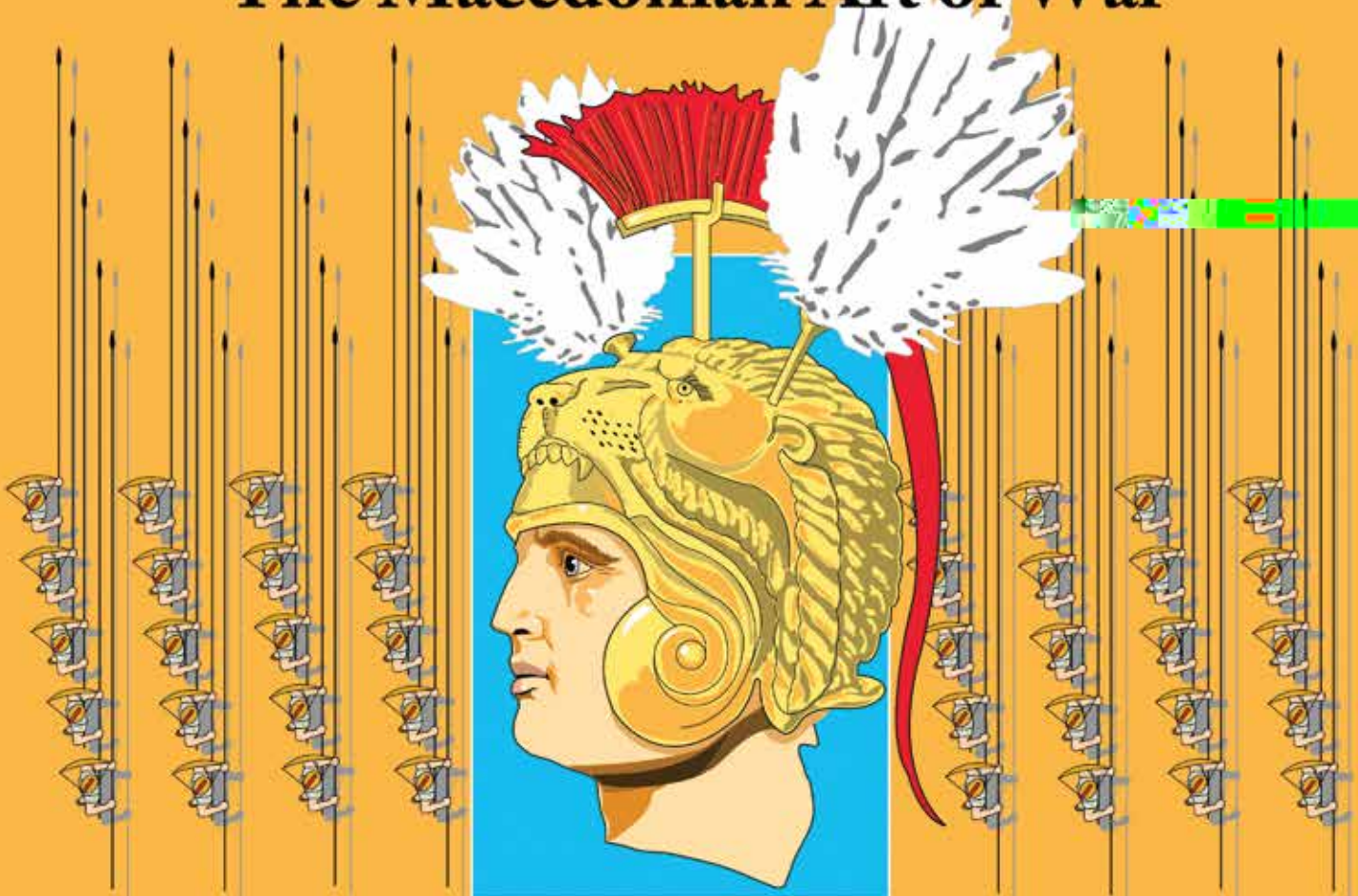


DELUXE 6TH EDITION

The Great Battles of Alexander

The Macedonian Art of War



By Rodger B. MacGowan ©2014

RULES MANUAL

~ a Mark Herman - Richard H. Berg design ~

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(1.0) Introduction

The *Great Battles of Alexander the Great (GBA)* is the first volume/game in GMT's *Great Battles of History* series. It portrays the development of the Macedonian Art of War, as originally formulated by Philip II, King of Macedon. It reached its peak during the reign of his son, Alexander III, who—after his conquest of the Persian Empire—became known as Alexander the Great. This special “*Deluxe*” edition covers almost every battle fought by Alexander and his army before and during his conquest of the civilized world (Western version). The battles illustrate the triumph of the Macedonian system of “combined arms”—led by a powerful heavy cavalry and anchored by a relentless phalanx of spears—first over a Greek hoplite system that had been in place for centuries, and then to its ultimate fruition against the massive, but often out-of-date, “light” armies of the Persian Empire. We have included historical commentary throughout the rules by way of explanation—especially in the Terminology section (2.4) and the individual battle scenarios—so that you can more fully understand some of our design reasoning.

A Note for Players

GBA, while not an overly difficult game to learn or understand, uses a tactical system which rewards those who know what their men can do and how to exploit the capabilities of even the worst of them. To calmly blunder into battle with a, “Let’s see what happens here,” theory is to be carried home on your shield in a remarkably short time. We suggest that, because of the unusual nature of this era of warfare, as well as the specialized capabilities of the various units, players—even those quite familiar with simulation gaming—play through a few turns of the “Samarkand” scenario. This battle will reveal the various tactical strategies available, how the different types of weapons system may best be used, and how best to (try to) protect against them. It was Alexander’s genius that he could combine all of these aspects; it is the player’s challenge to see if he can equal—or even best—him.

A Word on the Expanded Deluxe Edition

This is the 6th edition of the *GBA* Rules Manual. This edition updates the 5th edition rules with corrections for known errata and clarifications for a number of passages in the text. The Player Aid Cards and module booklets have been given a similar treatment. We have also taken the opportunity to make numerous stylistic and other editorial changes to provide consistency across all the documents.

A major addition to the package is the popular *Tyrant* module which has been updated to a 2nd edition. All known errata have been corrected and the *Simple GBoH* sections updated to reflect the changes in the 2nd edition of those rules. The module booklet has been given the same graphics treatment as the other modules.

For players unfamiliar with the 5th edition rules, that edition represented a major overhaul compared to the prior editions. The changes included a thorough “dusting and cleaning” to

tighten up a number of the core rules. Several comprehensive examples with illustrations were added. Some of the major rules sections were re-organized to provide a better flow. In addition, several rules were modified based on the design and development experience with *Hoplite*.

Unlike prior editions, design, play, and rules notes were used to point the reader at the significant changes, rather than noting the changed rules sections with special characters. To appreciate what has changed and what has been clarified, reading through the booklet in its entirety is highly recommended.

GBA rules should not be considered amended or superseded by the rules of any other game within the *GBoH* system, particularly *SPQR*. Each game in the series is a world unto itself.

Remember: Watch Your Flanks.

(2.0) Game Components

Each game of *Great Battles of Alexander* contains:

- 3 x 22" x 34" map sheets, back printed
- 3 x counter sheets (840 counters total)
- 1 x Rules Booklet
- 1 x Scenario Booklet
- 4 x Player Aid Cards (2 sets)
- 1 x Turn Record Card (Rout Point Tracking Card)
- 1 x Ten-sided die
- A bundle of plastic storage bags

The Scenario Booklet has been expanded to include updated versions of two important battles fought by Alexander’s father, Philip II, originally published in C3i #13.

This expanded edition of *GBA* also includes the following modules and supplements:

- *Diadochoi 2nd Edition* module (booklet; 280 counter sheet)
- *Phalanx 2nd Edition* module (booklet; 22" x 34" map sheet; 140 counter sheet)
- *Raphia* Module (booklet; 140 counter sheet); a reappraisal of the battle of Raphia originally published in the *SPQR War Elephant* module
- *Tyrant 2nd Edition* module (booklet; 140 counter sheet, 22" x 34" map sheet)

(2.1) The Maps

Each battle in the core game has its own map, although the Samarkand and The Jaxartes scenarios use maps from other battles. The battlefield of Gaugamela/Arbela uses one and a half maps. Each map is back-printed so that there are at least two battlefields per map sheet. With the exception of the two battles in the *Phalanx* module and three in the *Tyrant* module, the battles in this expanded edition use maps from the core game. The required maps are noted in the scenario setup instructions.

A hex grid covers each map to regulate movement and combat. The effects of the different types of terrain on the map are covered in the rules and charts.

(2.2) The Playing Pieces

There are three types of playing pieces, or counters: **combat units**, representing the various types of fighting troops; **leaders**, the individuals who command the troops; and **information markers** used to note specific pieces of information necessary for play.

(2.21) **Combat units** come in two sizes: square (one-hex size) and rectangular (two-hex size), the latter representing larger, linear formations such as the feared, but rather rigid, Macedonian phalanx. Each combat unit is a specific Type and, possibly, Class (as illustrated below), depending on its weaponry and armor/protection. All combat units are rated numerically for their **Size**, **Troop Quality (TQ)**, and **Movement** capability. Units that are capable of firing missiles also have a **Missile Indicator**, indicating the type of missile used (J = javelin; A = arrow; S = stone; B = bolt). The Missile Range and Results Chart gives the ranges available for these missiles.

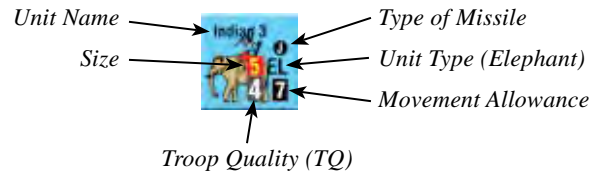
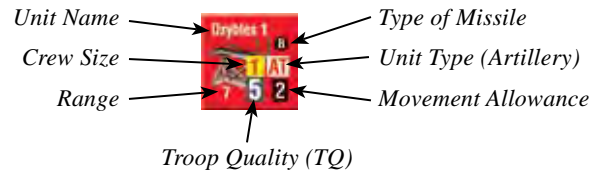
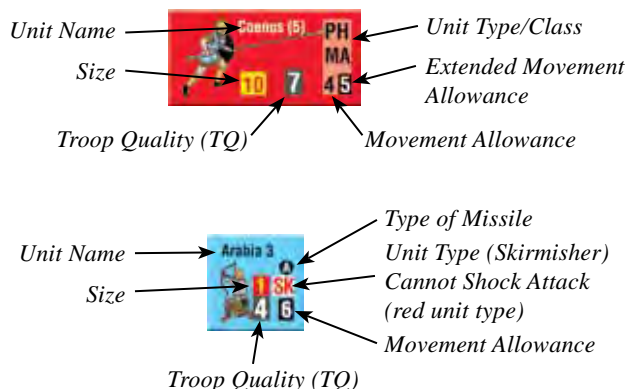
Each combat unit has two sides. For most units, the ratings are the same on both sides of the counter. The reverse side is used to indicate that the unit has “Moved” at least once that Game Turn. For Oxybeles, the reverse side indicates that it is in Fire mode.

(2.22) Type and Class:

- **Type:** A unit’s Type (e.g., Heavy Infantry (HI), Skirmisher (SK), etc.) is used to determine its relative effectiveness against other types of units.
- **Class:** Sometimes a Type of unit will be broken down into several classes; e.g., HI in the game comes in two classes: Hypaspist and Hoplite; Skirmishers may include archers, slingers or javelinists, etc. A unit’s Class allows for any variation of effectiveness within the Type.

(2.23) Several Macedonian Phalanxes have two names, or a name and a number. The first type (e.g., Amyntas/Simmias) represents the change in commander from one battle to the next. The ID number is used for setup purposes in designated scenarios, such as Chaeronea.

(2.24) Examples of Combat Units:

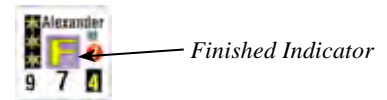


(2.25) **Leaders** have a variety of ratings used to rate their Initiative and Command ability, as well as their fighting capabilities—both as leaders and individually. Some non-Macedonian leaders have slightly different counters to reflect the different command systems they use. These are discussed in 4.0 and 5.0.

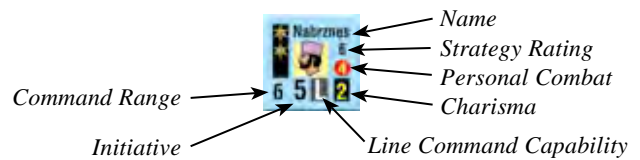
Sample Macedonian Leader - Front (Activated Side)



Rear (Finished Side)



Sample Persian Leader - Front



Play Note: Alexander has two counters. The one with the “Chaeronea” designation (CH) is used for that battle; the “III” counter is used for Alexander in **all** other scenarios where he is present.

Indian leaders do not have a Personal Combat rating; see 9.23.



(2.26) **Information Markers**, such as “1’s”, “2’s” (representing Cohesion Hits), ROUTED, TRUMPED NO MOMENTUM, SHOCK MUST CHECK TQ, etc., are used to record certain game functions, as discussed below.

When a marker’s name is mentioned in the game’s manuals, its name is displayed in the CAPS & SMALL CAPS font.

(2.3) Charts, Tables & the Dice

There are two distinct Charts & Tables player aid cards (each player has a set). The use of each chart/table is explained in the rules, below.

All tables use a 10-sided die; the 0 is treated as a 0 (not a 10), and is less than 1.

(2.4) Terminology


We have included two sections. The first is a general definition of most-used terms in the game system. The second is more in the way of historical background, hopefully providing some insight into what units were and how they were used.

Game Terms

Activated Leader: The leader who is giving orders to his troops at any given instant. Only one leader may be active at any one time.


Class: Subcategory within Type, used to differentiate between various weapons/armor systems within a type. Example: HO (Hoplites), a class of HI (Heavy Infantry).

Cohesion: A unit's ability to remain in an organized, fighting formation. In the game this is measured in the form of Cohesion Hits (Hits/hits for short).

 **Contingent Commander:** Those Macedonian leaders with a "C" instead of an Initiative Rating are Contingent Commanders which are used only with the Macedonian Contingent Commanders optional rule 5.6.


DR: Acronym for die roll.

DRM: Acronym for die roll modifier.

 **Finished Leader:** A leader who has previously been activated that Game Turn and is "Finished", and (normally) may not be activated again. Leaders may be Finished for other reasons, such as Personal Combat, failure to Trump, etc.

Inactive Leader: A leader who has yet to be activated and is still eligible to be activated.

Individual Order: An order by a leader to an individual unit to move, attack, etc.

 **Leader:** Interchangeable with the word Commander. Leaders were the kings, rajas, satraps, generals, and tribal chieftains who commanded and influenced the troops.

Line: All units of a specific Type(s) that are eligible to move under a single Line Command.

Line Command: The ability of certain leaders to move large sections (lines) of similar Type troops at once. Not all leaders can use Line Commands.

Line of Sight (LOS): The ability to see other units.

MA: Acronym for a unit's basic Movement Allowance. It also represents a unit's maneuverability compared with the other units in the game.

MCC: Acronym for Macedonian Contingent Commander.

Missile Fire: Friendly units throwing javelins, slinging stones, or shooting arrows at enemy units.

Momentum: The mechanic by which an Activated Leader can undertake more than one Orders Phase in a Game Turn.

MP: Acronym for Movement Point.

Orderly Withdrawal (OW): Ability to move away from approaching enemy units to avoid being entangled in Shock combat.

Orders Phase: The period during a Game Turn when leaders issue orders to units to move, fire, etc., after which Shock combat is resolved.

Shock Combat: Hand-to-hand, (and, often literally, eyeball-to-eyeball), hack and thrust, slash and crash, push and shove melee.

Size: Representing not only the number of men in that unit but also its density and formation. Sheer numbers were not a major factor in ancient warfare.

Superiority: The relative capabilities of the opposing weapons/armor systems which will help determine who will take fewer/more Cohesion Hits in combat.

TQ: Acronym for the all-important **Troop Quality** rating. The TQ Rating is, by far, the most important number a combat unit has. It will be consulted whenever a unit does something that will endanger its cohesion.


TQ Check: A frequently-used game mechanic by which the unit's TQ is compared against a die roll.


Trump: The mechanic by which an enemy leader can stop a friendly leader from undergoing an Orders Phase and transfer that phase to him. It can also be used by a friendly leader to go before another, but lower-rated, friendly leader.


Type: General categorical description of combat unit, usually used to determine combat effectiveness and results, as per the various combat charts. Examples: HI (Heavy Infantry), SK (Skirmishers), etc.

Zone of Control (ZOC): The hexes—usually directly to the front of a unit—into which that unit exerts, by its presence, enough "influence" to inhibit freedom of movement by an enemy unit.

Combat Units/Terms

 **Heavy Infantry (HI):** A Type that includes hoplites and hypaspists. The basic infantry of the era usually protected by armor (helmet, breastplate and, maybe, leg armor), carrying a shield and brandishing both a short sword and a seven-foot (or more) spear: 30+ lbs. of uncomfortable equipment. No wonder they were called heavy infantry.

 **Hoplite (HO):** The "grunts" of classical era Greek warfare, the fellows with those really neat "Corinthian" helmets. Hoplites are treated as a class of HI.

 **Phalanx (PH):** A formation of shoulder-to-shoulder hoplites used in Greek warfare since around the 7th century BCE and per-

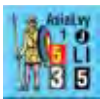
fectured by the Macedonians, who relied on an extremely long spear (the 16-18 foot Macedonian *sarissa*) which enabled the middle ranks to help present a truly formidable and demoralizing frontage when advancing. In the Macedonian army they were known as *pezhetaroi* (Foot Companions), and they were organized into 12 *taxeis* (or brigades), six of which accompanied Alexander to Asia. A seventh was added later on. Only Macedonian two-hex units are treated as phalanxes (type PH) in game terms. All other two-hex heavy infantry in the core game are Hoplites (HI type, HO class). Reason: The use of the *sarissa*, the lighter armor (and concurrent slightly greater mobility), plus the professionalism of the Macedonian army. As such, Macedonian phalanxes have movement and combat capabilities that exceed their Greek/hoplite counterparts.



Hypaspist: Macedonian hypaspists, an elite hoplite group, were somewhat lighter (in armor) than hoplites and thus more mobile. They also (probably) carried a shorter spear. The Hypaspists were originated by Philip II, with the name meaning Shield-Bearers, and they were Alexander's crack infantry troops. They are treated as a separate class within the HI type.



Medium Infantry (MI): Units with some armor (usually chest mail) and heavier weapons (usually spears and swords) that were trained for shock but did not quite have the inertia-times-mass capability of the era's true HI.



Light Infantry (LI): A generic term applied to foot units with little or no body armor, perhaps a light shield, and usually a spear, and, possibly, sword. Most light infantry had missile capability. Light Infantry Archers, even though they fought in formation were—like Skirmishers—not trained for Shock. Other Light Infantry, often javelin armed, had some Shock capability.



Peltasts (LP): The most common form of Light Infantry of the day, descended from the famous Thracian peltasts. These are Light infantry armed with javelins, a weapon that could inflict heavy damage but had minimal range. Peltasts were so-named for their *pelta*, or wicker shield. Peltast units are treated somewhat differently from Light Infantry because they did have some training and were used in Shock combat.



Cardaces (CA): A Persian experiment initiated by Darius after Granicus and quickly abandoned after their poor performance at Issus. The units were similar to peltasts, although several sources state they were “trained as hoplites.” Regardless, they are identified as a separate Class (CA) within the Peltast (LP) Type.



Skirmishers (SK): A generic term applied to types of troops that wore no armor and used missiles: javelinists, archers and slingers. They did not fight in strict formation and, except for the Agrianian javelinists, were not capable of or trained for Shock. They were intended to

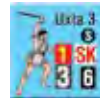
harass and annoy the approaching enemy and present a screen behind which, hopefully, movement could be concealed. Their mobility allowed them to outrun (and thus avoid) their more weighty opponents, which, all things considered, is their best bet for survival. Treated with great scorn and much contempt throughout ancient Greek history—not macho enough—they were more prevalent in the Persian armies of the era.



Javelinists: Skirmisher-types that used javelins as missiles. Alexander's Agrianian javelinists were highly valued in their skirmisher/defensive screen role, because they had some shock capability!



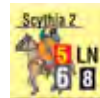
Archers: Skirmisher-types that fired arrows an effective distance of 150+ yards with a maximum range of 250 yards (less when mounted). The arrows of the day could rarely pierce metal armor but were fairly effective elsewhere. Cheap to arm; expensive to train.



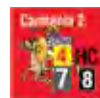
Slingers: Another unarmored skirmisher type. They hurled pellets, usually made of lead (sometimes marked with such wartime graffiti as “take that...”) an effective distance of up to 120 yards, although accuracy was nowhere near that of arrows or javelins. Cheap to arm but requiring a fair amount of skilled training, slingers took up a lot of space. The windup radius was 2-3x greater than that of other skirmisher units. Although there is mention of slingers being used throughout Alexander's campaign (the Rhodians were considered tops in this field), the only reference to specific, named slinger units is at Gaugamela.



Light Cavalry (LC): Mounted archers and javelinists whose great plus was their mobility (it's easier to throw something while standing than it is while trying to grip the side of a horse with your knees). They rarely carried armor/protection or any other weapon. It is entirely possible that these troops used their mounts solely for rapid transportation from one part of the battlefield to another, and that they fought dismounted. We also note that, somewhere at the tail end of this era, these guys showed up with a sawed-off version of a javelin, what we would call darts. As it is very tough to tell when this weapon appeared, we have left it out in this game. Light Cavalry Archers are similar to Skirmishers in that they are not Shock capable. Other Light Cavalry, although Shock capable, have limited effectiveness in this area against the heavier troop types.



Lancers (LN): Light cavalry units trained to use a lance for attack. They have no missile capability (a simplification for game purposes). The Macedonian *prodromoi* (Scouts) were the most famous of the lance armed cavalry. It is somewhat speculative to comprehend how they used lances effectively without the presence of stirrups to “anchor” them to their mounts.



Heavy Cavalry (HC): Cavalry trained and armed for shock combat. Wearing some armor, their shock capability often came from their fighting formations rather than their weaponry. For example, the vaunted, Macedonian Companion cavalry was well-trained in using their

steel-tipped, cornel-wood lances to deadly shock effect by forming for Charge in a wedge-shaped formation. Almost as well-armed, and equally well-trained, was the Thessalian cavalry, which charged in a rhomboid/diamond-like formation. Alexander usually used his heavy cavalry to deliver his “coup de guerre”, the hammer for the anvil of the phalanx. Initially, the Persians had little heavy cavalry. The Persian contingents from Bactria, et al., were cataphracted (protected with scale-armor) and are thus considered Heavy cavalry, although there is little indication that they were trained in the rigors of shock combat, and their maneuverability was somewhat suspect. In essence, the Persian army was a highly mobile, missile oriented army, with little taste for—or experience with—shock combat.



Elephants (EL): The first recorded use of elephants in a battle was at Gaugamela—15 of them, none of which saw any action—although, surely, they must have been used in war before. Porus had anywhere from 80-200 elephants at The Hydaspes in 326 BCE and it is highly unlikely the idea hadn’t just occurred to him. The elephants used by Darius were Indian (not African), and they did not have “towers” (as did, say, Hannibal’s). There is some indication that Porus’ Elephant Corps was cataphracted! A javelinist was perched, somewhat precariously, next to the elephant’s mahout. Elephants were pretty much impervious to anything—except sharp, pointy objects. They also tended to have a mind of their own when annoyed, which often happened when confronted with those same sharp, pointy objects.



Chariots (CH): At Gaugamela, Darius deployed specially equipped, scythe-wheeled chariots. While frightening to behold, and capable of causing some gruesome wounds, they were not especially effective, despite Darius’ preparations on their behalf. Their maneuverability was greatly hindered by the use of the fixed axle, which meant they went in whatever direction the horses went, and that with some difficulty. In addition, you can forget “suspension”; these chariots were real tough on the spinal column... and even tougher on the aiming capability of their archers/javelinists. They were more Skirmishers on Wheels than anything else, and they were very susceptible to skirmisher attacks. Chariots were, by this time, an outmoded military technology. The Asians, however, with their large expanses of flat plains, loved them, and you find Mithridates Eupator VI still using them 250 years later (and with even less success than Darius had) at Chaeronea.



Artillery (AT): Alexander’s train included a fair amount of ancient artillery, most of which was used in a variety of tactical situations, from siege work to (as we see in this game) providing support for river crossings. Artillery is treated as a Type with its use as a Class. Thus, the bolt-throwing Oxybeles used at the Jaxartes are AT Type, B Class.

Design Note: The major change here is in the treatment of Light Infantry and Cavalry. Light Archers of the period—whether mounted or on foot—were not trained and did not engage in offensive Shock combat. This fact, however, has not stopped players from using them as aggressive shock troops at the exposed flanks and rear of the shock capable types, as was demonstrated in the play testing of Hoplite. So Light Infantry Archers and Light Cavalry Archers join the Skirmisher types in that they cannot Shock attack and have less impact on their opponents when defending in shock. The non-archer Light Cavalry had some training in this area and did use shock occasionally, but they were not particularly good at it and generally stayed away from the heavier units. These units will be less effective in Shock, particularly in flank/rear attacks against the heavier unit types.

(2.5) Game Scale

Each point of Size denotes 150–200 infantry (depending on their formation, depth and usage) or 100 cavalry. Thus, the Craterus phalanx unit represents 1,500 men, while a Persian Bactrian Heavy Cavalry unit contains about 500 men. Each chariot Size Point equals from 6-7 chariots, and each Elephant size point is one Elephant (Big suckers, those elephants). Skirmishers are an exception; their size—always 1—reflects not their numerical strength but their dispersed type of formation.

Historical Note: While most modern historians agree that “exact” numbers are almost impossible to divine, they all manage to come up with what they feel are accurate representations of unit strengths. Unfortunately, they all manage to disagree—sometimes (but not surprisingly) widely. We’ve tried to reconcile all of this information in terms of the units’ relative capabilities. For those of you widely read in this area, we tend to follow Delbrück (see sources) when it comes to numerical “guesstimates.”

The counter shape of a unit represents its frontage. A Macedonian phalanx “brigade” in full array had a frontage of approximately 130+ yards; thus it occupies two hexes. A Macedonian heavy cavalry unit, which is usually comprised of two *ilia* (or squadrons; the royal squadron, or *agema*, had 300 men), had a frontage (for its unusual wedge-like formation) of about 50+ yards, or 1 hex. Each hex is approximately 60-70 paces (yards) from side to side. For play purposes, some of the “game” rivers are a bit wider than their actual counterparts. E.g., the Granicus was probably—as best we can tell—about 25-30 yards across. However, this does not include the banks and the approaches.

Each Game Turn covers, rather loosely, 15-20 minutes of real time.

(2.6) Game Length

All battles consist of an indeterminate number of Game Turns. Most battles are fought until one side withdraws—so there is usually no need to keep track of how many turns have passed. Some battles, however, do keep track of time, so we’ve provided you with a Game Turn Track on the Rout Point Tracking player aid card. It was extremely exhausting to stand around for half a day—no less fight—wearing 30+ pounds of ill fitting armor and undergoing the stress that such eyeball-to-eyeball combat entailed.

***Design Note:** From a practical point of view, in terms of “how long can they keep this up?,” you should note that professional boxers—highly-trained athletes of immense stamina and strength, wearing **no** armor and carrying no weapons (other than their fists)—can rarely last more than 12–15 rounds. That’s 45 minutes of “shock”... and that with a one minute breather every 3 minutes. Consider that when trying to figure out why so many of the units in the game have little “lasting” power.*

(3.0) Sequence of Play

Players activate each of their leaders in the order determined by their Initiative Rating. When a leader is activated, he issues orders which enable units to move and conduct combat. After all leaders are Finished, play proceeds to the Rout and Reload Phase, and then to the Withdrawal Phase where each player checks to see if his army withdraws.

A. Leader Activation Phase

The player with the lowest Initiative-rated leader, who has not yet been activated, activates that leader. If that leader is eligible for, and wishes to use, a Line Command, he rolls—when necessary—for that ability at this point. Non-Momentum Trump attempts (5.41-42) may be made at this time.

B. Orders Phase

1. Movement/Missile Segment

- a) For each Individual Order issued the player may perform any *one* function listed in 5.22 with any *one* unit, or
- b) For leaders with Line Command capability (4.3), an entire Line of eligible units may Move and/or Fire Missiles, or
- c) Issue Individual Orders to activate a MCC per 5.63.

Opposing units capable of Orderly Withdrawal (6.7), Reaction Facing (7.16-17), and/or Reaction Fire (8.2) may do so throughout this segment.

2. Shock Combat Segment

After a leader has finished issuing orders, eligible units engage in Shock combat using the following sequence:

- a. Shock Designation—place SHOCK-No TQ CHECK markers per 7.33. The attacking player designates which units will be involved in each individual combat.
- b. The Charge (Pre-Shock TQ Check; *Ephodos*).
- c. Resolution of Leader Combat (*Charismos*).
- d. The Clash of Spears (determine Superiority and Shock column; *Doratismos*).
- e. Resolve Shock Combat (*En Chersi*)
- f. Check for possible Breakthrough (*Othismos Aspidon*; the Push of Shields).
- g. Check for possible Collapse and Rout (*Trope*).

C. Momentum Phase or Return to A

The player, using the leader who was activated for the immediately preceding Orders Phase, may attempt a Momentum die roll to give that leader another Orders Phase (Phase B), *or*, play returns to Phase A for any leaders that have not been activated. If the player succeeds in the Momentum attempt, the opposing player may attempt a Momentum Trump (5.42[2]).

D. Rout and Reload Phase

1. Remove RALLIED markers.
2. **Rout Movement:** Routed units must undergo Rout Movement (10.22).
3. **Reload Segment:** Eligible missile units may get more missiles (8.18).
4. Flip all Finished leaders and “Moved” units back to their front sides. Remove any Pursuit/Finished and/or Trumped markers.

E. Withdrawal Phase

Each player totals the Rout Points of all eliminated combat units and leaders to see if his army has reached its Withdrawal Level. If neither player’s army withdraws, that Game Turn is concluded and another Game Turn begins. There is no set number of Game Turns. The battle continues until one side’s army withdraws.

(4.0) Leaders



Combat units cannot move or missile fire without receiving orders from a leader. Those combat units that received such orders during that Orders Phase, or that are within Command Range of that same leader, may conduct Shock Combat. Each leader counter has two sides: “Activated” and “Finished.” A leader who has not yet been or is now activated uses his Activated side. A leader that has concluded his activation is flipped to his Finished side.

(4.1) Leader Counters

Each leader possesses several ratings:

Command Range: The range in hexes over which that leader may exert his Initiative. Denotes his overall presence on the battlefield as well as the effectiveness of his abilities.

Elite Commander: Alexander (and occasionally other leaders) has the ability to usurp the standard Initiative-based Orders Phase sequence; see 5.5.

Initiative: Denotes his basic ability to control forces and make rapid decisions. Initiative is used to determine the order of leader activation and the chances of that leader being able to use Momentum. It also defines the number of Individual Orders that leader may issue per Orders Phase. The higher the rating, the better the leader.

Line Command Capability: Those leaders capable of issuing Line Commands have an “L” adjacent to their Initiative Rating.

Contingent Command Capability (Optional): Subordinate leaders who have a “C” instead of an Initiative Rating. They may be activated by being given orders per 5.6. They may command only those units specifically assigned in a given scenario.

Strategy Rating: For subordinate leaders capable of issuing Line Commands, only; expresses the ability to issue Line Commands on their own initiative.

Personal Combat: This rating is used when opposing leaders are involved in the same Shock Combat or when adjacent and both alone in their hexes during movement, to determine the outcome of the fight between those two leaders (9.2). Indian leaders do *not* have a PC rating.

Charisma: Denotes a leader’s ability to spur his troops on to greater efforts in combat. The rating is used to adjust the die roll on the Shock Combat Results Table in his favor.

Movement Allowance: The number of Movement Points a leader may use in an Orders Phase. *The MA, which is 9 for all leaders, is not printed on the counter.* Leaders move as if they were Cavalry, although they never suffer Cohesion Hits.

(4.2) Leader Capabilities: Individual Orders

This section applies to all leaders in the game, except Macedonian Contingent Commanders.

Design Note: The Macedonian command system was far more sophisticated and professional than that of any other army of the era. This capability is expressed by the extended Command Ranges and better Initiative ratings of the Macedonian leaders, combined with the fact that the Macedonian army was not so much small as compact.

(4.21) A leader may give Individual Orders (IO) to any friendly combat units within his Command Range, which is measured by tracing an unobstructed path of hexes equal to or less than this range, between leader and unit. Count the unit’s hex, but not the leader’s. A path is obstructed by:

- hexes occupied by enemy units
- a hex in an enemy Zone of Control (ZOC)
- terrain a leader could not cross or enter.

Friendly units negate enemy ZOCs for purposes of tracing order paths. All other paths are considered unobstructed. Command Ranges is determined at the instant the order is given.

(4.22) An Individual Order allows one friendly unit to conduct movement and/or missile fire, etc. per 5.22. In each Orders Phase, a leader may issue a number of Individual Orders equal to his Initiative Rating. Once a leader can give no more orders and cannot be activated again, flip him to his Finished side.

(4.23) A leader may give an Individual Order to move himself, which counts against the number of orders that leader may issue in that Orders Phase. A leader may also move—without expending an Individual Order—with any combat unit with which he is stacked and to which he gave an Individual Order. The leader does not have to remain with the combat unit.

(4.24) A leader, other than the Overall Commander (see 4.4), who is in an enemy ZOC may not issue orders either to combat units or to himself... and thus may not move out of that enemy ZOC... unless and until he is moved out of that ZOC by an Individual Order from the Overall Commander (4.4). See also, 5.25.

(4.25) A leader who is “Finished” (5.15) may not issue orders. However, he may move if ordered by his Overall Commander to do so.

(4.3) Leader Capabilities: Line Commands

This section applies *only* to those leaders with an “L” on their counters. Thus, most Macedonian leaders do not use Line Commands.

(4.31) A leader with Line Command capability, instead of issuing any Individual Orders, may issue a Line Command to all the units in a Line (4.33), if he is able to do so (4.34). The units that may comprise a Line are listed in the Line Command Eligibility section of each scenario. In addition, see 4.37.

(4.32) Line Size: There is no limit to the number of units in a Line that may be so ordered— other than 4.33—and all the eligible units in a Line do not have to take part. Units in a Line do *not* have to stay together when they move... although to do otherwise is to court organizational disaster.

(4.33) Line Composition

Infantry/Elephant Lines: In order for Infantry or Elephant units to be eligible for a Line Command, they:

- must all be of the same Type/Class listed in that scenario's Line Command Eligibility Chart; *and*
- must be either flank-to-flank *or* (but not *and*) Front-to-Rear (see Facing, 7.1) to be in the *same* Line; *and*
- must be adjacent; *any* space—even an occupied space—between eligible units ends the Line.

An Infantry or Elephant Line may be of *any* length, without regard to Command Range.

Cavalry/Chariot Lines: In order for Cavalry or Chariot units to be eligible for a Line Command, they:

- must all be of the same Type/Class listed in that scenario's Line Command Eligibility Chart; *and*
- must all be within *half the leader's Command Range*, rounded up. They do not have to be adjacent or flank-to-flank, etc. Units outside this range are *not* in that line, even if they are adjacent to units that are.

Play Note: A gentle reminder that Cavalry Command Ranges for Line Command purposes are *one half the leader's printed Command Range, rounded up*.

(4.34) Line Command Eligibility: A leader's ability to issue a Line Command depends on his position in the command hierarchy and the type of Orders Phase. When giving a Line Command to an Infantry/Elephant Line, the leader must start his Orders Phase within 2 hexes of—and have a clear LOS (8.14) to—at least one unit in that line. Elephants do not block LOS in this case. The leader cannot be in an enemy ZOC.

Overall Commanders

The Overall Commander (OC) may issue a Line Command in his *Initial* and *Momentum-generated* Orders Phases.

Subordinate Commanders

A Subordinate Commander (SC) may issue a Line Command in his *Initial (non-Momentum)* Orders Phase if:

1. he starts the Orders Phase within his Overall Commander's Command Range; *or*
2. he is not within the Overall Commander's Command Range, or chooses not to use his OC, and the player rolls a die, and that DR is the same as or lower than that leader's Strategy Rating. If it is higher, he may issue only Individual Orders; *or*
3. he is either a Wing Commander or it is the first Game Turn of the scenario. Neither proximity to the OC or a die roll are needed.

A Subordinate Commander may issue a Line Command in a *Momentum-generated* Orders Phase only if the player rolls against his Strategy Rating per #2 above. The leader may not issue a Line Command if he did not do so in his Initial Orders Phase (and see 4.35 below).

Design Note: This limitation has much to do with chain-of-command "red tape" vs. individual initiative (the die roll).

(4.35) Important Momentum Limitation: Subordinate Commanders that used their proximity to their OC (4.34[1]) to issue a Line Command may not attempt/roll for Momentum.

Design Note: Why, pray tell, is that? Well, it takes far more time and energy to use the chain of command than to call on one's initiative.

(4.36) A leader who has issued a Line Command may—not must—move as part of that Line Command. He does not have to stay with the line.

(4.37) Certain leaders who may issue Line Commands may do so *only* to the Type of units specified in the scenarios or on their counters. Command Restrictions *never* apply to Individual Orders or to the ability of the leader (other than a Macedonian Contingent Commander) to enable Shock combat.

Design Note: While Line Commands are a more efficient way to move large numbers of units, such "efficiency" comes at a cost, mostly as these leaders were not truly "professionals." For example, a leader issuing a Line Command may not rally units in that Orders Phase.

(4.4) Overall Commanders

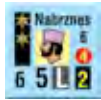


Overall Commanders (OC) are those leaders that command the entire army, as designated in each scenario. OC's function like other leaders except that, when activated, OCs may:

1. Leave enemy ZOCs by issuing an Individual Order to themselves.
2. Issue Individual Orders to move other, friendly leaders *once* per leader per Orders Phase. If the leader to be moved starts in an enemy ZOC, it costs the OC 2 Individual Orders to move that leader.
3. Issue a Line Command (if eligible to do so) to any Line per the Line Composition rules (4.33) in any Orders Phase.
4. Issue Individual Orders to activate Macedonian Contingent Commanders per 5.6.

An OC that issues a Line Command cannot do #1, #2, or #4 above.

(4.5) Wing Commanders



Both the Persians and the Macedonians assigned commanders to control large sections of their armies. These commanders acted as quasi-Overall Commanders for their assigned sections. Leaders that are Wing Commanders are indicated as such in the scenario setup.

(4.51) A Wing Commander (if eligible to do so) may issue a Line Command in his *Initial (non-Momentum)* Phase (only) without a Strategy DR even if outside the range of the Overall Commander. The Wing Commander may not be used by other leaders to issue Line Commands without a Strategy Rating die roll.

(4.52) Macedonian Wing Commanders may issue orders to activate Macedonian Contingent Commanders per 5.6.

(4.6) Leaders & Enemy Combat Units

This section covers general rules relating to leader movement and enemy combat units. For specific rules for Personal Combat as well as casualties during Shock, see 9.2 and 9.14 respectively.

(4.61) Leaders may only enter an enemy ZOC if stacked with a friendly combat unit or if that ZOC is already occupied by a friendly combat unit. Like combat units, leaders must cease movement upon entering an enemy ZOC. A leader may leave an enemy ZOC only if he receives orders from the Overall Commander; see 4.4. A leader cannot issue orders while in an enemy ZOC (5.25).

(4.62) The instant an enemy combat unit moves adjacent by any means (6.0, 9.2, 8.6, etc.) to a friendly leader that is not already in an enemy ZOC, that friendly leader may immediately undertake an Orderly Withdrawal (6.7). The leader may withdraw whether he is alone in a hex or stacked with a friendly combat unit. If the leader is not stacked with a combat unit and does not withdraw—or cannot, because he is surrounded by enemy units, enemy ZOC, and/or impassable terrain—that leader is eliminated (captured/killed). A leader stacked with a combat unit that uses Orderly Withdrawal may withdraw along with that unit.

(4.63) If a leader alone moves adjacent to an enemy leader alone, Personal Combat takes place immediately and is resolved before the next order is given. See 9.2.

(4.64) Leader casualties may occur as a result of Missile Fire (8.19), Shock Combat (9.14), or Personal Combat (9.2). There are no Replacements for eliminated leaders.

(5.0) Leader Activation & Orders

Combat units may move and fight only when ordered to do so by their leaders. Leaders issue Individual Orders in the Orders Phase. Certain leaders may instead issue Line Commands or use their Individual Orders to issue Contingent Commands. Leaders may not issue any type of orders until they are activated. Players may use the Momentum rule to give an activated leader up to two additional Orders Phases. They may also use the Trump rule to activate a leader sooner than usual.

IMPORTANT: For the sake of brevity, the word “orders” will also mean a Line Command (LC), unless the rule specifically uses the term Individual Order (IO) to distinguish it from a LC.

(5.1) How to Activate Leaders

(5.11) All leaders start the Game Turn Inactive, and each has the opportunity to become Active and issue orders. After they complete issuing orders, they are then Finished. In a rare occurrence (5.33[1]), Finished leaders may be Re-Activated.

(5.12) Each Game Turn starts with one player activating one of his leaders. Leaders are activated in the order of their Initiative Rating, starting with the lowest rated leader. In case of ties, a non-Macedonian leader goes first. If there is no Macedonian player or both are considered Macedonian, ties are resolved by a die roll; high DR goes first. The players then alternate among the remaining, similarly-rated leaders. If two leaders on the same side have the same Initiative Rating, the owning player decides which one goes first.

(5.13) Only Inactive leaders that have not previously been activated in that Game Turn are eligible for activation, with the exceptions of Momentum (5.3), Re-activation (5.33[1]), and Elite Commanders (5.5).

Example: *At the Granicus, Macedonian leaders Alexander (7) and Philotas (5) plus Persian leaders Memnon (5), Omares (3) and Arsites (2) are the available, inactive leaders. After Arsites has been activated and has finished giving orders, Omares normally would be activated next, after which Memnon would be activated because although he and Philotas have the same rating, Memnon is a Persian leader (well, actually he's a Rhodian Greek, but that's another story).*

(5.14) A leader may be activated a maximum of three times in succession in a single Game Turn (using Momentum for the last two times).

Exception: Re-activation (5.33[1]) and in reference to the succession requirement, Elite Initiative (5.5).

(5.15) A leader is Finished when any one of the following occurs:

- The leader has completed an Orders Phase and does not (or cannot) make a Momentum attempt
- The leader is Trumped by an enemy leader
- The leader fails a Trump or Momentum attempt

- The player declines to use that leader, in essence, passing. However, see 5.25.
- The leader is in an enemy ZOC after all other leaders are either Finished or also in an enemy ZOC.
- If Pre-arranged Withdrawal, where eligible, occurs. See 6.8.

When a leader is Finished, flip the counter to its Finished side. A Finished leader cannot undertake any further Orders Phases that Game Turn.

Exception: Re-activation (5.33[1]).

(5.2) The Orders Phase

(5.21) When activated, a leader can give a number of Individual Orders equal to his Initiative Rating to units within his Command Range, or he can issue a Line Command per 4.3.

Example: Thus, when Alexander is activated he can issue up to 7 Individual Orders for that activation. He may choose to issue less (or none); he may not issue more in that Orders Phase. When Bessus is activated, he may issue one Line Command or he may issue 4 Individual Orders.

(5.22) Each Individual Order allows the player to do one of the following:

1. Move any one friendly unit. Most Missile units may also fire at any time during movement.
2. Conduct Missile Fire with any one friendly missile unit without movement.
3. Remove Cohesion Hits from one friendly unit (10.16).
4. Attempt to Rally one friendly Routed unit (10.27).
5. Activate a Macedonian Contingent Commander (Macedonians only). This requires up to 3 Orders for each MCC (see 5.6).

Each Line Command allows the player to do one of the following:

1. Move any/all friendly units in one Line (4.42). Moving units, and only moving units, capable of firing missiles may do so, or
2. Conduct Missile Fire with any/all friendly units in one Line without the movement of any combat units.

The leader issuing the Line Command may move in either case.

Play Note: Yes, changing facing is movement for purposes of Line Commands.

(5.23) Although a given combat unit may be ordered to move/fire more than once per Game Turn, it may not be ordered to move/fire more than once per Orders Phase (see 6.11, 6.12). This limitation *does not* apply to leaders.

Example: (Chaeronea) A combat unit ordered to move by Demosthenes (who, hopefully, has removed the stones from his mouth) may not be ordered by Demosthenes to move again in that Orders Phase. It may, however, be so ordered in a subsequent phase (in the same turn) by, say, Theagenes, or even by Demosthenes if he gets a second (Momentum) activation.

Play Note: The above example would not apply to Line Commands, though, because Demosthenes may give Line Commands only to Athenians, and Theagenes to Thebans. See 4.37.

(5.24) Individual Orders/Line Commands are *not* used to directly precipitate shock combat, which occurs in a subsequent segment. Orders are used for Missile Fire, however (see 8.1). Reaction Fire (8.2) does not require orders; it occurs in response to enemy actions.

(5.25) A leader (other than the OC) occupying a hex in an enemy ZOC cannot issue any type of order. However, the leader's Command Range may still be used to designate units to engage in Shock Combat per 7.33. A leader that begins his initial Orders Phase in an enemy ZOC may remain inactive and thus do nothing (an exception to 5.15 bullet #4). If, later in the Game Turn, the leader is no longer in an enemy ZOC, the player must activate him before any other leader. However, a leader so activated may not use Momentum. The leader is Finished if still in an enemy ZOC after all other leaders are either Finished or in an enemy ZOC.

Play Note: To clarify, if, say, Parmenion is in an enemy ZOC when it is his turn to be activated, and the Macedonian player uses Parmenion to continue Shock with several units within Parmenion's range, Parmenion is Finished and is not eligible to be activated if he is later moved out of that ZOC by Alexander.

(5.26) After a leader has issued all of the orders he wishes (or can), friendly units engage in Shock in the ensuing Shock Combat segment, as described in the introduction to 9.0.

(5.27) After Shock combat has been completed, that Orders Phase is finished. Two things may now happen:

1. The player may attempt a Momentum Orders Phase (5.3) with the same leader who was just activated; or,
2. A new leader is activated, returning to Phase A.

When all leaders are Finished, the players proceed to the Rout and Recovery Phase.

(5.3) Momentum

Play Note: Momentum (and Trumping, below) are highly useful and powerful gambits—especially for the Macedonian player, for whom they are a major weapon. However, they have a good chance of backfiring, and when that occurs, the failed Momentum attempt can often provide the opponent with major possibilities.

(5.31) At the conclusion of the Orders Phase, the player may attempt to undertake an additional Orders Phase with the active leader who just completed issuing orders. To do so, that leader must pass a Momentum die roll, and he may not fall under any one of the following, restrictive situations:

- The leader is in an enemy ZOC, or was previously in an enemy ZOC (5.25)

- The leader engaged in Personal Combat in the Orders Phase just undertaken (9.2)
- The leader was previously Trumped or Bypassed (5.44)
- The leader used his OC to issue a Line Command (4.35)
- The leader is Finished (5.15).

(5.32) The player rolls the die and compares the result to the leader's Initiative Rating. If the DR is the same or less than that rating, that leader starts another Orders Phase (Phase B); if higher than the rating, that leader is Finished.

Example: Thus, Alexander would need a die roll of 0-7 to gain Momentum; an 8 or 9 would finish him.

(5.33) The Die Roll of Doom. If the Momentum DR is a 9, the die is immediately rolled again:

1. If the second DR is a 0 or 1, Re-activation is possible. Play immediately transfers to the opposing player who may activate any one of his leaders, regardless of whether they are Finished or not! However, a Finished leader that is Re-activated may not use Momentum. The leader attempting Momentum is Finished.
2. If the second DR is a 2-8, the leader attempting Momentum is Finished.
3. If the second DR is a 9, the leader has had a Crisis of Faith (or "Second Thoughts"). All friendly combat units within one-half his Command Range, rounded up, must withdraw 2 hexes toward their Retreat Edge even if they are in an enemy ZOC. OW rules 6.72, 6.73, and 6.75 apply. The leader also withdraws 2 hexes (6.75 applies here too) and is now Finished. If a unit cannot withdraw 2 hexes it is eliminated.

After implementing the results, go back to Phase A.

(5.34) Momentum die rolls apply only to a leader who has just completed an Orders Phase. You may not apply Momentum to a leader who was Finished several phases ago or who was Re-activated (5.33[1]).

Exception: An Elite leader activated later on in the turn may still roll for one, additional Momentum; see 5.5.

(5.4) The Trump Option

Design Note: This is a game mechanic that is intended to simulate the remarkable, and often overwhelming, superiority the Macedonians had in the area of command. As such, the use of the rule aids the Macedonian Player more than his opponent, and it is likely to be used almost exclusively by him. The non-Macedonian player will often find that, for him, its best application is when it backfires on the Macedonian player. For that reason, players should be aware that this option should not be used indiscriminately.

(5.41) Active Player Trump Option

The player whose turn it normally would be to activate his lowest rated leader may, instead, attempt to activate any other, inactive friendly leader that has a *higher* Initiative rating. To do this, the player must roll the latter's Initiative rating or less on the die. If successful, that leader is now activated; if unsuccessful, the originally designated leader is activated and the one who attempted the Trump is Finished.

Example: In Granicus, the Persian player, instead of activating Omares, could attempt to activate Memnon by Trumping. If he rolled a 0-5 he would be successful; a 6-9 and the Trump attempt fails, Omares is activated and Memnon is Finished.

(5.42) Inactive Player Trump Options

The opposing player has two Trump options, each usable under different circumstances.

1. **Trumping the Trump:** If—and only if—the active player is successful with his Trump (5.41), the opposing player then has the option of attempting to Trump that first trump activation with his own, inactive leader—if that leader has an *equal or higher* Initiative rating. If successful this leader is immediately activated and the trumped leader is Finished; if unsuccessful the initial trump-activated leader goes and the leader attempting the Trump is Finished.

Example: Using the leaders in 5.41, the Persian player is successful in activating Memnon instead of Omares. The Macedonian player now attempts to trump-the-trump by rolling for Philotas (Initiative 5). However, he rolls a 7, so Memnon remains the activated leader and Philotas is Finished for the turn.

2. **Momentum Trump:** If the active player succeeds in his Momentum attempt (5.32), the opposing player may attempt to trump in the same fashion as 5.42[1], above.

Example: still following the above examples, the Persian player is successful in his having Memnon undergo a second Orders Phase (Momentum). The Macedonian player attempts to trump Memnon's Momentum Phase with Alexander (Initiative 7). He rolls a 6 and, instead of Memnon going, it is now Alexander's Orders Phase—and Memnon is Finished.

After the successfully trumping leader has finished his Orders Phase(s), play reverts back to the standard, lowest rated leader goes procedure... with one *major* exception (see 5.44).

(5.43) Each side is allowed only one Trump attempt per activation.

(5.44) A leader who fails a Trump attempt, or has been trumped by an opposing leader (5.42), is Finished. An inactive leader *on either side* who is passed over (i.e., his Initiative Rating is the same or less than that of the trumping leader) by a successful Trump—a Bypassed Leader—is *still* eligible for activation (one will probably be next in line as the lowest rated leader), but he cannot use Momentum. Use the TRUMPED/NO MOMENTUM markers to indicate this.



Play Note: The No-Momentum restriction means that if, at Issus, Aristomedes attempted to gain Momentum, did so, but was then Trumped by Alexander, not only would Aristomedes be Finished, but all remaining Persian and Macedonian leaders who had yet to go would get only one Orders Phase (after Alexander completed his Orders Phases). They could not attempt Momentum! This is an important consideration when one is formulating “game” tactics.

(5.45) A leader that successfully trumps must do something - issue an order to a unit to move, fire, recover, etc., or use his Command Range to precipitate a Shock attack.

(5.46) A leader that is in an enemy ZOC may attempt to Trump. However, if successful, he must obey 5.45, otherwise the trumping action is considered to have never occurred.

(5.5) Elite Commander Initiative

Part of Alexander’s “greatness” was his remarkable ability to move and strike with a rapidity that often befuddled his opposition.

Play Note: We recommend this rule solely for solitaire/historical insight play. While it does reflect Alexander’s rather extensive edge in terms of tactical insight, it makes for some rather unbalanced play. The rule is written “generically”, although the only Elite commander is Alexander.

(5.51) A player with an Elite Overall Commander has the option to start each Game Turn with a single Elite Initiative Orders Phase (EIO). This EIO Phase may be undertaken either by the Overall Commander, or by any one other friendly leader, regardless of Initiative Rating, as designated by the player. For that leader to use the EIO Phase, he must be within the OC’s Command Range at the start of the Game Turn. On the first Game Turn, however, the player may give his EIO Phase to any friendly leader, regardless of location.

(5.52) The designated leader may not use Momentum to continue this EIO Phase. After the EIO Phase is completed, the chosen leader reverts to inactive, but not Finished, status. He has undergone only one Orders Phase for purposes of 5.14 and may be activated again, using normal activation rules.

Play Note: For play balance purposes, we recommend making the EIO Phase conditional. At the start of any Game Turn except the first, roll the die. If the DR is an 8 or 9, Alexander does not get his Elite Initiative Orders Phase.

(5.6) Macedonian Contingent Commanders (Optional)

Design Note: This rule simulates the superiority of the Macedonian command system by allowing Alexander and his other Wing Commander to delegate tactical authority with greater efficiency. The Macedonians did not use a strictly hierarchical system... although Alexander usually commanded the right wing, Parmenion the left. We have made it optional for two reasons—it adds to the complexity of the game, albeit not that much, and it helps the Macedonians... and they don’t need much help.



(5.61) Macedonian Contingent commanders (MCC) are identified by having a “C” in place of an Initiative Rating. All other ratings are similar to other leaders.

(5.62) MCCs are not activated under 5.12 (... if only because they have no Initiative Rating). Instead, they are activated by their Overall Commander or any one of the Macedonian Wing commanders as designated in the scenario.

(5.63) A Macedonian Overall/Wing Commander may activate a MCC in his Orders Phase if the MCC is within one-half, rounded up, of that leader’s Command Range, and that leader expends a number of Individual Orders equal to one less than the number of units within the MCC’s command, a minimum of 1 order but no more than 3 orders..

Example: Thus, if Attalus is MCC for two Agrianian Javelinist units, it costs the Wing Commander one Order to activate Attalus.

(5.64) A Macedonian Overall/Wing Commander may activate as many MCCs per Orders Phase as his number of Individual Orders allows.

Play Note: For play balance purposes, we recommend limiting Alexander and Philip to activating two MCCs and Parmenion and all other Wing Commanders one MCC.

(5.65) Once activated, an MCC may issue a Line Command per 5.22 to all units of the Type listed on his Command Restriction line (see 4.37) or as designated in the scenario setup, that are within his Command Range. The restrictions of 4.33 do not apply. The MCC may move per 4.36 even if he is an enemy ZOC. A MCC cannot issue Individual Orders.

(5.66) MCC’s do not get to try for Momentum; that’s up to the Overall/Wing Commander to do.

(5.67) Each scenario lists which—if any—Macedonian Contingent Commanders are available. Some scenarios do not use Contingent Commanders and thus have no Wing Commanders; cf., Chaeronea. Unless specified otherwise in the scenario setup instructions, Macedonian Contingent Commanders are deployed stacked with a unit the MCC is able to command.

Example: [Issus] Philotas (who was usually the nominal commander of the Companions), as an MCC, is in 4614. The Companion cavalry are all in their initial deployment hexes. Alexander is in 4214, so Philotas is within 1/2 his range. It

is Alexander's Orders Phase, and he uses 3 of his 7 Initiative points to order Philotas. Philotas now issues a Line Command to all the Companion Heavy Cavalry, as they are all within 4 hexes, and off they go. When the Companions have finished their movement, Alexander has 4 points left to use.

Play Note: Just because they are in play, on the map, does not mean that a player has to use, or even to attempt to use, a MCC. They are not part of the Initiative chain.

(5.68) A MCC that is stacked with a combat unit that moves due to an order, Orderly Withdrawal (6.7), etc., may accompany that unit and participate in any subsequent Shock Combat.

(6.0) Movement

(6.1) Movement Allowances

(6.11) A combat unit's printed Movement Allowance is the basic allowance for a single Individual Order or Line Command. A combat unit receiving an order may move up to its printed MA. Most units may move less than the printed MA (see 6.14 for an important optional exception).

(6.12) There is no limit to the number of times a combat unit may move in a single Game Turn; however, a combat unit may move only *once* per Orders Phase.

Example: Thus, a phalanx ordered by Alexander to move in Alexander's first Orders Phase may move again; but, to do so, it must wait for an order from either a different leader or from Alexander in a subsequent Momentum Phase.

(6.13) After the first time a unit moves in a Game Turn, flip it to its "Moved" side. "Moved" units may use their full MA. However, each time a "Moved" unit moves in a friendly Orders Phase, it incurs 1 Cohesion Hit. This hit penalty does not apply to Advances after Combat (9.3), units using Orderly Withdrawal (6.7), react (7.16/7.17), or any involuntary movement. Changing facing (7.1), which involves the expenditure of MP, is movement for purposes of this rule. Missile Fire without movement does not cause a Cohesion Hit, but using Harassment and Dispersal fire (8.3) does.

Exception: The above cohesion penalty does not apply to Skirmisher (SK) units.

(6.14) **The Hellenic Law of Inertia (Optional)** Normally, players may choose how far to move a given unit. However, most (non-professional) heavy infantry, upon being given an order to move, didn't stop until they reached the enemy. Therefore, in each move order, two-hex Hoplite class Heavy Infantry (HI/HO) units *must* move until they can move no further, within normal movement rules.

Exception: This rule does not apply to Greek Mercenary HI/HO or Spartan HI/HO.

Historical Note: Part of the power of heavy infantry formations of the day—mostly Hoplites—was a function of mass times speed. That, plus the fact that most Greek hoplite armies—if not all—were amateur "militia", made it almost impossible to stop them after they got going.

(6.15) Leaders may move any number of times in an Orders Phase, but they may not exceed their 9 MA per Orders Phase; see 4.23. A leader must expend an order each time he moves. All other restrictions and allowances apply, including the ability of leaders to use Orderly Withdrawal before any opposing combat unit. A leader who has used his 9 MP in an Orders Phase is not Finished; he simply may not move again that Orders Phase.

(6.2) Terrain

Historical Note: The objective of most ancient-era commanders was to fight on terrain most favorable to them. With the strengths of the Macedonian army anchored in their phalanx and cavalry, and with Persian tactics and weapons system reliant upon maneuver, a flat, featureless battlefield was what they were looking for. Great care was also taken, when possible, in using natural barriers to secure flanks; see Issus and Chaeronea, for example. However, when dealing with the tribal peoples of the Balkans and west of the Indus, that all changed... as the game-maps for those battlefields reveal.

(6.21) A unit expends Movement Points (MP) for each hex it enters, per the Movement Cost Chart. For example, it costs 1 MP to enter a Clear hex but 2 MP to enter a Woods hex. Most units also pay extra Movement Points to move into a hex of different elevation. Thus, a hoplite unit on the Issus map in hex 5015 would expend 3 MP to move into 5115 (2 for the woods, one for the higher elevation). Units also pay movement point costs (and possible cohesion penalties) to change facing; see 7.1.

(6.22) It didn't take much to disorder a formation that had to cross any type of terrain which wasn't open and relatively smooth. Certain units determined by Type incur Cohesion Hits whenever they enter or change facing in certain kinds of terrain—usually anything other than Clear—and/or change elevation (see the Movement Cost Chart). All Cohesion Hits incurred for movement and facing changes are applied the instant they occur. Leaders never incur Cohesion Hits.

(6.23) **Elevation:** There are limitations on the levels of elevation that may be changed at any one time:

- Cavalry (light or heavy) may never change more than one elevation level at a time; i.e., it may not move directly from a level 1 hex to a level 3 hex (treated as a "Steep Slope"), or vice versa.
- Only Skirmishers (SK/SK*) may change three levels in any one hex move (concurrently earning 3 Cohesion Hits).

Play Note: Major Rivers—the Granicus and the Pinarus—are considered to be at Level 1 elevation.

(6.24) A hex containing two types of terrain uses the majority terrain. Thus hex 4426 in Issus is a level 4 Clear hex, although there is some level 3 in the hex.

(6.25) A moving unit must have enough MP to pay the terrain cost of entering a hex; if it doesn't, it cannot enter that hex.

(6.26) **City Walls:** There is only one terrain type that is not crossable by any units: the city walls of Chaeronea and Pelium. Chaeronea is absolutely restricted, even through gates. Units may use the gates of Pelium to cross that hexside at no cost if there is no enemy unit in that hex.

Play Note: This is obviously a simplification, mostly because this game does not cover siege warfare, etc.

(6.27) Terrain also affects Shock combat results by adjusting the column under which the players roll to determine losses per the Shock Combat Results Table. Units in woods also gain some protection from enemy Missile fire; see (9.51).

(6.28) **Rough Terrain:** Woods, Marsh, Rocky, Major River, and Rocky Riverbed hexes are considered Rough terrain hexes. Steep Slope, Sheer Slope, Steep Bank, Steep Banked Stream, and Minor River hexsides are considered Rough terrain hexsides.

(6.29) **The Movement Cost Chart:** This chart gives the Movement and Cohesion Hit costs for each type of unit moving (or changing facing in) into/across a specific type of terrain.

(6.3) Movement Procedures

(6.31) As a unit moves, it traces a path of contiguous hexes through the hex grid, paying the MP and any Cohesion Hit cost for each hex entered. One unit's movement must be completed before another can begin.

(6.32) A unit may be moved in any direction or combination of directions (see, though, 6.5). However, a unit may only enter a hex which is to its front (6.63, 7.11). In order for a unit to change direction, it must first change facing (7.12) by pivoting in the hex it occupies.

(6.33) Two-hex units do not change facing within a hex; they do so by moving (see 6.43).

(6.4) Two-Hex Units

Design Note: The two-hex units reflect formation and tactical use, as exemplified by the Phalanx... although not all two-hex units are Phalanxes (in the game sense). Their better ratings and increased capabilities reflect the Macedonian Phalanx system at its height, as well as the high levels of training and professionalism in the Macedonian army.

(6.41) There are three types of two-hex units:

- Phalanxes
- Hoplite Heavy Infantry
- Cardaces

Because of the nature of the geometric shape of the counters, these units have some special rules. Most of the good ones, as you shall see, apply only to Phalanxes.

Historical Note: There is much argument as to what the Cardaces actually were. Devine, the most insightful of the modern, military minded Alexandrians, is rather noncommittal on them, although he does say they were rather more mobile than we have made them. It's kind of hard to say what the Cardaces were: they appear only at Issus, and they don't seem to have been very involved in the fighting.

(6.42) **Terrain:** When a two-hex unit enters two hexes of different terrain or elevation it expends the higher of the two possible costs both for movement and cohesion. Whenever one half of the unit would receive Cohesion Hits, the entire unit suffers the effect. However, if one-half of the two-hex unit has already entered a hex that would cause Cohesion Hits, the moving of the other half into such hex does not cause additional hits.

(6.43) **Front-to-F flank Maneuver:** A two-hex unit can either go forward with both halves of the unit entering new hexes (terrain, other units, etc. permitting), or one half of the unit can enter a hex while the other half pivots in the space it occupies (in essence changing the facing of the unit). This is also called Pivoting. For *each* hex entered while undertaking this Front-to-F flank maneuver, the unit incurs 1 Cohesion Hit, in addition to any other terrain-induced costs.

Exception: The Cohesion Hit cost does not apply to Macedonian (Class MA) Phalanxes.



A Macedonian Phalanx pivots half of its unit forward (changes facing).

(6.44) **The Reverse Face Maneuver:** At a cost of 3 MP, a two-hex unit may be re-faced in the opposite direction (180°) in the same two hexes. There is no cohesion cost for this maneuver, but it may not be performed if any part of the unit is in an enemy ZOC or in Rough terrain.

(6.45) **The Wheeling Maneuver:** If half of a two-hex unit is in an enemy ZOC, the other half may still move forward (in essence, using Front-to-F flank per 6.43). However, because of the difficulty in performing such a wheeling maneuver while in the face of enemy resistance, the unit incurs the 1 Cohesion Hit Front-to-F flank cost if applicable—Macedonian (Class MA) Phalanxes do not—and then, after completing the pivot, the player makes a TQ check. If the DR is higher than the unit's TQ, the unit incurs Cohesion Hits equal to the difference, with a minimum of 1 Cohesion Hit, regardless of the DR.

Exception: There is no TQ check if the enemy unit exerting the ZOC is a Skirmisher.

Example: (*Gaugamela*) A Persian unit is in 3119. A Macedonian phalanx is in 3218/3217, with the part that is in 3218 in the Persian ZOC. That phalanx may pivot 3217 to 3117 (while the 3218 portion remains in place), paying whatever movement costs apply. The phalanx (TQ 7) then undergoes a TQ check. If the die roll were a 9, it would incur 2 hits; all other results would cause 1 hit.

(6.46) Augmented Movement: The following movement capability is available only to Phalanxes with the dual MA on their counters. Because of their lighter armor and better training, Alexander's phalanxes could move somewhat faster than their (two-hex) Greek counterparts—although this added rapidity sometimes created cohesion problems (several historians go so far as to state that the Macedonian phalanx moved at about the same tactical speed as light infantry!). Therefore, the player may use his Phalanx 5 MA in any move order. If he does so, the first time the unit moves in a Game Turn, the player makes a TQ check at the end of the increased movement. If the DR is higher than the unit's TQ, the unit incurs 1 Cohesion Hit. If a "Moved" phalanx uses its 5 MA in any subsequent move, it incurs 2 Cohesion Hits as opposed to one if it uses its MA of 4.

(6.5) Drift to the Right (Optional)

Historical Note: *Hoplites usually marched in tight formations, the soldiers holding their shields with their left arm. With the hoplite's right side less protected the formation had a tendency, when advancing, to drift to the right as the hoplites, perhaps subconsciously, sought to gain whatever further protective edge they could from their neighbor's shield. We should point out that, while it is mentioned in several ancient sources, rightward drift is not a proven fact—and was certainly more prevalent with the "amateur" Greek hoplite armies of the Athens-Sparta era than with the professional, trained Macedonian phalanxes. Therefore, the rule is optional and recommended solely for the Greeks at Chaeronea or Persian—and their mercenary—hoplite and cardaces units.*

Whenever any two-hex HI/HO unit moves a second time in Game Turn (as per 6.13), for the 1st, 2nd, and 4th MP it expends for actual movement, it must move into the right front hex, unless so prohibited by the presence of other units or impassable terrain. In addition, it does not have to "drift right" for any movement point that would place it adjacent to an enemy unit. Drift applies only when both halves of a two-hex unit move; it does not apply when one half moves so that the unit may pivot.

Exception: This rule does not apply to Greek Mercenary HI/HO or Spartan HI/HO.

Example: *An Athenian Hoplite unit on its "Moved" side is in hex 2217/2218. The Greek player wishes to move the unit again. The 1st MP it expends it must move into 2317/2318. It must then move 2418/2419. It may then move 2517/2518 but its last MP would take it into 2618/2619.*

(6.6) Column Movement

Design Note: *On the battlefield, formed Infantry, which here includes anything from PHs down to LIs, moved in a battle formation that would, in later centuries, be called "Line". They were capable, however, of using a much looser, more mobile formation (in modern terms, "Column") for more rapid movement. In addition, because the units were not in an extended line that constantly needed dressing to be effective, the effects of movement upon a unit's "cohesion" were not as drastic.*

Play Note: *We have taken the opportunity to rewrite significant sections of this rule. While the changes are minor, the revised wording should address any issues in implementing the mechanics. This rule can be used with the other volumes in the series with the exception that the applicable reduction in cohesion hits for movement from the respective volume should be retained.*



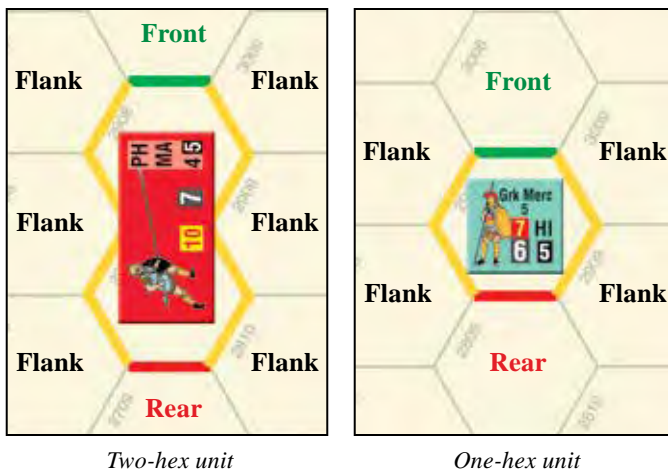
(6.61) On being given orders to move, any infantry unit that is not in an enemy ZOC may change to (or from) "Column" at the conclusion of its movement. It costs 1 MP to change formation, either in or out of Column. In order for a unit to use Column Movement, it must start the Orders Phase In Column. Use the IN COLUMN markers to indicate this status.

Exceptions: Skirmishers and Routed units cannot use Column Movement.

(6.62) Units In Column increase their MA by one. Phalanxes use the higher of their two MAs, so their In Column MA would be 6. In addition, terrain cohesion costs for a unit In Column are decreased by one to a minimum of 0.

Example: *Normally a unit would normally incur 2 Cohesion Hits for moving across a Minor River into a woods hex; In Column it incurs only 1 Hit.*

(6.63) Units In Column must face the hexside (not the vertex) and only the hex directly in front of them is frontal. The change in facing is effected when the change to (or from) In Column status is announced. For two-hex units, the player designates which end of the counter is the front. For one-hex units, adjust the unit so that it faces a hexside. When changing formation from column to normal for two-hex units, the unit is not moved in any way. Thus, a phalanx that is In Column that changes to normal is now facing in the direction indicated by the "top" (name) of the counter. The unit may only be moved/ refaced during a subsequent Orders Phase. When changing formation from In Column to normal for one-hex units, adjust the unit 30 degrees to the left or right (owning player's choice) so that it faces a vertex.



Two-hex unit

One-hex unit

(6.64) Units In Column move into either their front hex or the flank hexes adjacent to the front hex. To enter a front-flank hex, a one-hex unit is first faced toward the front-flank hex and then moved into the hex. For two-hex units, the counter is turned while moved so that the front half of the counter ends up in the front-flank hex while the rear of the counter occupies the hex formerly occupied by the front half of the counter. There is no MP cost or cohesion penalty for making these facing changes. One-hex units wishing to move into any other flank or rear hex pay normal MP costs to change facing. Two-hex units cannot change facing in this manner.



A Macedonian Phalanx column moves and enters a front-flank hex.

(6.65) Units In Column have their TQ ratings temporarily reduced by 2. Units In Column may not Shock attack or Missile fire. They may move under orders and they may have Cohesion Hits removed through Recovery. If Shock attacked, the attacking unit is automatically Attack Superior, regardless of Position or Weapon system.

Exception: Skirmishers (SK*) are never Attack Superior to units In Column.

(6.66) If an In Column unit is Shock attacked, at the conclusion of that Orders Phase the unit automatically goes back to its non-column formation (i.e., remove the IN COLUMN marker) at the cost of 1 Cohesion Hit. Two-hex units don't reface, but one-hex units must be adjusted 30 degrees to the left or right (owning player's choice) so that it faces a vertex.

(6.67) In Column units cannot use Orderly Withdrawal (6.7) or Reaction Facing Change (7.16). They cannot move through a friendly combat unit, nor may a friendly combat unit vol-

untarily move through an In Column unit. Routed units may move through In Column units—all stacking penalties apply.

(6.7) Orderly Withdrawal

Orderly Withdrawal (OW) is a form of retreat—reaction movement, as it were—carried out during the enemy's Movement and Missile Fire Segment in which faster and more maneuverable units can avoid getting entangled in Shock combat.

Design Note: Orderly Withdrawal (OW) is an extremely valuable maneuver (as the Persian player, with all those lighter-but-faster units he has out there, will soon realize). Therefore, we have gone to great lengths to explain this rule; the extended example at the end should help clarify any (unintended) opaqueness. See 4.62 for OW rules for leaders.

(6.71) During an enemy Movement/Missile Segment, or at any time when resolving an Elephant Rampage (11.14) or at any time 11.16 applies, any friendly unit (or any unit in a Rampage situation) that is not in an enemy ZOC (7.2) may avoid contact with the moving unit the instant it moves within 2 hexes or if it starts movement 2 hexes distant from the friendly inactive unit, if the inactive unit has a higher movement allowance than the moving combat unit. To do this, the friendly, inactive unit withdraws up to a number of MP (not hexes) equal to the difference between the movement allowances away from the moving unit. "Away" means that the withdrawing unit must move into a hex that is further from the moving unit (as measured in hexes) than the hex it leaves. Withdrawal must occur the instant the enemy unit moves into (or starts its move at) 2-hex range (stop moving the unit temporarily), or the option is lost. Regardless of how many hexes they may actually move, Phalanx units use their 4 MA for purposes of MA comparisons for Orderly Withdrawal.

Exceptions:

- Skirmishers may Orderly Withdraw up to 2 hexes—not MP—before any unit whose MA is the same or less, regardless of the MA differential.
- Routed units and units In Column cannot use Orderly Withdrawal.

Example #1: A SK unit (MA of 6) approached by a Phalanx (MA of 4) may Withdraw one or two clear hexes (6 – 4 = 2 MP).

Example #2: A LI unit with an MA of 5 may not withdraw up-level when approached by two-hex HI (MA of 4), because it would cost the LI 2 MP to so move—and it is only allowed a 1 MP withdrawal.

Play Note: Yes, it says within two hexes, so any (eligible) friendly unit can withdraw if an enemy moves within 2 hexes—even if that unit doesn't actually move in his direction. Thus the friendly player must make his decision to withdraw before the moving enemy makes his full intentions clear!

(6.72) The withdrawing unit maintains its original facing throughout withdrawal at no facing change MP or cohesion cost. It does, however, pay any of the usual cohesion and movement costs for movement. At the completion of its withdrawal, the unit may change facing but incurs any cohesion and MP costs inherent in such change. There are three possible additional penalty situations:

1. After withdrawal, infantry and Chariot units incur an immediate 1 Cohesion Hit.

Exception: Skirmishers do not incur this automatic Cohesion Hit when they withdraw.

2. If the withdrawing unit was being approached from a rear or flank hex, it incurs 1 Cohesion Hit before withdrawing. To be considered an approach from the rear, the moving unit must be adjacent exclusively to one of the two withdrawing unit's rear hexes. If the moving unit is adjacent to both a flank and rear hex, it is a flank approach, not rear. The same principle applies for an approach from the front. *This is cumulative with 6.72[1].*

Exception: For Skirmishers, this penalty only applies when the unit is approached from the rear—not their flank.

3. At the conclusion of the withdrawal, the withdrawing unit must undergo an *immediate TQ check*. If the DR is higher than the unit's TQ, the unit incurs 1 Cohesion Hit. *This is cumulative with any hits incurred in 6.72[1] and 6.72[2].*

Exception: The above TQ check does not apply to Skirmishers.



Orderly Withdrawal Approach Diagram

Example #3: In the above diagram, the Skirmisher is being approached from the Rear so would incur 1 Cohesion Hit for the withdrawal. The Skirmisher may withdraw into the shaded hexes, all of which are “Away” from the approaching Light Infantry.

Play Note: Orderly Withdrawal is a “retreat” in the face of an approaching enemy, long before that enemy can close. This is why the withdrawing unit can return to the original facing (with minimum cohesion cost) it had before the enemy approached. In play/game terms, you simply move the counter backwards. This is not really what is happening, but if you want that type of realism grab yourself 30 lbs of bronze, put some horsehair on your head, and go join your neighborhood phalanx...

Play Note: Aficionados of SPQR and Julius Caesar will note the somewhat more “restrictive” nature of OW herein—more chances for cohesion hits; this reflects the less “professional” standing of most of these units.

(6.73) If a withdrawing unit incurs Cohesion Hits equal to or in excess of its TQ rating, it immediately Routs; see 10.2

(6.74) A unit may withdraw an unlimited number of times during a Game Turn. The 6.72 penalties apply each time, however. For the purposes of Movement Allowances (6.1), no movement points are expended—and that includes leaders—and no orders are needed.

(6.75) A unit may not withdraw into an enemy ZOC, into a Rough terrain hex other than a Rocky hex, across a Rough terrain hexside, or into/across any hex/hexside where movement is prohibited to the withdrawing unit. Stacking restrictions and penalties (6.9) apply during withdrawal.

(6.76) Mounted Archers (only—no other missile units type may do so) may missile fire as they withdraw. The range is always treated as 2 hexes. The withdrawing unit is limited to one missile fire per triggering enemy unit per Orders Phase.

(6.77) Orderly Withdrawal takes place during the opposing player's Movement/Missile Segment. A unit may not withdraw in the Shock Combat segment (leaders are an exception, see 4.62). The moving unit may (must if 6.14 applies) continue to complete its movement in the face of such withdrawal.

Exception: Orderly Withdrawal in the face of a Rampaging Elephant (11.14) may take place at any time and it may be used by either player regardless of whose Orders Phase or whose Elephant is on a Rampage.

Example: (Arbela map). A Persian skirmisher archer (MA of 6) stacked with Bupares is in 3215. The Craterus Phalanx is in 2814/2815. The Macedonian player decides to use his 5 MA, and moves the phalanx towards the archers. As the phalanx enters 3014/3015 (having expended 2 of its 5 MA), the Persian player states both Bupares and his archers are withdrawing. Bupares, exercising satrapial caution, withdraws four hexes to a nearby chariot unit. The archers can withdraw two hexes due to their special ability and so move to 3416 (maintaining the same facing they had when in 3215). The phalanx, however, has three MP left, and continues to move reaching 3215/3216, thus placing the archer again within the 2 hex range. The Persian player, again, opts for withdrawal, moving the archer only one hex this time (to 3516). It has successfully avoided the oncoming phalanx.

(6.78) Cavalry Line Withdrawal. Under certain circumstances, the owning player may have an entire Line of cavalry (as defined by 4.33) withdraw at the same time. Standard Orderly Withdrawal (OW) rules apply, but here, if an enemy unit approaches, and if the units in that individual Line have at least one unit within 2 hexes of a friendly leader (Line Command eligibility is *not* required, though if the leader does have the LC ability, he must be eligible to command the units in the line), that entire Line may withdraw. All units in the Line must withdraw; the player *cannot* pick and choose. In addition, once a single unit in the Line uses an individual OW, the Line is not eligible for line withdrawal. For the Macedonian armies that don't use Line Commands, all cavalry units are eligible. See 4.33 Cavalry/Chariots bullet #2 on how to determine the exact composition.

Design Note: This is not a Line Command rule; it is a rule that allows mass withdrawal of cavalry, something which often happened. However, we define its use through the definitions for cavalry "lines". Units incapable of receiving line commands may still use this.

(6.8) Pre-Arranged Withdrawal



A player may attempt to anticipate the battle plan of his opponent by using Pre-arranged Withdrawal (PW). PW allows certain units to withdraw in the face of enemy movement even though they do not have a higher MA.

(6.81) The only units that may use PW are Phalanxes (PH) and Heavy Infantry (HI) with a TQ of 6 or more. In addition, those units must have either the OC, a leader capable of infantry Line Commands, or a Macedonian Contingent Commander to issue the PW. For Macedonian OCs without Line Command capability, the units must be the same Type/Class and meet the requirements for an Infantry Line (4.33).

Play Note: This effectively limits this rule to the Macedonians and the Greeks, the only units capable of such in reality. We're not too clear whether this tactic was ever used by Alexander, but, as it was a time-honored mechanic of many of the Hoplite armies of the era, so there's no reason to believe Alex would not adopt it, when needed. The Persians? ...their infantry tactics were still in the era of the Assyrians.



(6.82) The "P" in PW means just that: the move must be pre-arranged at the *start* of the Game Turn, before any other units have moved. For each eligible line a player wishes to (possibly) use PW, he places a PRE-ARRANGED WITHDRAWAL marker under the leader. Now, let's face it, doing this will alert the opponent that something is up, so a player is always free to insert the No PW side of the marker.

(6.83) When the leader is activated, or when the line wishes to use its PW capability at the approach of enemy units, the marker is revealed. Depending on which happens first:

- a Line with a PW order may withdraw 1 hex the instant any enemy infantry would normally trigger Orderly Withdrawal, had the units in the Line (with PW) the capability to do so. PW may be undertaken any number of times in a Game Turn, as long as the leader has a PW order. When PW is triggered, all units in the Line must withdraw together (as in 6.78), and they all must withdraw 1 hex. All effects of Orderly Withdrawal apply—in particular 6.72 and 6.75.
- if it is the leader's turn to be activated—or it is an MCC activated by a Overall/Wing Commander—and his Line has a PW order, the units in the Line may *not* move. They may be given orders to do anything else (Missile Fire, Recovery). The PW order remains in effect, though, for the remainder of the Game Turn.

(6.84) Once a Line has used PW, its leader is Finished... even if he has not yet been activated! The units can still PW that Game Turn, though, as needed.

*Play Note: It is important to remember that PW may **not** be used against cavalry or elephants; it is purely an infantry vs. infantry maneuver.*

(6.9) Stacking

Play Note: We have added a stacking chart and made some minor changes to bring this section up to par with the newer releases.

Stacking refers to having more than one unit in a hex at any one time, whether during movement or at the completion of movement. There are two principles involved when considering stacking rules: Voluntary movement, which usually means combat units moving under orders or Orderly Withdrawal; and Mandatory movement, virtually all of which is rout movement. Basically, the rule is one combat unit per hex. Skirmisher units, trained in avoidance and dispersal tactics, have certain advantages over other units in terms of moving into/through other units.

(6.91) A hex may contain, without penalty, one combat unit (or one half of a two-hex combat unit). For an important exception see 11.7. Leaders and information markers do not count for stacking purposes. A hex may contain any number of leaders/markers.

(6.92) The restrictions, allowances, and cohesion penalties for moving through friendly units are all given on the Stacking Chart (6.95). The following premises and terms are used:

Basic: All units other than Skirmishers, Phalanxes, Heavy Infantry, and Routed units.

Phalanx or Heavy Infantry: If either the moving or stationary units are Phalanx or Heavy Infantry, *voluntary* stacking is prohibited with the exception that Skirmishers may voluntarily move through a Phalanx or Heavy Infantry unit.

Routed units of any Type may move through Phalanx/Heavy Infantry units.

Skirmishers: Skirmishers may move through any friendly un-routed combat unit with no cost to either unit.

Any Routed Unit: All routed units use this row of the table regardless of type.

A Routed unit whose hex is moved through or stopped in is eliminated regardless of the circumstance.

(6.93) A unit may *not* move into or through a hex containing an *enemy* combat unit.

Exception: An Elephant or Chariot unit may move through an enemy unit using Pass-Thru (see 11.13 and 11.25).

(6.94) Combat units may enter a hex with only leader(s) at no movement or cohesion cost, and vice-versa.

6.95 The Stacking Chart: The Chart lists what type of unit is moving. However, the effects apply to *both* moving and stationary units, unless otherwise specified.

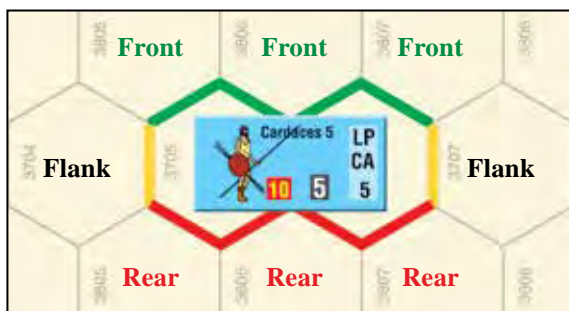
(7.0) Facing & ZOCs

(7.1) Facing

(7.11) All units—except those In Column; see 6.6—must be faced in a hex so that the top of the unit (the side with its name) faces into the vertex of the hex (between two hexsides, as below). The two hexes to the front (3 for two-hex units) are called the Front hexes; those to the side, the Flank hexes, and those behind, the Rear hexes. *A unit may only move into a hex to its Front.*



One-hex Unit



Two-hex Unit

(7.12) In order for a single-hex unit to change its facing it must pivot *within* its hex. It costs 1 MP for *each* vertex shifted except for:

- Skirmisher units which pay 1 MP regardless of the number of vertices changed.
- Elephants, Chariots and Cataphracted HC which pay 2 MP *per vertex* to change facing... reflecting the difficulty these units had in maneuvering effectively. In addition, see 7.15 and also, 11.94.

(7.13) Two-hex units do *not* change facing; they can only change the direction in which they are facing by *moving* (and paying any costs for doing so) one side of the counter forward, thus pivoting the counter (see 6.4).

(7.14) A unit that changes its facing in a Rough terrain hex incurs 1 Cohesion Hit. See 6.22.

Exception: Elephants, because of their extremely loose formations, do not incur this penalty.

(7.15) Chariots were truly unwieldy in terms of maneuver, mostly because they operated with fixed axles. Therefore, they may not change more than one vertex in any given hex while moving. They may change more than one vertex in a hex (with appropriate costs), as long as that hex is either the hex in which the Chariot starts or finishes its move.

(7.16) **Reaction Facing Change:** Any single-size unit may change facing one vertex per Orders Phase when an enemy unit moves adjacent to it from a non-adjacent hex, and this includes Advance after Combat (9.3). It may not do so if it is already in the ZOC of another enemy unit. After changing facing, the owning player rolls a die and modifies that DR by the +/- difference between the MA of the moving unit and the MA of the stationary unit. If the DR is higher than the unit's TQ, that unit incurs Cohesion Hits equal to the difference, with a minimum of 1 Cohesion Hit, regardless of the DR. The inactive unit may conduct Entry Reaction Fire (if eligible) at the conclusion of the facing change.

Exception: Cavalry units changing facing in reaction to infantry movement are exempt from the preceding check and make the facing change with no adverse effect.

(7.17) A two-hex unit may Reverse Face (6.44) (if eligible to do so) once per Orders Phase when an enemy unit moves into one of its Rear from a non-adjacent hex. Use the procedure described in 7.16 above to determine the number of Cohesion Hits incurred, but in this case, the minimum number of Cohesion Hits is 2 regardless of the DR.

Exception: For Macedonian Phalanxes (Class MA) the minimum number is 1 Cohesion Hit.

Design Note: We have given the large counters the ability to reverse face in response to meet those inevitable flank/rear attacks, albeit at a cost in cohesion.

(7.2) Zones of Control (ZOC)

ZOC are those hexes, other than the hex occupied, over which units exert control, forcing enemy units to cease movement and to precipitate combat.

(7.21) All combat units exert a ZOC into their Front hexes. Missile-armed Skirmishers exert a ZOC into their Front *and* Flank hexes—except when out of missiles (Missile No), in which case they do not exert a ZOC. Routed units and leaders do not exert ZOCs.

(7.22) ZOCs do *not* extend into a hex into which movement is prohibited.

(7.23) A unit must cease movement the instant it enters an enemy ZOC (6.45 is an exception). A unit that begins its movement in an enemy ZOC can move out of the enemy ZOC only if:

- it is a combat unit that can receive an order to move, has at least one unoccupied Front hex (two-hex units may need more), and its printed MA is greater than the MA of any enemy unit exerting a ZOC on it (use the Phalanx extended MA of 5 (6.46) for this purpose); *or*
- the unit is the Overall Commander issuing an Individual Order to himself; *or*
- the unit is a leader who has been issued 2 Individual Orders by his OC.

Exception: The ZOC of an enemy unit that cannot Shock is ignored for purposes of bullet #1.

Play Note: This change will prevent Skirmishers and now Light Archer types who would be fighting from a distance from pinning units from behind.

(7.24) A unit leaving an enemy ZOC may immediately enter another enemy ZOC, but would then immediately cease movement. Units leaving a Missile unit's ZOC are subject to Retire Reaction Fire (8.22).

(7.25) A unit that begins the Movement/Missile Segment in the ZOC of an enemy unit in most situations cannot change facing. A unit may, however, use up to one half its MA (rounded up) in facing changes if all the following apply:

- the unit is in the ZOC of only one enemy combat unit, *and*
- there are no enemy combat units in the unit's ZOC, *and*
- the unit remains in the hex during that Movement/Missile segment; it cannot use 7.23 bullet #1 to leave the ZOC (see also 9.32).

Exception: The ZOC of an enemy unit that cannot Shock is ignored for purposes of bullet #1.

Design Note: This situation is similar to that in 7.23 in that the light missile types in adjacent rear hexes can no longer prevent a unit from turning around to engage them in Shock. Also keep in mind that two-hex units do not change facing per se, but move instead. Two-hex units can Wheel per 6.45 as long as one half of the unit is not in an enemy ZOC.

(7.26) If opposing units exert a ZOC into the same hex, they are both considered to control that hex.

(7.3) Shock Requirements

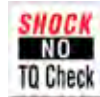
The requirement that a combat unit must attack an enemy unit usually depends both on unit Type as well as whether it moved or not, Shock being a question of inertia more than weaponry.

(7.31) In the Shock Combat segment, all friendly “heavy” units—those whose Type is marked with a plus sign (+) on the Shock Superiority Chart—that moved adjacent to an enemy unit from a non-adjacent hex during the preceding Movement/Missile segment *must* Shock attack all enemy units in their ZOC. All other “light” units—no plus sign (+)—that moved adjacent to an enemy unit from a non-adjacent hex during the preceding Movement/Missile segment *may choose* to Shock attack all enemy units in their ZOC in the ensuing Shock Combat segment.



(7.32) The moving player places a SHOCK-MUST CHECK TQ marker on top of each unit that either must Shock attack in the ensuing Shock segment, or that he chooses to Shock attack, as per 7.31. These markers are placed the instant the moving unit moves adjacent and before any reaction fire to delineate which units will have to undergo a Pre-Shock TQ check (Ephodos) per 9.13.

Example: A Macedonian Phalanx that moves adjacent to a Persian Cardaces unit has a SHOCK-MUST CHECK TQ marker placed on top of it because it has to attack, as per 7.31. A Thracian Peltast (LP) unit moving adjacent to a Theban Hoplite unit does not have to Shock attack; however, the moving player must state his decision whether or not to do so as it finishes movement. If he wishes it to attack, he must place a SHOCK-MUST CHECK TQ marker on top.



(7.33) Any unit issued a Fire order or issued a Move order where 7.31 does not apply—or those simply within the activated leader's Command Range *may choose* to attack all enemy combat units in their ZOCs. These units are given a SHOCK-No TQ CHECK marker in the Shock Designation step (9.11), to indicate they are going to Shock attack but do not have to make a Pre-Shock TQ check. See the introduction to 9.0.

Exceptions:

- Light Infantry Archers (LI Class A), Light Cavalry Archers (LC Class A), and Artillery (AT) can never Shock attack.
- Skirmishers (SK) can only Shock attack Chariots, never any other unit Type. This restriction does not apply to Skirmishers (SK*); they can Shock attack any unit Type.
- Routed units, those In Column (6.6), or those in Square (11.63) cannot Shock attack.

Play Note: And no, you can't place a SHOCK-No TQ CHECK marker on a “light” unit that chose not to Shock when it moved; it gets a SHOCK-MUST CHECK TQ marker. No avoiding the Pre-Shock TQ Check.

(8.0) Missile Combat

There are two kinds of combat: Missile and Shock. Missile combat occurs as part of—or instead of—movement at any point during the Movement/Missile segment of an Orders Phase. Shock combat comes in its own segment which occurs after all orders have been issued and movement has been completed. A missile unit can participate in both types of combat during the same Order Phase. In Shock combat, the Type, Size, and Troop Quality of a unit are taken into account, and the effects of combat are Cohesion Hits, which may result in a unit being Routed.

(8.1) Missile Fire

(8.11) Units with Missile Capability (see sample units) may use Missile Fire. There are four types of missile units: Archers (A), Slingers (S), Javelinists (J), and Artillery (B). When given an order, an individual missile unit can fire at any time before, after, during—or instead of—movement. If a missile unit moves, it may only fire if it moved forward (closer to the target) immediately preceding the fire. Firing during movement does not cost any movement points. Each unit ordered may only fire once per Orders Phase.

Exception: Light Infantry Archers (LI Class A) and Artillery can either move or fire, never both in the same Orders Phase.

Example: *A mounted archer unit may move 4 hexes forward, fire at an enemy unit 2 hexes distant, and then use its remaining MP to ride away.*

(8.12) Missile Fire may occur as a result of an order (8.11) as above, or as a reaction to enemy actions (Reaction Fire, 8.2), or as part of an Orderly Withdrawal by Mounted Archers (6.76). For Artillery fire, see 11.8.

Play Note: *Mounted Archers are the only units that may fire while moving backwards. Why? Try throwing a javelin while back-pedaling.*

(8.13) A Missile unit may fire at any single enemy target unit that is within its Missile Range and to which it can trace a LOS through one of its Front hexes. Missile units must fire individually; they may not combine fire.

Exception: For Skirmishers, the LOS can be traced through a Front or Flank hex; for Artillery and Chariots, through any adjacent hex.

(8.14) A missile unit can fire only at an enemy target unit to which it has an unobstructed Line Of Sight (LOS). A LOS is calculated by tracing a path between the center of the missile unit's hex to the center of the target unit's hex, through the firing unit's arc of fire as defined in 8.13. LOS is blocked by woods, towns, and combat units, unless they are in hexes at a lower elevation than the firer and the target. LOS is also blocked if any part of a hex of higher elevation is between the two units. If the LOS goes down a hexside between blocking/non-blocking hexes, consider it blocked. Missile units, however, may always fire into adjacent hexes.

Exception: If the firing unit is an Archer (Class A), LOS is not blocked by a combat unit if the combat unit is closer to the firing unit than the target (halfway is not closer).

Play Note: *Missile LOS should be interpreted strictly. All other LOS applications should be applied loosely.*

(8.15) Missile Fire Resolution: The Missile Range and Result Chart (MRRC) is used to determine the effect of missile fire. Each missile unit has a missile strength which varies with the range, as given on the chart. For each missile fire, a die is rolled. If the DR is equal to or less than the strength of the missile unit at that range, then the target unit receives 1 Cohesion Hit (2 Cohesion Hits for some unit Types). If the DR is greater, there is no effect.

The following die roll adjustments are made:

- +1 If the target is in a Woods hex,
- +1 If the target unit Type is Phalanx (PH) or Heavy Infantry (HI). This represents the heavier armor protection of such units.
- +3 If the target unit Type is Phalanx (PH) or Heavy Infantry (HI) and a Slinger, Archer, or Elephant Screen is firing at a range of 1 hex (adjacent) through the target's front hexes. This does not apply to "J" or "B" type missiles (this represents the fact that missiles were most effective against the formidable shield-wall and body armor of the hoplites when impacting "from above" into the body of troops; at close range, they could not do that). This modifier is not cumulative with the preceding modifier.
- +1 If a Slinger, Archer, or a mounted Javelinist of any unit Type, moved or will move. This penalty does not apply to a facing change while remaining in the hex.
- +2 If the target is Skirmisher unit.

All modifiers are cumulative unless noted otherwise.

Exception: If the target is an Elephant or Chariot, it receives 2 Cohesion Hits for every successful missile fire. This doubling does *not* apply if the firing unit is an Elephant.

All combat effects from missile combat are immediate and occur before any other unit moves or fires.

Example: *A Cretan Archer unit is 2 hexes distant from a hex containing a Median cavalry unit. At a range of 2, the archers' missile strength is 3. The Macedonian player fires at the Medians, rolling a 2. The Median cavalry takes 1 Cohesion Hit. If he had rolled, say, a 6, the fire would have had no effect. If he had rolled a 9, it would have had no effect and he would have had to place a MISSILE LOW marker (see 8.17) on the Cretan Archer unit.*

(8.16) Extended Range: When a missile unit fires at a target unit on a lower elevation, its range is increased by one hex. When firing at that Extended Range, a DR of 0 is required for a hit.

Example: *A mounted archer unit, with a normal maximum range of 3, in Issus hex 3508, could fire at an enemy unit 4 hexes away in 3512. However, it would need a natural DR of 0 to inflict a hit.*



(8.17) Missile Supply: Missile units may keep firing until they run out of missiles. Each different missile type has its own availability levels:

- Archers, Slingers, and Elephant Screens become Missile Low (i.e., are marked with a MISSILE LOW marker) whenever there is an *unmodified* DR of 9 when resolving any missile fire, at which point place a MISSILE LOW marker on the unit, indicating it has one shot remaining.
- Javelinists become MISSILE LOW whenever there is an *unmodified* DR of 7 or higher when resolving any missile fire, at which point place a MISSILE LOW marker on it, indicating it has one shot remaining.
- If any MISSILE LOW unit fires, flip the marker over to its MISSILE NO side to indicate there are no missiles left to fire.
- Artillery never run out of missiles.
- Any J Class *infantry* unit that is involved in Shock combat is automatically marked MISSILE NO at the completion of the Shock combat.

(8.18) Missile Reload: Any friendly “Missile Low” or “Missile No” unit may remove its MISSILE LOW/No marker during the Reload Segment of the Rout and Reload Phase, bringing it up to full missile capability if:

- it is not in an enemy ZOC, *and*
- it is not in range and in LOS of an enemy unit that has missiles and is able to fire.

(8.19) Leader Casualties: If there is a leader in a hex fired at, and the missile fire unmodified DR is a 0, there is a possibility that the leader has been hit. The owning player rolls the die. If the DR is a greater than 0, nothing has happened. If the DR is a 0, a casualty has occurred. The affected player must now determine the effect by rolling the die again and consulting the Leader Casualty Table. Players may, if they wish, fire at a hex (in range) in which there is only a leader counter.

(8.2) Reaction Fire

Missile units may fire in reaction to certain enemy movements into (Entry Reaction) and out of (Retire Reaction) their ZOCs, and against enemy units that use Missile Fire against them (Return Fire). Rampaging Elephants do *not* draw Reaction Fire of any kind.

Artillery Reaction fire is handled differently than other missile units (see 11.8). This rules section (8.2) does not apply to Artillery.

(8.21) Entry Reaction Fire: Whenever a friendly unit enters the ZOC of an enemy missile unit—and this includes entry because of Advance after Combat (9.3)—that enemy missile unit may fire at the entering unit (range: 1 hex) before any further movement or friendly fire occurs. All effects from this missile combat occur immediately. Units that attempt a Reaction Facing change (7.16) may fire if the triggering unit is in its ZOC.

Exception: When friendly units are moving as a Line, all movement is completed before any Entry Fire takes place, and all Entry Fire takes place before any fire by any of the moved units. A reacting unit may fire at only one unit that enters its ZOC.

(8.22) Retire Reaction Fire: Whenever a friendly unit leaves the ZOC of an enemy missile unit, that missile unit, if it has a fire range of 2 or more hexes, may fire at the moving unit. Any results are applied before the unit moves. Retire Reaction Fire is always at a range of 2 hexes.

Exception: Routed units executing their initial rout move (10.21) do not trigger Retire Reaction Fire.

(8.23) Return Fire: Any non-phasing unit that is fired at may fire back at the enemy unit that has fired at it, after the phasing unit’s fire is resolved. The non-phasing unit cannot use Return fire if it used Entry Reaction Fire against that same firing unit.

(8.24) Reaction Fire does not require an order; it does require that the missile units have enough missiles available to fire. A unit may perform Reaction Fire any number of times during enemy movement, as long as it has missiles available. See 6.76 for an exception.

(8.25) The only time Elephant Screens may fire is as Reaction Fire (any type).

(8.3) Harassment & Dispersal

Historical Note: This is the main tactic of Light Cavalry archers and javelinists as well as the various javelin and sling armed Skirmishers, Peltasts, and Light Infantry.

(8.31) Missile armed Skirmishers, Light Infantry, and Peltasts (SK, SK*, LI, LP) may use Harassment & Dispersal tactics (H&D) against any enemy unit that has the *same or lower* Movement Allowance. Missile armed Light Cavalry (LC) may use H&D against any enemy unit that has a *lower* Movement Allowance. H&D fire requires a move order, is movement for purposes of missile fire modifiers, and consumes the unit’s entire MA.

Exceptions:

- Skirmisher and Light Infantry Archers (SK/LI Class A) cannot use H&D.
- Light Cavalry cannot use H&D against Skirmishers, but can use H&D against Cataphracted Heavy Cavalry (HC Cat) even though their MA is not higher.

(8.32) To use H&D, Light Cavalry (LC) must be within 4 hexes, and all other Types within 2 hexes of, but not adjacent to, the target and cannot be in an enemy ZOC. The unit must have a LOS to the target and be able to trace a path of hexes through its Front hexes (only) that is clear of *any* combat units and enemy ZOC unless that ZOC is adjacent to the target. The path may not be traced through a Rough terrain hex or across a Rough terrain hexside. It may cross a Stream.

Exception: Skirmishers may trace a path through a Rocky hex.

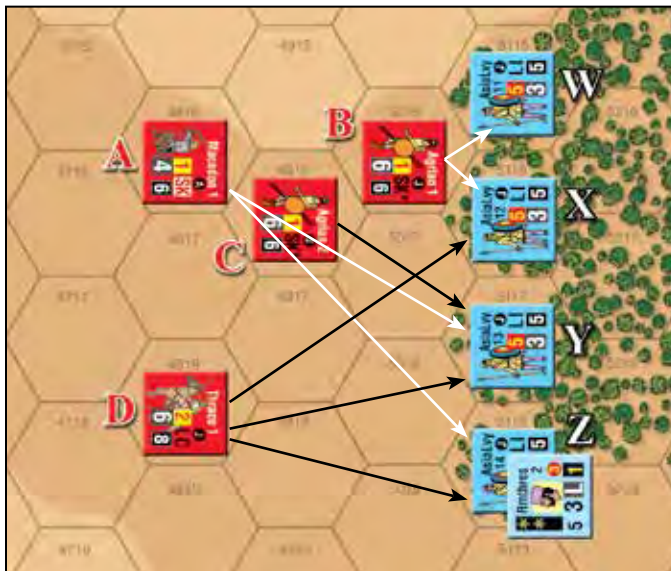
(8.33) If the unit satisfies the conditions in 8.32 above, it may fire its missiles against the selected target *without moving* (on the map, that is). The procedure is:

- Note which unit is using H&D, then
- Note the target, as above, then
- Fire the missile as if they were being fired at 1 hex range (this is a moving attack).
- The target unit may react per 7.16-17. The target and any other friendly unit may use Entry Reaction Fire (range 1 hex) if the path is traced through an adjacent hex in its arc of fire (8.13). However, all fire is treated as simultaneous in this situation.

All of this occurs without physically moving the firing unit.

Design Note: Well, it is moving (to the target and then back to whence it came). We just eliminated the micromanagement. This rule simulates the ability of a light unit to close on a unit (around 30 yards), throw missiles, and then swiftly withdraw without getting entangled in Shock Combat.

(8.34) Light Cavalry may use H&D tactics against Elephants; however, the restrictions in 11.15 apply. Therefore, a cavalry H&D is not allowed through an Elephant's Front hex. A cavalry's H&D attack through a Flank/Rear hex earns 2 Cohesion Hits that are applied prior to any Missile Fire.



Example: (Issus) ~ The Macedon Archer A may fire at the Persian units Y and Z (white arrows). The range is 3 and 4 respectively. Since unit A is an archer, it may fire over the Agriatian Skirmisher C because the potentially blocking unit is closer to the archer unit than either of the targets. The Agriatian Skirmisher B blocks unit A's fire at Persian units W and X since B is closer to those targets than to the firing archer. The Persian Y and Z targets are in Woods hexes, so there would be a +1 DRM to the missile fire DR against either one. Agriatian Skirmisher B can fire at either Persian unit W or X at a range of 1. Here again, there is a +1 DRM

due to the effect of the Woods in the target hex. The Persian unit that receives the fire may Return Fire at range 1 after Skirmisher B's fire is resolved. The other unit has no reaction fire opportunity.

Agriatian Skirmisher C has no target in range for regular missile fire but can use H&D fire from a range of 2 hexes. Skirmisher C does not have a LOS to Persian unit X since the LOS goes down a hexside between blocking/non-blocking hexes. It does, however, have a clear LOS to Persian unit Y (black arrow). The fire is resolved at range 1 with a +1 DRM for the Woods. Both Persian unit and X and Y can use Entry Reaction Fire at range 1 but the fire is considered simultaneous as opposed to being resolved first.

Thracian Light Cavalry D has no target in range for regular missile fire but can use H&D fire from a range of 4 hexes. All four Persian units are within 4 hexes of unit D, but the LC's LOS and path to Persian W is blocked by the two friendly Skirmisher units. The Light Cavalry unit, however, has a clear LOS and path to Persian units X, Y, and Z (black arrows). The Light Cavalry's missile attack against any of the targets would be at range 1, with a +1 DRM for the Woods and a +1 DRM since the Light Cavalry is a mounted unit and is considered moving for H&D fire. Targeting Persian unit Z is advantageous because the Thracian LC can trace a path such that only the target unit is able to use reaction fire. An attack on Persian unit X or Y would draw an additional reaction fire from Y or Z respectively. Whichever Persian unit is chosen as the target may use Entry Reaction Fire in response to the attack.

(9.0) Shock Combat

Design Note: This section is the heart of the game, and, thus, we have given it its own section and have gone to great lengths to explain how things work. It is longer and more detailed than other sections and may, at first glance, appear somewhat daunting. Take heart: in practice/play, most of the mechanics become self-evident and, after a few trial runs, the resolution of shock will become second nature. We have included an Extended Example of Play at the end of the section to illustrate the key points.

Play Note: The Shock system relies on the interaction of the units' weapon types, armor protection, size, angle of attack and troop quality (TQ) to produce a single result. While no factor is unimportant, the rating to pay closest attention to is the TQ, for that rating determines the ability of a unit to withstand the rigors of shield-to-shield ancient warfare.

Procedure:

Shock combat takes place in the Shock Combat segment. Shock is part of a leader's Orders Phase, and all Shock engendered by that leader is resolved before the next leader may be activated or Momentum attempted.

IMPORTANT: Each Shock combat is conducted as a series of steps performed in order for all units participating in Shock combat. Thus, Step 9.14 is completed for all involved units, then 9.15 for all involved units, etc.

Play Note: We suggest undertaking each separate step from left to right, across the map. Players may use any system they wish to note what has happened up-and-down the lines of attack.

Design Note: It would be easier to resolve each separate combat as one “piece”. However, to do so creates a “blitzkrieg” type of effect, wherein the attacker gets to choose which attacks he wants to do first so that he can achieve “breakthroughs”. Despite its simplicity, this would be so far from reality as to render the system—and the game—inaccurate. However, isolated shocks can certainly be resolved as a piece, if doing so would not affect other attacks.



(9.11) Shock Designation: Place SHOCK-NO TQ CHECK markers on non-moving units that choose to Shock per 7.33 (units that have moved will already have SHOCK-MUST CHECK TQ markers). Only those units with SHOCK markers may shock attack.

(9.12) The Basic Pre-Shock Procedure: Units that attack by Shock must attack all units in their ZOCs, unless that defending unit is being attacked by another, friendly unit in that Shock Combat segment. The attacker designates which units will be involved in each, individual combat resolution, within the following restrictions:

- A unit may attack only once per Shock Combat segment.
- A defending unit may be shocked attacked only once per Shock Combat segment—Cavalry Pursuit (9.43) being an exception.
- A friendly unit may attack more than one unit if the targeted defenders are all in the attacking unit’s ZOC.
- An attacking unit (even a two-hex unit) may not split its attack capabilities, although two (or more) units may combine to attack one defender.
- If more than one unit is defending and/or attacking, total the Sizes.

Other than the above restrictions, the attacking player may divide his attacks amongst his units as he sees fit.

Example #1: A two-hex Macedonian Phalanx unit in 3722/3822 faces a two-hex Greek Mercenary Hoplite unit in 3622/3721 and a Persian slinger unit in 3821. It must attack both defending units (the size of the Skirmisher is ignored, see 11.33) as one unit; the Persian player uses his hoplite unit to determine Superiority—here, none.

Example #2: Same as above, except a Macedonian hypaspist is in 3920 and capable of attacking the Persian skirmisher in 3821. The Macedonian phalanx can now engage only the Greek hoplites, while the hypaspists beat up on the poor “slingers of outrageous fortune”. Or, unless the Hypaspists

had a MUST SHOCK marker, they could sit this one out while the phalangites took care of everyone. While the former will produce better results, the latter may be necessary if the hypaspists are close to their TQ limit in hits.

Example #3: A Bactrian heavy cavalry unit in 2419 is “charging” a Thracian peltast in 2519. Unfortunately for the poor Thracians, there is also a Persian LI contingent in 2619. The Persian player may either combine the cavalry and LI units in the attack, or have the HC attack and the LI sit by and watch. Either way, the presence/location of the two attacking units is usually enough to stop the enemy from retreating in case it Routs—in which case it will automatically be eliminated. (Nice work, if you can get it.)

SHOCK RESOLUTION:

An Overview of the Shock Combat Resolution Procedure:

Sections 9.13 through 9.18 are descriptions of the sequence and procedure used to resolve Shock Combat. These steps are:

1. Attacking units with a SHOCK-MUST CHECK TQ marker and their defenders undergo a Pre-Shock TQ check
2. Resolve any Personal Combat (9.2) or check for leader casualties (9.14).
3. Use Clash of Spears Chart to determine which column of the Shock Combat Result Table (Shock CRT) will be used (9.15).
4. Determine whether terrain, leaders and/or relative strengths and capabilities will have any effect (9.16).
5. Resolve the Shock using the Shock CRT (9.16).
6. Check for Breakthrough (9.17).
7. Check for Rout (9.18).

Design Note: The Greek terms are in accord with the description of classical hoplite warfare as described by Victor Davis Hanson; see bibliography.

(9.13) The Charge [Ephodos]: All units with a SHOCK-MUST CHECK TQ marker and their intended targets undergo a Pre-Shock TQ check with the players rolling a die for each each of their units, all such checks being simultaneous. Attacking units with SHOCK-NO TQ CHECK markers—and their defenders—do not undergo this TQ check. If a unit is attacked by both types of units (SHOCK-CHECK and SHOCK-NO CHECK), the defender then checks TQ. The following units do not make a Pre-Shock TQ check:

- Any unit attacking a Skirmisher (SK/SK*) unit;
- Any unit attacking a Routed unit;
- Phalanxes (PH) and Heavy Infantry (HI) that are attacked frontally by Light Infantry (LI). This rule does not apply to Peltasts (LP).
- Chariots when undertaking a moving Shock attack and that movement covers 4 or more hexes.

If the DR is higher than a unit's TQ, the unit incurs a number of Cohesion Hits equal to the difference between the DR and its TQ:

- If a *defending* unit has accumulated Cohesion Hits equal to or greater than its TQ Rating, it immediately routs per 10.2 (see exception below). The attacking unit must advance per 9.3 if it can physically do so (two-hex units may not be able to do so) unless it is in the ZOC of an enemy unit.
- If an *attacking* unit has accumulated Cohesion Hits equal to or greater than its TQ Rating, it immediately routs per 10.2 (see exception below), the defender(s) do not advance.
- If all *attacking and defending* units involved in the same combat would rout from their TQ checks, use the procedure in 10.15 to determine which units rout.

The above DR is modified as follows:

- +1 for an Elephant unit that attacks a Phalanx (PH) or Heavy Infantry (HI) through their front hexes (Why? Elephants did not particularly like pikes).
- +1 for a unit that is attacked by a Chariot or Elephant unit.
- +1 for a unit that is attacked by Double Depth Phalanx unit.
- 1 for a Double Depth Phalanx that is attacked by any unit.

Exception: If a two-hex Phalanx/Heavy Infantry unit would rout, the owning player first rolls the die, adding to that DR the number of Cohesion Hits the unit has incurred in excess of its TQ, and an additional 3 if that unit was an attacker in the combat. If the modified result is higher than the unit's TQ, the unit routs per 10.2, otherwise, it stands in place with its Cohesion Hits set equal to its TQ minus 1.

After all Pre-Shock TQ checks, if at least one attacker and one defender in the same combat did not rout, go to the next step.

(9.14) Leader Casualties [Charismos]: Personal Combat (9.2) is resolved if both players have leaders involved in the same Shock combat. If there is no Personal Combat (only one player's leader present or the leaders cannot engage in Personal Combat), or there are leaders present than did not engage in Personal Combat (more than one leader present on a side), the owning player rolls a die for each involved leader. If the DR is greater than 0, nothing has happened. If the DR is a 0, a casualty has occurred. That leader may not use his Charisma rating as a DRM in that combat, and the player rolls again and consults the Leader Casualty Table to determine the type of casualty.

(9.15) The Clash of Spears [Doratismos]: The Clash of Spears Chart is now consulted. Cross-index the attacking unit's Type with the defending unit's Type and its orientation relative to the attacker to determine which Shock CRT column (prior to any adjustments) will be used to resolve the combat. If there is more than one Type of defending unit, the defending player chooses which unit will be used for the determination. However, units that are not Shock capable defending in conjunction with Shock capable units cannot be chosen. If there is more than one attacking unit, the attacking player chooses which to use for his Type and angle of attack. If a unit is being attacked

through the vertex between different facings by a two-hex unit, the defender gets the benefit of the most advantageous facing.

Exceptions: The attacking player may not choose a Skirmisher (SK/SK*) for his Type if he has any non-Skirmishers involved in the same Shock combat.

Example #1: *Hoplites attacking peltasts frontally would use Column 9 on the Shock CRT (HI attacking LP) ...before any adjustments.*

Example #2: *A PH is attacking two units at once, one HI hoplite (through its flank) and one SK (frontally). The defender gets to choose the unit type; here he chooses the HI, even though it is being attacked through its flank. Why? Firstly, using the Clash of Spears Chart, we will see that using the HI produces an 11 Shock CRT column, while the SK would allow attacker to use the 13 column. And, regardless of whom the defender chose, the attacker has Attack Superiority (either because of type—phalanx vs. skirmisher—or angle of attack—attacking the hoplite through its flank).*

Example #3: *A Macedonian phalanx is attacked by two Persian units—one HI from the front, and one Lancer through the rear. The Persian player would use the LN attacking PH from the rear to gain the more advantageous column 11, as well as gaining Superiority for the rear attack (this is about the only way cavalry should have anything to do with phalanxes).*

(9.16) The Hand-to-hand Struggle [En Chersi]: Players now determine the effect of any advantages either side has and then resolve the Shock combat:

STEP 1: Determine Superiority: There are two types of Superiority: Position Superiority and Weapon System Superiority. Either one side or the other may (but not must) gain superiority, either as: Attack Superiority (AS) or Defense Superiority (DS). Players determine Superiority, using the Shock Superiority Chart. In many instances there is No Superiority. Superiority is determined as follows:

(A) Position Superiority: The attacking unit generally has Position Superiority if its attack is through a defending unit's Flank or Rear hex. However, whichever unit the attacking player uses to determine position superiority must also be the one used to determine the Shock column on the Clash of Spears Chart per 9.15. An attack does not attain Position Superiority if:

- a Skirmisher is attacked through a Flank hex, *or*
- a Cavalry unit attacks an Elephant unit, *or*
- an Elephant attacks another Elephant unit, *or*
- the attacking unit is in the ZOC of a shock capable enemy unit that is in the attacker's Flank or Rear hex.

In the above situations, Superiority will be determined by the Weapons System (9.16[1.B] below).

Play Note: *The change to the last bullet will now prevent ahistorical flank attacks against the "joints" of a line of two-hex units arrayed in echelon.*

If the attacking unit has Position Superiority, the attacking player gains Attack Superiority (AS) for that combat.

Exception: If an attacking Skirmisher (SK*) has Position Superiority, the attacking player only gains Attack Superiority (AS) over a Chariot or Skirmisher unit. For all other Types, the attacking player gains No Superiority for that combat.

(B) Weapon System Superiority: If no Position Superiority is attained, the opposing units check their weapon class relationship (see the Shock Superiority Chart, 9.52) to determine if either weapon system is superior (either AS or DS) to the other. If more than one unit on either side is involved in the combat, use the same unit Type that was used to determine the Shock column on the Clash of Spears chart (9.15) for the comparison.

Exception: J Class LI and LP that are MISSILE NO are *not* Defense Superior against attacking Light Cavalry (LC) as noted on the Shock Superiority Chart.

Play Note: Many different types of permutations and combinations are possible, in terms of unit types and multiple attack angles. The two precepts above should cover virtually all of these possibilities. If they don't, try to attain a result that best fits in with the general principles. If that doesn't work, try cutting open a chicken and checking its entrails.

STEP 2: Determine Size Ratio Difference: Compare the total Size points of the attacking unit(s) to those of the defender(s). For each level of Size Ratio Difference (SRD) *greater* than 1 to 1 a unit has, it receives a Shock CRT column adjustment of one in its favor. The attacker adjusts to the right, the defender to the left. Reduce all size ratios to a # - 1 (or 1 - #), rounding off as follows:

- If any attacker *moved* adjacent to the defender from a non-adjacent hex, round off in favor of the attacker. Thus a 5 Size unit attacking a 4 Size unit is 2-1; a 4-5 is 1-1 and a 2-5 is a 1-2.
- If no attacker moved adjacent, round off in favor of the defender. Thus a 5 Size unit attacking a 4 Size unit would be 1-1; but 4-5 is 1-2.

Exceptions:

- Elephant Size is not considered unless all attackers and defenders are Elephants.
- Chariot Size is not considered unless all attackers and defenders are Chariots.
- Skirmisher Size is not considered unless all attackers and defenders are Skirmishers.

Example: Attacking at 10-5 (or 2-1 odds) adjusts the Shock Table one column to the right. Likewise, a moving attack at 5-3 also produces a one column adjustment to the right. If the attacker did not move, there would be no adjustment.

STEP 3: Adjust Columns & Resolve: To resolve shock, the attacking player starts from the base column on the Shock CRT (9.15) and adjusts that column for any SRD, unit, and/or terrain effects (all listed on the Shock CRT). He then rolls the die, adding to the DR the Charisma Rating of any one of his leaders involved in the Shock, and subtracting the Charisma Rating of any one defending leader involved (defending player's choice). For example, if Alexander were leading the attackers and Memnon the defenders, the net die roll adjustment would be +1 (Alex's 4 minus Memnon's 3). If a leader was killed per 9.14, that side suffers a reverse die roll modifier equal to the deceased leader's Charisma Rating.

Example: Nabarzanes is killed while leading an attack. The DR adjustment would be -2 (Nabarzanes' 2 Charisma).

Play Note: Remember to use the Charisma Rating—not the Personal Combat rating.

STEP 4: Apply Results: Results on the Shock CRT are Cohesion Hits for both attacker and defender. The # in parentheses is for the defender. The resultant Cohesion Hits are modified as follows:

- If the attacker was superior (AS), then double (2x) the defender's result.
- If the defender was superior (DS), then triple (3x) the attacker's result.
- If the defender is not Shock capable, halve (½x, round down) the attacker's hits. If the defender is a Skirmisher, the maximum result is 1.
- If the attacker is Light Cavalry and the defender is Phalanx, Heavy, or Medium Infantry, halve (½x, round down) the defender's hits. This reduction does not apply if the defender is Routed and is cumulative with bullet #1. This reduction does not apply if the defender is Routed and is cumulative with bullet #1.

If more than one unit of the same player was involved in that combat, Cohesion Hits are distributed as per 10.13.

Design Note: The hit reduction when the various Light units are involved in Shock underscores their lack of ability in this area.

(9.17) The Push of Shields/Breakthrough [Othismos Aspidon]: After the shock has been resolved and hits distributed, any unit that has accumulated *three* or more times the Cohesion Hits than any individual enemy unit involved in that combat, receives 2 *additional Cohesion Hits*. If more than one unit on a

side is involved, treat each unit individually, and, if a unit has no hits, treat as if it had 1 hit in computing the ratio.

Example: An attacking Macedonian phalanx has 1 hit, while two defending Persian Mercenary LP units have accumulated 2 and 4 hits, respectively. The peltast with 4 hits is given another 2 hits for Breakthrough (and will rout per 9.18 below, since the 6 hits exceed its TQ of 5). The other Persian unit is unaffected.

(9.18) The Collapse [Trope]: Players now determine which of those units involved in the Shock combat will rout by performing these steps *in order*:

1. All units that have Cohesion Hits equal to or greater than their TQ rout per 10.2. If all units in any one Shock combat would rout, first use 10.15 to determine which units actually rout. If both players have units that rout from the same combat, the defender routs first.

Exception: If a two-hex Phalanx/Heavy Infantry unit would rout, the owning player uses the exception procedure in 9.13 to determine whether the unit routs or stands. However, if the unit is a defender and the attacker has Position Superiority, there is no die roll; the defender routs per 10.2.

2. The players then roll a die for each of their involved units that have Cohesion Hits one less than their TQ (TQ minus 1) and are in an enemy ZOC. If the DR is the same or lower than the unit's TQ, remove 1 of its Cohesion Hits. If greater, the unit routs. Two-hex units use the procedure in 9.18[1]—ignore all DRMs—to determine if they rout or stand.

Exception: No die roll is made for two-hex units that passed their rout check in the preceding step 9.18[1].

3. Attacking units required to advance (9.3) do so now. When using the optional Cavalry Pursuit rule (9.4), attacking cavalry units that have routed enemy units check for pursuit instead.



When using the optional Engaged rule (10.3), remove ENGAGED markers from any unit that rout moves or advances; however, a two-hex unit that advances only 1 hex (i.e., pivots; see 9.33) retains its marker. If either all defending units or all attacking units rout moved, advanced, or were eliminated, remove all ENGAGED markers from the other side's involved units. If both attackers and defenders have units that remained in their hexes, place (or retain) ENGAGED markers on those units.

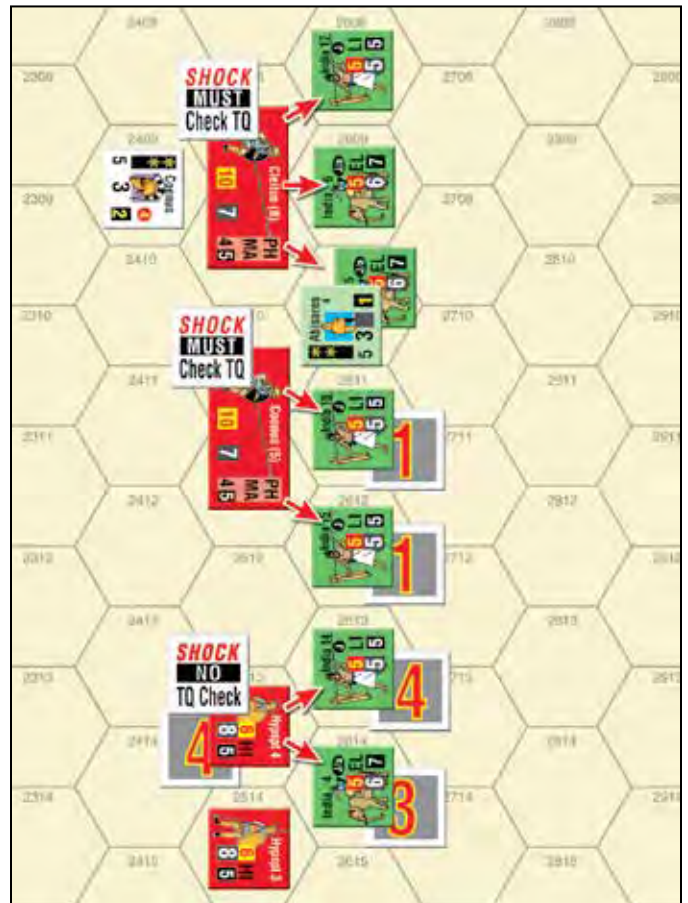
Play Note: We expanded on this section to make it clear who routs and when, especially when the two-hex Phalanx/Heavy Infantry are involved. Note also that the special “saving TQ check” for these units is limited to routs occurring during the Collapse step. The players should also keep the Shock Resolution sequence outlined in 9.12 foremost in their minds as they perform these steps.

Extended Shock Combat Example:

The Hydaspes

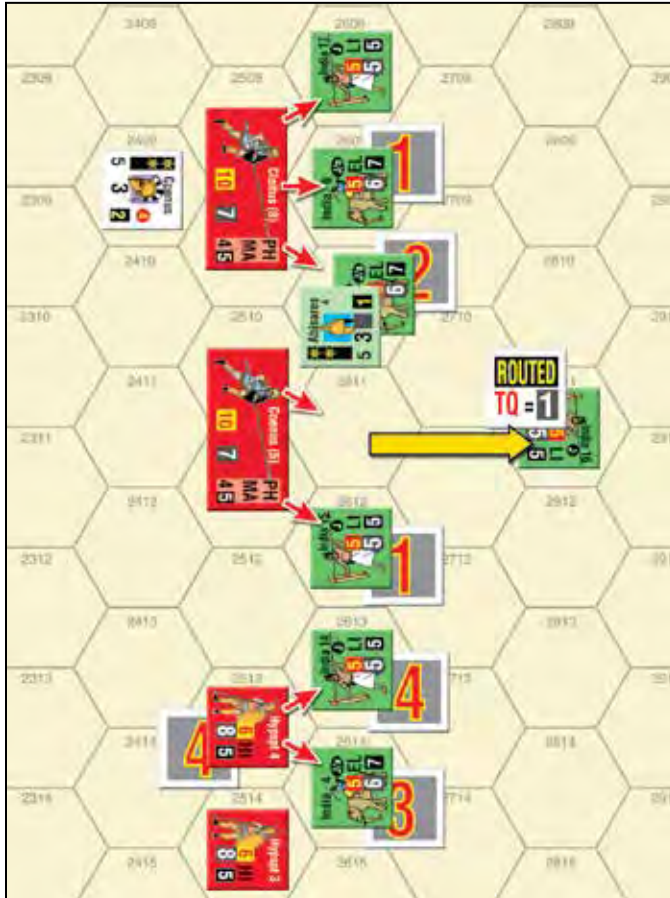
Shock Designation: The Coenus Phalanx (No Hits) followed by the Cleitus Phalanx (No Hits) have been given orders from Coenus and moved to attack a line of Indian Light Infantry and Elephants who have decided to hold their ground. Since the Coenus and the Cleitus Phalanx units are heavy types that moved adjacent to enemy units, they must Shock and so both receive SHOCK-MUST CHECK TQ markers. As play moves to the Shock Combat segment, the Macedonian player has the opportunity to use his leader to enable his units to Shock. The closer of the two Hypaspists (4 Hits) is within Coenus' Command Range so the player decides to have it Shock and that unit is given a SHOCK-No TQ CHECK marker. The other Hypaspist is out of range and is out of the fight.

Pre-Shock Procedure: The Macedonian player must then allocate his attacks. He will have the Cleitus Phalanx attack the three Indian units in its ZOC (none have hits); while the Coenus Phalanx attacks the two Light Infantry (both have 1 Hit) in its rightmost two controlled hexes. Alternatively, he could have had the Coenus Phalanx attack the third unit in the ZOC it shares with the Cleitus Phalanx, but that would be, as we will see, a less attractive attack. The Hypaspist has but one option and must attack both Indian units (the LI has 4 Hits, the Elephant 3 Hits) in its ZOC.



The Charge: The players must now make Pre-Shock TQ Checks for the attacking units marked as Must Check TQ and the defenders of the attacks. The Macedonian player rolls a 6

and 7 for his units so neither is affected. The Indian player rolls a 5, 7, and 8 for the LI and 2 EL. The LI is unaffected but the first Elephant incurs 1 Hit and the other 2 Hits. The rolls for the two LI facing the Coenus PH are 9 and 0, so the first LI receives 4 Hits while the other is unaffected. That first LI now has Hits equal to its TQ so it immediately routs and moves two hexes to its retreat edge. Since the Coenus PH is in an enemy ZOC, it does not advance. Moreover, it could not advance because its advance is blocked by the two units still in its ZOC.



Leader Casualties: The Indian player has the leader Abisares involved in one of the shock combats. The Macedonians do not have a leader involved in the same shock combat, so there is no possibility of Personal Combat. Even if a Macedonian leader were present, there is no Personal Combat when Indian leaders are involved. The Indian player rolls a 0 so Abisares has become a casualty. The Indian player rolls again; this time it's a 5, so Abisares is Finished for the turn and will be unable to use his Charisma to modify the Shock Resolution die roll.

The Clash of Spears: The players now consult the Clash of Spears to determine the base column on the Shock Combat Results Table. All attacks are frontal so the players will use

the Front section of the Clash of Spears Charts in the determination. In the Cleitus combat, there is more than one Type of defender so the Indian player gets to choose which to use. Of the two Types the EL is more advantageous to him with a base column of 4 and in looking at the Shock Superiority Chart, there is no advantage to either side (the PH would be Attack Superior to the LI if he went with that Type). In the Coenus combat, the LI is defending alone so the base column on the Shock CRT is 10. In Hypaspist attack, the Indian player again uses the Elephant for the defender, so that combat will have a base column of 3 (HI vs. EL).

The Hand-to-hand Struggle: None of the attacking units has Position Superiority so the players check the Shock Superiority Chart to determine if either side has Weapons System Superiority. Here, the Coenus PH is Attack Superior to the LI per the Shock Superiority Chart, so will cause double the hits in the attack. Neither side has superiority in the other combats. The players next determine the effects of the Size ratios of the opposing units on the combats. The Size Rating of an Elephant is ignored unless all the combatants are also Elephants, so only the Indian LI will be used in the ratio calculation. The Cleitus and Coenus combats have a 2:1 Macedonian Size ratio, so both combats will have 1R shift on the Shock CRT. The Hypaspist attack has over a 1:1 but not 2:1. The ratio is rounded off in favor of the defender, since the Hypaspist did not move to attack, so no shift.

The players are now ready to resolve the Shock Combats starting from the left and moving to the right. The Cleitus attack will be resolved on the 5 column (base column 4 shifted 1 column to the Right due to the Size advantage). Since Abisares was a casualty, there are no die roll modifiers. The Macedonian player rolls an 8 which on the 5 column gives a "2(2)" result. The Cleitus Phalanx incurs 2 Hits. The Macedonian player decides to use the two-hex Phalanx special rule to allocate the hits and gives both to the rightmost Elephant (now 4 Hits). For the Coenus combat, the Macedonian player rolls a 5 which on the 11 column (base column 10 shifted 1 column to the Right for the Size advantage) gives a "2(3)" result. The Coenus Phalanx incurs 2 Hits while the Indian LI incurs 6 Hits, since the "3" result is doubled since a PH is Attack Superior to a LI. Even though the Indian LI has Hits in excess of its TQ, it does not rout at this time. In the final attack, the Macedonian player rolls a 4, which on the 3 column yields a "3(2)" result. The Hypaspist incurs 3 Hits, while the 2 defender Hits are distributed evenly between the two units, each receiving 1 Hit. The LI unit is at its TQ threshold.

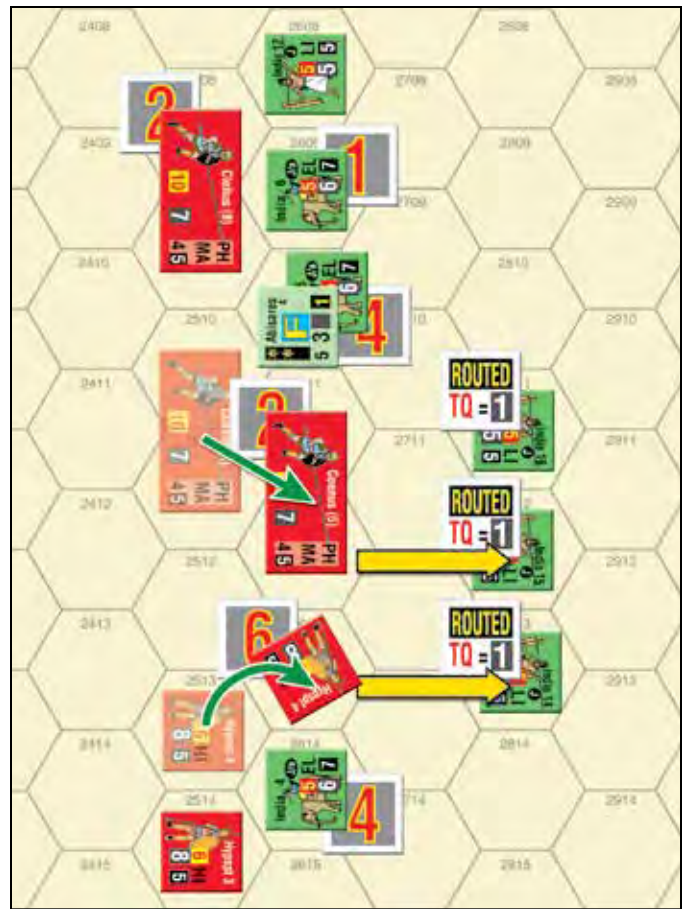
The Push of Shields/Breakthrough: The players now identify which units will receive additional hits due to Breakthrough. The Indian LI facing the Coenus PH earns two more hits since it has accumulated 7 hits to the PH unit's 2 for a total of 9 Hits—overkill in this case but it would have made a difference if the LI had a higher TQ.



The Collapse: the players now determine the effects of the Cohesion Hits on their units, starting with the Cleitus PH combat. Here no units have reached their threshold, so the players move to the Coenus PH combat. In this combat, the Indian LI has exceeded its TQ threshold so it routs per 10.2. The Indian player moves the unit two hexes in the direction of the Indian retreat edge. In the Hypaspist combat, the India LI is at its rout threshold so is moved 2 hexes toward its retreat edge.

Moving on to the next step in 9.18[2], the Hypaspist is within one Hit of Rout in the ZOC of the Elephant unit, so must check for rout. The Macedonian player rolls a 6 and hence the unit passes the check and has its hits reduced by one, down to 6.

Moving to the last step 9.18[3], the Coenus Phalanx must advance with both halves of the unit entering new hexes, one of which was vacated by the defending unit. The Hypaspist also must advance into the hex vacated by the defending unit. In doing so, it changes its facing by one vertex to set up a future flank attack on the defending Elephant unit.



(9.2) Personal Combat

Personal Combat occurs whenever a leader moving alone moves adjacent to an enemy leader alone in a hex (4.63) or whenever opposing leaders are engaged in the same Shock combat (9.14). If a player has more than one leader involved in the Shock combat, the leader with the higher Initiative is used for Personal Combat. If the leaders have the same initiative Rating, the owning player chooses which to use.

(9.21) To resolve Personal Combat, each player rolls one die, to which he adds the Personal Combat Rating of his leader. The player with the high total (DR + PC) subtracts his opponent's total and consults the Personal Combat Differential column on the Leader Casualty Table to see what has happened to his opponent's leader. A differential of 0 means nothing has happened.

Example: Alexander (PC Rating of 7) is stacked with a unit which is attacking a Persian unit stacked with Spithridates (PC Rating of 4). To resolve Personal Combat, each player rolls one die and adds his leader's PC Rating. Alexander's roll is a 5, giving him a 12 total. Spithridates' roll is a 4, giving him a total of 8. Alexander wins the Personal Combat. Now the players subtract the loser's total (8) from the winner's total (12) to determine the effect on Spithridates. The difference (4) is referenced under the Personal Combat Differential column of the Leader Casualty Table. The "3-4" row indicates that Spithridates is Wounded. If he had already been Wounded, he would have been Killed.

Design Note: Yes, it is possible to kill Alexander. Persian, etc., leaders with a PC of 5 have a slight chance of changing history.



(9.22) Killed leaders are immediately removed from play. They are not replaced. Wounded leaders remain in play, but all of the wounded leader's numerical ratings are reduced by one or two but never below zero for the remainder of the game. A wounded leader that is wounded again is, instead, killed.

(9.23) Indian leaders have no Personal Combat Rating and thus cannot engage or be engaged in Personal Combat.

Design Note: Why not? Because they all rode elephants, making them virtually impervious to a personal type of attack, and they did not engage in that sort of one-on-one.

(9.24) Darius the Target

If Darius III, the Achaemenid King of Kings, is killed, the Macedonian player automatically wins the scenario. However, Darius, as an exception to 4.62-63, whether alone in a hex or stacked with a friendly unit, may always use Orderly Withdrawal... even if the approaching unit is only an enemy leader. When so choosing this option, Darius may withdraw/move up to 4 hexes. However, such movement must be directly towards the Persian Retreat Edge. If he leaves the map, he may not return, but is *not* considered Killed for victory purposes.

Design Note: This rule gives the Persian player the ability to avoid the automatic loss should Darius III, the Achaemenid King of Kings, be killed, albeit at the cost of effectively removing the Persian OC from the battle. We thus let you decide whether Darius should be a coward or not.

(9.3) Advance After Combat



No Advance

Pivot Advance



Advance

Advance with Wheel

(9.31) Attacking units and any leaders stacked with them *must* advance into any hex vacated by enemy units as a result of Shock combat (9.13, 9.18). However, attacking units do not advance into a hex vacated due to a Pre-Shock TQ Check (9.13) if they are also in the ZOC of another enemy unit. Advancing after combat does not require an order, but the advancing unit incurs all cohesion costs engendered by such a move. If the advance would rout (10.2) the moving unit, it advances and does not rout; the number of hits it has is set equal to TQ minus 1.

Design Note: This (and its sister rule, 10.15) was a point which both designers discussed for some time: the victorious unit that is just about at the end of its line. After much internal debate, we decided that the immediate intangibles of victory would be enough to keep the unit from disintegrating.

(9.32) Advancing single-hex units may change their facing one vertex upon finishing the advance, even if they are in an enemy ZOC. This section takes precedence over—and is an exception to—7.25.

(9.33) An advancing two-hex unit must move forward with both halves of the unit into hex(es) vacated by enemy unit(s) provided that its able to do so. If the unit cannot move forward as a whole, it does not advance. However, if there is an enemy unit in either its left or right front (not both), and the only

vacated hex was its center front, the two-hex unit must instead pivot using the Wheeling maneuver (6.45) into the vacated center front hex paying all the associated cohesion costs from that maneuver. If it would rout, 9.31 applies. If the two-hex unit was able to move forward and advanced as a whole, it may then perform a Wheeling maneuver if the opportunity for such presents itself—as long as it pays all cohesion costs associated with that maneuver. In this case, if the unit would rout, it routs per 10.2.

(9.34) If there are more attacking units than vacated hexes, the unit(s) that had Superiority (if any) must advance. If no such unit(s), those with highest TQ must advance. If a tie, the advancing player chooses. If there were more vacated hexes than attacking units, the advancing player chooses the hex(es).

(9.35) The opposing player cannot use Orderly Withdrawal (6.71) in response to the advance, but may change facing per 7.16-17 and/or use Entry Reaction Fire (8.21) if eligible.

(9.36) There is no advance after Missile Fire, alone, regardless of what the target unit does.

(9.4) Cavalry Pursuit (Optional)

Play Note: This rule is used only when using the Cavalry Charge Formation rule (11.9). Moreover, when using that rule, this rule must be used.

(9.41) Cavalry units in Charge Formation that moved to effect a Shock attack (i.e., MUST CHECK TQ), and that Shock attack routs the defending units, may pursue. To see if a cavalry unit pursues, the player rolls a die and adds 2 to the result. If the adjusted DR is greater than the cavalry unit's TQ, the unit pursues. Otherwise, it advances after combat normally. If the defending unit was eliminated—either from the Shock combat or during its rout—there is no pursuit.

Play Note: The presence of a leader has no effect on the Pursuit die roll, although the leader is free to tag along.

(9.42) The pursuing cavalry unit moves toward the routed unit along its path of retreat. There is no MP cost to do so, but Cohesion Hits due to terrain apply. The cavalry unit must stop if it enters an enemy ZOC or places an enemy unit in its ZOC. It will not pursue a fleeing unit off the edge of the map; it will stop at the edge, ending pursuit.

(9.43) When the pursuing unit has stopped it will, if possible, immediately Shock attack all enemy units in its ZOC. Resolve the Shock attack executing steps 9.14 through 9.18—there are no Pre-Shock TQ checks during a pursuit. If any defending units rout, repeat 9.41-9.43.

(9.5) The Combat Charts & Tables

(9.51) The Missile Range and Result Chart: This table is used to determine the strength of a missile unit firing at a given range.

(9.52) The Shock Superiority Chart: This chart is used to compare the superiority (if any) of one Type of unit compared to another, depending on which side is attacking or defending. Always read down the column—from the Attacker's point of view. Reading across, by row, gives a "false" result.

(9.53) Clash of Spears Chart: This chart is used to determine which Column will be used on the Shock Combat Results Table, subject to adjustments.

(9.54) Shock Combat Results Table: This Table is used to resolve shock combat in terms of Cohesion Hits to both attacker and defender. See 10.11 and 10.12.

(9.55) Leader Casualty Table: This is used to determine the severity of casualties to leaders from Personal Combat, Missile Fire, and from being involved in Shock combat.

(10) Effects of Combat

Combat units incur cohesion "hits" from excessive movement and/or combat. Too many Cohesion Hits produce a rout. Routed units run away and head for their Retreat Edge (see specific scenario instructions). A routed unit can be rallied in certain circumstances.

(10.1) Cohesion

Cohesion is a measure of how organized and effective a unit is at any point during the battle. The loss of cohesion is measured in Cohesion Hits, which are applied against a unit's Troop Quality rating, sometimes automatically, sometimes after a die roll. The Cohesion Hit and TQ Check Chart summarizes when these hits occur.

(10.11) TQ Checks: The Cohesion Hit and TQ Check Chart gives the times during the game when a unit must undergo a TQ check. These instances have also been noted throughout the rules. A TQ check consists of rolling the die and comparing it to the unit's printed TQ rating, and applying the result given on the chart - usually one or more Cohesion Hits if the DR exceeds the rating. Note that Routed units have a TQ of 1.



(10.12) COHESION Markers: Each time that a unit incurs a Cohesion Hit place a numeric marker, representing the total number of hits taken, on (or under) the unit counter. Cohesion Hits do not affect a unit's combat strength or capabilities in any way, other than to show how close it is getting to falling apart. Thus, a unit with a TQ of 6 and 4 hits has the same combat effect as one with no hits. It is just more likely to rout.

(10.13) If there are multiple units involved in a single combat resolution, Cohesion Hits must be divided as equally as possible among these units, with any excess Hits being given to the unit that was:

1. used to gain Superiority (AS or DS)
2. used to determine the Shock Column on the Clash of Spears Chart

Owning player's choice if more than one unit qualifies in either category.

As an exception to the above, if a two-hex unit is attacking two or more one-hex units, the attacker chooses how any Cohesion Hits will be distributed among the defenders. Such distribution may be uneven, if so desired. This does not apply when two-hex units are defending.

(10.14) When a unit has absorbed Cohesion Hits equal to or more than its TQ rating, it automatically routs (10.2).

(10.15) If, during Shock resolution (9.13, 9.18), all attacking and defending units would rout, the following occurs:

1. The attacker adds to his total hits the number of Cohesion Hits—if any—that he would incur were he to Advance after Combat (9.3).
2. All units on the side with the unit that has the greatest discrepancy between hits and TQ rating rout (10.2). The units on the other side do not rout. The Cohesion Hits on all units on the side that did not rout are adjusted to the units' TQ minus 1. If the attacking side did not rout, the attacker Advances after Combat per 9.3. If the defending side did not rout, those units remain in place.
3. If the difference between the hits and TQ is the same for both sides, the defender routs. The Cohesion Hits on all attacking units are adjusted to the units' TQ minus 1 and the attacker Advances after Combat (9.3).

If one (or both) sides have more than one unit involved, and at least one unit has less Cohesion Hits than its TQ, then all units that did so, rout per 10.2. The above sections apply *only* when all units would have routed.

Example #1: A Macedonian phalanx unit (TQ=7, 5 Cohesion Hits) attacks a Greek mercenary hoplite unit (TQ=6, 4 Cohesion Hits). The Shock result is 3(2), so both units have equaled or exceeded their TQ. The phalanx has 8 hits, or 1 hit over its TQ, while the hoplites have 6 hits, the same as their TQ. Therefore, the phalanx unit checks for rout per 9.18[1], while the hoplite unit remains in place (defenders cannot advance) and has its Cohesion Hits set to 5.

Example #2: Same attack as above, but the result is 2(2). In that case, because both units equal their TQ in Cohesion Hits, the defending hoplites check for rout via 9.18[1], and if they do, the phalanx advances after combat with 6 Cohesion Hits.

Example #3: Same as #1, but, in addition to the phalanx unit, there is an attacking Hypaspist unit (TQ = 8) with 6 Cohesion Hits. Regardless of how the hits are applied to the attacker (10.13), one unit would reach its TQ and one unit would not.

Therefore, both the defender and the one attacker that reached its TQ would check for rout per 9.18[1].

(10.16) Recovery: During an Orders Phase, an Individual Order may be given to remove 2 Cohesion Hits from a unit in a Clear terrain hex provided it is *not*:

- adjacent to an enemy combat unit, or
- within range and LOS of an enemy unit that has missiles (this includes H&D fire) and is not Engaged.

Provided a unit is not adjacent to an enemy combat unit, 1 Cohesion Hit may be removed from a unit in Clear terrain regardless of the presence of non-adjacent enemy missile units. A player may not remove more than 2 Cohesion Hits per Orders Phase per unit, and neither Line nor Contingent Commands may be used to do this. Routed units and units that have Rallied (10.27) this Game Turn may not have Cohesion Hits removed. A unit that has Cohesion Hits removed cannot move/fire in the same Orders Phase, and a unit that has moved or fired may not have hits removed.

Historical Note: *The ability to remove 1 Hit in the presence of ranged missile units is a departure from prior editions. The feeling here is that long range fire would have less of an impact on a unit's ability to recover its cohesion.*

(10.2) Unit Rout & Rally

Historical Note: *Routing units usually ran away, with infantry often throwing away their equipment in a futile effort to speed their exit, which usually precluded their being of much future use in the battle.*

Play Note: *This mechanic has been the cause of much player angst so we have expanded on the procedure, especially when two-hex units are involved and have added an extended example and illustrations. We are also now less draconian with regards to the ability of Phalanx/Heavy Infantry to rally.*

What happens to a unit when it routs depends on its Type:

- Skirmishers (SK only), Chariots, and Artillery are eliminated.
- Elephants Rampage per 11.14.
- All other units rout move per 10.21.

(10.21) A unit that must rout move is immediately faced and moved 2 hexes towards its side's Retreat Edge as defined in the scenario rules for the battle. The unit must take the most direct path towards its Retreat Edge that is not blocked. A rout path is blocked by:

- an enemy occupied hex, or
- impassible hexes or hexsides, or
- an enemy ZOC unless occupied by a friendly unit.

When given a choice of unblocked hexes, the unit will take the path of least resistance in the following order:

1. Vacant hex not in enemy ZOC (even if terrain is Rough); then
2. Friendly-occupied hex not in an enemy ZOC; then
3. Friendly-occupied hex in an enemy ZOC.

The routing unit will always enter #1 before #2, etc., always attempting to move closer to its Retreat Edge. If the potential paths have the same priority, the owning player chooses.

A two-hex unit must either maintain its current facing or reverse face in a direction that would bring it closer to its Retreat Edge when it starts its rout move. If that direction is blocked, it proceeds in the other direction. In either case, the unit must go 2 hexes in that direction by moving both halves of the counter into new hexes. It cannot pivot to get around blocked hexes or friendly units. If the unit cannot move 2 hexes in the established direction, it is eliminated. For one-hex units, if both hexes in the direction of its Retreat Edge are blocked, the player adjusts the facing of the routing unit, in either direction, by one vertex at a time until the unit can move into an unblocked hex. If there is no such hex, the unit is eliminated.



At the conclusion of the retreat, place a Routed marker on the unit to indicate this status and remove any Cohesion Hit markers.

Design Note: Routing units have one thought in mind: getting out of the area as quickly as possible. If there are people standing in their way, that's their problem. Therefore, routs in ancient warfare often took other troops with them, especially if they were rear echelon troops of minimal value. While routing/retreating units usually move directly towards the rear of their lines, instances will occur where that is not feasible or even possible. In such instances, common sense (admittedly in short supply during many games), along with the knowledge that these units are trying to get away from the enemy, should guide your movements.

Example: (Granicus) ~ At the start of the Collapse step of the Macedonian Shock Combat segment, the Greek Mercenary Peltasts, the two Greek Mercenary Hoplites, and engaged Anatolian Levy have all exceeded their TQ thresholds. The lone Anatolian Levy not in a Macedonian ZOC has no Cohesion Hits (the Cohesion Hit markers are not shown). The Shock combats have been resolved from the left to right, so the Peltasts rout first. The hexes in the direct path to its retreat edge are blocked by enemy units and ZOC, so it retreats around the Thracian Peltast. The Greek Hoplite is next. The Persian player rolls to see if the Hoplite will stand, but fails so it must rout move. The unit reverses its facing and moves toward the retreat edge. The Thracian Peltasts' ZOC blocks the move into one of the vacant hexes (1522), so the Hoplite must move through the Anatolian Levy unit, and then into hexes 1421-1422. The Persian player must now make a TQ check for the Levy unit; the DR is a 6, so the Levy unit has reached its TQ threshold and must rout move. The choice of retreat path for the Hoplite unit has provided an unblocked avenue of retreat for the Levy. Next up is the other Greek

Hoplite. The Macedonian Lancers had Position Superiority, so there is no TQ check to see if the unit stands. Its direct path to the retreat edge is blocked so it must move forward. Finally, the second Anatolian Levy retreats. Its direct path is blocked by the Paeonian LC and its ZOC so it moves around the LC, heading toward its retreat edge. After these rout moves, the Macedonian units would advance into the vacated hexes.



(10.22) In the Rout Movement segment of the Rout and Reload Phase, all Routed two-hex Phalanx/Heavy Infantry units are eliminated. All other Routed units are moved their full, printed MA in the same direction and manner as in 10.21—even if they moved previously during the Game Turn. Routed units use normal movement rules, except that they may not enter enemy ZOCs unoccupied by friendly units. They do not incur Cohesion Hits from movement.

(10.23) A unit that either moves off the map (for whatever reason) or cannot complete its rout movement because of the presence of enemy units/ZOCs or impassable terrain is permanently removed from play and considered eliminated for Army Withdrawal purposes.

(10.24) The movement of routing units through or into other units is covered on the Stacking Chart (6.95). The main premise is that Routed units may move through a friendly unit but may not end its move stacked with one. If a Routed unit were to finish its rout movement in a friendly-occupied hex (including one in an enemy ZOC), instead, and per the chart, it continues on one more hex (with penalties to the non-moving unit per the chart). The routing unit is eliminated if that hex is occupied by any unit, in an enemy ZOC, or is impassible terrain. If the hex is occupied by a friendly unit, that unit suffers the “Stopping In” penalties noted on the chart.

(10.25) If a leader is stacked with a routing unit, that leader may rout move along with that unit. He is otherwise unaffected by the rout.

(10.26) The effects of Rout are:

- Routed units have an automatic TQ of 1. All other ratings are unaffected.
- Routed infantry missile units are automatically “Missile No”. This does not apply to mounted missile units.
- Routed units may not receive or use orders other than Rally, nor may they fire missiles for any reason.
- Rout-moving units do not pay any cohesion penalties due to terrain effects.
- Routed units that incur any additional Cohesion Hits are immediately eliminated and removed from play.



(10.27) Rally: During an Orders Phase, a player may attempt to Rally a Routed unit provided that the unit is in a hex whose movement cost to enter (hexside costs are not relevant) is 1 MP (Clear, Rocky, Major River, etc.), which is not adjacent to an enemy unit, nor within range and LOS of an enemy missile unit that can fire (this includes H&D fire). An individual leader may attempt to rally a given unit only once per Game Turn. The limitation applies to the leader, not the unit, which may be rallied by another leader in that same Game Turn. To Rally a Routed unit the player rolls the die:

- If the DR is the same as or lower than the leader’s Initiative Rating +1, the unit is Rallied. Flip its Routed marker to its RALLIED side.
- If the DR is higher than the leader’s Initiative +1, the unit rout moves, per 10.21, unless the DR was also higher than the printed TQ in which case it is instead eliminated. A Phalanx/Heavy Infantry unit (both two-hex and one-hex units) that fails its Rally attempt is eliminated.

Play Note: The “no-Rally” for Phalanxes/Hoplites introduced in the 4th Edition has caused consternation in some circles even though these units would often avoid rout altogether via a TQ check. That special TQ check is now limited to Shock Combat. Phalanx/Hoplite units rout-move like other units in all other situations. Phalanx/Hoplites can be Rallied, but are eliminated if the Rally attempt fails, and are eliminated in the Rout Movement segment if not Rallied by then.

When a unit is rallied, the player rolls the die, consults the Rally Table, and gives the unit the Cohesion Hits listed, based on that DR and the unit’s printed TQ. A result of “R” means that the Rally attempt has failed and the unit continues to rout... so Rout move it another 2 hexes.

Rallied units may not receive or use orders until the next Game Turn; however, they may be refaced at no cost in MP or Cohesion Hits when rallied. Rallied infantry missile units are “Missile No”.

Examples: Leader with an Initiative of 4 attempts to rally a routed unit with a printed TQ of 7. If the player rolls a 5 or less, the unit is rallied. He then consults the Rally Table and if he rolls a 5, the unit now has 2 hits. If the player rolls a 6 or 7; the unit Rout Moves. If the player rolls an 8 or 9; the unit is eliminated.

(10.3) Engaged (Optional)



(10.31) Units become Engaged due to Shock combat (see 9.18[3]). An ENGAGED marker is placed on each unit to indicate its status. Engaged units (and this includes leaders):

- cannot voluntarily move or change facing under any circumstances, *and*
- may not use Missile Fire, nor may they be the target of Missile Fire, *and*
- must, if Shock capable, receive a SHOCK-No TQ CHECK marker in the Shock Designation segment (9.11) if within Command Range of the active leader (Macedonian Contingent Commanders affect only units that they can command).

A leader stacked with Engaged combat unit is also Engaged and must remain with that unit.

Play Note: Engaged units with no units in their ZOC or those not capable of Shock do not receive SHOCK-No TQ CHECK markers.

(10.32) Cavalry and light foot units—SK, LI, LP (excluding Cardaces)—engaged with units whose MA is less than their MA, may retreat one hex maintaining their current facing, instead of receiving the SHOCK-No TQ CHECK marker. Non-Shock capable units must retreat if possible. That hex:

- must be vacant and one that the unit could enter by normal movement, *and*
- cannot be in an enemy ZOC, *and*
- cannot be adjacent to a unit with which the retreating unit is Engaged.

A Shock capable unit that cannot retreat must instead be given the SHOCK-No TQ CHECK marker.

(10.33) An ENGAGED marker can be removed because of unit eliminations, advances, and rout moves during the Collapse (9.18) step, or at any time, if an Engaged unit finds itself with no enemy Engaged units in its ZOC and is not itself in the ZOC of an Engaged enemy unit.

(11.0) Special Units

The special unit types all perform like other combat units except for the rules given below.

(11.1). War Elephants

Historical Note: *The West got its first look at Elephants as beasts of war at Gaugamela; Darius had borrowed about 15 of them from his Indian provinces. They do not seem to have been involved in that battle. However, at The Hydaspes, Alexander got a really, up-close look at elephants in action: Porus' Elephant Corps contained 100+ Indian elephants. Despite winning the battle, Alexander was most impressed and ordered the formation of his own elephant corps. He never fought another battle, but his Successors, the Diadochoi, adopted them as if they were lottery-winning relatives.*



(11.11) Elephant Screens: Elephants were quite vulnerable to missile attacks, and, to protect against this, each elephant was surrounded with its own light screen of skirmishers, usually archers (represented by the small “a” on the counter). Elephants Screens have the ability to fire arrows—but as Reaction Fire only—using the special section on the Missile Range and Results Chart for Elephant Screen Archer. They also have their own missile supply markers. Elephant Screens may not fire as part of an order. The firepower is much less than normal archer units, to account for the size of the screen and its tactical use. Elephants are not treated as skirmishers; the screen is part of the elephant counter. In addition, because of their screens, elephants can be Missile Low/No on either or both javelins and/or arrows. Use the appropriate marker to so indicate.

(11.12) Tower Riders atop elephants were armed with javelins. Treat them as Mounted Javelins for Missile Range purposes. As Reaction Fire, an elephant unit may both throw Javelins and use its Screen to fire arrows. However, the player rolls separately for each such Missile Fire.

(11.13) Pass-Through Attacks: During Collapse step 9.18[3], a surviving attacking Elephant unit is placed in the hex on the far side of the defending unit's hex, directly opposite the hexside the Elephant unit attacked through, but only if that hex is vacant and not impassible. Thus, an Elephant unit in 3022 attacking into 2921 would end up in 2821. If the placement is not possible, the Elephant unit advances (9.3) if the defender vacated the hex, otherwise it remains in place. If more than one Elephant unit was involved, use the preceding procedure for each, owning player's choice on which to place first. If more than one defender, use the one that was subject to the angle of attack determined in 9.15.

Play Note: *There is no “Pass-through Avoidance”, as in our sister game, SPQR, mostly because the Macedonians had not faced elephants before and had (apparently) not developed such a tactical strategy.*



(11.14) Elephant Rampage: When an Elephant unit routs, it Rampages. The owning player rolls the die and does one of the following depending on the DR:

- 0:** The Elephant heads in the direction of the nearest friendly unit. Opposing player's choice if there is more than one nearest unit.
- 1-6:** The Elephant heads in the direction indicated on the Compass on the map, an example of which is given below. Note that geographical direction is represented at the vertex; the direction in which the elephant is to rampage is by hexside.
- 7-9:** On the first Rampage DR, the Elephant heads in the direction directly away from the unit that caused the rampage. A 7-9 on any subsequent die roll means the elephant's mahout has been successful in stopping the rampage by driving a wedge into the beast's brain; the unit is eliminated.

Each Elephant Rampage is always resolved immediately, before any other game mechanic is addressed except for Orderly Withdrawal in face of the rampaging elephant (6.71).



Before



After

Example: *The above diagram shows the elephant unit refaced (originally heading N) and heading N/NE, after a Rampage DR of 1. This is just an example; use the compass on the map for each battle.*

A rampaging Elephant and any leaders stacked with it always attempts to move 3 hexes per directional die roll in the indicated direction until it either moves off the map or is otherwise eliminated. If a rampaging Elephant unit would enter a hex occupied by a unit, whether it be friend or foe, the Elephant stops in the adjacent hex and the “target” unit incurs 1 Cohesion Hit if the Elephant would have entered through a Front hex, 2 Cohesion Hits if it would have entered from a Flank/Rear hex. Regardless of angle of rampage, Cavalry and Chariot units always incur 2 Cohesion Hits.

If there is a leader in the hex (alone or stacked with a unit), and he cannot withdraw (see 4.62), he is tragically impaled on the elephant's tusks, tossed high in the air, and then crushed to death under its feet. All that without a die roll!

The player now rolls again, as above, repeating the process until:

- The Elephant rampages off the map, *or*
- The Elephant is eliminated (7-9 mahout DR), *or*
- The Elephant is at least 8 hexes from the nearest unit, in which case it is eliminated, *or*
- If none of the above, after the fourth consecutive Rampage DR, the Elephant is eliminated.

A leader stacked with a rampaging Elephant goes along with the Elephant on the Rampage. When the Rampage ends, the owning player rolls for a leader casualty (8.19). If the leader survives, he remains on the map where the Elephant ended the Rampage. If the Elephant Rampages off the map, both the Elephant and leader are eliminated.

Rampaging elephants have no ZOC, and they may not be rallied. Each Rampage is undertaken until its conclusion, so there may never be more than one rampaging elephant at any one time. And remember 4.62 and 6.77.

Play Note: *When an elephant rampages, play stops dead and the Rampage is resolved completely before anything else occurs.*

Design Note: *Historically, the mahouts were trained to use “the wedge” on any berserk elephants. With each counter representing 5 elephants, the rule represents the 1 or 2 elephants they could not dispatch immediately.*

(11.15) Cavalry vs. Elephants: Cavalry units may never voluntarily move into the ZOC of an enemy Elephant unit. They may move into or through an enemy Elephant’s flank or rear hexes but at the cost of 2 Cohesion Hits for each such hex entered. This cohesion penalty also applies if the the cavalry unit is forced to enter an Elephant ZOC (9.31 is an example). Cavalry may never attack an enemy Elephant through the latter’s frontal hexes; they may attack through the Elephant unit’s flank or rear hexes, but they do not gain the usual Attack Superiority for such an attack.

Historical Note: *Horses dislike elephants intensely; getting one to go near an elephant is a task requiring much skill and patience.*

(11.16) Elephants vs. Cavalry: If an Elephant unit moves adjacent to an enemy Cavalry unit from a non-adjacent hex, the Cavalry must attempt Orderly Withdrawal. The Cavalry unit cannot use any form of Reaction Fire if it can withdraw. If the Cavalry unit cannot withdraw, it must undergo an immediate TQ check. If the DR is higher than a unit’s TQ, it incurs a number of Cohesion Hits equal to the difference between the die roll result and its TQ with a minimum result of 1 hit. If the Cavalry unit is already Routed, it is automatically eliminated, no die roll necessary.

(11.17) Whenever an Elephant unit is attacking by Shock, and a Pre-Shock TQ check is required, any defending unit incurs a +1 DRM to its Pre-Shock TQ Check.

(11.18) In any instance where Elephants attack Elephants, neither side may gain Position Superiority. Thus one Elephant attacking another Elephant through the latter’s flank/rear does not gain Attack Superiority.

Historical Note: *Elephants did not fight in formations.*

(11.2) Chariots



Design Note: *Chariots were greatly favored by the eastern armies—both Persian and Indian—which had great, flat expanses over which to use them. However, because they had fixed axles (and no suspension), they were extremely difficult to maneuver. In truth, even at this early date, they were an outmoded form of military technology with which the Macedonians were well equipped to deal. These specific rules are tailored to reflect their use by the Persians at Gaugamela and hence are not directly applicable to any other game in the series.*

(11.21) Chariots operate under the following movement and terrain restrictions:

- Chariots, when moving, may change facing only one vertex per hex, and, when they do, they incur 2 Cohesion Hits for the facing change. See, though, 7.15.
- Chariots may change facing more than one vertex in a hex by not moving in that Orders Phase. There is no cohesion cost for such a facing change.
- Chariots may use Orderly Withdrawal, but they incur an automatic 1 Cohesion Hit after each withdrawal.
- Chariots may not enter any Rough terrain hex or hexside, nor may they move up or down more than one level in any one Orders Phase.

(11.22) Any unit shock attacked by a Chariot unit incurs a +1 DRM to its Pre-Shock TQ Check.

Chariots ignore any Pre-Shock TQ Checks when undertaking a moving Shock attack and that movement covers 4 or more hexes.

(11.23) If a Chariot would rout, it is instead immediately eliminated and removed from the game.

(11.24) Even though they’re pulled by horses, the optional Cavalry Pursuit does not apply (under any conditions) to Chariot units.

(11.25) Pass-Through Attacks: During Collapse step 9.18[3], use the same procedure used for an Elephant Pass-Through attack described in 11.13 to place (or not) the attacking Chariot unit(s).

(11.26) Pass-Through Avoidance

Historical Note: Alexander, aware of Darius' penchant for chariots, had trained his troops to avoid their headlong charge by simply breaking ranks and letting the onrushing chariots pass through (the old Richard Burton movie, "Alexander the Great", recreated this effect rather well; see Source notes).

A Macedonian unit may attempt to avoid a Shock attack initiated by a moving Chariot unit (marked SHOCK MUST CHECK TQ) through its Front hex if not in the ZOC of another enemy unit and it has at least one vacant Rear hex. To do so, the Macedonian player rolls the die. If the DR is higher than its TQ, the Shock combat proceeds normally; otherwise there is no Shock combat, and the Chariot unit is placed in one of the Macedonian unit's vacant Rear hexes maintaining its current facing. The Macedonian unit incurs 1 Cohesion Hit (the penalty it pays for disrupting its formation).

(11.3) Skirmishers

Design Note: Skirmisher units were truly ill-suited to Shock combat; they were, in fact, trained to avoid it. As noted above, skirmishers had little (if any) armor protection, and the only weapons they carried were their bows, slings or javelins. They fought dispersed in "open" formation, and their intent was to delay, harass and screen (although they were quite effective against elephants and chariots). They had virtually no training—or interest—in Shock attack.

(11.31) Orderly Withdrawal: Skirmishers may Orderly Withdraw up to 2 hexes before any units whose MA is the same or less (i.e., all foot units), regardless of the MA differential. The only time Skirmishers incur Cohesion Hits when using OW is after being approached from the rear; see 6.72[2].

(11.32) Missile Fire:

- A Skirmisher that is a target of Missile Fire receives a +2 DRM to The Missile Fire die roll.
- J and S Class Skirmishers may use H&D Fire (8.3). Light Cavalry cannot use H&D fire against Skirmishers.

(11.33) Shock Combat: Skirmishers have the following restrictions when involved in Shock Combat:

- Skirmishers marked with an asterisk (SK*) may Shock attack any unit; those without the "*" can only Shock attack Chariots.
- Any Cohesion Hits inflicted by Skirmishers in Shock are halved (round down) with a maximum of 1 Hit unless all the other units involved are also Skirmishers and/or Chariots.
- If a Skirmisher unit Shock attacks an enemy in conjunction with another Type of friendly unit (e.g., a HI unit), the other, non-Skirmisher, unit is used to determine the attacker Type—never the Skirmisher unit, even if the Skirmisher is flanking! In addition, if a Skirmisher is attacking or

defending in coordination with any other unit type, do not add in the Skirmisher Size Points.

- All non-Skirmishers shock attacking Skirmishers do not have to make a pre-Shock TQ Check, even if they are marked MUST CHECK TQ.

(11.34) Type SK Skirmishers are eliminated when they rout. This does not apply to SK* Skirmishers.

Design Note: Players will notice that Chariots and Skirmishers have an unusual (albeit inimical) relationship: they are each Attack Superior to the other when attacking. This is not a misprint. It reflects the facts that: (a) chariots were an attack system, not a defense system; and (b) they were very susceptible to the tactics of aggressive skirmishers, who were trained in (literally) pulling the riders from the chariots.

(11.4) Light Troops**(11.41) Light Infantry:**

- Light Infantry Archers (LI Class A) are not Shock capable and thus cannot and are never required to Shock attack. When Light Infantry Archers are the defending unit Type in Shock combat, halve (round down) the Cohesion Hits inflicted on the attackers. When active in an Orders Phase, they may either move or fire, never both.
- Light Infantry Javelinists (LI Class J) may use H&D fire (8.3).



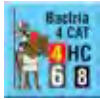
(11.42) Peltasts: Peltasts (LP Class J) may use H&D fire (8.3).

**(11.43) Light Cavalry:**

- Missile armed Light Cavalry may use H&D fire (8.3).
- Light Cavalry Archers (LC Class A) are not Shock capable and thus cannot and are never required to Shock attack. When Light Cavalry Archers are the defending unit Type in Shock combat, halve (round down) the Cohesion Hits inflicted on the attackers.
- Light Cavalry Archers (LC Class A) can fire when they use Orderly Withdrawal (6.76).
- Non-Archer Light Cavalry (LC) are Shock capable but have certain limitations when involved in Shock combat with Phalanx, Heavy, or Medium Infantry:
 - ◇ A LC attacker that gains Position Superiority over any of the above types is not considered Attack Superior (AS) in that combat. Treat as No Superiority instead.
 - ◇ When a LC is the attacking Type, halve (rounding down) the Cohesion Hits inflicted on the defending units.

The above limitations do not apply if defenders are Routed.

(11.5) Cataphracted Cavalry



Cataphracted Heavy Cavalry (HC CAT) have the following special capabilities... and restrictions:

- They pay 2 MP per vertex to change facing.
- In a Shock resolution where the attacker is a HC CAT, the Shock column is adjusted two to the right (2R).
- In a Shock resolution where the defender is a HC CAT, the Shock column is adjusted two to the left (2L).
- When fired at by Archers, they receive a +2 DRM to the Missile Fire die roll.
- When fired at by Slingers or Javelins, they receive a +1 DRM to the Missile Fire die roll.

The first three items do not apply when using the Cavalry Charge Formation (11.9) optional rule and the HC CAT are *not* in Charge Formation.

Play Note: They look tough, don't they. See, however, 11.9.

(11.6) Phalanx & Hoplites



(11.61) Phalanx Defense: In any Shock Resolution in which a unit moves adjacent to and Shock attacks a Phalanx (PH) frontally, the Shock column is adjusted two to the left (2L) for each flank hex of the defending Phalanx that is occupied either by another friendly Phalanx or is in the ZOC of a friendly Phalanx. If the attacker is Heavy Infantry (any Class), the adjustment is one to the left (1L). This applies only to moving attacks, not to attacks in which the attacking unit started adjacent to the Phalanx unit and stayed in that hex to shock. It also does not apply to flank/rear attacks, or if the attacker is a Phalanx.

Design Note: This reflects the remarkable defensive capabilities that the Phalanx had, especially with its wall of 16-18 foot spears (known as the sarissa). Once inside the sarissa, the attackers stood a better chance of cracking the Phalanx.

(11.62) Phalanx and Heavy Infantry that are attacked frontally by Light Infantry do not undergo a Pre-Shock TQ Check although the Light Infantry still does. The reverse is not true; Phalanx and Heavy Infantry do undergo a Pre-Shock TQ check when attacking Light Infantry. This rule does not apply to Peltasts (LP).



(11.63) Square: Phalanx and Heavy Infantry units in a Macedonian-led army may form "square" to give them "all around" protection. To form or leave Square, an active unit must expend all of its MA and not be in an enemy ZOC. Use a SQUARE marker to indicate its new "formation". Square formation has the following effects:

- All hexes adjacent to the unit in Square are front hexes (the unit has no flank/rear hexes).
- The Movement Allowance of a unit in Square is 1 MP and the unit can move in any direction.

- A friendly combat unit can never enter a hex containing a unit in Square.
- A unit in Square may not initiate Shock combat although it may move adjacent to an enemy unit.
- A unit in square retains its Size and all of its normal Shock relationships.
- Units in Square cannot use Pass-Thru Avoidance (11.26).

(11.7) Double-Depth Phalanx



(11.71) Only Macedonian (Class MA) Phalanxes (unless specified otherwise in the scenario rules) may use Double-Depth (DD) formation, which allows them to stack two to a hex. Forming Double-Depth requires an Individual Order, Line Command, or Contingent Command directly from the Overall Commander. To form Double-Depth, the stacking, "back" Phalanx must start its movement in the hex directly behind the "front" Phalanx. The "back" Phalanx then moves into the front Phalanx's hex, paying normal terrain costs, and expends one (+1) additional MP to stack. The "back" Phalanx is then placed underneath the "front" Phalanx.

(11.72) Movement Restrictions: Double Depth formation has the following effects:

- The units may receive orders only from the OC (or from a Contingent Commander via the OC). They may move as one unit, but it takes 2 Individual Orders (when using Individual Orders) to move both units together. They may use Pre-Arranged Withdrawal (6.8).
- The units may not Reverse (6.44), Wheel (6.45), or use Column (6.6). Un-stacking requires an Individual Order, Line, or Contingent Command, as above, at which time the top unit moves off at normal costs.
- The units always use their 4 MA; they never use their 5 for anything. For any movement that would incur a Cohesion Hit, each unit incurs that hit.
- No unit, of any type, may ever move through or into a Double Depth stack. Treat them as a form of impassable terrain.

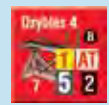
(11.73) Combat Effects: Double Depth formation has the following effects on combat:

- The Sizes of both units are combined.
- Only the top unit is used for TQ checks (unless attacked from the rear, in which case it's the bottom unit). However, if that unit incurs any Cohesion Hits, then the other unit checks.
- Units defending against a Shock attack by units in Double Depth incur a +1 DRM to their Pre-Shock TQ check die rolls.
- Defending units at Double Depth receive a -1 DRM to their Pre-Shock TQ check die rolls. Phalanx Defense (11.61) also applies.
- If a Double Depth stack is Shock attacked from its flank or rear, Cohesion Hits are tripled, not doubled.

- Cohesion Hits from Shock are distributed equally between the two units, with any odd hits going to the top unit. Cohesion Hits from Missile Fire hits apply only to the top unit... unless fire is through the rear, in which case hits apply to the bottom unit.
- If either unit in the stack routs, they both rout. The units must retreat to separate hexes. If this is not possible, the unit is eliminated instead.

Historical Note: *The effort to increase the “crushing” pressure that phalanxes exerted was an experiment with which both Philip and Alexander tinkered. It didn’t actually reach full use until the era of the Diadochoi, although there is some evidence that Philip tried it at Chaeronea.*

(11.8) Artillery



Design Note: *Alexander traveled with an extensive siege train, complete with a large number of catapults and bolt throwers. He rarely used these in the field. However, they did have a variety of uses therein, as is shown in the Pelium and Jaxartes scenarios.*

(11.81) Oxybeles are Bolt-firing (B) engines with built-in crews. The Oxybeles have a TQ rating and they are treated as Light Infantry (LI) for movement and combat purposes. Oxybeles may not Shock attack and their only offensive combat capability is to Fire.

(11.82) An Oxybeles is in either Fire or Move mode. It requires an Individual Order from any friendly leader to change its mode. Oxybeles in Move mode cannot fire, and conversely, cannot move in Fire mode. An Oxybeles that has had its mode changed to Move cannot move in that Orders Phase, nor can an Oxybeles that has had its mode switched to Fire, fire in that Orders Phase. An Oxybeles in Move mode requires an Individual Order from any friendly leader to move. Oxybeles do not need orders to fire (see 11.85 below).

Play Note: *The front side of the counter shows the Oxybeles in Move mode; the reverse side in Fire mode.*

(11.83) Only one Oxybeles counter may be placed in any one hex. All other stacking rules apply.

(11.84) Oxybeles have no facing; they may move or fire in any direction, regardless of the direction the actual counter is pointed. All Shock attacks against Oxybeles are considered frontal.



(11.85) Active Fire: Oxybeles may fire offensively twice per Game Turn (not Orders Phase) during any friendly Orders Phase. They do not need an order to fire and can fire at any time during the active player’s Movement/Fire segment, no more than one shot per phase. The first time the Oxybeles unit fires, place an ACTIVE FIRE ONCE marker on it. The second time it fires, flip the marker to its ACTIVE FIRE TWICE side.

An Oxybeles that fires cannot do anything else that phase (such as recover hits).



(11.86) Reaction Fire: Oxybeles may fire twice per enemy Orders Phase at any time during the enemy Movement/Missile segment—and we mean any; they may fire even in the midst of enemy movement! The firing player simply says, “I’m firing my Ox”, or words to that effect. The first time the Oxybeles unit fires, place an REACTION FIRE ONCE marker on it. The second time it fires, flip the marker to its REACTION FIRE TWICE side. Oxybeles, however, cannot use any type of normal Reaction Fire (as in section 8.2).

(11.87) Oxybeles incur and recover Cohesion Hits as any other unit. An Oxybeles that routs is immediately eliminated.

(11.9) Cavalry Charge Formations (Optional)

Historical Note: *Cavalry “charges” in this era were not the same thing as those of, say, the Napoleonic period... if, alone, because stirrups were not in use. So, how did cavalry achieve its “shock” effect? It appears they did so from the “charge” formations they adopted, the shape of the formation allowing the moving mass of cavalry to have the desired power. Such formation fighting, however, required a great deal of training and discipline and was thus not widespread.*

Play Note: *Because this rule adds complexity to the system, we suggest it as an optional rule. However, when using this, the likewise optional Cavalry Pursuit Rule (9.4) must also be used.*

(11.91) Shock attacking cavalry of any type may not gain Weapon System Attack Superiority (AS)—regardless of what the chart says—against any unit Type other than Skirmishers unless they are in Charge Formation.

(11.92) The following cavalry units—only—may use Charge Formation:

- All Heavy Cavalry (HC)
- All Lancers (LN)
- Thracian Light Cavalry (LC)

Historical Note: *Most formations were wedge-shaped; the Thessalians used an unusual rhomboid (diamond) formation.*



(11.93) In order to assume Charge Formation, the unit must receive either an Individual Order (not a Line Command) from the active leader or a Line Command from a Contingent Commander, if that optional rule is being used. It costs 4 MP to assume Charge Formation. The unit may not be in an enemy ZOC. Use a CHARGE FORMATION marker to so indicate.

(11.94) Effects on Movement/Missile Fire: Units in Charge Formation:

- pay 2 MP to change facing, per vertex.
- may not change facing more than one vertex in any one hex, unless they do not move that Orders Phase.
- may not enter any Rough terrain hex or cross a Rough Terrain hexside.
- may not change elevation more than one level per Orders Phase.
- receive double the cohesion hits for terrain.
- may not use Orderly Withdrawal.
- may not use Missile Fire or use H&D tactics.
- when a target of Missile Fire, receive a -1 DRM to the Missile Fire DR.

(11.95) Effects on Shock Combat: For units in Charge Formation, all Weapon System Superiority effects listed on the chart now apply with the following additions and exceptions:

- Heavy Cavalry units are automatically Attack Superior against all other cavalry that is not in Charge Formation.
- Heavy Cavalry units are Attack Superior against Thracian Light Cavalry in Charge Formation.
- Thracian Light Cavalry units are automatically Attack Superior against all cavalry except Heavy Cavalry.

(11.96) Leaving Charge Formation: Cavalry may leave Charge formation voluntarily at a cost of 2 MP. After any Shock combat, the unit is automatically out of Charge formation.

(12.0) Army Withdrawal & Victory

***Design Note:** The Army Withdrawal levels in the scenarios reflect the realities of each army's capabilities. They favor the Macedonians, as their army was professional and better trained. Play balance may be adjusted by changing those levels, although this is something that should not be done until you are familiar with both the game and your opponent.*

A player wins by causing his opponent's army to withdraw. An army will withdraw when it has accumulated Rout Points equal to or greater than its Withdrawal Level as given in the scenario. In the Withdrawal Phase, each player totals the number of Rout Points he has accumulated from his eliminated units—this includes combat units that have Routed off the map.

(12.11) In general, a unit is worth RPs equal to its TQ, with the following exceptions:

- Oxybeles are worth 0 RP.
- Non-Shock Skirmishers (SK) are worth 1 RP.
- Shock Skirmishers (SK*), Elephants, and Chariots are worth 2 RP.

- Two-hex units are worth twice (2x) their TQ rating. Thus a Phalanx with a TQ of 7 is worth 14 RP.
- Eliminated leaders are worth five times (5x) their Initiative Rating in RP with the following exceptions:
 1. Alexander is worth ten times (10x) his Initiative Rating, or 70 RP—this does not apply in Chaeronea.
 2. If Darius is killed, the Macedonians automatically win.
 3. Macedonian Contingent Commanders are worth 0 RP.

(12.12) If a player's army Rout Point total is the same or higher than the Army Withdrawal Level, that army Withdraws and that player has lost the battle. If both sides reach or exceed their Withdrawal Level at the end of the same turn, the player with the least number of RP above that level wins (but just barely). If both sides are exactly the same, it's a draw.

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SOURCES

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