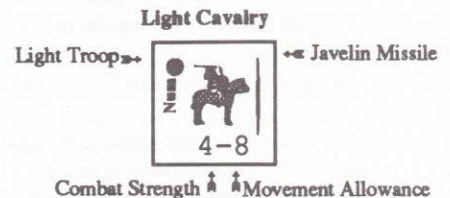
Missile units have parenthesis () around their combat strength (some Legions and cavalry have a limited Javelin-Missle capability). Units are identified by numerals and/or nationality.

Combat strength is the relative strength of a unit when attacking and defending, expressed in terms of Strength Points. Movement Allowance is the maximum number of clear terrain hexes that a unit may be moved in a single movement phase, expressed in Movement Points. More than one Movement Point may be expended for each hex entered according to terrain in the hex.

2.5 Game Scale

Each hexagon on the map represents between 100 and 200 meters of real terrain. Each strength point represents between 100 and 500 men. Each Game Turn represents between one and two hours of real time.

3.0 SETTING UP THE GAME

The cardboard Playing Pieces should be punched out of the Counter Sheets. Players decide for themselves who will command the forces of each side or flip a coin. Players then simultaneously set up their units in their proper positions on the map as indicated by the hex numbers on the back sides. Any remaining units will be brought into play according to the Battle Rules.

Once the units are set up, players are ready to commence Game Turn One. Place the Game Turn Marker in the first position on the Game Turn Track. Consult the Battle Rules folder to determine which side plays first. Play proceeds according to the Sequence of Play through the Final Game Turn or Automatic Victory.

4.0 SEQUENCE OF PLAY

The game is played in successive Game Turns composed of alternate player turns. During each player-turn, the player moves his units and resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final game turn, the Victory Conditions are consulted

and a winner is determined. Note that phases B and D are not used in the introductory game.

First Player Turn

A. Movement Phase: The player who moves first each turn may move all, some or none of his units as he desires within the limits and restrictions of the rules of Movement and Zones of Control, and the Battle Rules of the game. The first player may bring reinforcements onto the map as allowed by the Reinforcement rules. The second player's units may not move.

B. Missile Fire Phase: The first player may use his units with Missile Fire capability to fire at enemy units. Such Missile combat takes place on the Missile Fire Table and is resolved during this phase. (see 8.0)

C. Combat Phase: The player conducts his attacks per section 7.0.

D. Rally Phase: Roll one die and consult the battle scenario's rally chart to determine if any eliminated units are rallied. Place these rallied units according to the Rally rules (see 13.0 and Battle rules).

Second Player Turn

The second player now completes the sequence of play in the manner described above. In each phase, the second player carries out the same actions as the first player and vice versa.

Game Turn Record Interphase

The Game Turn Marker should be advanced one space on the Game Turn Record Track to mark the passage of one game turn and signal the start of another.

5.0 MOVEMENT

General rule: During the Movement Phase, the player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions.

Procedure: Units are moved one at a time tracing a path of continuous hexes through the hex grid. As a unit enters each hex, it must pay one or more movement points from its Movement Allowance. (Note: In tournament or equally serious play, it is customary to move one unit at a time, and when one's hand is withdrawn, no further movement or adjustment may occur).

5.1 Prohibitions

5.11 Movement may never take place out of sequence. A player's units may be moved during his own Movement Phase. During the combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after combat is resolved. During the Enemy Player's Movement Phase, and during both Players' Combat Phases, except when advancing or retreating as a result of combat, Friendly units must not be moved.

5.12 A unit may never enter a hex containing an Enemy Unit.

5.13 A unit may never exit a hex that is in an enemy unit's zone of control (see 6.0) during any Movement Phase. An enemy-controlled hex may be left only during a retreat or advance as a result of combat (see 7.7).

5.14 No combat takes place during the Movement Phase. Once a player has begun to resolve combat, and has thrown the die, he has irreversibly initiated the Combat Phase.

5.15 The number of Movement Points expended by a unit during a single Movement Phase may not exceed the Movement Allowance. A unit may expend any portion of its Movement Allowance, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

5.16 Movement from hex to hex must be consecutive; that is to say, a unit may not skip hexes.

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

5.2 Effects of Terrain

5.21 A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of terrain, a unit must often expend more Movement Points. Some hexes are prohibited to movement entirely. (See 9.0 Terrain Effects Chart)

5.22 A unit which moves from one trail hex directly into an adjacent trail hex through a trail hex side expends only one Movement Point regardless of other terrain in the hex.

5.23 Units may cross river hexes by paying the 3 Movement Points to enter. No additional movement costs are assessed to leave a river hex.

5.24 Units may cross stream hex sides. Movement through a stream hex side costs one additional Movement Point. Example: if a unit moves through a stream hex side into a forest hex, the cost is three Movement Points.

5.25 A unit which moves onto a slope hex (containing the slope terrain symbol) must expend two Movement Points. There is no extra cost to leave a slope hex.

5.3 Effects of Friendly Units

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

5.32 A friendly unit may not end any phase stacked in the same hex with another friendly (or enemy) unit. There may never be more than a single unit in a hex at the end of any phase (Exception: See 12.0 Leaders and Battle Rules).

5.33 There is no limit to the number of friendly units which may pass through a single hex in one Movement Phase.

5.34 Friendly controlled hexes never inhibit the movement of Friendly units.

6.0 ZONES OF CONTROL (ZOC)

General Rule: The six hexes immediately surrounding a hex constitute the Zone of Control of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled

hexes and inhibit the movement of Enemy Units. All units must cease movement when they enter an Enemy-controlled hex.

6.1 All units exert a Zone of Control throughout the Game Turn, regardless of the Phase or Player Turn. The presence of Zones of Control is never negated by Enemy or Friendly units.

6.2 Units do not pay additional Movement points to enter an Enemy controlled hex.

6.3 There are only two ways to exit a hex in an Enemy Zone of Control: either by retreat or advance as a result of combat, or by eliminating the enemy unit as a result of combat. (Exception: Skirmishers, light troops, or Leaders have a dot next to their unit symbol and may leave an enemy Zone of Control voluntarily during the movement phase. See Section 11.0 Light Troops and Skirmishers and Section 12.0 Leaders for procedures.)

6.4 Obviously, if a given unit is in an enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

6.5 If Enemy and Friendly Zones of Control are exerted cover the same hex, Zones co-exist, and that hex is mutually controlled by both players. There is no additional effect from having more than one unit exerting Zones of Control onto a single hex.

6.6 Zones of Control always extend into all hexes adjacent to the controlling unit's hex.

7.0 COMBAT

General Rule: Combat between adjacent opposing units is mandatory. Missile units (8.0) are the only units which may attack units to which they are not adjacent and only during Missle Fire. The player is termed the Attacker. The other player is the Defender, regardless of the overall situation.

Procedure: The attacker totals the combat strengths of all the units attacking a given hex and compares the total to the combat strength of the defending unit in the hex under attack. The comparison is expressed as a ratio between attacking and defending strength points (attacking strength points divided by defending strength points) and is simplified by rounding down to one of the odds ratios on the Combat Results Table. Example: if thirteen strength points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the defender) to three to one. Having determined the actual combat odds, the attacker rolls the die. The result indicates a line on the Combat Results Table (7.6), which is cross-indexed with the column representing the combat odds. The intersection of line and column yields a combat result. Separate combats may be resolved in any order that the attacker wishes, so long as all combats are resolved during that Combat Phase. (Note: In tournament or equally serious play, it is customary to designate all attacks in the Combat Phase before rolling the die for any attack).

7.1 Which Units Attack

7.11 All enemy units that have Friendly units in their Zones of Control must be attacked by the Friendly player's units in the Combat phase. He

may resolve these attacks in any fashion desired, as long as all adjacent units are attacked, within the requirements of 7.2.

7.12 All units which end their Movement Phase in an enemy-controlled hex must attack all adjacent enemy units during the ensuing combat phase. The player may choose which attacking units will attack each defending unit, as long as all adjacent friendly units participate in an attack.

7.13 An enemy-occupied hex may be attacked by as many units as can be brought to bear in six adjacent hexes, or by as many Missle Units as are within range (see 10.0).

7.14 No unit may attack more than once per combat phase and, if eligible, once per Missle Fire Phase. An enemy unit may be attacked more than once per Missle Fire Phase, but only once per Regular Combat Phase.

7.15 Units may only attack when adjacent to the defending unit (exception: see 10.0).

7.2 Multiple Unit and Multi-Hex Combat

7.21 If a player's unit is in the Zone of Control of more than one enemy unit, it must attack all those adjacent enemy units which are not engaged by some other attacking unit. The Combat Strengths of the defending units are totalled into one combined strength to which the attacking unit compares its strength to determine the odds.

7.22 Units in two or more different hexes may combine their combat strengths and attack a single hex if all the attacking units are adjacent to the enemy-occupied hex. The Combat strengths of the attacking units are totaled into one combined Combat Strength, and then compared to that of the defending unit in order to determine the odds.

7.3 Combat Strength Unity

A given unit's combat strength is always unitary. It may not be divided among different combats either in attacking or defending.

7.4 Effects of Terrain

Units defending in certain types of terrain may have their Combat Strength increased. This increase is always a multiple of the original Combat Strength. Examples: A unit with a combat strength of "5" would doubled to an effective strength of "10" if it were defending a hill top against attacks from slope hexes. See the Terrain Effects Chart (8.0) for a complete summary. A unit on a hill top is doubled if attacked from slope hexes only. A unit on a slope hex is doubled if all attackers are on flat terrain (not a slope or hilltop).

7.5 Diversionary Attacks

A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds (by allowing most of the attacking force to the major objective). These attacks are known as "Diversionary" or "Soak-off" attacks.

7.6 Explanation of Combat Results

AL= Attacker Loss. One Attacking Unit is eliminated (removed from the map).

DL= Defender Loss. One Defending Unit is eliminated.

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

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

DR= Defender Retreat. All defending units must retreat one hex.

NE= No Effect.

7.7 Retreating and Advancing as a Result of Combat

7.71 When the Combat result requires that a player's units be retreated, the owning player must immediately move those units one hex so that they are no longer in an Enemy-controlled hex. The owning player may decide the direction that each of his retreating units moves.

7.72 A retreating unit may not retreat into a prohibited hex, cross a prohibited hex side, or enter an Enemy-controlled hex. If no hex is open to retreat into, the unit is eliminated.

7.73 A retreating unit may enter a vacant hex (within the restrictions of 7.72). If there is no permissible vacant hex, the retreating unit may displace an adjacent friendly unit (see 7.8).

7.74 Whenever a hex is vacated as a result of combat, one victorious unit which participated in that combat may advance into the vacated hex. This advance may be made regardless of Enemy Zones of Control. The option to advance must be exercised immediately, before any other combat resolution. A unit is never forced to advance. A unit may never advance more than one hex as a result of combat. After advancing, units many neither attack, nor be attacked that Phase (see 7.14), even if their advance places them next to enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in cutting off the retreat of enemy units whose combat has not yet been resolved.

7.75 Only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious player may still advance only one unit (Exception: Leaders may advance with the unit they are stacked with).

7.8 Displacement

7.81 Displacement is available only to Roman and Roman Allied units, and only in certain games. Other units may not displace, and are eliminated if no vacant space is available.

7.82 If the only hex available to the retreating unit is one which is already occupied by another uninvolved friendly unit, then the uninvolved unit is displaced (pushed out of its hex) by the retreating unit. The displaced unit is moved back by the owning player (as if it were retreating as a result of combat) and its position is taken by the retreating unit. The displaced unit itself may not be forced into enemy controlled or other prohibited hexes.

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

8.0 TERRAIN EFFECTS CHART

See last page of Standard Rules.

9.0 REINFORCEMENTS

Some battle scenarios call for reinforcements for one or both sides to appear after the game has started. Follow the directions for their starting location on the turn they arrive. After arriving, they are treated as any other unit.

BASIC GAME RULES

10.0 MISSILE UNITS

General Rules: Unlike infantry and cavalry units, missile units may participate in attacks by firing at the defending unit. Missile units have either a javelin or an arrow in the upper right side of the unit counter to indicate their missile capability. Missile units may attack a unit from 1 or 2 hexes distance per the missile table. Units must participate in combat when adjacent to opposing units. In other words, Missile units may participate in two types of attack, depending on the Phase and distance from the defending unit (adjacent or not). Unlike other units, missile units are never destroyed or forced to retreat when not adjacent to a unit, although they are affected by all combat results when they are adjacent to the unit they are attacking during the Regular Combat Phase only.

Procedure: Different missile units have different capabilities, depending on their weapon type. Roman Legions have a one-time missile-fire capability at one-hex range. Once used (once their javelins are thrown) flip the unit over to its non-javelin side. Numidians, slingers, and archers have an unlimited number of missile—fire attacks.

10.1 Missile-Fire Attacks

Units with missile-fire capability (Numidians, Legions, Balearec Slingers, and Archers) may launch one missile attack per turn during their Missile Fire Phase (exception: Roman Legions may launch only one missile attack per game). Combat odds for such attacks are not computed. A die is rolled and the results (if any) found on the Missile Fire Table are immediately implemented. The result, if any, applies only for that regular combat phase. At the end of the combat phase, the "1/2" marker is removed. (Note: In tournament or equally serious play, it is customary to designate all attacks in the Missile Phase before rolling the die for any attack).

10.11 Missile units may attack non-adjacent enemy units, up to two hexes distant, dependent on their range, but they are never forced to attack an

enemy unit merely because it is within range.

10.12 Range from the firing missile unit to the target hex is counted by including the target hex, but not the firing unit's hex.

10.13 While attacking in the missile fire phase, missile units suffer no combat results, they are never destroyed or retreated as a result of their own attacks.

10.14 Missile Fire Table (see chart on maps)

10.2 Line of Sight

10.21 To determine if a missile unit may fire at a given hex, lay a straight edge from the hex of the firing unit to the target hex. This straight line is the Line of Sight. If any of the hexes intervening between the firing hex and the target hex is blocking terrain, the target hex may not be bombarded by that missile unit.

10.22 If the Line of Sight is congruent to a hex side (that is, falling exactly between two hexes) it is blocked only if both hexes adjacent to that hex side are blocking terrain.

10.23 Forest, camp, rampart and town hexes are the only blocking terrain hexes (slope or hill top hexes do not block Line of Sight).

10.24 The terrain in the target hex and in the hex of the firing unit does not block the Line of Sight.

10.25 Missile units may fire over other units, enemy or friendly.

10.3 Adjacent Attacks

10.31 When in the zone of control of an enemy unit during the regular combat phase, missile units must participate in an attack against adjacent enemy unit(s). In such a case, the missile unit attacks with it's printed parenthetical strength.

10.32 Terrain does not prohibit missile attacks into adjacent hexes, in either the Missile Fire Phase or Regular Combat Phase.

10.4 Defense

10.41 Missile units may never add their combat strength to another unit's defensive value nor fire during the enemy's Missile Fire Phase. They may only fire during their own Missile Fire Phase.

10.42 When Missile units are themselves attacked, they suffer all combat results in the same manner as other units, even when fired on by enemy missile units.

11.0 LIGHT TROOPS AND SKIRMISHERS

Certain light-armed troops (those units with a dot next to the unit symbol) may leave enemy zones of control during their movement phase and may be able to avoid combat, depending on the type of enemy unit(s) they are adjacent to.

11.1 Disengagement Procedure: Units with dots in the upper left corner may leave enemy zone's of control during their movement phase if their movement allowance is equal to or greater than any enemy unit they are adjacent to. Units leaving a zone of control may enter other zones of control and engage in combat. Cavalry units using disengagement may not Charge in the same turn.

11.2 Combat Avoidance Procedure: Units with dots in the upper left corner which are being attacked by enemy units may elect to take an automatic "Dr" result rather than be attacked normally. They retreat TWO hexes in this case. The choice must be made for all such units before regular combat begins. Attacking units may advance after combat normally (but may not attack other units). Units may only avoid combat when their Movement Allowance is equal to or greater than their attackers (e.g. Numidian cavalry at Cannae with their Movement Allowance of 8 may avoid combat from any attacker).

12.0 LEADERS

There are various Leaders represented in each game. They are not considered combat units (as they represent individual leaders and staff), do not have a zone of control, and may leave an enemy zone of control during the movement phase (this is an exception to rule 6.3). They are destroyed if alone and an enemy unit moves into their hex. Said enemy unit may continue its normal move, but the Leader is permanently removed (not eligible for Rally). Leaders may stack with friendly units. If stacked with a friendly unit during the Regular Combat Phase, the Leader may add its printed value to the strength of that unit for attack and defense. If the friendly unit is eliminated, the leader remains in the hex; enemy units advancing as a result of combat destroy leaders. Leaders may avoid combat and disengagement per Section 11.0. Otherwise, the enemy unit may make an automatically successful attack, advance into the leader's hex, and eliminate the leader.

13.0 RALLY

Each battle scenario indicates a rally ability for each side. During the rally phase, the player will roll a die according to the battle rules. If the die roll results in a rallied unit, the player takes his choice of a unit from previously eliminated units and places it with or adjacent to a leader.

13.1 If there are not enough eliminated units to rally, the player recovers only as many units as are available. The remainder is not carried forward to the next turn.

13.2 If a leader is adjacent to an enemy unit, a rallied unit may not be placed with that leader.

13.3 Rallied units do not count towards victory conditions or demoralization.

13.4 Rally Chart (see chart on maps)

ADVANCED GAME RULES

14.0 CHARGES

Cavalry, specially trained elephants and chariots were able to utilize the element of surprise or shock to their advantage.

Procedure: Cavalry, Chariots and Elephants units which do not start their movement adjacent to enemy units may conduct a charge and gain a potential combat advantage. To indicate they have charged, place a C(x2) marker on them after their movement is completed. Their combat strength is doubled in the ensuing combat phase, however an Ar combat result will be modified to an AL with one charging unit eliminated.

15.0 DEMORALIZATION AND DISINTEGRATION

The demoralization and disintegration levels for each side of each battle can be found on each map. These levels represent the points where the fatigue and attrition of the battle would effect the overall morale (or will to continue fighting) of the forces involved.

Procedure: When the number of Victory points eliminated is equal to or greater than the demoralization level for that side, that side becomes demoralized. A demoralized side has all attacks shifted one column to the left. For example, a demoralized side that has an attack at 2-1 has that attack shifted one to the left to become a 1-1. When the number of strength points eliminated is equal to or greater than the disintegration level for that side, that side's morale breaks and the other side achieves an automatic victory. If both sides disintegrate at the same time (through an Exchange result), the player who is currently conducting combat wins.

15.1 Demoralization and Disintegration Chart (see chart on maps)

16.0 FACING

Ancient forces did not have an all around attack and defense ability. Their strength was toward one direction or facing. Units which were attacked through their flanks or rear were at a disadvantage in combat.

16.1 Unit Facing.

Units are considered to face the hex which is at the top of the playing piece. Units must be placed such that the top of the unit is facing a hexside. That hex and the hexes on either side are considered the front. The hex at the bottom of the counter is considered the rear and the hexes on either side of it are considered the flanks (see diagram). A unit may change it's facing during the movement phase at any time during it's movement except while in an enemy zone of control. Units which can leave zones of control may change their facing after leaving the enemy zone of control (they "back out" first). Units which can not leave an enemy zone of control can not change their facing. Units may only attack units which in their three front hexes.
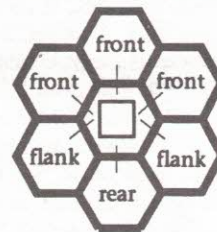
All noted hexes(front, flank and rear) are in the units zone of control.

16.2 Flank and Rear Attacks.

A unit which is attacking through a flank or rear hex has its attack strength doubled.