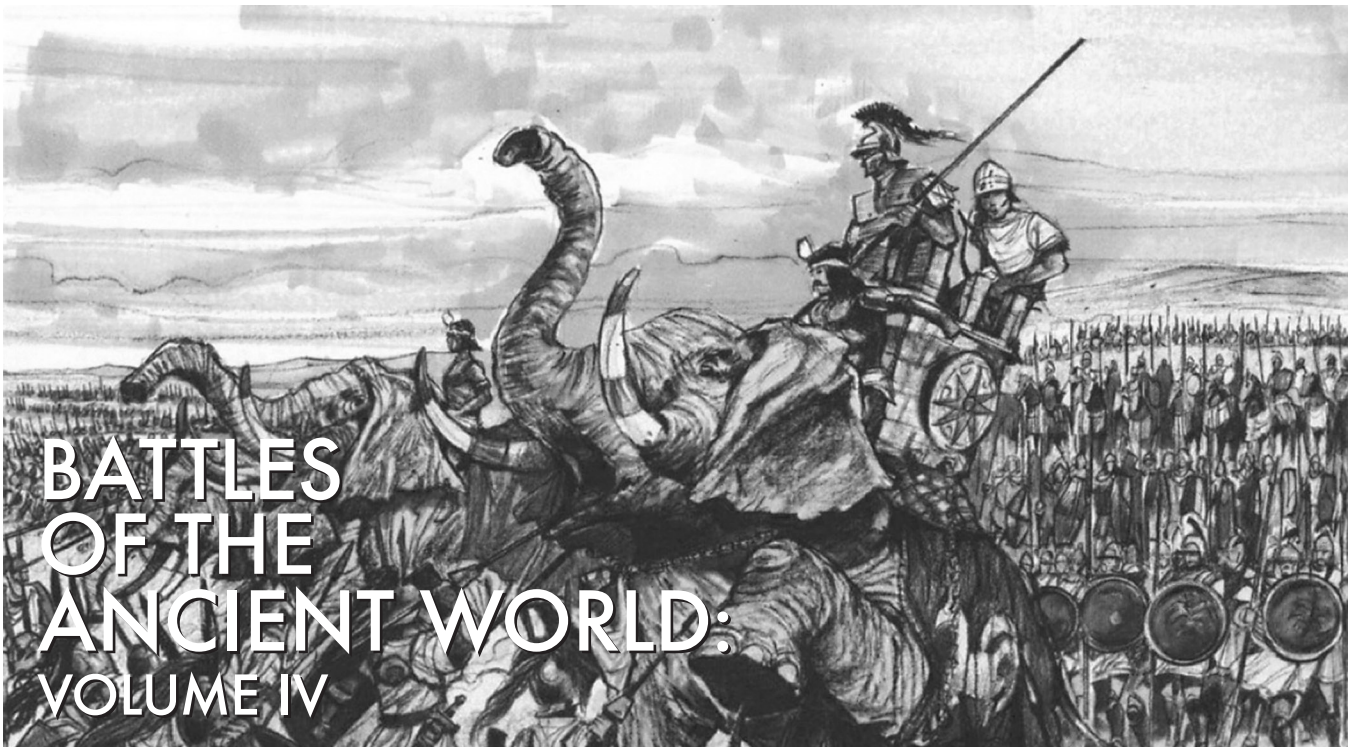

BATTLES OF THE ANCIENT WORLD: VOLUME IV

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1.0 INTRODUCTION

The *Ancient Battles* game system is a tactical simulation of battles fought prior to about AD 500. Each game in the system represents one of the great battles of the ancient world. The playing pieces represent the actual units that participated in the battles, and the map represents the terrain over which those units fought. This game series has been designed to ensure maximum playability and historical accuracy (in that order). To achieve that, the components and rules have been designed to make the game easy to understand and play.

The rules in the series are presented in two sections: the Standard Rules and the Exclusive Rules. The Standard Rules are common to all the games in the series. The Exclusive Rules are different for each game, and they give scenario instructions and rules that apply only to that particular battle.

2.0 GAME EQUIPMENT

2.1 The Game Map

Each mapsheet portrays the area in which a battle was fought and all the significant terrain of the battle. The map also has a Terrain Key and a Turn Record Track. A hexagonal grid is superimposed over the terrain features printed on the map to regulate movement and the positioning of the playing pieces. All numbered hexes are playable, though some types of terrain are prohibited.

2.2 Game Charts & Tables

Various visual aids are provided on the Player Aid Card to simplify and illustrate certain game functions. They are the Terrain Effects Chart, the Combat Results Table, the Missile Fire Table, and the Rally, Demoralization & Disintegration Table.

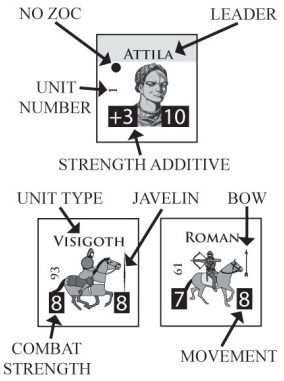
2.3 The Playing Pieces

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

2.4 How to Read the Units

Each unit has certain information printed on it.

They are identified by numerals and/or nationality, and contain information about their combat and movement capabilities.



Combat strength is the relative strength of a unit when attacking and defending, expressed in terms of strength points. Movement allowance is the maximum number of clear terrain hexes a unit may be moved in a single movement phase, expressed as movement points (or MP). Missile capability is the type of missile weapon (if any) a unit may possess.

2.5 Game Scale (Series)

Each hexagon on the map represents 100-200 meters. Each combat unit represents between 100 and 1,000 men. Each game turn represents 30 to 90 minutes.

3.0 SETTING UP

The cardboard playing pieces should be punched out of the counter sheet(s). Players should decide for themselves who will command which force. They then set up their units simultaneously (unless indicated otherwise in the Exclusive Rules) in their proper positions on the map as indicated by the scenario instructions. Once the units are set up, players are ready to begin Game Turn 1. Place the Game Turn marker in the first position on the Game Turn Track. Consult the Exclusive Rules to determine which side plays first. Play proceeds according to the sequence of play through the final game turn or an automatic victory as indicated by the disintegration level (see 15.0).

4.0 SEQUENCE OF PLAY

The game is played in successive game turns composed of alternating player turns. During each player turn, the player whose turn it is moves his units and resolves combat in sequence, according to the following outline and within the limits provided by the rules that follow. At the conclusion of the final game turn, the victory conditions are consulted and a winner is determined.

First Player Turn

A. Movement Phase: the player who moves first each turn may move all, some or none of his units as he desires within the limits and restrictions of the rules of movement and zones of control and the Exclusive Rules of the game. The first player may bring reinforcements onto the map as allowed by the reinforcement rules. The second player's units may not move (see 5.0).

B. Missile Fire Phase: the first player may now use his units with missile capability to fire at enemy units (see 10.0).

C. Combat Phase: the first player conducts his melee attacks (see 7.0).

D. Rally Phase: roll a die and consult the Rally column of the Rally, Demoralization & Disintegration Table to determine if any of the first player's eliminated units are rallied. Place those rallied units according to the rally rules (see 13.0 and the scenario's Exclusive Rules).

Second Player Turn

The second player now goes through the sequence of play in the manner described above. In each phase, the second player carries out the same actions as the first player,

Game Turn Record Interphase

The Game Turn marker should be advanced one space on the Game Turn Record Track to indicate the end of one game turn and signal the start of the next game turn.

5.0 MOVEMENT

During the movement phase, the current player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions, but units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more movement points from its movement allowance, depending on the type of terrain in each hex entered.

5.1 Movement Prohibitions

5.11 Movement may never take place out of sequence. A player's units may be voluntarily moved only during his own movement phase. During the combat phase, a unit that's attacking or defending may be called on to advance or retreat after its combat is resolved. Friendly units may not move during the enemy player's movement phase nor during any player's combat phase, except when advancing or retreating as a result of combat.

5.12 A unit may never enter a hex containing an enemy unit.

5.13 A unit may never exit a hex that is in an enemy zone of control (EZOC, see 6.0 & 7.7) during any movement phase. An EZOC hex may be left only during a retreat or advance as a result of combat.

5.14 No combat takes place during the movement phase. Once a player has begun to resolve combat and has rolled the die, he has irreversibly initiated the missile fire phase or the combat phase, whichever is relevant to his current attack.

5.15 The number of movement points (MP) expended by a unit during a single movement phase may not exceed that unit's printed movement allowance (MA). A unit may expend any portion of its MA, but unused MP may not be accumulated or transferred to another unit.

5.16 Movement from hex to hex must be consecutive; a unit may not skip or jump over hexes.

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

5.20 Effects of Terrain

5.21 A unit must expend one MP to enter a clear hex. To enter other types of terrain, a unit must often expend more than one MP. Some hexes are entirely prohibited to movement. MP costs are printed on the map and/or the Terrain Effects Chart (TEC).

5.22 A unit that moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one MP regardless of other terrain in the hex.

5.23 Units may cross river hexes by paying three MP to enter. No additional movement costs are assessed to leave a river hex.

5.24 Units may cross stream hexsides by paying one additional MP. For example, if a unit moves through a stream hexside into a woods hex, the cost is four MP.

5.25 A unit may cross a ridge hexside by paying two additional MP.

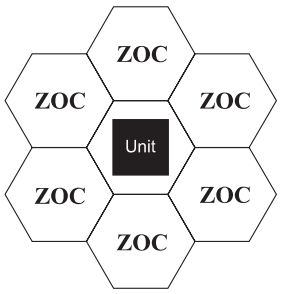
5.3 Effects of Friendly Units

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

5.32 A friendly unit may not end any phase stacked in the same hex with another friendly (or enemy) unit. In general, there may never be more than a single unit in a hex at the end of any phase (Exceptions: leaders and any special exemption units listed in the Exclusive Rules.)

5.33 There is no limit to the number of friendly units that may pass through a single hex during one movement phase.

5.34 Friendly ZOC hexes never inhibit the movement of friendly units, but units may never move directly from one EZOC to another, regardless of the presence of friendly units (see 6.1).



6.0 ZONES OF CONTROL

The six hexes immediately surrounding a hex constitute the ZOC of a unit in that hex, except units printed with a black dot, which don't exert a ZOC. Hexes into which a unit exerts a ZOC are called "zone of control hexes," and they inhibit the movement of enemy units. All units must cease movement when they enter any EZOC hex.

6.1 All units except those printed with a black dot exert a ZOC (including disrupted units) throughout the game turn, regardless of the phase or player turn. The presence of ZOC is never negated by enemy or friendly units or by other ZOC.

6.2 Units don't pay additional MP to enter an EZOC.

6.3 There are generally only two ways to exit a hex in an EZOC: either by retreat or advance as a result of combat or by eliminating (or retreating after combat) the enemy unit projecting the ZOC. Exception: Light troops, skirmishers and leaders have a dot next to their unit symbol and may therefore leave an EZOC voluntarily during their side's movement phase (see sections 11.0 & 12.0).

6.4 If a particular ZOC-exerting unit is in an EZOC, the enemy unit is also within that unit's ZOC. The two units are equally and mutually affected.

6.5 If enemy and friendly ZOC are exerted into the same hex at the same time, those ZOC coexist and that hex is mutually affected by both ZOC. There's no additional effect from having more than one unit exerting ZOC into a single hex.

6.6 ZOC generally extend into all hexes adjacent to the projecting unit's hex. Exception: no unit projects ZOC into any terrain prohibited to that unit.

7.0 MELEE COMBAT

Melee combat (simply referred to as "combat" below) occurs between adjacent opposing units. It is mandatory and takes place in the combat phase. The player whose turn is currently occurring is termed the "attacker"; the other player is the "defender," regardless of the overall situation.

PROCEDURE: The attacker totals the combat factors of all the units attacking a particular hex and compares that total to the combat strength of the defending unit in the hex under attack (the "target hex"). That comparison is expressed as an odds ratio of attacking to defending combat strength points (that is, attacking strength points divided by defending strength points), and it's simplified by rounding down to one of the odds ratios printed on the Combat Results Table (CRT). For example, if 13 strength points are attacking four strength points, the combat odds ratio is 3.25:1, rounded off (always in favor of the defender) to 3:1. Having determined the combat odds, the attacker then rolls a die. The roll indicates a result on the CRT that's cross-indexed under the column heading corresponding to the calculated combat odds. That intersection of line and column yields a combat result.

Separate combats may be resolved in any order the attacker wishes, as long as all combats are resolved during that combat phase and no combat resolution is begun into the one before it has been entirely resolved.

7.1 Which Units Attack

7.11 All friendly units in EZOC must attack. All enemy units in friendly ZOC must be attacked in your side's combat phase. You may resolve those attacks in any order you desire, as long as all adjacent enemy units are attacked within the requirements of 7.2.

7.12 All units that begin their side's combat phase in an EZOC must attack at least one adjacent enemy unit during that phase. The attacking player may choose which of his attacking units will attack each defending unit, as long as all adjacent friendly units participate in an attack.

7.13 An enemy occupied hex may be attacked by as many units as can be brought to bear from the six adjacent hexes.

7.14 No unit may attack more than once per combat phase. The same enemy unit may be attacked during the missile fire phase and the combat phase of the same player turn.

7.15 Units may only attack adjacent enemy units during the combat phase using melee combat. That is, missile attacks aren't permitted during the combat phase. Similarly, melee attacks aren't permitted during the missile fire phase.

7.2 Multiple Unit & Multi-Hex Combat

7.21 If any player's unit is in the EZOC of more than one enemy unit, it must attack all those adjacent enemy units not engaged by some other attacking unit(s). In such cases, the combat strength of all those defending units are totaled into one combined strength that's then compared to the attacking unit's combat strength when determining the combat odds ratio.

NOTE: Lone leaders are never required to attack any enemy unit.

7.22 Attacking units in two or more hexes may combine their combat strengths and attack a single enemy occupied hex provided all the attacking units are adjacent to that enemy occupied hex. The combat strengths of those attacking units are totaled into a combined combat strength, and they're then compared to the combat strength of the defending unit to determine the combat odds. If there is any adjacent enemy unit that isn't also being attacked, the defender may add its combat strength to that of his defending unit.

7.3 Combat Strength Unity

Each unit's combat strength is unitary; it may not be divided among different combats whether attacking or defending.

7.4 Effects of Terrain

7.41 Units defending in certain types of terrain may have their combat strength increased (or sometimes the odds column is shifted left) because of that. That increase is expressed as a multiple or division of the original combat strength of one side. That is, it's halved, doubled or tripled. The Terrain Key printed on the map, or the Terrain Effects Chart, will indicate either NE (No Effect), AH (Attacker Halved), DD (Defender Doubled) or DT (Defender Tripled) for each type of terrain.

NE = **No Effect** (neither the attacking nor defending unit's combat strength is affected).
AH = **Attacker Halved** (all attacking units

attacking that hex do so at half combat strength).

DD = **Defender Doubled** (the defending unit's combat strength in that hex is doubled).

DT = **Defender Tripled** (the defending unit's combat strength in that hex is tripled).

7.42 Units attacking across certain types of terrain features may have their combat strength reduced. For example, units attacking across a stream or a ridge are halved (AH). When units are attacking from two directions, one across a hexside terrain feature (such as a ridge) and another not across that feature, those units attacking across the feature are affected and those that are not attacking in that way aren't affected.

7.43 Units on slopes are doubled on defense only if the attackers are farther from a ridge hexside or hill hex than the defenders. If the attackers include a unit that is the same distance or closer the defenders are not doubled.

EXAMPLE: A defending unit in hex 5219 with a combat strength of "5" would be doubled to a strength of "10" if attackers were in 5218 or 5318. If any attacker was in 5118, 5119, 5220, or 5319, the defending unit would not be doubled.

EXAMPLE: A defending unit in hex 3114 would be doubled if attackers were in 3014, 3015, or 3113. It would not be doubled if any attacker was in 3115, 3214, or 3215 (however an attacker in 3215 would be halved for the ridge hexside).

7.5 Diversionary Attacks

7.51 A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds. Such low odds attacks are known as "diversionary" (or "soak off") attacks.

7.52 Units may never voluntarily attack at odds of less than 1:4. If, by virtue of enemy advances after combat, a unit would be required to attack at odds less than 1:4, it's automatically eliminated (AL result). A player isn't required to try to save a unit in such a situation.

7.6 Explanation of Combat Results

AR = **Attacker Retreat** (all attacking units must retreat one hex; see 7.7).

AL = **Attacker Loss** (attacker must eliminate one involved attacking unit of his choice).

EX = **Exchange** (both attacker and defender eliminate one involved unit of their own choice).

DR = **Defender Retreat** (all involved defending units must retreat one hex; see 7.7).

DL = **Defender Loss** (defender must eliminate one involved defending unit of his choice).

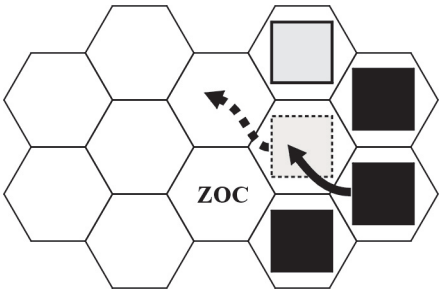
- = **No Effect** (nothing happens to any involved unit on either side).

7.7 Retreating & Advancing After Combat

7.71 When the combat result requires a player's units involved in that battle be retreated, the owning player must immediately move those units one hex so they're no longer in an EZOC. The owning player generally decides the direction each of his retreating units moves.

7.72 A retreating unit may not retreat into a prohibited hex, cross a prohibited hexside, retreat off of the map, or enter EZOC. Within those strictures, if no hex is open to retreat, that blocked unit is eliminated in place instead.

7.73 A retreating unit may enter any adjacent vacant hex within the restrictions of 7.72. If there is no such vacant hex, that unit is eliminated unless it can displace (see 7.8).



7.74 Whenever a hex is vacated as a result of combat, one victorious unit that participated in that combat may advance into the vacated hex. That advance may be made regardless of EZOC. The option to advance must be exercised immediately, before any other combat resolution, though no unit is ever forced to advance. An advancing unit may never advance more than one hex as a result of one combat, and an advancing unit may not attack that phase after advancing. Advances are useful to potentially cut off the retreat of enemy units whose combat hasn't yet been resolved.

7.75 In general, only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious player may still advance only one unit into one of those vacated hexes. Exception: leaders may advance with the unit with which they're stacked.

7.8 Displacement

7.81 Displacement is available to all Roman and Roman Allied units (but NOT Numidians). Carthaginians may not displace.

7.82 Procedure: if the only hex available to a retreating unit is one that's already occupied by another friendly unit (that's not involved in that same combat), that uninvolved unit is "displaced" (pushed out of its hex) by the retreating unit. The displaced unit is moved back by the owning player, as if it were retreating as a result of combat, and its hex is then occupied by the original retreating unit.

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

7.84 A unit may not displace into an EZOC, even if that hex is occupied by a friendly unit.

8.0 TERRAIN EFFECTS CHART (TEC)

The effect of terrain includes movement costs (indicated as an MP or Movement Point number) and combat effect (see 7.4), each of which is printed below the terrain type. Terrain types are printed on the map and/or the TEC.

9.0 REINFORCEMENTS

Some scenarios call for reinforcements, for one or both sides, to appear after the game has begun. Follow the directions in the Exclusive Rules for their starting locations and turn(s) of arrival. Upon arriving, reinforcements are treated like any other unit.

10.0 MISSILE UNITS

Unlike other infantry and cavalry units, missile type units may attack by firing (at range) at a defending unit. That occurs in the missile-unit-owning player's missile fire phases, which precedes the melee combat conducted during the combat phase. Different missile units have different capabilities, depending on their weapon type. Some games include various types of missile weapons: bows, javelins, slings, pilum, spears and ballista.

Missile units have a particular missile symbol printed in the upper right of their counter to indicate their exact capability (bow, javelin, slings, pilum, spear). Missile units may attack a unit from one or sometimes two or three hexes distance, as set out on the Missile Fire Table. Typically, bows and slings have a range of up to two hexes, whereas javelins, pilum and spears

have a range of only one hex (except when designated otherwise by a particular scenario). Ballista have a range of three hexes.

NOTE: Missile attacks affect the defender only, never the attacker.

In general, missile units are permitted an unlimited number of missile fire attacks throughout the game, though some Roman legionnaire units have only a one time javelin capability. In those cases, once used (once their javelins are thrown), the legionnaire units are flipped to their reverse (non-javelin) sides to indicate their javelins have been thrown and used.

10.1 Missile Attacks

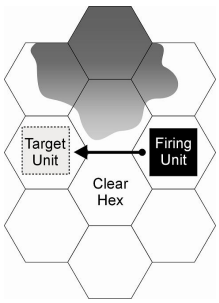
Units with missile-fire capability may launch one missile attack per turn during their side's missile fire phase. Firing missile units must be designated to fire at any one enemy unit within range. The missile unit must be able to "see" the enemy unit (according to the line of sight rules, see 10.2 below). The firing player then rolls a die and finds the corresponding result on the Missile Fire Table. The result, if any, is applied immediately.

NOTE: missile attacks can't by themselves eliminate enemy units, but they're able to "soften up" a defending unit for an impending melee attack, or "pin down" cavalry and other light troops. Further, a lone leader may never be targeted for any missile attack.

A missile attack that receives a "Disrupted" result flips that targeted unit to its reverse side; that unit thus defends at half strength (round down) during the immediately following combat phase. (A disrupted unit still projects a ZOC normally.) After that combat phase, that disrupted unit is flipped back to its front side and suffers no other effect (it functions normally until disrupted again). Additional "Disrupted" results against a unit that's already in that state have no further effect.

10.11 Missile units are never forced to make a missile attack. Missile units may use missile-fire and engage in melee combat during the same player turn.

10.12 Range from the firing missile unit to the target hex is determined by including in the count the target hex but not the firing unit's hex.



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

10.14 The Missile Fire Table is printed on the Player Aid Card on the back page.

10.2 Line of Sight (LOS)

10.21 To determine if a missile unit may fire at a particular hex, a straight path of clear hexes between the firing unit's hex and the target unit's hex (but not counting the firing unit's own hex or the target unit's own hex) must be demonstrable. If any of the hexes intervening between the firing hex and the target hex contains any terrain feature, the target hex may not be attacked by that missile unit.

10.22 If the LOS is congruent to a hexside (that is, falls exactly between two connected hexes) it's blocked only if both hexes on either side of that hexside include a terrain feature.

10.23 Note that slope hexes are considered clear hexes except when intersected by a ridge symbol between the firing unit and the target.

10.24 The terrain(s) in the target hex and the hex of the firing unit don't block Line of Sight.

10.25 Missile units may fire through ("over") other units, enemy or friendly.

10.3 Adjacent Attacks

10.31 A missile unit in an EZOC may fire during its side's missile fire phase, but is limited to firing at an enemy unit to which it's adjacent. If that situation remains unchanged, the missile unit must also participate in melee combat (using its melee combat strength) during the same player turn.

10.32 When in an EZOC during the combat phase, missile units must participate normally in an attack against adjacent enemy unit(s). In such cases, the missile unit attacks with using combat strength on the CRT.

10.4 Defense

10.41 Your missile units may never fire during the enemy's missile fire phase. They may only fire during your own missile fire phase (in other words, they may not conduct "defensive fire.")

10.42 When missile units are themselves attacked, they suffer all combat results in the same manner as any other units.

11.0 LIGHT TROOPS & SKIRMISHERS

Light troops and skirmishers (printed with a dot symbol) may leave EZOC during their side's movement phase. They may thus be able to avoid combat, depending on the type of enemy unit(s) next to them, in a process known as "disengagement."

11.1 Disengagement Procedure

Any unit printed with a dot in its upper left corner may leave an EZOC during its side's movement phase provided its printed MA is equal to or greater than the MA of all adjacent enemy units. Further, the first hex entered may not contain an EZOC. After the first hex, such disengaging units may potentially enter other EZOC and engage in combat normally.

NOTE: Cavalry units using disengagement may not "charge" during the same player turn.

EXCEPTION: If playing *Battles of the Ancient World Volume II*, disengagement is only allowed if the disengaging unit (printed with a dot) possesses an MA greater than (not merely equal to) that of all adjacent enemy units.

11.2 Retreat Before Combat Procedure

11.21 Light troops and skirmishers may retreat before combat if their MA is equal to or greater than that of all their attackers (considered separately, not added together). Any light troop or skirmisher meeting that criteria may, before its combat is resolved, refuse combat and retreat two hexes. Once the unit has retreated in that way, one of the attacking units may advance into the first hex vacated by the retreating unit.

EXAMPLE: Hun cavalry with an MA of "8" may retreat before combat from Attacking cavalry with an MA of "8". The Defender cavalry would thus retreat two hexes, thereby allowing the Attacking cavalry to advance one hex.

11.22 Disrupted units may never retreat before combat.

12.0 LEADERS

Leaders aren't considered combat units; they don't exert ZOC, and they may leave EZOC during the movement phase using the disengagement process described above.

12.1 If any enemy unit moves into a hex occupied by a lone leader during the movement phase, both players roll a die and add to that result the printed MA of his involved unit. If the leader's final result is equal or higher, that leader must immediately be moved, up to the limit of his

unmodified MA, toward the nearest friendly unit using normal movement rules. If the leader's final result is lower, or if the leader can't move toward a friendly unit by virtue of being surrounded by EZOC or obstructed by prohibited terrain, that leader is eliminated in place instead, and he isn't eligible for rally. In either case, the moving enemy unit that caused the retreat may continue its movement normally.

12.2 Leaders are unique game pieces insofar as they may stack with friendly units. If stacked with any friendly unit during the Combat Phase, a Leader may add its printed value to the strength of that unit (whether attacking or defending). If that friendly unit is eliminated, the leader simply remains in the hex, although if any enemy unit then advances into that hex after that combat, rule 12.1 must be enforced normally.

12.3 Enemy units may melee attack a lone leader, but that leader then automatically performs a retreat before combat, permitting the attacker to advance into the target hex. A leader may never attack by himself. If adjacent to any enemy unit(s), a lone leader isn't required to (and indeed may not) attack.

12.4 Leaders are never affected by missile attack, though any unit stacked with a leader is still subject to missile attack normally.

12.5 Leaders perform disengagement and retreat before combat as described in 11.1 and 11.2.

13.0 RALLY

Each scenario indicates a rally capability for each side. During each rally phase, if a player has the ability to rally units, he may attempt to rally one unit. To do so, the owning player simply designates one unit that had earlier been eliminated (though leaders and elephants may never be rallied) and rolls a die. That roll is cross-indexed under the "Rally" column on the Rally, Demoralization & Disintegration Table to determine if the eliminated unit is returned to play. If the rally is successful, the unit is returned to play by being placed in the ZOC of any friendly leader who isn't in an EZOC.

NOTE: If there are no friendly leaders on the board, or placing a rallied unit in a friendly leader's ZOC would also place it in an EZOC, the unit isn't returned to play and the rally is considered unsuccessful. (In other words, scan the map beforehand and, if the preconditions for successful rally don't exist, don't bother rolling for it.)

Units with one-time missile-fire capability (for example, Roman legionaries) lose their missile weapon capability when rallied; they are returned to play on their reverse side even if they hadn't fired their missiles prior to elimination.

13.1 If there are no eliminated units to rally, you may not rally. Rally ability may not be accumulated from turn to turn.

13.2 A leader in an EZOC isn't eligible to rally any unit.

13.3 Once a unit has been rallied, it no longer counts as having been eliminated for purposes of victory conditions, points toward demoralization, and so forth.

14.0 CHARGES

Cavalry, elephants and chariots were able to utilize the element of shock during battle. As such, they may "charge" during a battle to double their combat strength.

PROCEDURE: Cavalry, elephant and chariots that don't start their move adjacent to any enemy unit may conduct a "charge." A charge is a normal move followed by an attack during the ensuing combat phase, except the charging unit's combat strength is doubled during that attack. Further, an AR result in a charge attack automatically converts to an AL, with one of the charging units eliminated.

14.1 Leader modifiers aren't doubled when accompanying charging units, though a leader may add his own combat strength to a charging unit.

14.2 In order to receive the charge bonus, the charging unit must end its movement in a clear terrain hex and the defending target of the charge must be in an adjacent clear terrain hex. Further, charging units may not move across a stream or ridge hexside nor enter river, peak, or hill hexes, though they may pass through other terrain while en route to their target hex.

14.3 After a charge is complete, a charging unit's combat strength is immediately normal again.

15.0 DEMORALIZATION & DISINTEGRATION

The demoralization and disintegration levels for both sides in each battle represent the moment when fatigue and attrition affect each army's overall morale and their soldiers' will to continue fighting.

15.1 Demoralization

When the number of combat strength points eliminated is equal to or greater than the demoralization level for a particular side, all units of that side become demoralized, and all the attack odds of a demoralized side are shifted one column left for the remainder of that game. For example, a demoralized unit conducting what would otherwise be a 2:1 attack has those odds shifted left one column on the CRT to become a 1:1 instead.

NOTE: demoralization sets in the instant the demoralization level is reached, and the effects of demoralization apply to all combat occurring thereafter, even if starting in the middle of a combat phase.

During the course of a battle, it's possible to "recover" from demoralization through the rally of enough units to bring the total losses back below the demoralization level. Such an event would immediately nullify the effects of demoralization, until such time that further losses again brought the total of eliminated combat strength to be equal or greater than the demoralization level.

EXAMPLE: a player has a total of 150 combat strength points eliminated, which is equal to his side's demoralization level for that battle, but he then rallies a unit with a combat strength of "8." His losses are thus reduced from 150 to 142 (below the demoralization level), thereby nullifying demoralization for the time being.

15.2 Disintegration

When the number of combat strength points eliminated is equal to or greater than the disintegration level of a particular side, the other side achieves an automatic victory and the game is over. If both sides disintegrate at the same time (through an EX result), the player who is currently conducting his combat phase wins.

15.3 Demoralization and disintegration levels are printed on the Player Aid Card.

16.0 VICTORY CONDITIONS

If neither side disintegrates by the last turn of the game, victory is awarded to the player who has amassed the greatest number of victory points (VP). Players receive VP for eliminating enemy units and leaders. Further, each scenario may indicate additional conditions or objectives that potentially award VP to one or both sides.

16.1 Victory Point Schedule

16.11 Each player is awarded one VP for each enemy combat strength point eliminated (but see section 13.0). Only units that are entirely eliminated are tallied for VP. Rallied units do not count.

16.12 Each player is awarded Victory Points for each enemy leader eliminated:

Hannibal: Roman receive 15 Victory Points

Scipio: Carthaginians receive 10 Victory Points

Manissa: Carthaginians receive 5 Victory Points

Other Leaders: enemy player receives 3 Victory Points

16.13 Levels of Victory

Victory can be, from lowest to best type: marginal, tactical and decisive. To determine a specific level of victory, divide the winner's total of VP by the defender's total of VP. That ratio determines the level of victory as follows:

More than 1:1 = Marginal Victory

More than 3:2 = Tactical Victory

More than 2:1 = Strategic Victory

ZAMA: HANNIBAL VS SCIPIO, 19 OCTOBER 202BC

EXCLUSIVE RULES

17.0 INTRODUCTION

Zama is a s simulation of the climactic battle of the Second Punic War, a struggle for control of the western Mediterranean world between the Roman Republic and Carthage. The battle saw the confrontation of two great military geniuses, Hannibal of Carthage and Scipio Africanus ("Conqueror of Africa") of Rome. Zama was their first, and only engagement. The Roman victory at Zama ensured military and political supremacy for the Republic and cleared the path to Empire.

18.0 INITIAL DEPLOYMENT

18.1 Carthaginians set up first, then Romans. Each side's initial deployment hexes are indicated on the map by tinted hexes. Each Sub-Command has its own set-up hexes. They may set up their units from each Sub-Command as they wish, as long as all units of a particular Sub-Command are placed on the proper set-up hexes. Sub-Commands are indicated by the colored stripe on the units (see below).

18.2 The Carthaginian player is the first player. His forces move and fight first in each turn.

18.3 Game Scale

Each hex is 100 meters across. Each Carthaginian and Numidian Cavalry unit is composed of 500-1,000 men and horses. Their infantry units are 1,000 men each. Elephants are 10 elephants per unit. Roman and Roman allied legions and cavalry are 100 men per strength point; *velites* are 300 men per strength point. Legionnaire units are given a bonus for superior discipline.

Roman Sub-Commands:

Citizen Legions (no stripe)
Italian Allied Legions (white stripe)
Roman Cavalry (green stripe)
Numidians (black stripe)
Scipio and Laelius are set up with the Roman Cavalry
Massinissa is set up with the Numidians

Carthaginian Sub-Commands:

Elephants (white stripe)
Hanno's Troops (orange stripe, on map as "Mago")
New Carthaginians Levy (orange stripe)
Hannibal's Veterans (no stripe)
Cavalry (green stripe)
Hannibal sets up with the Veterans
Hanno and Hasdrubal set up with the Cavalry

Game Length

Zama is 10 turns long.

Reinforcements

Neither side receives reinforcements in Zama.

19.0 MOVEMENT RESTRICTIONS

Hannibal's plan was to disrupt the Romans with an elephant charge and then commit his three lines of troops one at a time, reserving his veterans for the final blow. Players desiring to recreate these conditions of the battle should use the following.

All Carthaginian elephant units MUST enter a Roman zone of control during the Carthaginian movement phase of turn one. Any elephant unit which fails to do so is considered to have run amok and is eliminated. Elephants move normally after turn one.

Each group of Carthaginian infantry may not move until it is released. Whenever any of the listed events for each group occurs, ALL units of that group are immediately released (and may move freely for the remainder of the game).

19.1 Hanno's troops are released:

When any Roman unit enters hex on or north of hexrow 22xx, or

When any unit of this group is attacked, or

On turn 3

19.2 Carthaginian Levies are released:

When any Roman unit enters any hex on or north of hexrow 25xx, or

When any unit of this group is attacked, or

On turn 5

19.3 Hannibal's Veteran troops are released:

When any Roman unit enters any hex on or north of 30XX, or

When any unit of this group is attacked, or

On turn 7

Carthaginian cavalry and leaders have no movement restrictions.

20.0 BERSERK ELEPHANTS

Elephants tended to ignore orders when attacked, frequently charging into friendly forces!

Elephant units are treated as normal Carthaginian units. However, under the following condition, they go "Berserk."

a) If they receive any combat result calling for them to retreat.

b) If they receive a hit ("1/2") result from enemy missile fire.

20.1 Berserk elephant procedure

As soon as an elephant unit goes berserk, play is suspended and players resolve the following procedure.

a) The player controlling the elephant unit rolls one die to determine the direction the elephant runs: a "1" means to the map's northeast side, a"2" means to its east and so on clockwise.

b) The player then moves the elephant unit up to its full movement factor in that direction. They may ignore all zones of control.

c) If there is a unit in a hex the elephant unit is about to enter, the elephant unit immediately attacks it, whether that unit is enemy or friendly. This is resolved as normal combat. This attack is resolved regardless of whether the unit is friendly or enemy. (note that this attack is conducted in a hex the elephant unit enters, NOT against adjacent units.)

20.2 A berserk elephant unit is eliminated:

a) Immediately after it completes any attacks while berserk, regardless of the combat results, OR

b) If it does not attack, after it finishes it berserk move.

20.3 If a berserk elephant attacks another elephant then the second elephant may also go berserk. This resolved AFTER the first elephant's berserk move is finished.

20.4 Elephants may go Berserk in either the friendly or enemy turn.

21.0 VARIABLE DEPLOYMENT & FREE MOVEMENT

Order of deployment. At the start of the game, roll one die: on a roll of 1-3 Carthaginians deploy and move first; on a 4-6 Romans deploy and move first.

Instead of setting up according to the scenario instructions, players may deploy their units on any of their tinted set up hexes, ignoring Sub Command restrictions.

Ignore rule 5.0; Carthaginians may move and attack freely on turn one.

22.0 COMMAND CONTROL

One of the decisive factors of ancient battles was maintaining control of the troops. Often a small, highly trained, and well led army could outmaneuver larger but more unwieldy forces. When using this rule, ignore all provisions of the Scenario Movement Restrictions.

22.1 Each army is divided into a number of Sub-Commands; these are indicated by the color coding of the pieces. Each Sub-Command has a Command Control Range. A player must make a Command Control die roll for each Sub-Command at the beginning of each friendly Movement Phase. If it passes the die roll, then the player may move all units of that Sub-Command. If it fails the die roll, then no units of that Sub-Command may move that turn. (Example: a Sub-Command's command control range is 1-4. The player rolls one die, and the results is "3;" this is within the command control range, so he may move all units of that Sub-Command.)

22.2 Command Control die roll ranges are given by the scenario. Note that only one die roll is made per Sub-Command and this affects ALL units of that Sub-Command. The player makes a command control die roll separately for each sub-command.

22.3 A player may make command control checks for each sub-command in any order he desires. However, he must make the check and complete movement for all units of one Sub-Command prior to checking for and the moving another.

22.4 Zama Sub-Commands/Command Control Die Ranges

Roman

Roman Citizen Legions: 1-5
Roman Italian Legions: 1-4
Roman Cavalry: 1-4 Numidians: 1-2 (Numidians are "Fanatic")

Carthaginian

Elephants: 1-2 (Elephants are "Fanatic")
Mago's Troops: 1-3
New Carthaginian Levy: 1-3
Hannibal's Veterans: 1-5
Carthaginian Cavalry: 1-5

23.0 LEADERS

Each leader has a Command Radius equal to its leadership factor.

23.1 The Command Radius of a leader is a radius of hexes equal to the leader's leadership factor. Command Radius extends through all types of terrain, and through enemy units and zones of control. (For example, Scipio, with a leadership factor of "2" can command all friendly within two hexes of his position.)

23.2 All friendly units within a leaders Command Radius are automatically in command control. This is checked prior to any movement by the leader himself. No die roll has to be made for those units. Units of a Sub-Command which are not within a leader's Command Radius must follow normal command check procedures.

23.3 A player must move all units within Command Radius of any leader before making any leadership checks for Sub-Commands.

23.4 Leaders are always in command control; i.e., they may move without having to make a Command Control check.

23.5 Command control checks are made only for movement. Units may engage in combat and other game functions without having to make Command control checks.

24.0 PANIC

A force which has been demoralized "Panics" as follows:

24.1 The player MUST make a command check for each of his Sub-Commands, once his army reaches it demoralization level. If it passes, all units of that Sub-Command move normally. If it fails, then all units of that Sub-Command MUST immediately move towards the nearest map edge.

24.2 Panicking units may never enter a hex adjacent to an enemy unit. If they have no other movement path, they must cease movement.

24.3 Panicking units may exit enemy zones of control if they begin their movement adjacent to an enemy unit; however, roll one die for each unit which does so; on a 1-3 it is eliminated; on a 4-6 it may move normally. Enemy units may not advance after combat in this case.

24.4 When a panicking unit reaches a map edge, it pays one more movement point and then leaves the mapboard. A unit which has left the mapboard as a result of panic rolls one die. On a 1-3 it is considered eliminated for victory purposes; on a 4-6 it is considered to have safely exited (and does not count for Victory Point and Demoralization totals).

24.5 Units within the Command Radius of a friendly leader do not panic.

24.6 Should there be any disputes about the course of panicked unit movement, resolve it by rolling a die.

25.0 FANATIC ATTACKS

Certain Scenarios will designate a Sub-Command as "Fanatic." This represents forces that were over-eager, if sometimes foolhardy, in their desire to attack the enemy. All "Fanatic" sub-commands must make a command control die roll each turn.

25.1 Fanatic Sub–Commands which fail command control checks (i.e., the die roll is greater than their command control range) MUST move towards the enemy. The player moves any such units towards enemy units, and must have them end their movement adjacent to enemy units, if possible.

25.2 The player may move Fanatic units in any order, and such units must otherwise obey normal movement restrictions. Should there be any disputes about the nearest path to the enemy, then reslve it by rolling a die.

25.3 "Fanatic" units which start their movement within the Command Radius of a friendly leader do not make Command Control checks, and are not affected by the provisions of 10.81-.82.

25.4 Once a side has reached its demoralization level, Fanaticism no longer applies. The Fanatic units are affected by normal provisions of panic.

26.0 ELEPHANT PASSAGE (OPTIONAL)

The Romans left lanes open to guide elephants to their rear.

Elephants roll for Command Control individually. On a 1-2, the Carthaganian player moves and attacks with each one as he sees fits. On a Command Control roll of 3-6, the Elephant unit will attempt to move two hexes closer to the10xx hex row. For the first hex, if both hexes are occupied (whether friendly or enemy), the Elephant will go beserk and attack the Carthaganian player's choice of unit. If one hex is empty and the other occupied, the Elephant unit will advance into the empty hex regardless of ZOCs. If both hexes are empty, the Elephant unit advances into the hex of the Roman player's choice. The same procedure is followed for the second hex. If, at the end of the two hex movement, the Elephant is adjacent to one or more Roman units, the Roman player can decline the attack as long as there is an empty hex in the nex hex row closer to the 10xx hex row.

If this rule is used, the Roman player must achieve Carthaginian disintergration by the end turn 8. Otherwise the Carthaginian player wins.

Design Credits

Scenario Design: Larry Baggett & Wayland Grace

Development & Playtesters: Christopher Cummins, Jospeh Miranda.

Map Graphics: Joe Youst

Counter Graphics: Larry Hoffman

Rules Booklet Layout: Callie Cummins

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