

1.0 INTRODUCTION

2.0 GAME COMPONENTS

- 2.1 Playing Field
- 2.2 Cards

3.0 PREPARING FOR PLAY

- 3.1 Historical Deployment
- 3.2 Optional Rule: Your Own Deployment

4.0 IMPORTANT CONCEPTS

- 4.1 The Sequence of Play
- 4.2 Facing of the Unit
- 4.3 Stacking
- 4.4 Turn 1 Special Rules

5.0 SECTION ACTIVATION

- 5.1 Actions

6.0 UNIT MOVEMENT

- 6.1 Guidelines
- 6.2 Withdrawal Movement

7.0 MISSILE FIRE

- 7.1 Missile Capable Units
- 7.2 Resolving Fire
- 7.3 Hit Level
- 7.4 Move, Fire, and Withdraw

8.0 SHOCK COMBAT

- 8.1 Basic Shock Strengths
- 8.2 Resolving Shock Combat
- 8.3 Combined Attacks
- 8.4 Disruption Result
- 8.5 Engaged Result
- 8.6 Advance After Shock Attack
- 8.7 Cavalry Flank Area Attacks
- 8.8 Retreat Before Shock Combat
- 8.9 Missile Armed Tactical Advantage in Retreat
- 8.10 Elephants

9.0 LEADERS

- 9.1 Overall Commanders
- 9.2 Section Leaders
- 9.3 Leader Movement
- 9.4 Leader Casualties
- 9.5 Seizing the Turn

10.0 RALLY

11.0 WINNING THE GAME

12.0 GAME BALANCE



ARBELA
GAUGAMELA 331 BC

HOW THIS BOOK IS ORGANIZED

This rulebook is structured to introduce concepts following the game's sequence of play. They are written in a format known as the Case System. This approach divides the rules into Modules, each dealing with an important aspect of play. Modules are numbered sequentially and possess a title. Each Module is divided into Sections, dealing with major sub-topics within the Module. These are also numbered sequentially. Finally, the majority of each Section consists of Cases: the specific, detailed rules that govern play. Their sequential numbering follows a logical progression based upon the Module and Section of which the Cases are a part. Look to these numbers to determine where a Case is located in the rules.

3.1.4

The fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We don't recommend attempting to learn the rules word-for-word. We've written these rules to be as comprehensive as possible—but they are not designed to be memorized. Taking in the rules as you play along is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@turningpointssimulations.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Turning Point Simulations* discussion folder at consimworld.com.

1.0 INTRODUCTION

The Battle of Arbela is a game which uses units to allow players to recreate this key struggle of the ancient world. It was at Arbela (sometimes called Gaugamela) where Alexander the Great, King of Macedon, totally destroyed an army much bigger than his, defeated Darius, Great King of Persia, ended the Persian dominance and allowed European culture to thread its way through much of Asia, into India. It truly changed the face of the world.

The game title refers to a plain/field, near the town of Arbela, where the battle took place. It was a totally flat, level piece of terrain (there were some rocky hills on the far, far left wing of the Persians that had no effect on the battle), perfect terrain for this type of warfare, chosen by Darius because of his preponderance of cavalry.

2.0 COMPONENTS

Your copy of *Arbela* should contain the following components:

- One deck of 31 Macedonian unit/leader cards
- One deck of 51 Persian unit/leader cards
- One countersheet with 40 informational markers
- This rulebook
- Two 6-sided dice (Boxed Version)

2.1 Playing Field

There is no map for this game. Instead the units (cards) will be placed and used (regulating movement and combat) on the game table in columns and rows as the diagram below illustrates. The intersection of a column and row is called a Section. You will have to visualize the columns and rows (and thus the Sections) for gameplay.

	RW	RC2	RC 1	C	LC 1	LC 2	LW	
	Persian Reserve							
	D	D	D	D	D	D	D	
FLANK	A	A	A	A	A	A	A	FLANK
	B	B	B	B	B	B	B	
	A	A	A	A	A	A	A	
	D	D	D	D	D	D	D	
	Macedonian Reserve							
	LW	LC2	LC 1	C	RC 1	RC 2	RW	

2.1.1 Battlefield Rows There are five Battlefield rows:

- 2 Deployment rows (one for each player)
- 2 Advanced rows (one for each player)
- 1 Battle Line (in the middle)

2.1.2 Battle Row (all B Sections): The center of the field, in between each player's Advance Row. It contains seven Sections.

2.1.3 Reserve Area Each player has a Reserve area, where players keep their available cards not yet in play.

2.1.4 Columns The main Battlefield has seven columns. Each column is identified by its deployment position of the player's line of battle:

- The Left Wing (LW)
- Two Left Centers (numbered LC1 and LC2)
- Center (C)
- Two Right Centers (numbered RC1 and RC2)
- The Right Wing (RW)

Thus, the Macedonian LC1 column would include the LC1 Sections of the Macedonian Deployment and Advance rows, the Battle row Section, plus the RC1 (the mirror image) Sections of the Persian Advance and Deployment rows.

2.1.5 Flank Areas (one to each side): At the far side of all of this, on each side, are two Flank Areas that connect to the Advanced and Battle rows. These are neither rows nor columns. They are used only for Flanking maneuvers by cavalry. No combat unit may ever be "deployed" in a Flank Area; it is used solely as a "move-through" path for a Cavalry Flank attack. When that attack is resolved, any unit in that Flank Area must either advance into the Section attacked if vacated or return to the Section from which it came. The Flank Areas are adjacent to the two Advanced and one Battle rows.

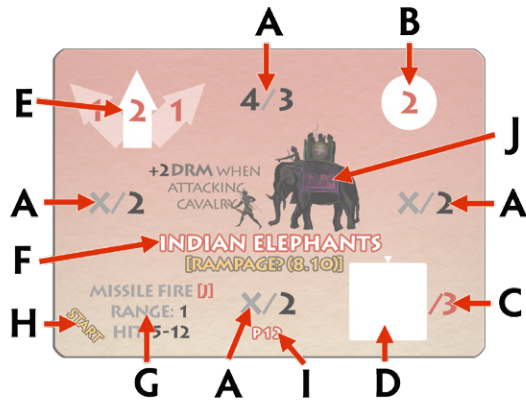
Keep in mind the terms "Straight" and "Diagonal," as they describe in which direction units may Move (Module 6.0). Thus, for a unit in the Left Center 2 Section of the Persian Advance Line, the Left Center 2 Section of the Battle Line is Straight Ahead, while the Wing Section of the Battle Line is diagonal to its left.

2.2 Cards

The game contains two decks of cards, one for the Macedonians and one for the Persians.

2.2.1 Combat Unit Card

This is the most common type of card. Each unit's card contains the following information:



A) Shock Combat Strengths: This is shown on all four sides of the unit as two ratings: Attack (AS)/Defense (DS). These two ratings, or Strengths, are listed for the Front of the unit, its two Flank sides, and its Rear. Thus, the Elephant unit in the diagram above has:

- A 4 Attack and an 3 Defense Strength to its Front,
- no Attack Capability (X) and a 2 Defense Strength to its Flanks, and
- no Attack Capability (X) and a 2 Defense Strength to its Rear.

Note: A 0 or negative strength does mean the unit has the ability to attack, but is a very weak unit.

B) Armor: This value is in the circle in the upper right of the unit card. The value is subtracted from any Missile Fire die rolls against the unit; e.g., an Elephant would subtract 2 from any such enemy Missile Fire.

C) Hit Level: This value is the number of hits that the unit can take before being eliminated (Section 7.3).

D) Hits box: The hit counter is placed in this box to indicate the number of hits the unit has taken.

E) Movement: How far, and in what directions, the unit may be moved (and conduct a Shock Combat attack). The Elephant depicted may be moved either one line diagonally or two lines straight ahead. See the Movement rules for details (Module 6.0)

F) Nationality and Unit Type: Persian cards are red, Macedonian cards are blue. Unit type is spelled out on the card, and a yellow band across the card is present when the unit can engage in skirmishing.

G) Missile Fire: The ability to throw/fire javelins [J], stones [S] or arrows [A] at the enemy. The Elephant unit, above, is armed with Javelins [J] and has a Missile Range of one Section distance, with a two six-sided (2D6) dice roll of 5-12 to successfully achieve a "Hit."

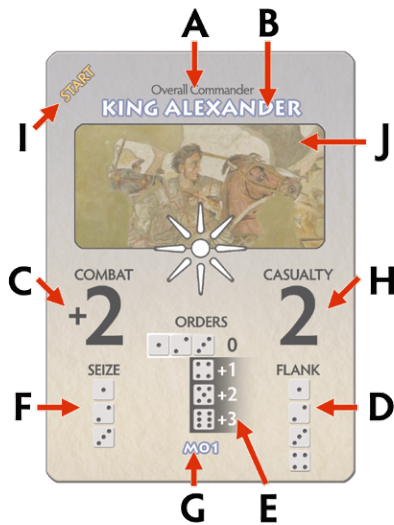
H) At Start Unit Indicator: This unit begins the game on the battle board.

I) Card Number: For identification purposes.

J) Unit Picture: An art icon to help identify the unit. The Elephant has additional special rule text.

2.2.2 Leader Cards

The Leader's card contains the following information:



A) Type of Leader: (top of unit): the Overall Commander or OC rolls for additional orders and can attempt to Seize the Turn.

B) Leader's Name.

C) Combat Bonus: A value that is added to a Shock Combat die roll when this Leader is involved. For the **Macedonian** player, Parmenion may affect only Infantry or Skirmisher units; Philotas may affect only Cavalry units. Alexander may affect both, as may the Persian Leaders.

D) Flank: Ability of Leader (if able) to either attempt a Flank Attack or to Intercept one (Section 8.7).

E) Command Ability: Only on the Overall Commander's card. A die roll result determines how many additional (or fewer) Orders a side may issue in the turn

F) Seize: An Overall Commander's chance (die roll range) of stealing play away from his opponent (Section 9.5).

G) Card Number: For identification purposes.

H) Casualty Value: See Section 9.4.

I) At-Start Indicator: This Leader begins on the Battle Board.

J) Leader Picture: An historical illustration of the man

3.0 PREPARING FOR PLAY

Unlike many historical wargames, you do not specifically deploy all of your troops in set positions. Most units start in reserve in the game and you the player decide how they get to be used (when and where).

The Persians start the game; they go first. For that initial game-turn, the Persians have 3 orders (no roll). After that play alternates between both players until the game is over (Module 11.0).

3.1 Historical Deployment

This deployment, within the parameters of the game system, is historically what appears to be what each side started with.

3.1.1 Persian In his Deployment row facing the Macedonians:

RC2, RC1, C, LC1, LC2: One Chariot unit per Section. The Elephant unit is placed in one Section stacked with a Chariot unit.

RW: Two Armenian Light Cavalry units

LW: Two Scythian Light Cavalry and one Scythian Heavy Cavalry, Leader Bessus

Note: These above units have "Start" noted on their card.

Reserve: Leaders Darius and Mazeus, plus all his other units.

3.1.2 Macedonian In his Deployment row, facing the Persians:

LC1: Two Thessalian Heavy Cavalry units, Leader Philotas

C: Two Phalanx units, one Skirmisher unit (player's choice)

RC1: Two Phalanx units, one Skirmisher unit (the other unit)

Place Leader Parmenion in either the C or RC1 Section.

RC2. Two Hypaspist units

RW: Three Companion Cavalry units; Leader Alexander

Note: These above units have "Start" noted on their card.

Reserve: All remaining units.

And yes, the Macedonian LW and LC2 deployment Sections start empty.

3.2 Optional Rule: Your Own Deployment

You might want to see if you can "do better" and start with a different set-up. In that case, both sides may deploy their cards initially in their Deployment lines (within the stacking restrictions) and Reserve. The Macedonian cannot deploy units into his LW and LC2 Sections (a nod to their inferior numbers, and thus frontage).

Designer's Note Usually no Persian player, given the opportunity, will start with the Historical Deployment. Chariots, as a military weapon, had almost completely disappeared (with the arrival of cavalry they became fairly useless, as you can see... maybe Darius was trying to disarm Alexander with a touch of nostalgia.

You are now ready to start the game ... and for us to get into the mechanics of play.



4.0 IMPORTANT CONCEPTS

Before getting on with the main body of the rules, there are several important concepts with which players should familiarize themselves. These are presented here and include the rules on the sequence of play, stacking, and facing of units.

4.1 The Sequence of Play

Each player undertakes their Player Turn, as follows:

1. **Rally and Deploy Phase** The active player first rallies all his disrupted units in his Reserve (only). Then he may place **any** number of units and/or Leaders from his Reserve into any Section of his Deployment row, up to the maximum stacking allowed (Section 6.4) for Sections in that row.

2.   **Orders Phase** Each Leader has one order marker placed on him. The player then consults his Overall Commander's card and rolls the die to see how many additional orders he may be able to issue. A positive value result provides that many additional orders to issue. If the Persian result is a -1, one order marker on a Persian Leader must be removed. Each Leader can issue his order marker into the Section he is in or an adjacent Section. A Leader in Reserve can issue his order into any one Section in the Deployment row. If additional orders were received from the roll, these order markers may be placed onto any Section on the board with friendly units. Order markers are placed with their "Active" side up. Once placed on a Section, they cannot be changed as the turn progresses.

3. **Leader Movement Phase** Each friendly Leader may be moved (Section 9.3).

4. **Section Actions Phase:** The Player may undertake Actions with ordered Sections (Module 5.0).

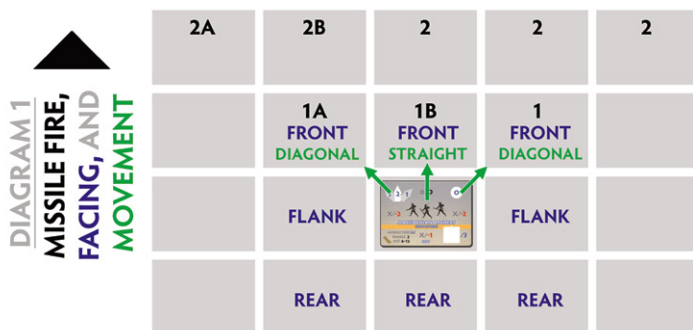
When all ordered Sections have undertaken their Actions, the Player Turn is over, and the opposing player now gets his Player Turn. Each player, in turn, repeats the above sequence until one player has attained a Victory (Module 11.0).

4.2 Facing of the Unit

Units are always faced (oriented) towards a Section (or the Flank Area on the map). Leaders have no specific facing requirements.

This facing identifies a unit's front, flank, and rear adjacent Sections.

All units start the game facing forward towards the enemy's side (black arrow in diagram below). They can, however, change their facing.



Facing is changed in one of two ways:

1. **Facing Change Action** This Action takes the place of movement and involves the player simply rotating the unit's card within its Section as he sees fit. A unit may not Move, or engage in Shock Combat or Missile Fire before/after a Facing Change Action.
2. **Diagonal Movement** When a unit is moved diagonally it may either maintain the facing direction it had before it moved, or it may change its facing direction one side (90°) in the direction it moved diagonally.

Example A unit moving diagonally from Battle Line Center to the enemy's Advance Line LC may either maintain its forward facing (towards the enemy Deployment Line) or it may rotate so that it is facing the enemy's LW Section of the Advance Line. It may not pivot to face the Center Section of that line.

Units may engage in Shock Combat and Missile Fire only at units to their frontal Sections. Units wishing to engage in Shock Combat diagonally must be able to Move diagonally.

4.3 Stacking

Stacking refers to the number of units that may be in a Section at any one time, depending on the row the Section is in.

4.3.1 Advanced and Battle Rows An individual Section in the Advanced or Battle rows may hold the following cards at any time:

- One Unit, **plus**
- One Leader, **plus**
- One Skirmisher unit (see below)

One Skirmisher unit may stack with any one non-Cavalry unit in a Section of these rows. Both units must face in the same direction. They may Move together or separately. Stacked Skirmisher units may Missile Fire regardless of where they are in the stack. They add nothing to any Shock Combat, however, but do suffer any results.

4.3.2 Deployment Row Deployment row Sections may contain up to 3 units, all facing in the same direction, plus one Leader.

The following cards are always face-up in a Deployment row Section:

- Top unit
- Any one Leader
- One Skirmisher unit that you wish to have Missile Fire.

Only face-up units may Missile Fire and/or Move. Rest of units in the Section remain face-down.

Play Note The order in which you stack your cards in your Deployment Sections at the start is **very** important, as it designates which cards you will get to use, and when.

When face-up units Move out of a Deployment Section, turn the next unit over so it is face-up.

When transferring units from the Reserve into a Deployment row Section, that unit is placed on the bottom of the Deployment Section's stack. Units that enter a Deployment row Section from an Advanced row Section may be placed anywhere in the stack.

Exception Moving Skirmisher units may be placed anywhere in the stack, regardless of where they came from.

The player may Move units from the Deployment row to his Reserve, regardless of where they are in the stack.

If there are already 3 units in a Deployment Section, no other units may enter that Section for **any** reason. If a unit must Move thusly, it is eliminated instead.

A player may change the stacking order in a Deployment Section as an ordered Action. In doing so, no unit may Move in or out of that Section that turn.

4.3.3 Player's Reserve The Reserve may contain any number of friendly units and/or Leaders. Units in Reserve may not engage in Missile Fire or Shock Combat, and they may not be the targets of Missile Fire or Shock Combat by the opponent.

4.4 Turn One Special Rules

The Macedonian player cannot deploy troops from his Reserve to his LC and LW2 deployment Sections on his first turn of the game.

Neither player rolls for orders (Case 4.1[2]) on their first turn. Each Leader has one order to issue.

5.0 SECTION ACTIVATION

Players maneuver and fight with units by undertaking Actions with the units in an individual Section that are ordered, one Section at a time, until all ordered Sections have completed actions for the player turn.

5.1 Actions

An Action for an ordered Section consists of **one** of the following:

- Move
- Missile Fire
- Move and Missile Fire
- Move and Shock Combat Attack
- Shock Combat Attack
- Move, Missile Fire and Shock Combat Attack (Javelin/Missile units only)
- Withdrawal Move
- Change Facing Direction
- Rearrange Deployment Section Stacking
- Move Disrupted unit(s) to Reserve

Units in an individual Section may perform only one of the above listed actions per turn. (In other words, no Section can have more than 1 order placed on it).

Example A Phalanx unit in the Macedonian's Advanced Center Section is ordered and activated to Move straight ahead into the Battle Line Center to Shock Combat attack a Persian Infantry unit in the Persian Advanced Center Section.



When the units of the activated Section complete their action, flip the Order marker over to its back "Moved" side.

5.1.1 Disrupted Unit's Movement Action When an order is placed into a Section with a Disrupted unit and the Section is activated, the player may immediately Move any/all Disrupted units in that Section and place them in his Reserve no matter how far away. The vacating of this Section does not allow any enemy advance to occur due to the Section being vacated.

Play Note Disrupted units are only rallied when they are in the player's Reserve during his Deploy and Rally Phase.

6.0 UNIT MOVEMENT

Players will use unit movement to engage enemy units, gain control of the battlefield, and possibly out flank their opponent's entire line. Leader movement is detailed in Section 9.3.

6.1 Guidelines

Each unit's card states how far (in terms of Sections), and in what directions (straight and/or diagonal) it can Move. A unit may Move either straight ahead, into the Section it is facing towards, or into the diagonal frontal Section (if permitted by the diagonal Move indicator on its card), which is a Section to either side of the Section directly ahead (as shown by green arrows and text in diagram 1 in Section 4.2).

If a unit's card says it can Move in "Any" direction, that means it can move forward and/or diagonally up to a maximum distance as noted. Units may never Move directly sideways as to how they are facing.

Play Note It will take two Actions to Move a card sideways: first turn to change Facing, then a second turn to Move into the adjacent Section. It will take a third turn's Action to reface the card to its original facing. **Exception** Diagonal Movement (Section 4.2[2]).

6.1.1 Restrictions Units may Move only into unoccupied Sections.

Exception A unit may enter a Section occupied by another friendly unit with which it could stack (Section 4.3).

A unit may not Move into an enemy-occupied Section. A non-skirmisher unit may not Move diagonally if there is a non-disrupted enemy unit to its front, regardless of the enemy's facing.

Use of the Flanking Area is reserved for combat, and for Cavalry only. No card may ever end a turn in a Flanking area.

6.2 Withdrawal Movement

A unit may always Withdraw (Move backwards to its facing) if the player selects Withdrawal Movement as its Action during its turn. To withdraw means to Move one Section directly or, for Cavalry and Skirmishers, diagonally, to its rear (or from Deployment Line into Reserve). The Section must be unoccupied (unless stacking is possible, as per Section 6.4). If stacking is allowed, the player may place the withdrawing unit anywhere in the stack. The withdrawing unit maintains its original facing.

Withdrawing units with Missile Fire Capability (Module 7.0) may fire their missiles before withdrawing.

Skirmisher units have a special Withdrawal capability. They may withdraw as above with the following additional abilities:

- Move two Sections to the rear
- **Through** a friendly-occupied Section (if stacking permits).

Cavalry units may use a Flank Area if it is adjacent and was not being otherwise used that turn to withdraw two Sections.

The only units that can conduct a Withdrawal Movement when it is **not** their turn are Cavalry and Skirmishers (Section 8.8).

7.0 MISSILE FIRE

There are several sub types of Missile Fire in the game (Offensive, Reaction, Defensive, and Retreating Fire). Collectively, these are all referred to as Missile Fire in these rules.

7.1 Missile Capable Units

There are three types of missile-firing units: Archers (including most Persian Light Cavalry), Slingers, and Javelinists. Each unit's card lists that weapon's effectiveness and its range. A unit may not Missile Fire at a distance (range) further than what is listed on its card. Units with missile ratings may Missile Fire at enemy units offensively during their turn or defensively during the opponent's turn:

When it is their turn units may Offensively Fire as follows:

- Either before, during, after, or instead of executing a Move. It is possible that a missile unit with a Movement Value of 2 could Move one Section, Missile Fire, and then Move to another Section. A missile unit which Offensively Fires and is stacked below another unit in the Section automatically suffers the Shower Fire modifier (Case 7.1.1). Also see Section 7.4, a most important Section for the Persians.

When it is the opponent's turn, units may choose one option as follows:

- **Reaction Fire:** Against activated enemy missile units that have targeted and Missile Fired at the friendly missile unit (after the enemy Missile Fire). Reaction Fire by a unit may be performed only once per unit per enemy turn (so if Missile Fired at by more than one enemy unit, it can only Reaction Fire at one firing unit).
- **Defensive Fire:** The Section the friendly missile unit is in is about to be attacked by enemy units conducting Shock Combat (performed before the Shock Combat attack).
- **Retreating Fire:** It may also be used by retreating missile-armed units as per Section 8.9.

A unit may only Missile Fire to/through its front side, although the target may be one either to the front or one to the diagonal front. A card may **not** Missile Fire through its flank or rear sides.

Example If the unit in the diagram in Section 4.2 was a Javelin missile unit and facing as shown, it may Missile Fire at an enemy unit in any of the three Sections marked with a black text 1.

If a unit has a Missile Range of 2 (Archers), it may Missile Fire two Sections ahead.

Example If the unit in the diagram in Section 4.2 is an Archer unit and facing as shown, it could Missile Fire into any of the Sections marked with a 1 or 2.

7.1.1 Shower Fire This type of fire enables Archer units with a range of 2 to Missile Fire at enemy targets over Sections containing units (friendly or enemy). If it does so, subtract one from the die roll. This condition also applies if a missile Skirmisher unit is stacked below a friendly unit. If Shower Fire applies, a -1 die roll modifier (DRM) will apply.

Example If the unit depicted in the diagram in Section 4.2 were an Archer unit and it wished to Missile Fire at an enemy unit in either 2a or 2b, and there was a unit in 1a, it still could Missile Fire at the target by using Shower Fire and suffering a minus 1 die roll modifier. Shower Fire would apply also if the Archer unit was targeting an enemy unit in 2b and a unit was in 1b.

7.2 Resolving Missile Fire

To resolve Missile Fire, the firing player rolls **two dice**, adding them together to get a result of 2-12. Modify the result by the following:

- Subtract the target unit's Armor rating (Case 2.2.1b)
- Subtract the number of Hits incurred by the firing unit
- If using Shower Fire, apply the -1 die roll modifier



If the modified result falls within the hit die roll range listed on the firing unit's card, the target suffers a "Hit." Place a Hit Marker with the 1 value facing the top of the card on the target unit's card or rotate/replace the marker on the card to indicate the new higher number of Hits has incurred (again, number of Hits indicated to the top of the card). If firing at a stack, only the top unit is affected by the Hits. Marked Hits remain with the card until the card is eliminated.

If the adjusted DR is not within the range, nothing happens. Oops, missed.

7.3 Hit Level

When the total number of Hits incurred **exceeds** a unit's Hit Level (Case 2.2.1c) it is Eliminated. Hits incurred are never removed from a unit during the game and do affect Shock Combat.

Example An Uxian Slinger unit will be eliminated by just one Hit (the "Great Cooga-Mooga Gemme Outta Here Effect" of having no protection of any kind), while it would take 13 Hits to eliminate a Macedonian Phalanx.

The Hit Level of a Disrupted unit is the same as its normal state. A Disrupted unit retains all its Hits.

Historical Note Archers were somewhat better protected, often by a tad bit more armor, and more often by fellow soldiers standing next to them with a shield to bat away "incoming."

7.4 Move, Missile Fire, and Withdraw

Cavalry missile units capable of moving two Sections straight ahead may instead Move one Section directly forward, Missile Fire and then, after firing and taking any possible return Missile Fire, Move back into the Section from whence they

came, maintaining the same facing. Stacking restrictions apply to this capability.

Play Note *This is the main value of all those Persian Light Cavalry units. A key tactic for the Persian Player. Hey, it's how they became a huge empire.*

8.0 SHOCK COMBAT

Shock Combat is face-to-face piercing, hacking, and slashing with hand-held weapons (a given soldier could only do this for about 10 minutes, even when he's being gloriously victorious). It is hard, difficult, enervating work ... at best. Something to consider when you read that battles lasted for many hours.

8.1 Basic Shock Combat Strengths

Each side of a unit card (they have 4 sides) has Shock Combat Ratings of Attack Strength / Defense Strength. A unit may only attack into one of its frontal Sections (Flank and Rear sides of the unit's card are noted with an "X" for the Attack Strength) Thus, a Macedonian Phalanx has an Attack Strength of 6, with a Frontal Defense Strength of 8. If attacked through a flank side, it defends with a strength of 3. Its Defense Strength against an attack from the Rear is 6.

A Cavalry unit attacking the Flank or Rear side of an enemy unit **doubles (x2)** its printed Shock Combat Attack Strength.

These strength values are a Die Roll Modifier (DRM) that is added to the Shock Combat die roll when the unit is involved in Shock Combat.

Example *A combat unit with a Shock Combat Attack Strength of 4 would allow the player to add 4 (+4) as part of resolving combat as per Section 8.2. If its Shock Combat Defense Strength were 3, when defending the player would add three (+3) to his die roll when resolving combat.*

Some units have a "minus" rating (e.g., Slingers have -2). This negative strength value will reduce the result of the player's die roll.

Example *The noted Slinger unit's roll is an 8 from which 2 is subtracted netting a result of 6.*

Designer's Note *Some of these units/weapons systems were never designed or trained to be any part of Shock Combat. They were useless in such circumstances.*

If a unit is attacked from both one of its Frontal Sections and one of its Flank and/or Rear Sections, the defender uses the **lowest** applicable Defense Strength for his DRM.

Example *A Macedonian Phalanx is attacked from both its Front and its Flank; it defends with a DRM of 3.*

The strength of **all** sides of a disrupted unit is X/0.

8.2 Resolving Shock Combat

Shock Combat is resolved after **all** Moves and Missile Fire for that Player Turn has been completed.

A unit may Shock Combat attack any enemy unit that occupies one of its frontal Sections (see the facing diagram in Section 4.2) if capable of moving to that Section. If there is an enemy unit directly to its front, a unit may **not** attack diagonally.

A unit may Shock Combat attack after moving, or it may Shock Combat attack instead of moving. Javelin-armed missile units (e.g., Peltasts) may Move, Missile Fire, **and** conduct Shock Combat! However, a unit that changes facing may **not** perform a Shock Combat attack.

8.2.1 Deployment Sections and Shock Combat Only the top unit in a Deployment Section may conduct a Shock Combat attack from that Section. Deployment Sections may be the target of Shock Combat attacks, with the top unit defending (using its Defense Strength). However, the defending player adds to his die roll a number equal to the number of non-Skirmisher units below that top unit. Thus, if there are 3 units in that Deployment Section, he would add two (+2) to his DR, in addition to the Shock Combat Defense Strength of the topmost unit.

8.2.2 Determining the Shock Combat Strength To resolve a Shock Combat attack, **each** player rolls one die, to which he adds any of the applicable DRMs listed below. Those adjusted die rolls are then compared to determine the result.

- The unit's Shock Combat Attack or Defense Strength (as appropriate).
- Defender in Deployment Section adds a DRM equal to the number of non-Skirmisher units in the Section other than the top unit (not their ratings).
- Subtract the number of Hits accrued by the defending or attacking unit (Section 7.2).
- Add the Combat Rating of a Leader stacked with an attacking or defending unit (except Elephants).
- Elephants attacking Cavalry add two (+2) to the die roll

8.2.3 Results of Shock Combat Treat the results from Shock Combat as follows:

- If the adjusted DRs are **equal**, **all** units are **Engaged** (they're still whaling away at each other). See Section 8.5 for further details.
- If one adjusted DR is **lower** than the other player's, that player's units are **Disrupted** (Section 8.4).
- If the **attacker** was attacking the defending unit's Flank or Rear, or the defender is already Disrupted, and the attacker's DR is higher, the defending unit is **Eliminated** (also see Flank Area Attacks, Section 8.7).
- If one adjusted DR is **at least twice** that of the other, the unit with the lower result is **Eliminated**.

Shock Combat results affect **all** units in a Section...even in the Deployment Sections rows. Eliminated units are immediately removed from play.

8.3 Combined Attacks

If more than one ordered adjacent (diagonally or orthogonally) unit Shock Combat attacks the same defending unit from different Sections (as may happen, among several possibilities, when one friendly unit attacks to the front and is joined by another ordered friendly unit attacking diagonally) the attacking units total their Shock Combat Attack Strengths. If they are **not** adjacent, each separated Shock Combat attack must be rolled for individually; player's choice which goes first.

8.4 Disruption Result

A unit that is Disrupted is flipped over to its reverse (logo) side; it does not face in any particular direction. Any Hits on the unit remain.

8.4.1 Disrupted Effects Units that are Disrupted suffer the following effects:

- They may not Move, except when they are ordered and their activation allows the player to Move them directly to his Reserve (Case 5.1.1).
- They may not initiate Missile Fire or Shock Combat.
- They defend with a Shock Combat Defense Strength of 0, and all applicable DRMs (including accumulated Hits).
- They do **not** prevent an enemy unit to their front from moving diagonally (Section 6.1).
- They may be Rallied (Module 10.0).

8.5 Engaged Result



Units and Leaders that become Engaged due to a Shock Combat result have an Engaged marker placed on them to keep you alert to this condition.

8.5.1 Engaged Effects Units that are Engaged suffer the following effects:

- They cannot Move at all or Missile Fire (not even Reaction Fire)
- They can Shock Combat attack, but only against the units that they are Engaged with.
- They may **not** be Missile Fired at.

If stacking restrictions permit, other units may Move into their Section (to join the original unit as “Engaged”). This includes Leaders.

8.6 Advance after Shock Combat Attack

If a Section is vacated because the unit in it was eliminated, the victor may, if he wishes, advance his winning unit into that Section. However, if the victor is the attacker who had moved and attacked in the same turn, the attacking units **must** advance into a vacated Section.

The advancing victor may **not** change facing after entering this vacated Section, even if the attack was diagonal. In the case of a combined attack from more than one Section, the advancing unit is determined by the victor.

The normal one unit only (and an Skirmisher unit if stacked with the attacking unit) stacking limits apply to the units entering a vacated opponent’s deployment Section.

8.7 Cavalry Flank Area Attacks

Cavalry stacked with a Leader can use Flank Areas to bypass Sections and rows to attack enemy Wing Sections. Flanking is used solely for Shock Combat; it may not be used to simply Move a unit.

The Flanking Area extends on each side of the two Advance Lines and the Battle Line. It may be entered through the RW/LW Sections of any of those three lines as well as from a friendly Deployment

Wing Section. It may be used to “attack” any adjacent enemy Wing Section in the targeted Advance or Battle Rows (but **not** a defender’s Deployment Section), regardless of the distance.

Cavalry may use Flank Areas even if the Section directly to its Front is enemy occupied (as opposed to moving diagonally [Section 6.1]; Case 8.8.3, Interception, also applies).

Flanking is considered combat, not part of movement. It can be used after movement.

8.7.1 Resolving Flanking Attempts To engage in a Flank attack, the Cavalry unit must start, and stay, stacked with a Leader, and it must start in one of the Wing Sections (RW or LW). Its facing at the time does not matter. The player then announces which enemy-occupied Wing Column Section he is targeting as a Flank attack and from where. He then rolls one die and checks the Flank Attack Rating of the Leader commanding the charge. If it falls within that Leader’s range, then the Flank attack takes place, with the attacker facing in the direction of the side of the target Section adjacent to and opposite the Flank Area (usually the target unit’s Flank). If the DR is not within the range, no Shock Combat, Missile Fire, or any Move may take place. But it still counts as an Action completed (and Activation).

Example Alexander, with a Companion Cavalry unit, is in the Advanced RW Section and the Macedonian player wishes to attack the enemy unit in the Persian Advanced LW Section by using a Flank attack. The Macedonian player rolls a die (result of 3) which is within the Flank roll range listed on Alexander’s card. So he Moves the Companion Cavalry unit and Alexander into the Flank Area adjacent to the targeted Persian unit with the Companion’s Frontal facing into the Flank of the Persian unit.

8.7.2 Flank Attack Results If the attacking Cavalry forces the enemy to vacate its Section by eliminating it, or if the enemy unit withdrew, the attacking unit Moves into that Section, facing in any direction the owning player wishes. If it doesn’t, and it has not been eliminated, it is returned to the Section from which it started the attack and is immediately Disrupted. If already Disrupted, ignore the second Disruption. (It is possible that both attacker and defender will end up Disrupted, in their original Sections.)

Play Note Cavalry that is not Disrupted can always effect a Flank attack by moving diagonally into a vacant Section, which allows it to change facing, as per Section 6.2, and then attack an adjacent Section in that Line.

8.7.3 Interception and Counter-charge If there is an enemy Cavalry unit in the Wing Section (LW or RW) that is in **any** bypassed Wing Section or the targeted wing Section of a Flanking attack, that (non-active) unit may attempt to Intercept the Flanking Cavalry (from a bypassed line) or counter-charge it (in that target Section). Whether it is an Interception or Counter-charge, the mechanics are the same; the **defending** player rolls one die and compares it to his Leader’s Flank Rating, if there is one; if there is no Leader present, the Flank Rating is 1. If outside that range, nothing happens and the original Flank attack continues. If within that range, the “defending” cavalry is now the attacker, the original Flank attacker is the defender.

Resolve immediately.

- If the Interception comes from a bypassed line, it is considered an attack into the activated unit's (the unit using the Flank Area) Flank side by the Intercepting unit.
- If a Counter-attack by the target unit, it is considered a Frontal attack.
- If the Interceptor or Counter-charger is the victor, the Flank Area attacker is returned to the Section where it started (unless it was eliminated).

If the Flanking Cavalry unit wins the battle:

- The activated unit continues on and undertakes its originally intended attack; or,
- If versus a Counter-charge, there is no further combat; results of the Counter-charge has ended the Flank attack.

Play Note *The whole Flanking and Counter-flanking mechanics are key tactics and can prove quite decisive and disruptive. Lots of fun decision-making time for you homespun "strategos."*

8.8 Retreat before Shock Combat

A Skirmisher unit or a Cavalry unit (Chariots are considered Cavalry for this purpose) that is attacked by Shock Combat by Infantry or Elephants though its Frontal Sections may choose to retreat rather than defend. It may do so only if there is a vacant (or stacking permissible) Section directly or diagonally to its rear. As it is a defending unit, it does not have to be activated; the player simply vacates the Section and "withdraws" the defending unit, maintaining its original facing.

Cavalry, under the above circumstances, may use a Flank Area that is adjacent to its Section, if available, to Retreat two Sections to the rear. It may not do so if the enemy has designated that Flank Area for a Flank attack that turn.

8.9 Missile-Armed Light Cavalry Tactical Advantages in Retreat

Missile-Armed Light Cavalry (e.g., Scythian Mounted Archers) may Missile Fire before so Retreating. The opponent's attacking unit initiating Shock Combat may, if it wishes, advance into the vacated Section.

8.10 Elephants

Historical Note *The Persians did have a squadron of elephants at Arbela, compliments of their Indian satraps. However, there is no indication anywhere that they were ever used.*

8.10.1 Characteristics Elephants (there is only one such unit) are used like any other unit. They are both Shock Combat and Missile Fire capable with the following exceptions:

- Cavalry may not conduct Shock Combat against Elephants
- Elephants get a +2 DRM when engaging in a Shock Combat attack against Cavalry (which may Retreat before such Shock Combat, if capable, as per Section 8.8).
- They are never Disrupted or Eliminated directly as a Shock Combat Result; if they suffer such a result from Shock Combat, their owner instead checks to see if the Elephant has Rampaged.
- Leaders may not stack with Elephants except in friendly Deployment or Reserve Rows. Leaders never have an effect on Elephants Abilities.
- Elephants are not Cavalry; they may not use the Flank Areas.

8.10.2 Rampage Elephants will possibly Rampage with the following effects:

- When they lose a Shock Combat (either as attacker or defender), in which case the Persian player, instead of applying a Disruption or Elimination result, immediately rolls one die. On a roll of 1-3 the Elephant has Rampaged. On a roll of 4-6, the Elephant is eliminated (not really killed, mostly using its higher intelligence to go do something else).
- Any Missile Fire by Archers (A) or Javelinists (J) that causes a hit on an adjusted DR of 9 or more. A lower DR does not produce a Rampage.
- When the Elephant's Hit Level is exceeded (Section 7.3), the player then acts as if the Elephant suffered a Shock Combat result, above.
- In an Engaged result, the Persian player rolls one die. If he rolls a 1-3 the Elephant has Rampaged, otherwise the elephant becomes Engaged.

8.10.3 Rampage Procedure When an elephant Rampages, the owning player roll a die (re-roll a 5 or 6 result) and rotates the Elephant unit a number of sides, clockwise, equal to the DR. The Elephant then Moves (or tries to) up to two Sections in that new direction, and immediately engages in Shock Combat against the first enemy or friendly unit it Moves adjacent to in its frontal Sections. No Missile Fire can be made from the Elephant (*the riders are hanging on for their dear lives*), although the defending unit can Missile Fire defensively if eligible. A +2 DRM applies to the Elephant's Shock Combat DR, in addition to any other applicable DRM. The Elephant is removed from the game after this combat. This is not a vacated hex in terms of Advance; there is no advance after Rampage.

9.0 LEADERS

Leaders are important for both issuing orders and aiding in combat situations on the field of battle. Each Leader usually has one order to issue to a Section (Case 4.1[2]).

9.1 Overall Commanders

Each player has one Overall Commander (OC). OCs may be deployed in any Section.

9.1.1 Orders OCs are used, mostly, to determine how many additional or fewer orders a side may issue in a single turn (Case 4.1[2]). At the beginning of the Orders Phase, the owning player rolls one die, comparing it to his OC's Command chart. The result is the number of additional (or fewer) orders that can be issued for his side that turn. Their additional orders (or reduction) apply regardless of where they are, even if in Reserve.

Play Note *Yes, the Macedonian player has the possibility of ordering up to 6 Sections in one turn. On average, the Macedonians he will be twice as effective as the Persians. Alexander is the Macedonian player's truly great advantage.*

9.1.2 Combat The OC's Combat Rating is used in Shock Combat as a DRM to a unit it is stacked with as per Section 8.2. (Then again, Alexander has a possible major effect on any combat in which he is involved.)

9.1.3 Seizing the Turn An OC can attempt to Seize the Turn (Section 9.5) as reflected by his Seize Rating.



9.1.4 Darius Restrictions Darius may not roll to perform a Flank Area attack (his card has a “no” symbol for a flank die roll range). Darius has no effect on his Elephants and may not stack with them.

Designer's Note *They're smarter than he is, anyway.*

9.2 Section Leaders

Section leaders issue an order to the Section they are in or an adjacent Section. They add their Shock Combat DRM to any unit with which they are stacked. In addition, Section Leaders that can command Cavalry are used/needed for Flank Area attack attempts, as per Section 8.3. (As is Alexander; Darius may not be so used.)

9.3 Leader Movement

Leaders have two times that they can Move if desired:

- 1) The **Leader Movement Phase** They may Move by themselves up to two Sections in **any** direction, as long as the path is not blocked by enemy units. This does not cost an order.
- 2) The **Section Actions Phase** They may Move with (and stay with) any unit with which they are stacked during this Phase, as long as that Section has been ordered and activated.

9.4 Leader Casualties

Leaders never suffer a casualty check from enemy Missile Fire. They must perform a casualty check if involved in Shock Combat. The casualty values for the Leaders are noted on their cards.

9.4.1 Persians At the conclusion of each Shock Combat attack in which a Persian Leader was involved, roll two dice (adding them together for a total) for each participating Leader:

- **Darius:** if the DR is a 7, Darius has been killed.
- **Mazeus or Bessus:** if a 12 is rolled, they are killed.

If the Darius is killed, the Persian player has only one order for each remaining Leader available (so two maximum total) for the rest of the game.

9.4.2 Macedonians At the conclusion of each Shock Combat attack in which a Macedonian Leader was involved, roll two dice (adding them together for a total) for each participating Leader:

- **Alexander:** if the DR is 2, he has been killed. If Alexander is killed, the Persians immediately win the game.
- **Philotas or Parmenion:** if a 12 is rolled, they are killed.

9.4.3 Units Whose Leaders are Killed If the units were eliminated in the Section with a Leader (who was not killed), simply place the Leader in any other Section in that column, regardless of position of enemy units, or in the Reserve.

Play Note *Yes, Leader loss can be a major bummer. For all intents and purposes, if Alexander gets whacked, the Persians win. Alexander suffered many wounds during battle, and he was close to being killed at the Granicus. Dangerous work, being great.*

9.5 Seizing the Turn

Seizing is an attempt to immediately end the opposing player's turn and transfer the turn to the Seizing player. It is not without possible backfire, however. A player may attempt a Seize the Turn at **any** time during his opponent's turn by announcing this to his opponent. The player then rolls one die and compares it to his OC's Seize die roll Range printed on his card.

9.5.1 Success A player succeeds in Seizing the Turn if the die roll falls within his OC's Seize die roll range. The opposing player stops what he's doing immediately and his turn is ended. It is now the Seizing player's turn. Any units interrupted in the act of moving are returned to the Section in which they started (unless the unit physically completed the Move (moving player has removed his hand from the unit card)).

9.5.2 Failure A player fails at Seizing the Turn if the Seize DR is **not** within his OC's Seize Range and:

- His opponent continues with his turn **and** may immediately issue an additional order to one un-ordered Section.
- Also, the player who failed the attempt has a -1 DRM to **all** his Shock Combat DRs during the remainder of the opponent's turn.

9.5.3 Limits on Use The following restrictions on Seizing the Turn are in effect at all times:

- No player may attempt a Seize the Turn in his opponent's first two game turns.
- Only one attempt may be made per player turn.
- No player may attempt to Seize in consecutive opponent's turns. There must be at least a one opponent's turn hiatus.

10.0 RALLY

Rally refers to recovering from Disrupted status of a unit by flipping it back to its informational side. Only Disrupted units in a player's Reserve may be rallied.

The owning player will have had to have ordered and Moved to Reserve the Disrupted unit in a prior turn (meaning there will be a one opponent player's turn wait before a friendly unit can rally). All Disrupted units in the Reserve are rallied in the Deploy and Rally Phase (Case 5.1.1). There is no requirement other than their presence in the Reserve. No orders are required to perform this.

Hits on a unit are permanent; they are never removed.