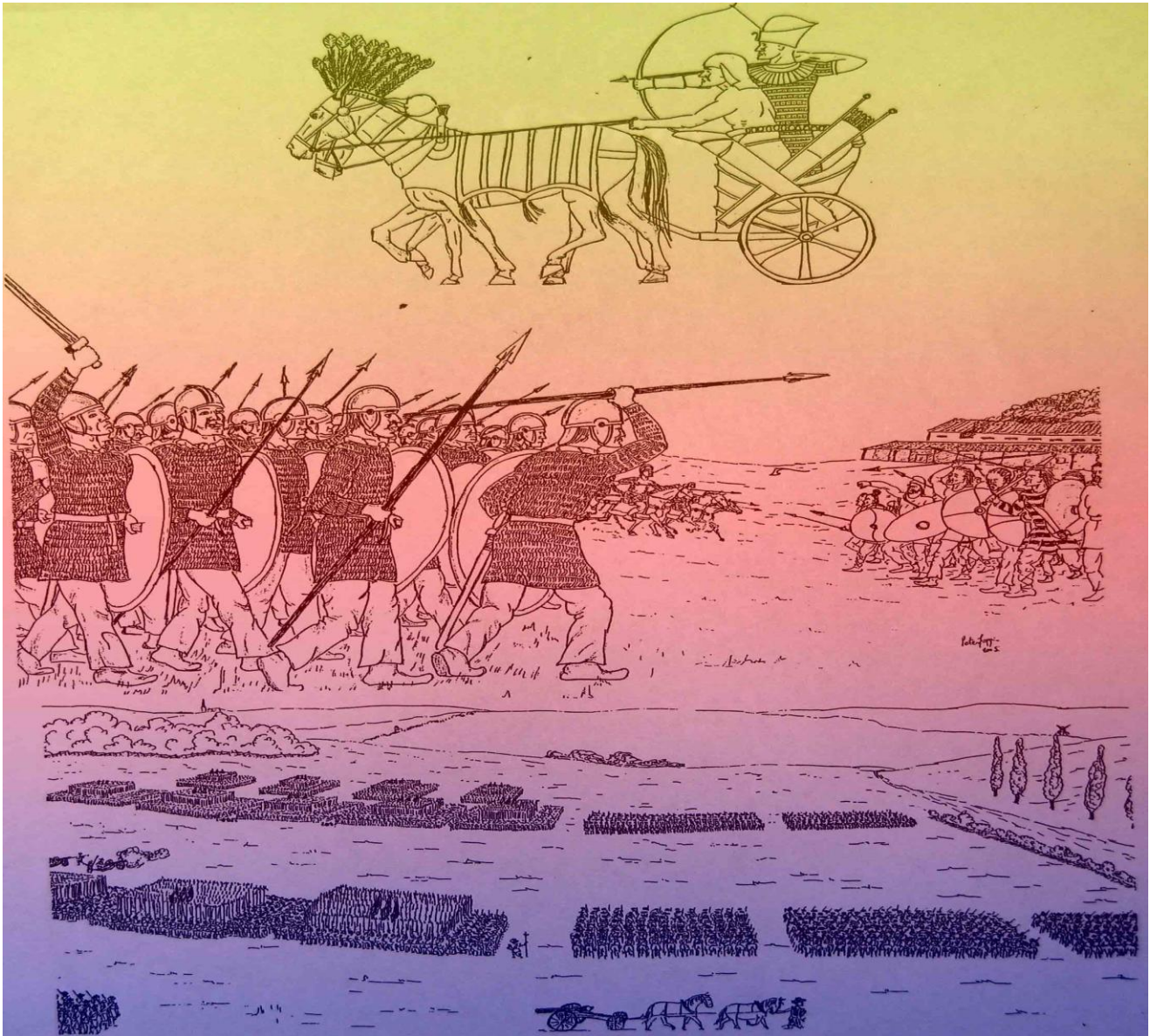


GREAT CAPTAIN

The Art of War in Miniature

Wargames Rules for the Ancient, Medieval and Renaissance periods



By Pete Foggin and Craig Parker Revised © 2022

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1.0 Introduction.

Most Wargamers have read of history's "Great Captains", commanders such as Alexander, Hannibal and Caesar and have wished to emulate them on the wargames table. Well now you can test your skills of generalship to the utmost with "Great Captain-the art of war in miniature"

But why another set of rules on early warfare? Because what we wanted, from a gaming system-realistic battle simulations, that are fun to play-we were just not getting from those currently available. It became obvious to us that if we wanted to find the holy grail of Wargaming, enjoyable gaming that captures the 'feel' of armed conflict, we would have to search for it ourselves. So, to that end we went back to the books of Caesar, Tacitus, Froissart, as well as

many other ancient and modern authors to distil the essence of what happens during combat. What we have arrived at is 'Great Captain'. We believe Great Captain ('GC') harnesses both our requirements- realism and enjoyment- better than any other commercially available rule set.

With GC we (and now you) can now fight small or large-scale battles from the most distant past up to the end of the pike and shot era using the deployments and tactics of the day. Games, even large mass games, can be fought to a conclusion in a couple of hours once the simple rule mechanisms are mastered, giving a thoroughly satisfying contest.

To fight large-scale battles command and control had to be, kept as simple as possible. It was not an easy task to move large numbers of troops across a battlefield to a coordinated plan in a relatively short time scale. Therefore, the basic manoeuvre element in GC can be a single Unit or a group of Units that make up a Division, which represents a 'wing' or 'battle' of an army. Divisions are composed of two or more Units.

Units are the main combat and morale elements in our rules, and equate to the terms, legion, tercio, battaglia, warbands etc. and are the basic building blocks of the army. Their function is to indicate the tactical status of a Division.

Movement rates are fairly, generous as each move represents about half an hour real *battle* time. Good judgment is required in deciding when and where to attack.

Shooting is a simple affair, intended mainly to provoke or harass an enemy or support a melee. If effective, it can force an opponent into courses of action he may not otherwise have intended to take. In the age of gunpowder however, shooting becomes more destructive.

Melee likewise is pretty, uncomplicated, the emphasis being mainly to find out which Units have won or lost overall in a fight. The outcome of melee usually dictates who is obliged to take a Unit cohesion test (a potentially disastrous morale test). In GC battles hinge on the collapse

of whole legions, tribes, or brigades, not the slow attrition of figures. Troops of different morale status have different levels of divisional cohesion-that intangible factor that keeps a mass of individuals welded into a single entity. You will usually find veteran troops hanging on slogging it out much longer in adversity than raw or levy, no matter how numerous the latter may be.

What we ask is that you try to play the games in the spirit of competitive good humour. Do try to use historical deployments and tactics with Great Captain. If you do, you will immediately see why our ancestors-always pragmatic people-adopted the battlefield formations and tactical systems they practiced.

It only remains to say read on, play well, cry havoc and let slip the dogs of war.

2.0 Equipment

The following equipment is required to play GC Tape measure.

Several dice marked 1-6 (D6).

A die marked 1-10 (D10)

Several movement order markers (**14.0**). These can be, represented by cardboard counters, with the following orders written on them:

Manoeuvre Bold [MB].

Manoeuvre Cautious [MC]

Attack [A]

Formation Change [F]

Halt [H]

As well as these, a marker to indicate Disorder [D] and a marker to indicate those Units which have failed a Cohesion Test and are to rout [R].

A large number of Attrition Markers- we recommend using small dice for this purpose.

3.0 Visibility.

Visibility on the level, if uninterrupted by terrain, or built up areas, is infinite. Visibility in woods is half a base width (40mm).

4.0 Figure representation.

Figures must accurately represent the troops they are, meant to depict. Each Unit of foot represents between 500 and 1000 soldiers, each Unit of horse up to 250 cavalymen.

Each artillery model represents up to 12 pieces of mechanical artillery or 6 cannons.

Each elephant model represents between 2 and 8 beasts and chariot models up to 20 four horse or 40 two horse chariots.

The C-in-C is, represented by a single standard base of shock command foot or mounted.

5.0 Troop classification.

Troops are, classified in one of four categories:

5.1 Rash-Ill-disciplined troops who form a military caste or elite within their societies.

Examples would be- early Celtic and early German warriors, feudal knights, Rajputs etc.

Divisions of Rash troops can only be, issued with an Attack Order Marker.

5.2 Ponderous-Troops whose usual mode of combat does not require them to practice a high degree of drill.

Examples of these troops would be-Huscarls, Aztec military guilds, Arab conquest infantry, Russ, Hoplites etc.

5.3 Flexible-Troops who have similar levels of drill and weapons training throughout their sub-units, allowing them to be more manoeuvrable on the battlefield.

Examples of these troops would be-Veteran Roman legionaries from Early Republican to Middle Imperial, Byzantine mounted units from Justinian to Basil II.

5.4 Skirmish-Light troops whose main role is to screen heavier troops, to harass the enemy with missile fire, or, to contest rough terrain.

6.0 Basing and unit representation.

The basic formation in GC is the Unit, which represent cohorts, taxis, squadrons etc. These units are, combined to form divisions (10.0).

There are only two base sizes for Units in GC. These are 80mm frontage (base width) by 40mm deep (base depth), and 80mm frontage (base width) by 80mm deep (base depth) (9.0). As almost all distances in GC are, measured in base widths, most, if not all base sizes can be, used with the rules.

Wherever possible it would be preferable if all Units of Shock Troops other than expendables had, a banner or standard represented. These were the rallying points for the troops and the advance or recoil of these totems, were the visual indicators of how well or otherwise a division was performing in combat.

For Shock Foot we recommend a minimum of 12 figures on 80mm by 40mm bases, and twice that on 80mm by 80mm bases. For Shock Mounted we recommend 9 to 12 figures per base and 4 to 6 for Skirmish Mounted, on an 80mm by 80mm base. Regular Commanded foot should be in two ranks on 80mm by 40mm bases and in four ranks on 80mm by 80mm Irregular Commanded foot can be randomly based if wished as can any mounted. A single Elephant, Scythed chariot or Artillery piece is, mounted on an 80mm by 40mm base.

6.1 Troop base sizes

Auxiliaries (A), heavy infantry (HI), Skirmish foot (S) and Auxiliary skirmish (As) are based on 80mm by 40mm base, as are Elephants (EL), Scythed chariots (ScyCh) and Artillery (Art). Pike (P) are, based in four lines, on 80mm by 80mm bases and Legionaries in three lines on 80mm by 80mm bases representing hastati, princeps and triarii. Warriors, Shock mounted heavy cavalry, camelry, chariots, and Skirmish mounted, can be based irregularly, on 80mm by 80mm bases. The C-in-C, and bodyguard and

standard bearer if desired, are mounted on a circular base of 60mm diameter.

7.0 Troop costs.

Unless you are fighting a scenario or re-fighting an actual battle, we suggest armies are, made up of equal points. The points cost per Unit for each troop type are, shown in the **Army lists**.

8.0 Troop state.

Troops are, considered steady and in good order unless suffering a disordering condition.

9.0 Definition of troop types.

Troops-both mounted and foot are, defined by their main role. These are usually either A) Skirmish Troops. B) Shock Troops.

9.1 Skirmish Foot (Skirmish Troops)

Skirmishers (S) - Loose order foot equipped with missile weapons and usually only lightly armed. In the open, they would fall back in the face of advancing enemy, including enemy Auxiliary(s), but not necessarily other enemy skirmish infantry. They must fall back in the face of enemy Scythed chariots and Elephants unless they intend to stand against an Attack move by them. They must evade if Attacked or Intercepted, by Shock troops in such terrain. In the open, they may stand to face the Attack or Intercept of Scythed chariots and Elephants, and shoot at them during the shooting phase after contact if an Intercept move, but must attempt to evade all others. They do not suffer disorder in rough terrain **or make deductions to their movement rates by wheeling**. Units may pivot on each corner to bring them into shooting range (**Fig 15.1**)

Auxiliary(s) (As) – Loose order foot in skirmish formation equipped with missile weapons but more heavily armed and better protected, trained and led than skirmish infantry. In the open, they

must fall back in the face of advancing heavier foot. They may however, stand to receive an Attack or Intercept by all mounted in the open but must attempt to evade if Attacked or Intercepted by mounted and heavier foot simultaneously. They may Attack or Intercept other auxiliary(s) (As) in the open and Attack, Intercept, or stand to receive, any one in rough terrain. They do not suffer disorder by moving or fighting in terrain that slows movement **or make deductions to their movement rates by wheeling**. Units may pivot on each corner to bring them into shooting range (Fig 15.1)

9.2 Shock Foot (Shock Troops-heavy or close order foot)

Close order, close combat troops, these include the following troop types below:

Heavy infantry (HI), and auxiliaries (A) trained to fight in difficult terrain. Heavy infantry and auxiliaries can be, armed with spears, swords or two-handed cutting weapons such as halberd or axe and auxiliaries can have javelin. In addition to these, both heavy infantry and auxiliaries, can be co-armed with bow or longbow or crossbow, or these can be their sole weapon. For a comprehensive description of troop types and their weapons, see the **Army Lists**.

Warrior (W) -tribal troops of, a warrior elite armed with sword and spear.

Roman legionaries or equivalent (L) armed with sword and shield, and heavy throwing weapon, trained to exchange ranks during melee.

Phalangites (P) who fought in deep formation armed with a pike.

Auxiliaries do not suffer disorder by moving or in melee in terrain that, slows movement. Warriors (W) count disordered if in melee against auxiliaries (A) but not heavy infantry (HI) or phalangites (P), in terrain that slows

movement. Heavy infantry count disordered against both auxiliaries (A) and warrior (W) in melee in terrain that slows movement. Phalangites (P) count disordered if in melee against all of the above in terrain that slows movement.

9.3 Skirmish Mounted (Skirmish Troops)

Light cavalry, Camalry, chariots (LC) - these are, skirmisher troops, whose primary role is, to destroy the enemy with missile fire. They may never attack any troops but can ride down skirmish infantry in the open. They may often be obliged to pursue routing enemy.

Units may pivot on each corner to bring them into shooting range (Fig 15.1)

9.4 Shock Mounted (Shock Troops)

Heavy cavalry/ camalry, heavy chariots, knights and cataphracts (HC) - these are mounted shock troops whose primary role is to destroy the enemy by main force. They may also sometimes be equipped with missile weapons such as bow or crossbow, carbine or pistols. Shock mounted armed with javelin are considered to use them in melee only and not as a distance weapon.

All mounted, except elephants and camels, count disordered in melee with camels and all mounted other than elephants count disordered fighting against elephants, with the following exceptions; Arab /Bedouin cavalry fighting camels and Indian, Burmese, Khmer, Javanese, Amanese, Vietnamese, Champa and Thai cavalry fighting elephants.

All shock mounted count disorder against all others in terrain that slows movement.

Elephants (EL) Elephants were primarily shock troops used to disrupt enemy formations as well as having a disordering effect on horses and camels not used to them.

Elephants can either be trained of Average Raw (Av-R) morale (18.2) with escorts or untrained of

Poor (Po) morale (**18.2**) in some armies (See-**Army lists**). Trained elephants may freely manoeuvre under the constraints of the movement section (**16.00**). Untrained Elephants, can only be issued with, an Attack order marker and can only make a wheel at the start of their initial move.

Scythed chariots (ScyCh) Scythed chariots are, considered expendable shock troop types used to disrupt enemy formations.

Scythed chariots can only be, issued with an Attack order marker. They can only wheel at the start of their initial move.

Units are represented by, a single model.

Scythed chariots do not halt at the table edge but are, removed. They do not return.

9.5 Artillery

Artillery (Art) Artillery is all mechanical artillery (e.g. Bolt shooters, catapults), rockets and cannon.

10.0 Army Organisation.

Armies are, organized upon three levels.

10.1) Units which in GC represent the “basic element associated with other rules” and carry out or are subject to the following:

- a) Combat (melee and shooting functions)
- b) Receive attrition markers
- c) Result of combat tests e.g. recoils, rally backs, routs, pursuits etc.

The Unit represents the basic individual unit which constitutes an Army e.g. warband, taxis, legion/cohort, tericio etc.

10.2) Divisions. Units are combined together to form Divisions. Their Units consist of a single troop type, all armed in a similar manner, (but not necessarily of a similar morale classification-**18.2**), for example

1) Close Order Heavy Infantry, Auxiliary with javelin, Auxiliary bowmen and other Shock Foot similarly armed (e.g. all Hoplites, Pike, Spear and bow armed etc.).

2) Heavy Cavalry with lance, Heavy Cavalry with lance and bow and other Shock Mounted similarly armed.

3) Skirmishing Foot.

4) Skirmishing Mounted.

5) Elephants.

6) Scythed Chariots.

They all also must be of a single training type i.e. all Flexible, Ponderous or Rash.

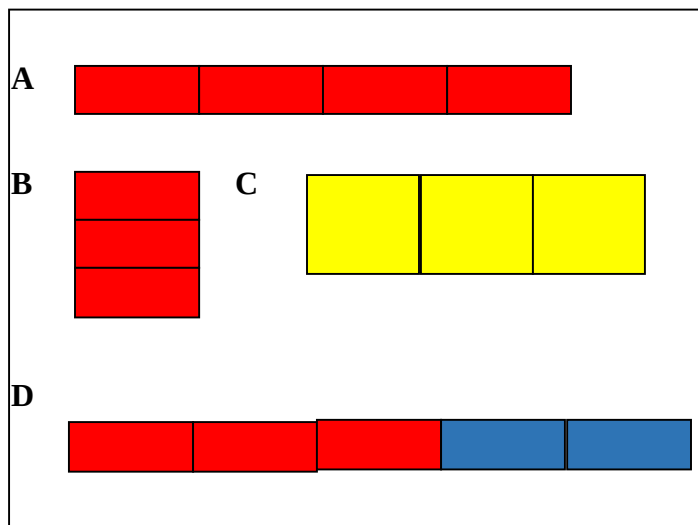
10.3) Battle Groups. These are, represented by one or more Divisions of the same type i.e all Shock foot, Shock mounted, Elephants, Scythed chariots, Skirmish mounted, or Skirmish foot, contiguous and inline when, placed the table at deployment, except Skirmish Troops can deploy or form up during their move in depth. Battle groups carry out the following in GC:

- a) Manoeuvre, movement and wheels.
- b) Formation changes, forming column/line, and forming square.
- c) Receive Order Markers.

At the start of the game a player's Army is organised into ten Battle Groups (see **The Lists** page 35 for details). Divisions must consist of a minimum of two Units at deployment. Battle Groups of more than one Division may be, reduced to a single Division due to routs during the game. Any Division that loses a Unit or Units due to pursuits or break offs does not count this as lost for morale purposes, only Units lost through routs or that are destroyed count toward morale. Any Unit or Units that pursue or break

off become a separate division for morale purposes and Battle Group manoeuvre element.

Figure 10.1 Unit and Division Organisation



The examples show:

- (A)-Division of four Units (80mm by 40mm base), continuous and in line.
- (B)-Division of Units (80mm by 40mm base) formed in column.
- (C)-Division of three Units (80mm by 80mm base), continuous and in line.
- (D)- A Battle Group of two divisions of three and two Units respectively.

10.4) Army- Armies are either regularly commanded e.g. Romans, Byzantines, Macedonians, etc. or irregularly commanded e.g. Gallic Sassanid Persian, Hunnic etc. These are, shown in the **Army lists**. The type of Division, for example Shock Foot, Shock Mounted etc. and the number of each specific type that, make up an individual army, can also be found in the **Army Lists**. The lists also include a points system.

11.0 Choosing terrain.

At the start of the game Players must first choose terrain.

The following system is, based on using a standard 2 metres x 1.25 metre table.

	Centre Line			
table edge	1	2	3	4
	5	6	7	8
	Player's edge			

Each Player's half of the table is, divided into eight equal sectors with each sector numbered one to eight, as shown above.

A D6 is, thrown with the player with the highest score going first. The player then throws a D10 plus a D6.

The D10 represents which sector the player can place or remove a terrain piece. A score of nine or ten means no terrain.

The D6 represents the terrain piece placed on the table or whether a terrain piece, can be removed from the opposition's side of the table.

After the first player has placed their first terrain piece, the second player throws a D6 and D10 and either places a terrain piece or removes an opposition's terrain piece. The players then repeat the process throwing a D6 to see who goes first. Players can place/remove five terrain pieces. Those with an irregular commanded army can add or subtract 1 from either the D6 or the D10 dice score if they wish.

If a player places a piece of terrain in a sector adjacent to a sector with an identical piece of terrain in it, they may join the two pieces of terrain together at the border of the two sectors, to make one large terrain feature.

D6 Terrain Table

- | | |
|---|--|
| 1 | Open Space |
| 2 | Open Space |
| 3 | Low Hill |
| 4 | Low hill |
| 5 | Wood or Marsh/Sand or Steep Hill |
| 6 | Any one of the above or remove a single piece of the opposition's terrain. |

Terrain pieces should not be larger than three Base Widths by two Base Widths (240mm x 160mm)

12.0 Deployment.

After choosing terrain, Players then deploy their forces on the table by following the procedure outlined below.

Players dice using a D6 to see whom goes first. Players with the higher score can choose to go first, or to let the opposition go first. The player then places one of his Battle Groups on his half of the table. This is, followed by the opposition placing a Battle Group on his half of the table. The players then dice again repeating the process until all of their Battle Groups are, placed, on the table. Players add a +1 to their dice score if they have twice the number of Skirmish Mounted units than the opposition. Players may increase the size of a Battle Group already on the table by combining subsequent Battle Groups placed on the table with Battle Group(s) already on the table.

Restrictions;

- 1) Shock Foot and Shock Mounted cannot deploy within one base width of the table

edge and two base widths of the table centre.

- 2) Skirmish Foot and Skirmish Mounted cannot deploy within one base width of the table edge and centre.
- 3) Battle Groups placed on the table that are combined with Battle Groups already on the table to increase the size of a Battle Group, must be of the same troop type, e.g. Shock Foot must be combined with Shock Foot, Shock Mounted with Shock Mounted, Elephants with Elephants, Scythed chariots with, Scythed chariots, etc. They must be, placed in line and contiguous with the Battle Group already placed on the table.
- 4) Battle Groups of Shock Foot that are to replace front line Shock Foot in melee must, be placed on the table directly behind and within four base widths of the Shock Foot Battle Group they intend to replace (15.6).
- 5) Artillery must, be placed at the same time, within one base width, of a Shock foot Battle Group of the Player's choice.
- 6) Battle Groups not visible to the opposition, i.e., troops in woods or behind hills do not need to be placed on the table but, their position must be marked on a sketch map.
- 7) At least one third of Shock Troops, of a player's army MUST be, placed, in the central sectors 2,3,6,7.

13.0 Sequence of play during each game turn.

- 1) Initiative Phase: At the start of each game turn Players roll a D6 to see which Player has Initiative. The higher score wins and is said to have gained the Initiative. The Player that has lost is the non-Initiative Player. Add +2 to the dice score if the Player held Initiative the previous game

turn. Add +1 to the score if the Player's army, is regularly commanded and does not have initiative. Subtract -1 if the Player's C-in-C has been killed in melee that game turn. (17.2)

- 2) Returning Troops Phase: The Player with Initiative tests for returning pursuers and evaders.
- 3) Rallying Off Table Troops Phase: The Player with Initiative tests to rally off table routers. (21.3)
- 4) Command and Control Phase: The Player with Initiative can move his C-in-C to join or leave a Division (see Options of C-in-C (14.3) The Player with Initiative's C-in-C issues his Order Markers to his Battle Groups as outlined in the section on Command and Control (14.0)
- 5) Movement Phase: The Player with Initiative moves/changes formation/halts those Battle Groups, which have, or have been, issued that game turn, with an Order Marker. (14.4) The Player that does not have Initiative, the non-Initiative Player, may make any possible Intercept moves (14.1) and move any Skirmish Troops that are 'locked on' to their target if it moves. (16.0)
- 6) Shooting Phase: The Player with Initiative carries out all shooting and the results of shooting. The non-Initiative Player then carries out his shooting and results of shooting. (15.0)
- 7) Melee Phase: Melee now takes place between any Units of a Division that have made contact or are in contact with the enemy from the previous game turn, with the enemy. (21.0)
- 8) Morale Phase: Those Units belonging to the non-Initiative Player and that have lost a melee, take a Cohesion Test. (18.0) Those Units of the non-Initiative Player that are within one base width of a

friendly Unit that has failed its Cohesion Test must also immediately take a Cohesion Test. After all of these Units have taken the test the Player that has Initiative takes a Cohesion Test for any Units that have lost a melee and for any Units that are within one base width of a friendly Unit that has failed a Cohesion Test.

- 9) Rout and Pursuit Phase: Those Units that have failed a Cohesion Test, rout. (19.0) Units make their rout and pursuit moves starting with the non-Initiative Player's routing Units first. The Player with Initiative Units then test to see if they pursue. (20.0) The Player with Initiative then carries out any rout moves followed by any of the non-Initiative Player's pursuit moves.
- 10) Secondary Melee Phase: Carry out any secondary melees, routs and resulting Cohesion Tests resulting from pursuing Units contacting enemy Units. (20.0) It can be seen that failing Cohesion Tests and routs may cause a 'chain reaction' of pursuits, melees and secondary Cohesion Tests, causing further routs, and Cohesion Tests and so on!
- 11) Rally Phase: Carry out rally backs, rally from shooting, tests to rally from on table routs (21.0) and finally remove all un-rallied routers.

Once the Player that has Initiative has completed all the Phases in the Sequence above the Initiative then passes to the non-Initiative Player and this Player now carries out the Sequence beginning at 2) Returning Troops Phase. The Player that previously had Initiative becomes the non-Initiative Player. After both Players have completed all Phases in the sequence, the Game Turn begins again at 1) Initiative Phase.

14.0 Command and Control.

14.1 The function of the C-in-C.

The function of the C-in-C in Great Captain is:

- 1) To issue, remove or change Order Markers (OMs)
- 2) To rally disordered, pursuing and routing troops.
- 3) To assist Units in combat.

14.3 Options of C-in-C.

During the Command and Control phase of a Player with the Initiative, the C-in-C may select one from the following sequence of options:

A) Leave a Unit if he is, attached to one, to issue OMs to his Battle Groups. The C-in-C is, placed within one Base width to the rear of the Unit.

B) Move immediately, or at the end of the movement phase, or remain in position and issue OMs to his Battle Groups or join a Unit to assist it in melee, or rally a Battle Group (see F) below). The C-in-C has an unlimited move and can move to any part of the battlefield.

E) Issue an OM to a Division in melee's unengaged Unit or contiguous Units, to break them off as a separate Battle Group. All Units must be broken off if there is more than one that are unengaged, to form the new Battle Group. The break point must be at a separate contiguous Division if there is one, otherwise at the first contiguous unengaged Unit of the engaged Division. The OM given to the Battle Group breaking off cannot be a Formation Change or Halt OM. It costs one of the C-in-C's OMs to break off those unengaged Units or Unit that are of High Morale and two OMs to break off those unengaged Units or Unit that are of Average Morale. Units that are of Raw or Poor Morale, cannot be broken off.

Any unengaged Unit(s) of a Division of Rash troops, untrained Elephants or Scythed Chariots must break off after contacting enemy troops and complete any remaining move. If they do not have any remaining move they will break off during the Player's next initiative Phase or if they can intercept enemy troops during the opposition's initiative phase.

F) Join a Battle Group to rally all Units that, are disordered caused by interpenetration. The Units are rallied at the end of the Initiative (21.1)

After Cohesion tests either Player's C-in-C may influence the rallying of friendly Units, which are either routing or pursuing (24.2, 24.3, 24.4).

A C-in-C cannot leave a Unit to join another Unit during the Command and Control phase.

A C-in-C that, is already attached from the previous Initiative and has not been detached at the start of the Initiative, or has been attached at the start of the Initiative, cannot issue any Order Markers this Initiative. A C-in-C is considered attached (and assisting in combat if the Unit is in melee) if he is in base-to-base contact with a friendly Unit.

14.4 Issuing of Order Markers by the C-in-C

During the Player's first Command and Control phase of the game, they may place up to, three, OMs. Each OM is, placed adjacent to a Battle Group. The Battle Group will then carry out that order during the Movement Phase. After the players first game turn Players can place and/or change, up to two OM's. Again, any Battle Group with an OM will carry out that order during the Movement Phase.

The issuing of OMs represents direct orders from the C-in-C to the various Battle Groups of an army and/or sub-commanders daring to use their own initiative (a very rare occurrence). Every Battle Group requires an OM to move, change formation (if permitted), during the Command and Control phase, or halt (unless missile armed troops who move into their shooting range of the enemy and who may then halt to bring the enemy under effective fire).

The OM's, which can be, placed are as follows:

- 1) **Manoeuvre Bold (MB)** – The Battle Group **must** move between half and full move making any appropriate deductions for wheels. (15.2)
- 2) **Manoeuvre Cautious (MC)** – Battle Groups with this order **must** move a quarter to half of their move distance.
[The Manoeuvre orders 1) and 2) above, are used to approach the enemy, not to attack and make contact, but to deny the enemy time and space, reduce its room to manoeuvre, and to bring the Player's troops into a suitable position to shoot and/or Attack. The troops cannot approach closer than ¼ base width.]
- 3) **Attack (A)** – Battle Groups with this order **must** move to contact enemy, with at least part of the Battle Group, if this is within their move allowance. Otherwise, they must move their maximum move. They can make any wheels necessary, with, the intention of making contact and to, bring troops into Melee with the enemy. They can manoeuvre i.e. wheel, to bring their troops into contact with an exposed flank or rear, but if they cannot achieve this, they must contact frontally.
- 4) **Halt (H)** – This is to halt troops, which have any of the above orders.
- 5) **Formation Change (F)** – This order is, used to change formation of the Battle Group manoeuvre element. (15.3)

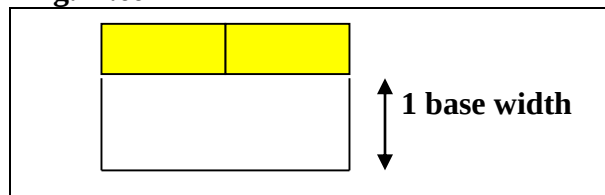
OM's are, represented by a specific counter and remains in force until removed or changed. Troops that are, Rash can only be issued with an Attack Order Marker.

Any Battle Groups that do not have an Order Marker may not change formation nor move during that period's movement phase, even to try to counter threatening moves against them.

(14.5) Intercept Move

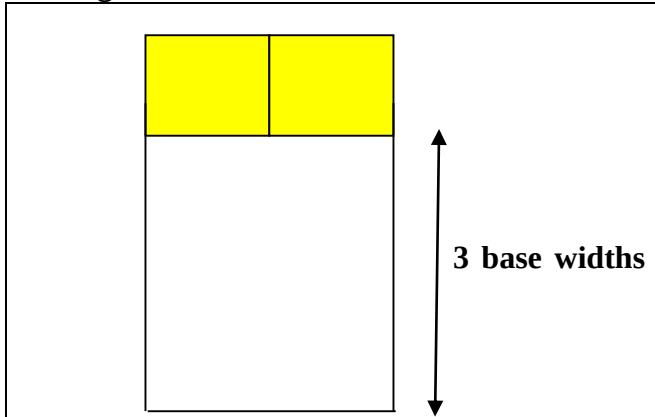
This is the only movement allowed during the Player's, who holds the Initiative, movement phase, by the non-Initiative Player, allowing the Player to respond to a manoeuvre of the opponent. This represents either, the Divisional commander using his own initiative, or following 'standing orders' given to the troops to respond to such situations and overrides any orders the Battle Group has been issued with. This move allows the non-Initiative player to intercept enemy troops before they complete their manoeuvre. When any enemy Unit or Division enters, changes formation, or moves in any direction within the intercept zone of a Division and is capable of being intercepted the non-Initiative Player declares an Intercept move. The Players Unit(s), which can contact while still maintaining contact with their Division are, then moved into contact (except Skirmish Mounted) with the target, halving the distance between the two. Enemy troops, cannot be intercepted that are pursuing routers and are directly to the front. They must, be received at the halt if they make contact.

Fig.14.0a



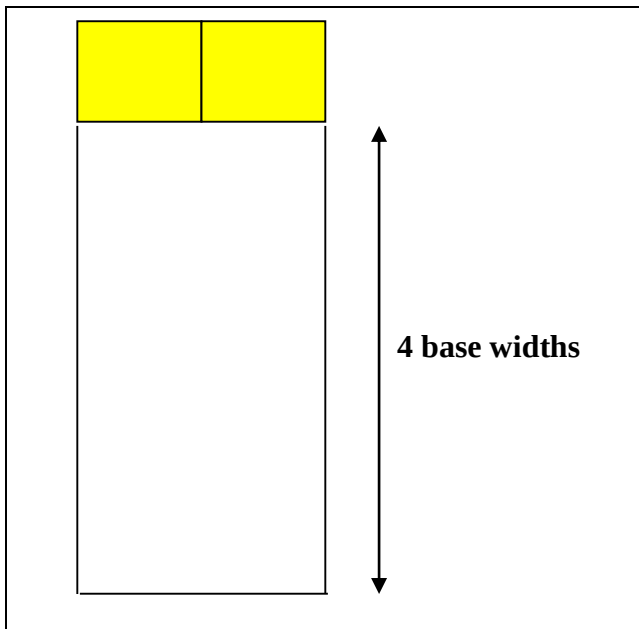
Shock Foot can intercept enemy Shock Troops (except enemy Shock Mounted intending to make contact) if they enter a zone equal to the frontage of the Division by one base width deep directly to their front. (Fig.14.0a)

Fig.14.b



Shock Mounted can intercept and contact enemy Shock Troops if they enter a zone equal to the frontage of the Division by three base widths deep directly to their front. (Fig.14.0b)

Fig.14.0c



Skirmish Mounted can intercept but not contact, enemy Skirmish Mounted to bring them into shooting range, if they enter a zone equal to the frontage of the Division by four base width deep directly to their front. (Fig.14.0c)

15.0 Movement

Only those Battle Groups entitled to move under the provisions of the Command and Control phase may do so during the movement phase.

Movement Rates

The movement rates stated in the table below are the maximum number of base widths (the number in brackets is the distance in millimetres) a Unit, is permitted to move over or through the terrain indicated.

Table 1. Movement Rates

Troop type	Good going	Built up areas/ Wood	Streams	Steep hills, Marsh,Rough going,soft sand
Heavy Cav/Ch/Cam/ Knights Cataphracts/ Elephants/ Sycthed Chariots	6 (480)	1 (80)	1 (80)	2 (160) *
Skirmish mounted	8 (640)	2 (160)	3 (240)	3 (240)
Skirmish foot	4 (480)	3 (240)	3 (240)	3 (240)
All Close order Foot /Infantry	4 (320)	2 (160)	1 (80)	1 (80)
Mulecart Art, War Wagon	2 (160)	N/A	N/A	N/A
All other Art	1 (80)	N/A	N/A	N/A

*Except Camels may move up to their full move in Soft sand.

15.1 Movement Restrictions

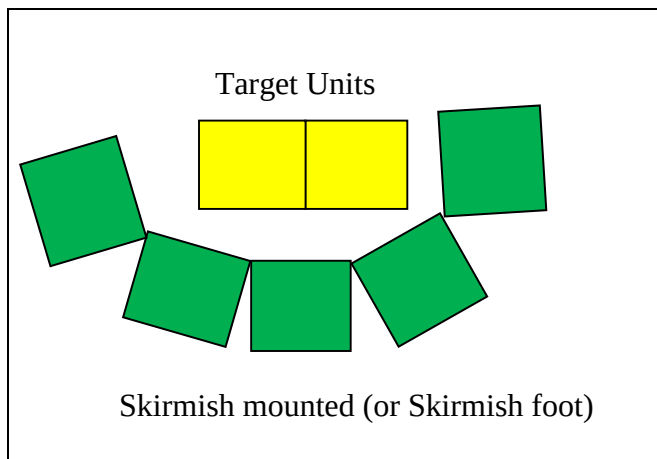
Except for Battle Groups under Attack Orders or Battle Groups, that have been, intercepted by

enemy troops, or when Shock Troops are moving toward enemy skirmish troops, hostile troops must halt and may not contact one another. Troops must also halt and may not contact friendly troops unless they can interpenetrate without disordering either parties (15.11), except untrained Elephants, Scythed chariots and rash foot will burst through Shock troops disordering both parties. Any Skirmish foot that are between the opposing lines when they are one base width apart are, removed from the table but do not count as lost.

Battle Groups may never voluntarily separate Divisions, and Divisions may never voluntarily separate Units, from their parent body. A Unit must be at least in partial contact with another of the units within the same division. Except that, move distance permitting, Units of both Skirmish Mounted and Skirmish Foot (Skirmish troops) may pivot on a corner of contact to bring as many Units into shooting range. (Fig.15.1)

Untrained Elephants, Scythed Chariots and Rash Units, Attacking or Intercepting, must break off unengaged Units of their Division up to their full move distance, if the Division they are part of has contacted enemy troops. All other Shock troops, Attacking or Intercepting, can step forward unengaged Units, while remaining in contact with friendly Units of the Division, into contact with enemy Units to their front- extra movement if necessary, being permitted for this.

Fig.15.1



15.2 Wheeling

All Battle Groups can make a wheel or wheels, during the movement phase, pivoting on either corner of their leading base edge. The cost to movement for a wheel up to 90 degree, is to subtract the number of base widths equal to the Battle Groups frontage in base widths, from the Battle Groups maximum move. For example, for a Battle Group of Shock foot that moves four base widths, and their frontage is two base widths, they subtract two base widths from their move after wheeling. They can then move forward the remainder of their move, which is two base widths, or carry out another wheel of up to 90 degrees, using up all their movement. If the frontage of the Shock foot was three base widths it would be able to carry out only one wheel of up to 90 degrees and then move one base width.

A Battle Group can move then wheel or move in between multiple wheels as long as it has the move allowance outlined above to do so.

If their frontage is greater than their full move allowance in base widths, they can only wheel in arc from the end Unit of the Battle Group, 3 base widths.

Skirmish troops do not deduct for wheeling but each Unit of a skirmish Battle Group can move directly up to its full move as long as it ends in contact with another Unit of its Battle Group.

15.3 Formation Changes.

Battle Groups form column from line by a quarter turn, or line to column by the same manoeuvre. Battle Groups that are Ponderous foot, cannot form line to column or column to line, except when passing gaps- see below.

Skirmish Troops do not deduct for any formation change including an about turn of 180 degrees. However, for Shock mounted, the Battle Group deducts the full move from its move allowance, when changing formation from line to column or column to line. Flexible Battle Groups troops

deduct half a move from their move allowance when changing formation from line to column or column to line. Trained Elephants deduct $\frac{1}{4}$ move when changing formation from line to column or column to line.

Battle Groups with disordered Units may not form column/line/column by these manoeuvres.

All troops in line making a quarter turn will end up in a column one Unit wide (15.2 A and B).

Columns form up from line, on the position of the end Unit in line facing the direction they intend to move (15.2 A and B).

All troops may form a column to pass gaps and form up with the leading Unit opposite the gap (15.2 D). A gap is, considered to be, any patch of open terrain one base width between two obstructions. Those obstructions may be either terrain that would cause disorder and or other friendly Units.

Columns that turn to form line do so by extending Units from the position of the rearmost Unit.

Rash troops, pursuing troops, irregular commanded Battle Groups of Shock foot, and Battle Groups of Poor morale {P}, may only form columns to pass gaps to their front as indicated in Fig. (15.2), not by quarter turns.

Battle Groups of Shock Foot (except Rash troops) may form or un-form square. They may retire up to half move if ordered during the movement phase still in square.

Units of a Battle Group that are on bases 80mm by 40mm form a square two Units deep. They form up on the centre of the division with the front of the Units facing outwards. Units of a Battle Group that are on bases 80mm by 80mm form a square by turning their end Units 90 degrees with their front facing outwards. A single Unit Battle Group is, designated in square by its Order Marker.

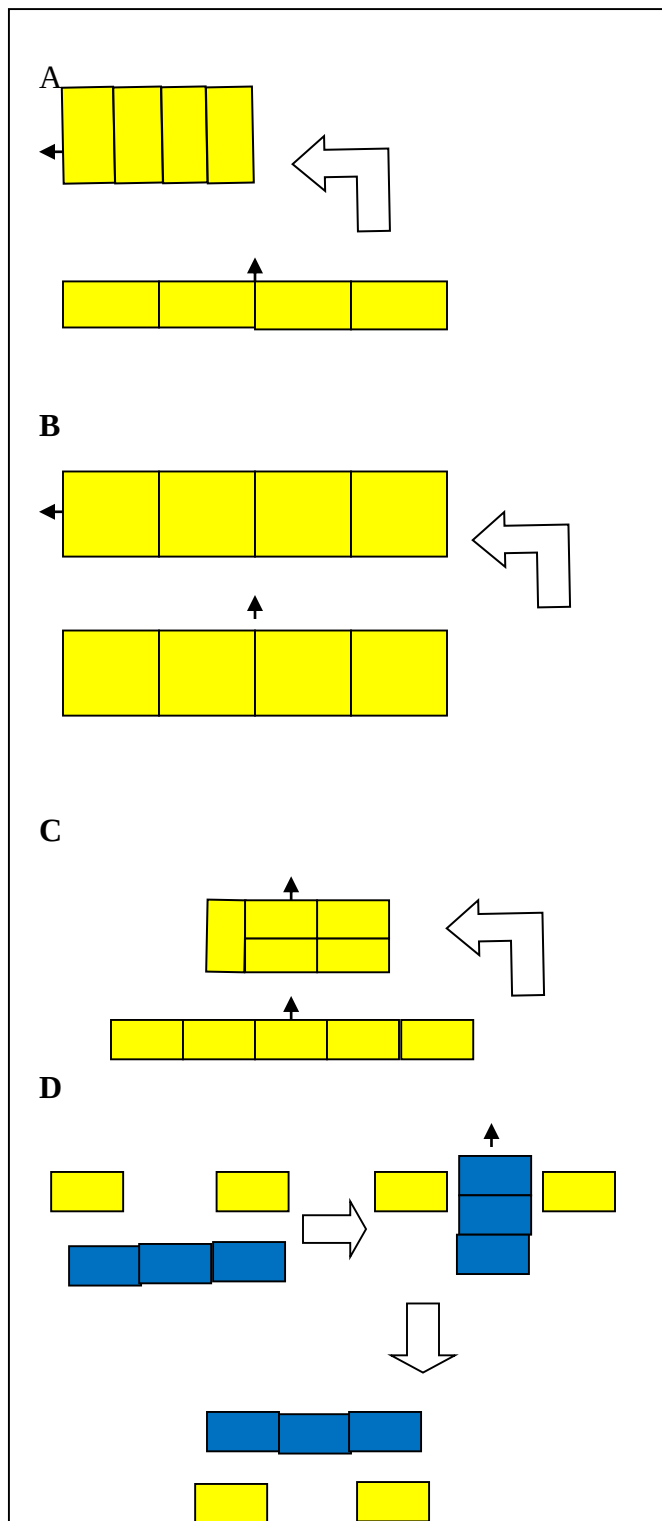
Battle Groups in square cannot advance.

Troops in square or column, do not recoil in melee but become disordered instead (17.9).

Shock troops deduct a full move allowance if ponderous, a half-move if flexible, to about turn 180 degrees or form square.

If a Battle Group makes a formation change within the Intercept zone of enemy Shock Troops and is intercepted it's Units count as fighting against the attacker disordered.

Figure 15.2 Forming Column/Line and Square



Example (A) shows a Battle Group consisting of four Units 80mm by 40mm in line. These will form a column one Unit wide.

(B) Shows a Battle Group of four Units 80mm by 80mm in line, These will form a column one Unit wide.

(C) shows how a Battle Group of five Units (80mmx40mm) in line forms a square. The division forms up on the centre of its front. The arrow indicates the centre of the Battle Group. A Battle Group of Units that are on bases 80mm by 80mm form a square by turning their end Units 90 degrees with their fronts facing outwards.

Example (D) shows a three Unit Battle Group passing a gap. The Battle group first forms a column opposite the gap. This will deduct a full move from its movement allowance if it is Ponderous, half move if it is Flexible. Flexible troops will therefore be able to move up to half a move through the gap. Once its leading Unit has cleared the gap it can form line, taking a full move if Ponderous, half a move if flexible, and make any movement forward it has remaining from its movement allowance.

15.4 Falling Back

All Skirmish foot engaged with and faced by advancing enemy Shock foot under manoeuvre orders, must fall back facing their opponents without contacting, up to their maximum effective shooting range of one base width. Skirmish mounted engaged with and faced by advancing enemy Shock foot under manoeuvre orders, or Shock mounted under manoeuvre orders, must fall back facing their opponents without contacting, up to their maximum effective shooting range of one base width, unless the Skirmish mounted have enough move allowance to move past them (see 15.5). Should the falling back move take them into fresh enemy they can attempt to avoid them. If in the process of doing this any Units are, caught by the

attacker, or they cannot avoid the enemy, they are, destroyed and will trigger a cohesion test in any remaining Units within one base width.

Skirmish(S) in the open and Skirmish Mounted must also fall back facing opponents of Auxiliary(s)(As), unless the Skirmish Mounted have enough move allowance to move past them (see 15.5).

Skirmish Foot may also fall back, if they wish, facing, enemy Skirmish Foot up to their maximum effective shooting range.

All regular commanded (14.0) Shock Mounted (except cataphracts) and all irregular commanded (14.0) bow armed Shock Mounted may fall back maintaining two base widths distant in the face of advancing enemy Shock Foot Battle Groups, facing their opponents.

Mounted troops falling back in the face of advancing Shock Foot may not voluntarily leave the battlefield.

15.5 Light cavalry flowing around opponents.

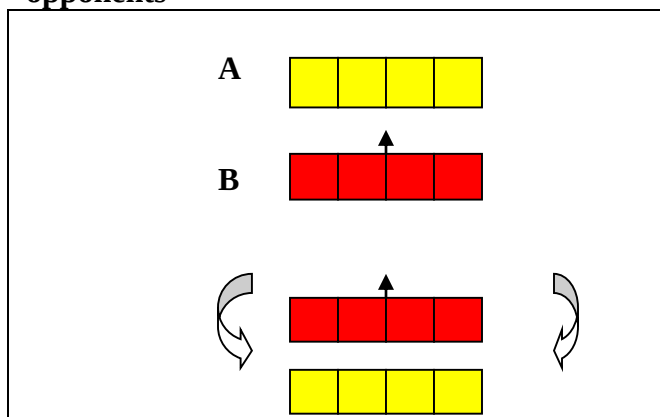
If the line of advance of enemy Troops under manoeuvre orders or Auxiliary(s), should go through a position currently occupied by Skirmish mounted and the Skirmish mounted are not a target of those enemy troops under Attack orders then the Skirmish Mounted may 'break ranks' and allow the enemy to pass through their current position. This is providing a one base width gap (80mm) exists on at least one flank of the advancing enemy. If they wish to engage with the front of that enemy, they must fall back facing them. To summarise, they may allow an enemy that does not intend to contact them to pass through their current position whilst they may flow around the open flank(s) and then skirmish against that enemy's rear (Fig. 15.3).

15.6 Replacing front line Shock foot in melee.

Front line, Shock foot Divisions that are in melee may be, replaced by a Division of Shock foot, directly to their rear and within four base widths,

without disordering either party. This may take place during the Player with Initiative's movement phase and the replacing Division issued with an Attack OM. The replaced Division, is placed immediately to the rear of the Division that is replacing them in melee.

Figure 15.3 Light cavalry flowing around opponents



In the example Skirmish Mounted (A) are, shown flowing around an opponent of Shock Mounted (B). As the Shock Mounted advance but do not charge, the Skirmish Mounted break ranks and flow around the flanks of the heavier troops. The Skirmish Mounted reform to skirmish with the rear of the enemy troops

15.7 Rash Troops, Untrained Elephants and Scythed Chariots.

Once in motion, Rash Troops, Untrained Elephants and Scythed Chariots, must make their full moves toward their intended target, when under Attack Orders. If they have friendly unengaged Shock Troops or Skirmish Troops covering their front they will interpenetrate them, causing disorder to both parties. They will displace Skirmish Foot.

15.8 Withdrawal of Skirmish Foot through Shock Troops.

When two opposing battle lines of shock troops move to within one base width of each other, all Skirmish Foot that are in between, are, withdrawn unprompted.

The C-in-C, during the Command and Control phase may issue an Order Marker withdrawal of Skirmish Foot through Shock Troops during the movement phase (14.4), allowing the heavier troops to continue their advance un-disordered.

Skirmish Foot who are either forced back or withdrawn through, or else evade or rout through, or are, displaced by shock troops, are, removed from the table. Those that are, routed off the table count as losses for calculating the battle winner and loser. Those otherwise removed, do not.

Skirmish Mounted retire half to full move instead.

15.9 Evade moves

All Skirmish foot Units, and Skirmish mounted Units must attempt to evade enemy Attack moves they are, in the path of, or directed against them, and enemy pursuing Shock troops, unless otherwise specified (9.1). All Skirmish foot, must also attempt to evade enemy Shock mounted or Skirmish mounted, under manoeuvre orders, unless otherwise specified (9.1).

All Skirmish mounted troops evade up to their full normal move from Attack moves and up to three base widths from pursuing enemy Shock troops, facing away from the enemy

Skirmish foot evade up to 4 base width from enemy Attack moves of Shock foot and up to two base widths from pursuing Shock foot. They evade up to 4 base widths from Attack, Pursuit, and Manoeuvre moves, of Shock mounted, and Manoeuvre moves of Skirmish mounted, facing away. If in the process of doing this any Units are, caught by the attacker, or they cannot avoid the enemy, they are, destroyed and will trigger a

cohesion test in any remaining Units within one base width

All troops end facing away from the attacker.

All troops must be placed beyond any Units they are interpenetrating when their evade move ends, extra move allowance being given.

Evade moves are made directly away from the Attacker or directly to the rear of the evading troops if such a move would end in terrain where the attacker would not catch them. Should the evade move take them into friendly troops or fresh enemy they can move in a direction to avoid them. If in the process of doing this, any Units that are, caught by the enemy, or they cannot avoid enemy troops, they are, destroyed and this will trigger a cohesion test in any remaining Units within one base width **(18.3)**.

Evasion is not a morale failure and therefore troops who have been ordered, to advance retain their OM and return to the attack next turn. If however, Skirmish Mounted should suffer any losses due to “accidents of ground” **(15.10)**, then their OM is, removed and they must be, prompted to advance again with a new OM.

Any Units of evading foot, which are, caught by mounted after they have moved their maximum evade move are, ridden down and removed from the table. Skirmish mounted must test for ‘accidents of ground’ **(15.10)** if evading from Shock mounted other than Elephants.

Shock mounted that attack Skirmish mounted to their front and end their move without contacting any enemy, acquire an attrition point.

Troops, which evaded, and were, pursued off table, test to return as per returning pursuers **(22.0)**. They may not test to return until the move after their pursuers have returned to the table unless their pursuers are Elephants or Scythed chariots for which the evaders test to return as returning pursuers.

Troops, which evade off table and are not pursued off table, need to roll anything but a 5 or 6 to return to the table at the point of their exit

when it is their Initiative at the ‘Returning Troops Phase’ **(13.0)**.

If part of a division evades off table the whole division is, removed.

15.10 Testing for ‘accidents of ground’.

Each Skirmish mounted Unit that is in the path of Shock Mounted Attackers must test when evading.

The procedure is that a D6 is, thrown for each Unit evading. On a die roll a score of 1 or 2 for a Skirmish mounted Unit, indicates that the evade move of that Unit has been impeded by some local obstruction (gully, wall, cactus, hedge etc.). All such Units that are, caught this way receive an attrition point and must take an immediate Cohesion Test.

15.11 Interpenetration.

Skirmish Troops routed through or recoiled by shooting **(16.4)** through friendly Shock Troops cause disorder to the heavier troop types Units interpenetrated.

Any Mounted troops can interpenetrate any Skirmish troops without causing disorder.

Skirmish Troops evading through Cataphracts, Scythed chariots, or irregularly commanded Shock Mounted- because these do not observe troop squadron intervals-cause disorder to those heavier troop type Units interpenetrated.

Skirmish Mounted interpenetrating Shock Foot Units cause disorder to the foot.

In all other circumstances Skirmish Troops may freely interpenetrate and be displaced by heavier troop types. Skirmish foot that are, displaced by heavier troop types are, removed from the table but do not count as losses **(15.8)**.

Mounted, when breaking off and rallying back from melee **(17.10)**, may interpenetrate Shock Troops facing in the same direction to their rear, as long as they are within normal break off

move distance but beyond three base widths, without causing disorder to either party.

All other interpenetration causes disorder except for replacing front line Shock foot in melee by Shock foot directly to the rear (**15.6**)

16.0 Shooting.

Shooting represents the continuous discharge over a period, of time, and not only one single shot, designed to wear down an opponent and break their morale.

Once a Unit or Units of a Battle Group of Skirmish Troops manoeuvres into shooting range the Battle Group becomes ‘locked on’ to their target and the Units in range must remain in shooting range. This means that if the target moves, both the Player with Initiative and the non-Initiative Player’s shooters, will keep within shooting range. If the target’s movement rate allows them to, eventually move out of range, the shooter does not remain ‘locked on’ but halts in position of its maximum movement.

Shock Foot that stop to shoot, halt and lose their OM.

Shock foot armed with javelin or bow may shoot at a target if they have triggered an intercept move by the target by moving into the target’s intercept zone (**14.1**). The shooting procedure is, carried out after contact by the interceptors during the shooting phase (**13.0**).

Skirmish foot may shoot at Elephants or Scythed Chariots if they have triggered an intercept move by either of them by, moving into their intercept zone (**14.1**) and they stand to receive it. The shooting procedure is, carried out after contact by the interceptors during the shooting phase (**13.0**).

Skirmish Troops that shoot at a target that does not return fire may be, issued an OM to move, another target, or to move to include another target.

Shock Mounted armed with bow do not lose their OM when they stop to shoot. They can remain in position to shoot in subsequent moves, but as with Skirmish Troops above, can only switch targets if not fired upon by target, and must be issued with a new OM to do so.

Troops may shoot at the flanks, rear and unengaged front of an enemy engaged in melee if in shooting range.

Shooters may only shoot directly to their front (**Fig. 16.1**) except that Skirmish Mounted may shoot all round (using circulating tactics) i.e. at a target, that is within 1 base width of any edge of the shooter’s base, and is the target priority (**16.1**).

Units of both Skirmish Mounted and Skirmish Foot (Skirmish troops) may pivot on a corner of contact to bring as many Units into shooting range. (**Fig.15.1**)

16.1 Target Priority

1. The nearest target within Arc and shooting at themselves.
2. The nearest target in range.

Table 2. Ranges

Troop type/missile weapon	Base widths
All skirmish mounted and foot	1 (80mm)
Javelin (Auxiliary shock foot)	1 (80mm)
Crossbow, Mounted Bow, Arquebus	2 (160mm)
Staffsling, Footbow, Musket	3 (240mm)
Mechanical Artillery,	5 (400mm)
Rockets	5 (400mm)
Light Cannon	6 (480mm)
Heavy Cannon	10 (800mm)

Table 3 Shooting and Target Factors

Shooting Factors	
Longbow against Mounted	+3
Longbow against Foot	+2
Handgun, Arquebus, or Musket	+2
Caracole Pistoleers against Foot	+1
Mechanical Artillery, Rockets and Canon	+1
All non-Skirmish troops armed with Bow other than Longbow	+1
Shooting at a target wholly in cover from outside that cover	-2
Shooting while disordered (Shock foot other than auxiliaries count disordered if shooting in terrain that slows movement)	-2
The Unit of Skirmish Troops shooting has a similar Unit directly to the rear and in contact in support.	+1
Target Factors	
For each second and subsequent Unit, including any supporting Units, shooting at the same target Unit and not at any other target Unit (up to a maximum of -3)	-1
Target is disordered (Shock foot other than auxiliaries count disordered if shot at in terrain that slows movement)	-2

A targets protection factor drops to **Zero** against **All** if it is shot at directly in its rear by **Any** enemy shooters.

Table 4 Protection Factors

Targets Protection Factors			
Shooter Type	All Skirmishers, Levy, Art., Shock mounted on unarmoured mounts including Heavy chariots, Elephants	Shock mounted on ½ armoured and Caparisoned mounts, Shock Foot	Fully armoured Cataphracts, Barded Knights
All Sk	1	2	3
Javelin	1	2	3
Bow	0	1	2
X-bow	0	0	1
Longbow	0	0	1
Handgun	-1	0	1
Arquebus	-1	0	1
Musket	-1	0	1
Rockets	-1	0	1
Mech. Art	-1	0	1
Cannon	-1	0	1

16.3 Shooting Procedure

The Player with Initiative shoots all his eligible Units first, at the non-Initiative Player's Units that are the targets of the shooting, following the procedure outlined below. Once the Player with Initiative has completed all his shooting and the outcome of shooting, the non-Initiative Player then carries out his shooting of his eligible Units again following the procedure outlined below.

- 1) The Player shooting rolls 1xD6 for each Unit of Shock Troops, Skirmish Troops or battery of artillery, shooting. Any
- 2) Unit of a Player that is the target of shooting rolls a D6 for each enemy Unit that is shooting at it.
- 3) The Player who's Units are shooting adds or deducts any shooting factors to their D6 roll.(Table 3)
- 4) The Player who's Units are the target of shooting add their Protection factor, and deducts any Target Factors, to their D6 roll(s).(Table 3 and 4)

- 5) Compare the final scores after additions and deductions, and refer to the section on Outcome below (16.4) for the result.

N.B. The protection factor represents not only the effect of armour and shields against missiles but also, and more importantly, the morale effect of the formation's training and unit cohesion among the troops. This dissipates when troops are, shot at from the rear.

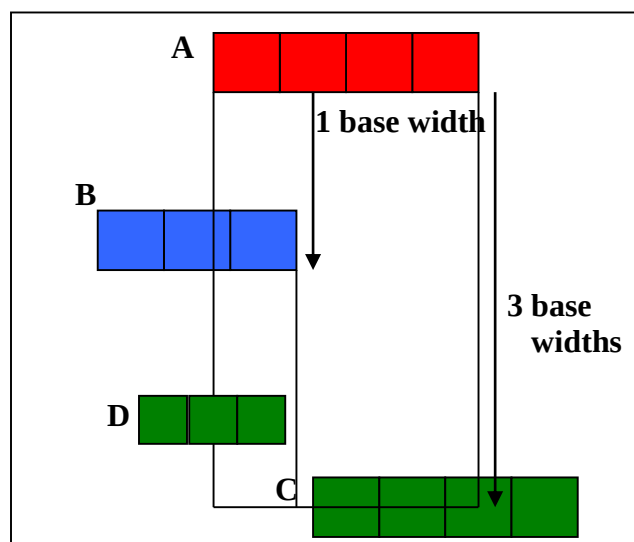
16.4 Outcome.

- Skirmish Troops Units that are the target Units shot at by other Skirmish Troops or Shock Troops, and all Units that are the target of regular troops armed with handgun, arquebus or musket, automatically receive one attrition point, even if they are, shot at by more than one unit.
- Those target Units, with a final score, lower than any of the Unit(s) that were shooting at them, have received a 'hit' from those Units. For example, if a target Unit is, shot at by three shooting Units and each of the target's three D6 rolls, after the addition of the protection factor, were lower than the shooters D6 rolls, it will mean they will receive three attrition points and must immediately take a cohesion test.
- If the C-in-C is attached and the target Unit scores a 1 and the shooting Unit's score is 6, the C-in-C is killed. He is considered to be immediately replaced by a sub-ordinate officer who will carry on in that role (see (13.0),(18.0) and (22.0) for effect of C-in-C being killed)
- Any Skirmish Mounted and Skirmish Foot Units, which lose the shooting combat and did not fail a cohesion test, must 'give ground', falling directly back one base width for foot and two base widths for mounted. If this takes any

Units off the table or into contact with other enemy, they are, destroyed.

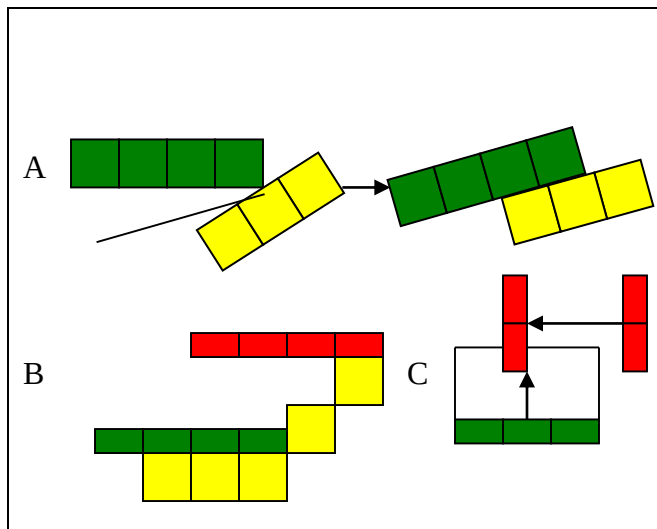
- Those Skirmish Troops which win and are still under orders to move with an Order Marker, must follow up one base width for foot and two base widths for mounted.
- In the case of the target Unit being Legionaries that can exchange ranks, the attrition is received by the front rank, or if part of a square, the outer rank that has the lowest attrition and or is in contact with the enemy.

Fig. 16.1 Shooting Zone



In the example above A is a division of Units of longbowmen. The range of foot bows is 3 base widths shown by the longer of the arrows- the shooting 'arc' is shown by the open box. In the case of division C Units 1, 2 and 3 are within range and are a target of the long bowmen and if any Units are 'hit' they receive an attrition point (16.3, 16.4). Units 2 and 3 of division B are also within arc of arc of each Unit of the Division. Units 2 and 3 of Division D, although within the shooting zone of Division A are, blocked by Division B and cannot be, shot at (17.6).

Figure 17.1 Examples of Attack and Intercept moves that end in contact



A) Shows an example of “swinging in” by two divisions that have contacted each other after an Attack or Intercept move. If the Target Division cannot swing in due to an obstruction then the Attacker/Interceptor conforms (swings in) to the Target. (B) Shows an Attacking or Intercepting Division echeloning forward its unengaged Units to contact more than one enemy division. (C) Shows an example of an Intercept move by a division entitled to and who have enemy Shock Troops moving through their Intercept zone.

17.0 Melee

17.1 Melee of Attack moves or Intercept moves.

Melee is, carried out during the Melee Phase of the Sequence of Play (13.0).

In Great Captain the melee result and the resulting cohesion test is, decided by the overall outcome of each unit’s performance. Quite simply, to win a combat a unit must push back or break more enemy units than are pushed-back or broken in its own ranks.

During each melee phase all flank or rear attacks are fully resolved i.e. including any morale, cohesion tests, rout, pursuits and any tests resulting from routs, before any other melee occurs.

17.2 Melee procedure.

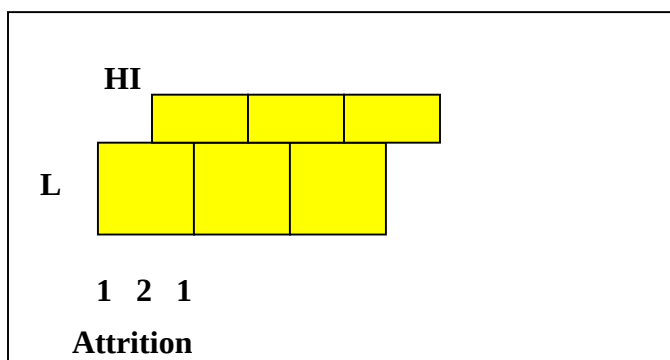
- 1) During the Melee phase once opposing Units have contacted one another then one D6 is, rolled for each Players’ Unit in melee.
- 2) This is, placed behind the Unit as a reference while the outcome is decided.
- 3) To the result of the die roll is, added the Unit’s current, combat factor (**see Army lists**) minus any attrition it has (17.6). To this score each Unit adds or subtracts its own tactical factors (17.7-Table 6).
- 4) This gives the Combat Value for each Unit of the Division in the Battle Group. The Combat value is, halved if the Unit is disordered (17.8).
- 5) The resulting Combat Values are, compared by each Unit with those opposing them. The highest scoring ones are the winners. If a unit is fighting two enemy units and wins against one and loses against the other it does not count itself as having lost the melee but rather, playing a draw. Additionally, any Unit that loses against one enemy unit and draws against another counts as losing the combat.
- 6) If the C-in-C is attached and the Unit scores a 1 and the opposing Unit score is 6, the C-in-C is killed fighting in the front rank. He is considered to be immediately replaced by a sub-ordinate officer who will carry on in that role (see (13.0),(18.0) and (22.0) for effect of C-in-C being killed)

17.3 Legionaries that fight in three lines

Historically Roman Units during the Republic and, from the Early to Middle Imperial periods

were able to exchange their ranks during combat. This is, reflected in the Rules by units maintaining their combat factor of eight in the second and third rounds of melee regardless of the number of attrition points received in the previous rounds. A separate counter representing attrition is, placed by the Unit for each round of melee. For subsequent rounds of melee after the third, do not subtract the first two rounds of attrition points from the Combat factors, only those of the third round of melee and any additional points acquired during subsequent melee. The number of attrition points will also include any from shooting this game turn and previous Shooting Phases. All attrition points from each of the separate counters count towards cohesion test totals for any Cohesion Test the Unit may have to take.

Figure 17.2 Legionary Unit that can Exchange Ranks



The figure L above shows three Roman Units that can exchange ranks during melee attacked by three Units of Shock Foot Heavy Infantry. Unit A has drawn its first round of melee and therefore receives one attrition point, it has lost the second round and receives two points. It has a total, of three attrition points towards the cohesion test it must take. Which, it passes. In the third round of melee, it wins the combat, and receives one attrition point and does not take a cohesion test. In any subsequent rounds of melee attrition points are, added to the number of attrition points received in the third round of combat. In each of the first three rounds of melee, its combat factor stands at eight UNLESS it received any attrition from shooting in ANY of the shooting phases.

17.4 Melee outcome.

- 1) Units of Shock Mounted, Elephants or Scythed Chariots, beaten by Elephants or Scythed Chariots, rout.
- 2) Skirmishers(S) and any Auxiliary(s) (As) beaten in melee, rout.
- 3) Units of Elephants that draw or are, beaten in melee but not routed, recoil between half to full move straight back. Scythed Chariots beaten by Skirmish Foot rout, those beaten by Shock Foot are, destroyed.
- 4) Shock Foot that are, beaten in melee by Shock Mounted, or Shock Foot that are in square that are, beaten in melee, do not recoil but become disordered.
- 5) A Shock Mounted Unit, that is faced by disordered Shock Foot Unit(s) that cover more than half their frontage at the start of the melee and beat them in melee, but do not rout them, break through them, emerging up to half a move behind them.
- 6) Elephants and Scythed Chariots that beat Shock Foot, but do not rout them, break through, disordering them. They are then removed from the table, unless their breakthrough move of 1 base width for elephants, 2 base widths for scythed chariots, from the rear of the enemy, brings them into contact with fresh enemy.
- 7) All other Units beaten in melee must recoil, if allowed on cohesion test outcome.

17.5 Combat factors.

All Units capable of combat start with a combat factor as indicated in their army lists, which, reduces with each round of melee fought (see attrition). Each Unit struck in flank or rear starts with a basic combat factor of zero against those

opponents before adding or subtracting tactical factors and attrition points.

17.6 Attrition points.

Attrition reflects the wearing down of a Unit will or ability to continue fighting efficiently. It represents an accumulation of fear, fatigue, battle shock, casualties and the gradual breakdown of command and control.

Each time a Unit acquires an attrition point a marker representing the total accrued amount is, placed next to the unit (2.0).

The total accrued amount of attrition points are deducted from a Unit's combat factor, every time it fights (except see Legionaries that fight in three ranks) (17.3).

Attrition points are cumulative and are, received by a Unit in the following Table:

Table 5. Attrition points.

Circumstance	Number of points
For each round of melee fought by flexible, ponderous, or skirmish infantry.	1
For each move any foot are defeated in a round of melee.	1
If rash foot is defeated by Elephants or Scythed Chariots.	2
For each round of melee fought by all mounted against foot.	1
For each second and subsequent round of melee of victorious mounted vs. other mounted.	1
For each Shock Troop Attack against evaders.	1
For each shooting hit from mounted-evaders armed with bow.	1
For Shock Mounted that Attacked or Intercepted that move and was victorious.	1
For defeated Shock Mounted in a second or subsequent round of melee against other Shock Mounted.	2
For Shock Mounted defeated by Shock Mounted that has Attacked or Intercepted this move.	4

Units that are, disordered at the start of the Melee Phase, double the final amount of attrition points they receive if they lose the melee.

Troops who have ridden down and scattered skirmishers who could not fall back fast enough during the movement phase do not pick up an attrition point for doing so.

Units supporting other Units in melee as an overlap, but are not themselves in base to base contact with an enemy, **do not** receive attrition points

17.7 Tactical factors.

Table 6. Tactical factors.

Circumstance	Factor
For any unengaged enemy Unit which is not disordered, overlapping it in melee by at least ½ a Base width (except do not count overlapped if in Square, or if Shock Mounted in the first round of melee against enemy Shock Foot, or if friendly troops are directly facing and within 1 base width of the enemy overlap).	-1
For any Unit of foot uphill of their opponent.	+1
If the C-in-C is fighting with the unit.	+1
Rash Units that have Attacked or Intercepted this phase.	+1
Trained Elephants in melee with Skirmish foot.	+1
For each level of Morale the Unit is above its opponent [e.g. a Veteran Unit (H) would count +1 if it was in melee against a Unit of Trained troops (Av), +2 if it were against a Unit of Raw troops (Av-R) and +3 if against a Unit of Poor morale (Po). A Unit of Trained troops (Av) would count +1 if it were against a Unit of Raw troops (Av-R) and +2 if against a Unit of Poor morale (Po).]	+1

At the beginning of each melee, each Unit will have combat value consisting of its D6 die roll plus its current combat factor (**see Army Lists for Unit's Combat Factor**).

The Combat Value of a Unit will be, affected by certain tactical considerations or factors, these tactical factors are, shown in the above table.

17.8 Disorder in melee.

All disordered Units halve their final Combat Value rounded down i.e. if the final Combat Value is 11, it is halved rounding down to 5.

For example, a disordered Pike unit with a combat rating of 14 after all die rolls and tactical factors are taken into consideration would halve the score to give a final Combat Value of 7.

17.9 Recoils.

Units beaten in melee recoil the total base depth of their opponent. For example, a pike block, which recoils an enemy sends them its base depth.

Units of Elephants, beaten in melee but not routed recoil half to full move. Troops interpenetrated by recoiling Elephants are disordered.

Friendly Units contiguous with recoilers must maintain at least corner to corner contact with them and therefore may have to fall back themselves to keep in touch by the minimum amount, even if they have recoiled their own opponents and breaking contact with the enemy if necessary.

Units may never voluntarily break the formation of their Division and Battle Group, they must always maintain base to base contact with those Units on either side by at least corner-to-corner contact.

Units of Shock Foot who are beaten in melee by Shock Mounted that have Attacked or Intercepted that round, and Units in column or line that are not fully formed, or in square, do not recoil but become disordered.

Units of Shock Troops who recoil into other friendly Shock Troops not aligned in the same direction cause disorder to both parties.

Skirmish Troops in the open when recoiled into from any direction by friends, give ground but do not cause disorder.

Any Units that recoil into enemy Shock Troops, (or into enemy Skirmish Troops that are, facing them in terrain that slows movement), surrender and are, removed from the table and are, considered to have failed a Cohesion Test.

If any Unit or part of a Unit is recoiled or breaks off, and ends off the table, the Unit is, considered to have automatically failed a Cohesion Test and routs.

Mounted Units recoiled by foot in terrain that slows movement is considered to have automatically failed a Cohesion Test and routs.

17.10 Break- offs from melee.

Shock Mounted Units other than Scythed Chariots-which are in melee with Shock Foot must break off combat with them if beaten, (but not routed) by them. They rally directly to their rear, halting facing the enemy, between half and full move sequence allowance. This is a permitted method for a Unit, to break voluntarily, the formation of the Division without receiving an OM.

Shock Mounted beaten by other Shock Mounted may break off and rally back between half and full move halting facing the enemy, if they pass their Cohesion Test by 3 or more points on their dice roll result. They immediately reduce their attrition by 2pts if the opponents have attacked or intercepted that phase, (even if they do not break off when having to pursue routing enemy). The victorious Shock Mounted halt on the spot.

If breakers-off, contact friendly troops or enemy Skirmish Troops or enemy Shock Troops not facing them within 3 base widths, and there is a one base width wide gap on at least one flank within 3 base widths of the point of contact they, flow around them, ending facing the direction,

they came. If there is no gap, or the gap is not 3 base widths from the point of contact, they burst through them disordering both parties (unless the breakers-off are mounted beyond three base widths of friendly Shock Troops) (15.11). Except Elephants ignore gaps and do not flow round but burst through friendly troops or enemy Skirmish Troops or enemy Shock Troops not facing them if within 3 base widths.

If breakers off contact enemy Shock Troops facing them within three base widths, a melee will take place, the breakers-off counting disordered in the following melee.

Breakers off may be Intercepted by enemy Shock Troops if they come within range (14.1).

17.11 Following up.

- All flexible Shock Troops and all ponderous Shock Foot who stand to receive a charge and win the melee may, follow up those they recoil.
- All others must follow up if they can.
- Rash Troops, if they win the melee will always follow up, breaking contact with friendly Units if necessary to do so.

A Unit, which recoils its opponent may maintain contact with the enemy so long as they maintain at least corner-to-corner contact with their own Units of their Division and Battle Group. If a friendly Unit(s) is recoiled that they are in contact with, they may have to break contact with any opponents they have recoiled, to maintain at least corner-to-corner contact with the friendly Unit(s).

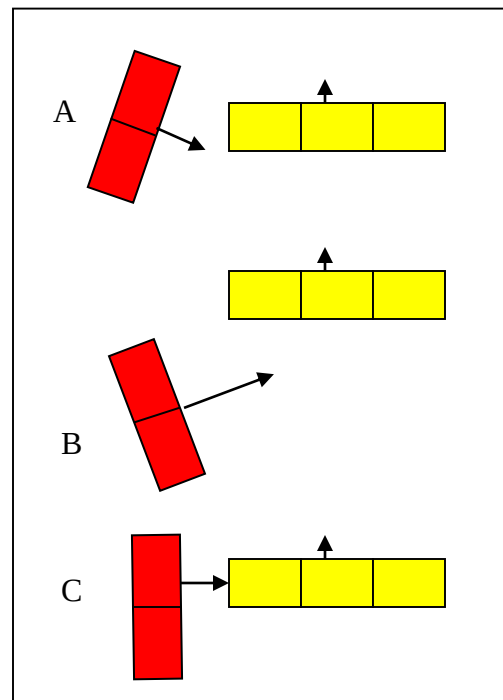
As stated in (17.9) Units may never voluntarily break contact with one another.

17.12 Rear/flank attacks.

Rear/flank attacks may only be, declared if the attacker is perpendicular to the flank or inclined to the rear of the target. Any Battle Groups that have orders to change formation but are

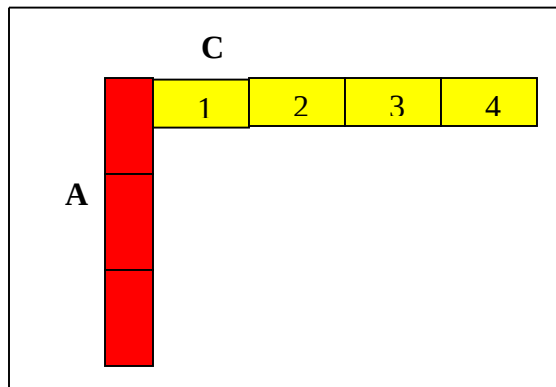
Intercepted in the flank or rear, they are, contacted in the flank or rear and are disordered. Since rear/flank attacks have an almost instantaneous and usually devastating effect they must be fully resolved including all, cohesion and army tests that may result from the outcome before all other melee takes place for that game turn. See Fig.17.4 for the melee procedure during a flank or rear attack.

Fig. 17.3 Permitted Flank/Rear attacks



In the example opposite (A) the charging division is neither perpendicular to the flank, nor inclined to the rear and constitutes a frontal charge. In example (B) the charging division is inclined to the rear and will constitute a charge to the rear. In example (C) the charging division is perpendicular to the flank and will constitute a flank charge.

Figure 17.4 Flank and Rear Attacks



In the example, Unit 1 of Battle Group 'A' strikes Unit 1 of Battle Group 'C' (ponderous) in flank. If Unit 'C' loses the melee it, immediately becomes disordered and takes a Cohesion Test. If Unit 'C' passes its cohesion test then it will continue the melee disordered. Should a Unit Cohesion Test as a result of losing a flank or rear attack, but is simultaneously being attacked frontally it must then resolve the outcome of that combat during the normal Melee Phase, counting the additional attrition points and disorder.

18.0 Morale.

18.1 Unit cohesion tests.

Cohesion represents the esprit de corps of a Unit and the confidence the troops have in each other. It reflects their shared combat experience, standard of training or belief in a cause that gives them the ability to endure. Therefore, veteran or fanatical (high morale) troops will usually have a much higher endurance threshold than raw and levy (poor morale).

18.2 Morale classes.

There are four morale classes of troops in Great Captain, they are:

Poor (Po): -These include Levy, which represent hastily conscripted or forced soldiers untrained and unwilling, and untrained Elephants and

Scythed chariots- these Units roll 1xD6 per Cohesion Test.

Average Raw (Av-R): -Raw troops, which may have some training but no battle experience and trained Elephants- these Units roll 2xD6 per Cohesion Test with a compulsory addition of +2 to their Cohesion Test factors.

Average (Av): -Trained in the use of arms to various degrees-these are either, the vast majority of tribal, garrison and mercenary troops- these Units roll 2xD6 per cohesion test.

High (H): -Veteran, experienced professionals or inspired fanatical warriors. Units roll 3xD6 per cohesion test.

18.3 When cohesion tests are taken by Units:

- 1) They have lost a shooting round, or a melee round.
- 2) The C-in-C has, been killed during shooting or in melee (17.2).
- 3) When a Unit is within 1 base width of a friendly Unit or Units that have been destroyed or failed a cohesion test. The test is, taken immediately the friendly Unit fails its Cohesion Test and before it carries out its rout move. A test is, not taken if the Unit has routed all its melee opponents this round.
- 4) Poor morale Units contacting the enemy under Attack Orders or attempting to Intercept, or being Attacked or Intercepted.
- 5) Units of Skirmish Foot within one base width of Skirmish Foot caught and scattered by mounted. Evading Units, caught due to accidents of ground.(15.10)
- 6) Units already in melee being Attacked by a new enemy unit.

All troops except other Skirmish Troops and Artillery, ignore routing Skirmish Troops and Artillery.

Veteran (H) troops ignore routing raw (Av-R) and levy (Po) troops.

Trained (Av) troops ignore levy (Po) troops.

Scythed Chariots ignore all other routers. Elephants ignore all other routers except other Elephants. Others ignore other routing/destroyed Elephants and Scythed Chariots, unless they are, burst through by them (17.4, 17.9, 19.0).

All morale classes count towards the army test.

18.4 Sequence and timing of cohesion tests during the game turn.

- 1) The C-in-C that is, attached to a Unit is, killed.
- 2) After all shooting has been, completed.
- 3) If Attacked or Intercepted and about to be contacted whilst already in melee or poor morale troops being Attacked or Intercepted and about to be contacted, or evaders testing for being 'caught' because of accidents of ground.
- 4) After each losing round of melee resulting from a flank attack.
- 5) After all melees have been, completed.

In case 4 they are fully resolved, including any rout and pursuit moves and any Cohesion and Army Tests that may result before the rest of the melee round is resolved.

18.5 Cohesion test procedure and test factors.

Any of the above examples will trigger a cohesion test, which is, made as follows:

- 1) Depending on the class of troop type testing, roll the appropriate number of dice.

- Poor morale troops (Po) – 1D6

- Trained troops (Av)– 2D6
- Trained raw (Av-R)-2D6
- Veteran troops (H)– 3D6

- 2) Add or deduct all the relevant Cohesion Test factors and compare the result with the dice score.

Result- if the dice score is higher than the combined total of the cohesion test factors then the division has passed its cohesion test and carries on.

If the dice score is the same or less than the combined total of the cohesion test factors then the division has failed its test and must make an immediate rout move.

In the case of the factors, equalling or exceeding the maximum dice score that can be, achieved, then, two D6 are, thrown. If the result is double six, the division has passed its Cohesion Test. Any other result is a fail

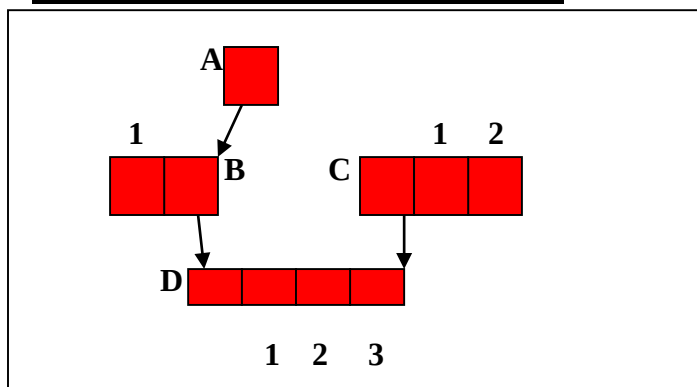
Table 7. Cohesion test factors.

Circumstance	Factor
For each attrition point inflicted on a unit or the combined total of attrition points inflicted on a unit that can and has exchanged ranks.	+1
For 'poor morale' Units being Attacked or Intercepted.	+1
For any unengaged enemy Unit(s) or unengaged Division(s), visible, facing and directly to rear within two base widths.	+1
For each flank that is unsupported (see below*).	+1
If the unit is A+B, A+Bsw, A+LB or A+XB.	+1
For troops that are <u>raw</u> .	+2
For Skirmish troops, except Auxiliary(s).	+2
For each 25% of Division** lost due to Units routing.	+3
If Cohesion Test results from flank or rear Attacked or Intercepted that move.	+3
If C-in-C killed in front rank.	+3
If any friendly Unit(s) has failed a Cohesion Test within 1 base width during the Player's Initiative.	+3
If the C-in-C is within two base widths of the Unit testing.	-1
C-in-C fighting with unit	-2
If enemy Unit(s) has failed a Cohesion Test seen this period during the Player's Initiative within 1 base width.	-3

*Units consider themselves unsupported if they are overlapped on an open flank by at least a half unit base width (except do not count unsupported if in Square, or if Shock Mounted in the first round of melee against enemy Shock Foot, or if friendly troops are directly facing and within 1 base width of the enemy overlap).

** Lost from the Division's composition at the start of the phase. Do not count Units lost from the previous phase, or that have broken off or pursued.

Figure 18.1 Cohesion Tests from Routs



In the example above Unit A has failed a Cohesion Test and routed. Unit B is within 1 base width of Unit A and therefore must test morale and take a Cohesion Test (**18.0**). Unit C is not within a base width of Unit A and does not test, nor is Unit D within 1 base width of A and will not need to test. If Unit B fails the Cohesion Test, the Unit routs. Unit D is within one base width of Unit B and will now take a Cohesion Test. Unit C will only need to take a Cohesion Test if Units D1, D2 and D3 all take tests one after another and rout since D3 is within one base depth of Unit C. All Units that rout after A have seen a routing Unit and therefore count +3 this turn in addition to any other cohesion test factors. If unit C routs as a result of failing its Cohesion Test this will result in a Cohesion Test for Unit C1. If Unit B happens to be a Unit of Skirmish Mounted and routs Unit D will only test if it is also Skirmish Troops. If unit A and D rout, Unit B will only count +3 for seeing both routing units.

19.0 Routing.

Routed troops break and rout directly away from the enemy they are, engaged with in melee or from shooting, except flank-attacked routers break directly to their own rear. If they are routing from enemy that are shooting from several different directions, divide the shooting arc the shooters make equally, and rout in the direction of the centre of the arc directly away from the enemy.

The rout move is divided into an initial one base width (Foot), two base widths (mounted), three base widths (Elephants and Scythed Chariots) move, the remainder of the rout move is then completed and the routing troops are removed from the table at the end of the game turn.

If routers contact friends within their initial rout move distance (Foot-one base width, Mounted-two base widths) they will burst through them causing disorder. If Elephants or Scythed Chariots contact friends or enemy troops within three base widths they will burst through them causing disorder.

If routers (except Elephants and Scythed Chariots) contact enemy Shock Troops (or enemy Skirmish Foot that are facing them in terrain that slows movement), within their initial rout move (see above) they surrender and are removed from the table. Otherwise, they burst through enemy Skirmish Foot.

Friendly Units of Skirmish Troops, Elephants and Scythed Chariots, and those troops whose morale class is poor are, automatically swept away in rout if, any part of them is, burst through.

Friendly Units of Shock Foot of which any part of them is, burst through by routing Elephants or Scythed Chariots must take a cohesion test. Friendly Units of Shock Mounted of which any part of them is burst through by routing Elephants or Scythed Chariots, are routed.

Beyond one base width for Foot or two base widths for Mounted, routers divert around or are, allowed to pass through friends and disperse at the rally phase if they fail to or are not, allowed to rally.

20.0 Pursuit.

A Unit that breaks an enemy Unit and that was in contact with the majority of its front or is the only Unit it is in contact with, will automatically pursue the routing Unit (breaking contact with any enemy Units they may still be in contact with) unless they rally (**22.2**). An unengaged friendly Unit of Shock Mounted adjacent to, and overlapping the Unit that breaks the enemy, will also automatically pursue the routing Unit, unless they rally. The exceptions to this rule are, that rash and irregular commanded troops must always pursue routers and only Skirmish Troops will pursue enemy Skirmish Troops after they rout from shooting.

Mounted pursue broken Foot three base widths and end the pursuit move still on the table. They rally on the spot, having cut down all the routers.

- If pursuers contact fresh enemy within one base width for Foot/Elephants, two base widths for Shock Mounted, from the initial point of pursuit, they must immediately resolve the fresh combat that period.
- If pursuers do not contact fresh enemy, within one base width for Foot and Elephants, and two base widths for Shock Mounted and Skirmish Mounted, except when mounted are pursuing and cutting down routing foot (see above) they are, removed from the table.
- Any troops contacted by enemy pursuers cannot Attack or Intercept them but are, contacted halted.

- Pursuers test to return at the start of their Player's next Initiative phase (22.0). Elephants, Scythed Chariots and Skirmishers (S) do not test to return once they have been, removed from the table.
- Rash and Irregular commanded Foot, which pursue may not test to rally on table but may test to return at the start of their Player's next Initiative phase (22.0).
- Skirmish Mounted and Skirmish Foot, all of whose target Unit(s) rout, must pursue. If they contact fresh enemy within one base width for Skirmish Foot and two base widths for Skirmish Mounted they halt in front of them, unless those enemy are Skirmish Foot who are, ridden down by Skirmish mounted and, removed from the table. If either Skirmish Mounted or Skirmish Foot do not contact enemy within two base widths for Skirmish Mounted, and one base width for Skirmish Foot, they continue pursuing the routers off table.

21.0 Rallying.

21.1 Rallying from disorder

Units will automatically rally from disorder after they have either:

- 1) Stood for four phases of Initiative if the cause of disorder has been due to interpenetration by routers, enemy mounted during melee, Elephants or Scythed chariots, and they have not been shot at, or shot, or been in melee.
- 2) Stood for two phases of Initiative for any other causes of disorder except 4).
- 3) At the end of the Initiative phase after the Battle Group they belong to has been joined at the start by the C-in-C.
- 4) Left terrain that causes them disorder.

21.2 Rallying on table from pursuit.

- If the majority of their opponents break in rout, Foot Units, which are not Rash, have a regular command system and score anything but a 1 or 2 on a D6, will halt and rally on their original line of combat. Add +1 if the Unit is of High morale, -1 if Poor or Average Raw morale. If the C-in-C is within two base widths, add +1.
- Shock Mounted Units, which are not rash, have a regular command system and are Flexible scoring a 5 or 6 will likewise rally and halt on their original line of combat. If the C-in-C is within two base widths of the Flexible Shock Mounted, add +3 on a D6 if veterans of high morale (H), or +2 if trained (Av). Flexible Shock Mounted accompanied by the C-in-C who rout all opponents plus any adjacent overlapping Units (see 20.0 Pursuit), rally automatically on the table.
- Skirmish Troops, irregularly commanded troops, Elephants and Scythed Chariots, pursue all routers off the table unless checked. Only irregularly commanded troops, Skirmish Mounted and Auxiliary(s) (As) may test to return.

21.3 Rallying from rout.

Units may only test once during a game to rally from rout and only then if they were, not pursued off table. Skirmish Troops and those of poor morale status may never attempt to rally once they are in rout.

- Un-pursued routing Units that pass behind steady Shock Troops or that are within two base widths of the C-in-C

when they fail the Cohesion test, attempt to rally on table.

- Un-pursued Units that do not pass behind steady Shock Troops or are not within two base widths of the C-in-C when they fail the Cohesion test, attempt to rally off table.
- Those routers who have a chance to rally on table test at the 'Rally Phase' (3) of the sequence of that game turn in which they rout. Those who rout off table test at the 'Rallying Off Table Pursuers Phase' (11) of the next game turn of their Player's Initiative.
- Units that rally on table do so disordered and must spend the whole next game turn regaining their order. They rally on the table edge directly facing in the direction from which they have fled.
- Units that rally off table are, placed back on the table edge at the point where they exited.
- Skirmishers, Elephants and Scythed Chariots do not rally from rout.

21.4 Test for rallying.

1) Throw the appropriate number of dice for the tester's morale class.

2) Calculate the following rally factors.

+1 point for each point of attrition

+8 for being in rout

-3 if C-in-C is within two bases of unpursued routers.

3) Compare the two scores.

21.5 Rally result.

If after all the calculations are, made the result of the dice throw is higher than the total of the rally factors then the Unit has successfully rallied. If, however, the dice throw is equal to or lower than that, then the Unit has failed to rally and may not return. A score of double six is always a pass (even if the rally factor total exceeds this score).

22.0 Returning pursuers.

Troops that pursue test to return to the table at the 'Returning Troops Phase' of the Sequence (13.0) of the next game turn of their Player's Initiative. If the C-in-C was attached to a Unit and that Unit has been routed or has pursued off tab, he may test individually, and requires a score of 4, 5, or 6 on a D6 to return to the table.

22.1 Testing for returning pursuers.

Troops that pursued off the table that are a contiguous group and from the same Division are, diced for at the same time with one D6 and return to the table as a single Division. Only if a single Unit is the only part of the Division that is off the table does it dices to see if it rallies and returns to the table.

A score of 6 indicates they have returned. Any other score fails to rally them that period. They are, placed at the edge of the table within six base widths of either side of the point at which the routers would have left the field.

To decide exactly where they return simply divide the total 12 base width by two base widths sectors (that gives six two base width sectors, three on one side of the routers exit point, three on the other). Number the sectors from 1 to 6 and roll 1xD6. The result gives the sector centred within which the pursuers come back.

If a river, or marsh or similar obstruction would channel the routers off the field at a certain point, then pursuers may not return on the opposite side of it to which they followed the routers off, but

instead number off six two base widths sectors from the obstruction and dice for the point of return as above.

23.0 Winning the battle-the army morale check.

An army must take a morale check immediately it has lost 33% of its total divisional army points. For example, an army whose army points total 180pts must test the moment at least 60pts of them have been routed or destroyed. If the army passes its morale check it must take an immediate

army test each time it loses a further Unit(s) adding any factors (see below).

Procedure- Roll 2xD6 and compare score with total of army morale factors.

Result- If the dice score is greater than the combined total of army morale factors, then the army has passed and continues to fight. If the total is less or equal, then the army has failed its morale test and has lost the battle.

N.B. a roll of double six is always a pass.

22.1 Army morale factors.

Condition	Factor
C-in-C lost	+2
*Each 5% lost	+1
*(rounded down e.g. 37% = +7)	

(refer to “**Definition of troop types**” (9.0) to define role and capabilities of troop types.

Trained Units of Elephants have escorts, which, allows a Unit to shoot as Skirmish Foot.

Front line Shock foot Divisions that are in melee may be replaced by a Division of Shock foot, directly to their rear and within four base widths, without disordering either party (see **15.6, 12.0**).

For an enjoyable game that can be, played in a relatively short period, of time, we recommend a total value of cost points for an army of 180pts.

Troop types and abbreviations used in lists.

Shock Mounted	
Heavy cavalry armed with javelin	HC
Heavy cavalry armed with lance	HCL
Heavy cavalry javelin and bow	HCB
Heavy cavalry lance and bow	HCLB
Cataphracts armed with lance	HCat
Cataphracts with lance and bow	HCcatB
Knights	Kn
Heavy Chariots	Hch
Heavy chariots with bow	HchB

Army Lists.

The lists here are for use with the Great Captain set of rules and represent the more familiar and popular armies associated with the Ancient, Medieval and Renaissance periods.

The lists may appear to be quite restrictive in variation and choice. This is deliberate on our part. Commanders in the past would not have had such luxury in being able to design the perfect army. We have not separated troops into their separate contingents if they functioned in exactly the same way and are of comparable skill and morale levels e.g. Greek or Thracian peltasts

Skirmish Mounted	
Light cavalry	LC
Light chariots	LCh

Expendables	
Elephants	EL
Trained elephants	tEL
Scythed chariots	ScyCh

Shock Foot	
Heavy infantry armed with spear and other pole weapons and/or sword	HI
Heavy infantry additionally armed with bow	HI+B
Heavy infantry additionally armed with longbow	HI+LB
Heavy infantry armed with crossbow	HI+XB
Heavy infantry armed with long thrusting spear	HIhop
Heavy infantry armed with pike	P
Heavy infantry legionaries armed with sword that exchange ranks	L
Warrior heavy infantry	W
Auxiliary infantry armed with javelin	A+J
Auxiliary infantry armed with bow	A+B
Auxiliary infantry armed with long bow	A+LB
Auxiliary infantry armed with crossbow	A+XB
Auxiliary infantry armed with javelin and bow	A+J+B
Auxiliary infantry armed with handgun	A+HG

Skirmish Foot	
Auxiliary troops in skirmish order	As
Skirmishing light troops	S

Combat factors

The Combat Factors for each individual troop type are, shown under the column heading **CF** in each of the army lists. Combat factors for Skirmish Troops only apply when they are entitled to engage in melee. The combat factor for elephants, scythed and heavy chariots are, shown as two separate numbers, one of which is in brackets. For Elephants and Scythed chariots the first number indicates the combat factor when fighting against any troops other than skirmishing foot. The number in brackets indicates the combat strength when fighting against skirmishing foot and if contacted by enemy Shock troops pursuing directly to their front. For Heavy chariots the first number

indicates the combat factor when in melee against other heavy chariots and skirmishing foot. The number in brackets is the combat factor against other shock mounted and foot. Roman Auxiliaries armed with javelin, Spanish shock foot in Carthaginian employ and Greek armoured (Thorakitai) peltasts, fight at a melee factor of 8.

Protection factors

Troop Type	Protection Factor
Shock foot	+2
For Shock mounted on unarmoured horses, Skirmish mounted, Skirmish foot (S), Auxiliary skirmish (As) and Elephants and Scythed Chariots	+1
*For Shock mounted on half-armoured horses	+2
*For Shock mounted on fully armoured horses	+3
Cataphracts	+3

*When this is the case in the lists it is shown in brackets after the troop type, for example HCLB(2), Kn(3).

Troop Classification (Training) and Morale

The lists indicate the troop classification and training of each troop type.

Troop Classification	
Flexible	F
Skirmish	Sk
Ponderous	P
Rash	R

Rash troops are, considered Ponderous for wheeling and formation changes.

Morale	
High Morale	H
Average	Av
Average raw	Av-R
Poor Morale	Po

All troops are of average morale unless indicated in the lists.

In certain cases, according to the lists, the morale of a Unit may be up-graded or down-graded.

Cost to up-grade or down-grade the morale of troops	
Each Unit of high morale (H) (e.g. veterans)	+3pts
Each division of levy of poor morale (Po)	-4pts
Each division of raw (Av-R)	-3pts

The Lists

At the beginning of each Army List are details of Command, whether a Regular or Irregular commanded army. The tables are, divided into six headings; Troop type, the Combat Factor (CF) of the Unit, the range of number of Units (Units) of a specific troop type allowed in the army, the training of the troop type (Training), the morale of the troop type (Morale) and the points cost of each troop type (Pts). Beneath each table, there is a section, which gives details of modifications allowed or any restrictions. Units chosen from a Troop Type category are, combined into a Division. These Divisions cannot exceed six Units and must be a minimum of two Units. Divisions, can be combined to form a Battle Group of more than one Division, (all the Divisions in a Battle Group must be of a similar troop type, e.g. Shock foot or all Shock mounted etc.), or kept separate as a single-Division Battle Group. The final tally of Battle Groups comprising a Player's Army, must add up to a total of ten. Do not count Artillery as this is, deployed as an attachment to a chosen Shock foot Battle Group (see **12.0**). We recommend Armies sizes to be between 180-300pts, but games with much larger Armies of up to 600pts have, been played successfully, using the rules!

1. Sumarian

Command: Regular

Divisions: Shock mounted [2], Shock foot [4-5], Skirmish foot [3-4]

Troop Type	CF	Units	Training	Morale	Pts
Onager heavy chariots (HCh)	4(2)	2-4	P	Av	8
Heavy infantry (HI)	8	12-16	P	Av	8
Auxiliary javelinmen (A+J)	7	4-6	P	Av	7
Auxiliary archers	5	4-6	P	Av	5
Skirmish foot (S)	2	4-6	Sk	Av	1

2. Egyptian

Command: Regular

Divisions: Skirmish mounted [2-4], Shock foot [2-4], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Light Chariots (LCh)		6-10	Sk	Av	4
Heavy infantry (HI)	8	8-10	P	Av	8
Auxiliary javelinmen (A+J)	7	4-8	P	Av	7
Auxiliary archers (A+B)	5	4-8	P	Av	5
Skirmish foot (S)	2	4-6	Sk	Av	1

3. Hyksos

Command: Regular

Divisions: Skirmish mounted [2-4], Shock foot [2-4], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Light Chariots (LCh)		10-20	Sk	Av	4
Heavy infantry (HI)	8	6-10	P	Av	8
Auxiliary javelinmen (A+J)	7	4-8	P	Av	7
Skirmish foot (S)	2	8-12	Sk	Av	1

4. Hittite

Command: Regular

Divisions: Shock mounted [2], Skirmish mounted [2-4], Shock foot [2-4], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Light Chariots (LCh)		2-8	SK	Av	4
Heavy Chariots with bow (HChB)	4(2)	2-4	P	Av	8
Heavy infantry (HI)	8	6-8	P	Av	8
Auxiliary javelinmen (A+J)	7	4-8	P	Av	7
Auxiliary archers (A+B)	5	4-8	P	Av	5
Skirmish foot (S)	2	4-6	Sk	Av	1

5. Assyrian

Command: Regular

Divisions: Shock mounted [2], Skirmish mounted [2-3], Shock foot [2-4], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Light Chariots (LCh)		2-6	SK	Av	4
Heavy Chariots with bow (HChB)	4(2)	2-4	P	Av	8
Heavy Cavalry (HC)	5	0-2	P	Av	10
Heavy infantry (HI)	8	6-8	P	Av	8
Auxiliary javelinmen	7	4-8	P	Av	7
Auxiliary archers	5	4-8	P	Av	5
Skirmish foot (S)	2	8-10	Sk	Av	1

6. Babylonian

Command: Regular

Divisions: Shock mounted [2], Skirmish mounted [2-3], Shock foot [1-2], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Light Chariots (LCh)		4-6	SK	Av	4
Heavy Chariots with bow (HChB)	4(2)	2-4	P	Av	8
Heavy Cavalry (HC)	5	0-2	P	Av	10
Heavy infantry (HI)	8	6-10	P	Av	8
Auxiliary javelinmen (A+J)	7	6-8	P	Av	7
Auxiliary archers (A+B)	5	4-6	P	Av	5
Skirmish foot (S)	2	4-8	Sk	Av	1

Up to 4 Units of Shock foot can be downgraded to Av-R.

7. Elamite

Command: Irregular

Divisions: Skirmish mounted [2-4], Shock mounted [2], Shock foot [2-4], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Light Chariots (LCh)		10-16	Sk	Av	4
Heavy Chariots with bow (HChB)	4(2)	0-4	P	Av	8
Auxiliary javelinmen (A+B)	7	8-10	P	Av	7
Auxiliary archers (A+B)	5	4-8	P	Av	5
Skirmish foot (S)	2	8-10	Sk	Av	1

8. Sea peoples

Command: Irregular

Divisions: Skirmish mounted [2-4], Shock foot [2-4], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Light Chariots (LCh)		6-10	SK	Av	4
Warriors (W)	8	12-16	P	Av	8
Auxiliary javelinmen (A+J)	7	2-6	P	Av	7
Auxiliary archers (A+B)	5	2-4	P	Av	5
Skirmish foot (S)	2	8-10	Sk	Av	1

9. Libyan

Command: Irregular

Divisions: Skirmish mounted [2-4], Shock foot [2-4], Skirmish foot [3-6]

Troop Type	CF	Units	Training	Morale	Pts
Light Chariots (LCh)		8-20	Sk	Av	4
Auxiliary javelinmen (A+J)	7	10-16	P	Av	7
Auxiliary archers (A+B)	5	4-6	P	Av	5
Skirmish foot (S)	2	10-20	Sk	Av	1

10. Midianite

Command: Regular

Divisions: Skirmish mounted [2-4], Shock mounted [2-3], Shock foot [2-3], Skirmish foot [6]

Troop Type	CF	Units	Training	Morale	Pts
Light Camelry (LCm)		8-16	Sk	Av	4
Heavy Camelry with bow (HCmB)	5	6-8	P	Av	10
Auxiliary javelinmen (A+J)	7	6-12	P	Av	7
Skirmish foot (S)	2	10-20	Sk	Av	1

11. Kushan

Command: Irregular

Divisions: Skirmish mounted [2-4], Shock mounted [1-2], Shock foot [2-4], Skirmish foot [3-6], Elephants [0-1]

Troop Type	CF	Units	Training	Morale	Pts
Light Cavalry (LC)		4-6	Sk	Av	4
Cataphracts (HCcat)	7	2-4	P	Av	8
Heavy Cavalry (HC)	5	0-2	P	Av	10
Auxiliary archers (A+B)	5	4-8	P	Av	5
Skirmish foot (S)	2	4-6	Sk	Av	1
Trained Elephants (tEL)	7(2)	0-2	P	Av	4

12. Chou, Chin, Han,

Command: Regular

Divisions: Shock mounted [1-2], Skirmish mounted [1-2], Shock foot [2-4], Skirmish foot [2-4], Artillery [0-1]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Chariots with bow (HChB)	4(2)	2-4	P	Av	8
Heavy Cavalry (HC)*	5	2-4	P	Av	10
Light Cavalry bow (LC)		2	Sk	Av	4
Heavy infantry spear and bow (HI+B)	8	2-8	P	Av	9
Heavy infantry spear and crossbow (HI+XB)	8	2-8	P	Av	10
Skirmish foot (S)	2	6-10	Sk	Av	1
Guard heavy infantry with spear and bow (HI+B)	8	0-2	P	H	12
Light Cavalry Javelin (LC)		0-2	P	Av	4
Tribal infantry (A+J)	7	0-4	P	Av	7
Artillery (Art)	NA	0-2		Po	2

*Only after 200BC.

The number of Units of HC and HChB cannot exceed the minimum number in the same army.
The total number of heavy infantry Units cannot exceed 12.

Up to 4 Units of Shock foot can be downgraded to Av-R.-3pt.

13. Tang

Command: Regular

Divisions: Shock mounted [2-4], Skirmish mounted [2-4], Shock foot [2-3], Skirmish foot [2-4], Artillery [0-1]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry (HCB)	5	2-6	P	Av	11
Heavy Cavalry with lance and bow (HCLB(2))	6	2-6	P	Av	13
Horse archers (LC)		2-4	Sk	Av	4
Light Cavalry with javelin (LC)		2-4	Sk	Av	4
Heavy infantry spear and bow (HI+B)	8	2-6	P	Av	9
Heavy infantry spear and crossbow (HI+XB)	8	2-6	P	Av	10
Skirmish foot (S)	2	6-10	Sk	Av	1
Cataphracts (HCcat)	7	0-2	P	Av	13
Guard heavy infantry with spear and bow (HI+B)	8	0-2	P	H	12
Tribal infantry (A+J)	7	0-4	P	Av	7
Artillery (Art)	NA	0-2		Po	2

The total number of heavy infantry Units cannot exceed 8.

The total number of Shock mounted Units cannot exceed 6.

Up to 4 Units of Shock foot can be downgraded to Av-R. -3pt.

14. Sung

Command: Regular

Divisions: Shock mounted [1-2], Skirmish mounted [2] Shock foot [2-4], Skirmish foot [2-4], Artillery [1-2]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry (HC)	5	2-4	P	Av	10
Horse archers (LC)		2	Sk	Av	4
Light Cavalry with javelin (LC)		2	P	Av	4
Heavy infantry spear and bow (HI+B)	8	2-8	P	Av	9
Heavy infantry spear and crossbow (HI+XB)	8	2-8	P	Av	10
Skirmish foot (S)	2	6-10	Sk	Av	1
Guard heavy infantry with spear and bow (HI+B)	8	0-2	P	H	12
Tribal infantry (A+J)	7	0-4	P	Av	7
Artillery (Art)	NA	1-2		Po	2

The total number of heavy infantry Units cannot exceed 12.

Up to 4 Units of Shock foot can be downgraded to Av-R.

15. Classical Greek

Command: Regular

Divisions: Shock mounted [1-2], Skirmish mounted [2], Shock foot [2-4], Skirmish foot [2-4], Artillery [0-1]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry (HC)*	5	2-4	P	Av	10
Light Cavalry (LC)		2-4	Sk	Av	4
Hoplites (HIhop)	9	10-14	P	Av	9
Peltasts (A+J)	7	4-6	P	Av	7
Auxiliary skirmishers (As)	4	4-6	Sk	Av	4
Skirmish foot (S)	2	6-10	Sk	Av	1
Bolt shooters (Art)**		0-2	P	Po	2

*Only after 450BC.

**Only Syracuse.

Up to 6 Units of Hoplites may be upgraded to Spartiates high morale {H}. +3pt.

16. Achaemenid Persian

Command: Irregular

Divisions: Shock mounted [2-3], Skirmish mounted [2-3], Shock foot [2-3], Skirmish foot [2-4], Scythed chariots [0-1]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry (HC)	5	4-6	P	Av	10
Light Cavalry (LC)		4-6	Sk	Av	4
Immortals (HI+B)*	8	6	P	H	12
Kardaces infantry (A+J+B)**	8	4-8	P	Av	9
Hillmen (A+J)	7	2-6	P	Av	7
Foot archers (A+B)	5	2-4	P	Av	5
Skirmish foot (S)	2	4-8	Sk	Av	1
Mercenary hoplites (HIhop)**	9	0-5	P	Av	9
Scythed Chariots (ScyCh)**	7(2)	0-2	P	Po	2

*Only Early Achaemenids.

**Only Late Achaemenids.

17. Classical Indian

Command: Regular

Divisions: Shock mounted [2], Skirmish mounted [1], Shock foot [2-3], Skirmish foot [2-4], Elephants [1-3]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry (HC)	5	2-3	P	Av	10
Heavy Chariot with bow (HCh+B)	4(2)	2	P	Av	8
Light Cavalry (LC)		2	Sk	Av	4
Archers with sword (HI+B)*	8	4-8	P	Av	8
Spearmen (HI)	8	2-4	P	Av	8
Hillmen (A+J)	7	0-4	P	Av	7
Skirmish foot (S)	2	4-8	Sk	Av	1
Elephants (EI)	7(2)	6-12	P	Po	2

Upgrade Elephants to Trained +2pt

18. Roman 275BC-250AD

Early Republican to Middle Imperial Roman.

Command: Regular

Divisions: Shock mounted [1-2], Skirmish mounted [1-2], Shock foot [2-5], Skirmish foot [2-4], Artillery [0-1]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry (HC)	5	2-4	P	Av	10
Legionaries (L)	8	4-10	P	Av	12
Numidians (LC)	NA	2-4	Sk	Av	4
Skirmishers (S)	2	6-10	Sk	Av	1
Cataphracts (HCcat)*	7	0-2	P	Av	13
Auxilia (A+J)	7	0-6	P	Av	7
Roman Auxilia (A+J(sw))*	8	0-8	F	Av	8
Auxilia archers (A+B(sw))*	7	0-2	P	Av	7
Artillery (Art)	NA	0-2	P	Av	2

Upgrade 2-4 Units of Legionaries to veteran high morale {H} and flexible (F), +3pt.

Downgrade up to 2 Units of Legionaries to Raw (Av-R), -3pt.

Divisions marked * -only after 25BC

19. Macedonian and Successor States 338BC-148BC

Command: Regular

Divisions: Shock mounted [2-3], Skirmish mounted [2-3], Shock foot [2-4], Skirmish foot [2-4], Elephants [0-2], Scythed chariots [0-1], Artillery [0-1]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry lance (HCL)	6	2-4	P	Av	11
Pikemen (HI)	11	4-6	P	Av	12
Hoplites (HIhop)	9	0-6	P	Av	9
Peltasts (A+J)	7	2-4	P	Av	7
Tarantines (LC)		2-4	Sk	Av	4
Skythian Horse Archers (LC)		0-2	Sk	Av	4
Skirmishers (S)	2	4-8	Sk	Av	1
Auxiliary Skirmishers (As)	4	0-4	Sk	Av	4
Cataphracts (HCcat)*	7	0-2	P	Av	13
Syrian Archers (A+B)*	4	0-2	P	Av-R	2
Thorakitai (A+J)	8	0-2	P	Av	8
Elephants (El)	7(2)	0-4	P	Po	2
Scythed Chariots (ScyCh)*	7(2)	0-4	P	Po	2
Artillery (Art)	NA	0-2		Po	2

Upgrade 1-2 Units of Heavy Cavalry Lance to Companions (HCL) to high morale {H} +3pt.

Upgrade 1-2 Units of Pikemen to Argyraspids to high morale {H} +3pt.

Upgrade all Thorakitai to high morale {H}, as Hypaspists, in an Alexandrian early Macedonian army +3pt.

Elephants can only be used after 317BC.

Upgrade Elephants to Trained (Av-R) +2pt.

Units marked *- only Seleucid armies.

20. Carthaginian

Command: Regular

Divisions: Shock mounted [2], Skirmish mounted [2-3], Shock foot [3-4], Skirmish foot [2-4], Elephants, [0-2], Artillery [0-1]

Troop Type	CF	Units	Training	Morale	Pts
Libyphonician heavy cavalry (HC)	5	1-2	P	Av	10
Gallic and/or Spanish heavy cavalry (HC)	5	2-4	P	Av	10
Numidian and/or Spanish light cavalry (LC)		2-6	P	Av	4
Libyan spearmen (HI)	9	2-4	P	Av	9
Libyan heavy chariots (HCh)*	4(2)	2-4	P	Av	7
Elephants** (El)	7(2)	0-4	P	Po	2
Numidian and/or Spanish skirmish foot (S)	2	8-10	Sk	Av	1
Greek and/or Italian Hoplites (HI)	9	0-4	P	Av	9
Spanish Scutarii (A+Sw)***	8	0-4	P	Av	8
Italian peltasts (A+J)	7	0-2	P	Av	7
Gallic warband (W)	8	0-4	P	Av	8
Artillery (Art)	NA	0-2		Po	2

*Early Carthaginian army

**Later Carthaginian army

***Spanish shock foot in Carthaginian employ.

Upgrade up to 2 Units of Libyan heavy infantry to high morale {H} flexible troops +3pt.

Upgrade Elephants to Trained (Av-R) +2pt.

Downgrade up to 2 Units of A+J to Raw (Av-R) -3pt.

21. Warrior

Gallic, British, Early German, Spanish, Dacian.

Command: Irregular

Divisions: Shock mounted [2], Skirmish mounted [1-2], Shock foot [3-5], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry (HC)	5	2-4	P	Av	10
Warriors (W)	8	15-18	P	Av	8
Skirmish foot (S)	2	4-8	Sk	Av	1
Light Chariots (LCh)*		2-4	Sk	Av	4
Light Cavalry (LC)**		2-4	Sk	Av	4

*Gallic up to 200BC, British.

**Gallic after 200BC.

Any or all Units of Gallic and Early German Warriors can be Rash

22. Late Roman

Command: Regular

Divisions: Shock mounted [2-3], Skirmish mounted [2-3], Shock foot [2-4], Skirmish foot [2-4], Artillery [0-1]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry (HC)	5	2-4	P	Av	10
Light cavalry with javelin (LC)	NA	2-3	Sk	Av	4
Sagittarii (LC)	NA	2-3	Sk	Av	4
Late roman legionaries (HI)	8	2-6	P	Av	8
Skirmishers (S)	2	2-4	P	Av	1
Clibinarii (HCLB[2])	6	0-2	P	Av	13
Cataphractarii (HCcat)	7	0-2	P	AV	13
Auxilia (A+J)	7	0-4	P	Av	7
Auxilia archers (A+B(sw))	7	0-2	P	Av	7
Artillery (Art)	NA	0-2		Po	2

The number of Shock Foot Units cannot exceed 10.

Up to a total of 8 Shock Foot Units can be armed with bow (HI+B, A+J+B).

Upgrade any or all Auxilia (A+J and A+J+B) to Auxilia Palatina CF=8 +1pt

23. Byzantine

Command: Regular

Divisions: Shock mounted [2-4], Skirmish mounted [2-3], Shock foot [2-3], Skirmish foot [2-4], Artillery [0-1]

Troop Type	CF	Units	Training	Morale	Pts
Clibinarii (HCLB(2))	6	4-6	F	Av	13
Heavy Cavalry lance and bow (HCLB)	6	0-2	F	Av	11
Sagittarii or Hun light cavalry (LC)		2	Sk	Av	4
Skutatoi (HI+B)	8	2-6	P	Av	9
Psiloi (S)	2	4-8	Sk	Av	1
Varangian guard (HI)*	9	0-2	P	H	12
Cataphractoi (HCcat)*	7	0-2	P	Av	13
Light Cavalry javelin (LC)		2-4	P	Av	4
Peltastoi (A+J)	7	0-2	P	Av	7
Auxiliary archers (A+B)	5	0-2	P	Av	5
Artillery (Art)		0-2		Po	2

Shock mounted cannot exceed a total of 6 Units.
All Heavy Cavalry lance armed troops are flexible.

*Only after 980AD.

24. Early Saxon, Frank

Command: Irregular

Divisions: Shock mounted [0-1], Shock foot [5-6], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Infantry (HI)	8	19-24	P	Av	8
Skirmish foot (S)	2	4-8	Sk	Av	1
Heavy Cavalry (HC)	5	0-2	P	Av	10
Foot Archers (A+B)	5	0-2	P	Av	5

Downgrade up to 6 Units of Heavy Infantry to Average Raw morale (Av-R) -3pt.

25. Slav

Command: Irregular

Divisions: Shock mounted [2-3], Skirmish mounted [2-3], Shock foot [3-4], Skirmish foot [3-4]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry (HC)	5	4-6	P	Av	10
Light Cavalry (LC)		4-6	Sk	Av	4
Heavy Infantry with spear and bow (HI+B)	8	8-12	P	Av	9
Javelin light spear armed foot (A+J)	7	3-5	P	Av	7
Foot archers (A+B)	5	0-2	P	Av	5
Skirmish Foot (S)	2	8-10	Sk	Av	1

26. Asiatic Nomad

Command: Irregular

Divisions: Shock mounted [2-3], Skirmish mounted [4-8], Shock foot [1-2]*, Skirmish foot [2-4]*

Troop Type	CF	Units	Training	Morale	Pts
Horse Archers (LC)		20-30	Sk	Av	4
Heavy Cavalry lance and bow (HCLB)	6	4-6	P	Av	12
Heavy Infantry (HI+B)	8	2-4	P	Av	9
Javelin light spear armed foot (A+J)	7	2-4	P	Av	7
Foot archers (A+B)	5	0-2	P	Av	5
Skirmish Foot (S)	2	2-8	Sk	Av	1

Up to 4 HCLB can be converted to HCB -1pt

Up to 2 HCLB can be converted to HCLB(2) +1pt

May include wagon lager as terrain features.

*Foot Units are, not allowed before, and are optional, after 800AD, if any used minimums apply.

Mongols – **Command: Regular**

27. Goths

Command: Irregular

Divisions: Shock mounted [2-3], Skirmish mounted [0-2], Shock foot [3-4], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry (HC)	5	4-6	P	Av	10
Light Cavalry (LC)		2-4	Sk	Av	4
Heavy infantry (HI)	8	12-16	P	Av	8
Foot archers (A+B)	5	2-4	P	Av	5
Skirmish foot (S)	2	4-8	Sk	Av	1

Up to 2 HC can be converted to HCL +1pt.

May include wagon lager as terrain features.

28. Sassanid

Command: Irregular

Divisions: Shock mounted [2-3], Skirmish mounted [2-3], Shock foot [2-3], Skirmish foot [2-4], Elephants [0-2], Artillery [0-1]

Troop Type	CF	Units	Training	Morale	Pts
Clibanarii (HCLB(2))	6	4-6	P	Av	13
Light cavalry armed with Javelin and bow (LC)		4-8	Sk	Av	4
Skirmish Foot (S)	2	4-8	Sk	Av	1
Daylami (A+J+B)	7	0-4	P	Av	8
Foot archers (A+B)	5	2-4	P	Av	5
Cataphracts (HCcat)	7	0-2	P	Av	13
Levy infantry (HI)	5	0-6	P	Po	4
Elephants (EL)	7(2)	0-6	P	Po	2
Artillery (Art)		0-2		Po	2

Upgrade Elephants to Trained (Av-R) +2pt.

29. Arab

Command: Irregular

Divisions: Shock mounted [2-3], Skirmish mounted [2-4], Shock foot [2-4], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Arab Heavy Cavalry (HC)	5	2-6	P	Av	10
Arab light cavalry (LC)		4-8	Sk	Av	4
Ghazi fanatic swordsman (A+sw)	8	2-4	P	H	11
Arab infantry with spear and bow (HI+B)	8	4-10	P	Av	9
Arab infantry with spear and crossbow (HI+XB)*	8	0-4	P	Av	10
Daylami (A+J+B)	7	0-2	P	Av	8
Arab foot archers (A+B)	5	0-2	P	Av	5
Skirmish foot (S)	2	4-8	Sk	Av	1

Convert up to 2 Units of Arab heavy cavalry (HC) to Turkish lance and bow armed heavy cavalry (HCLB) (+2pt).

Upgrade Arab infantry with spear and bow (HI+B) to High morale {H} +3pt, only before 750AD.

*Only after 750AD.

30. Later Saxon, Viking

Command: Irregular

Divisions: Shock mounted [0-1], Shock foot [5-6], Skirmish foot [3-4]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry (HC)	5	0-2	P	Av-Raw	7
Huscarls armed with two handed axe (HI)	8	2-4	P	H	11
Heavy infantry armed with sword or spear (HI)	8	16-18	P	Av	8
Foot archers (A+B)	5	0-3	P	Av	5
Skirmish foot (S)	2	6-8	Sk	Av	1

31. Norman

Command: Regular

Divisions: Shock mounted [2-4], Skirmish mounted [0-2], Shock foot [2-3], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Norman or Breton knights (Kn)	8	7-9	P	Av	12
Heavy infantry spearmen (HI)	8	6-8	P	Av	8
Foot archers (A+B)	5	4-6	P	Av	5
Skirmish foot (S)	2	4-8	Sk	Av	1
Light Cavalry (LC)		0-4	Sk	Av	4

32.Korean

Command: Regular

Divisions: Shock mounted [2-3], Skirmish mounted [1-2], Shock foot [2-4], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Cataphracts (HCcat)	7	2-4	P	Av	13
Heavy Cavalry (HC)	4	2-5	P	Av	10
Light Cavalry		2-4	P	Av	4
Heavy infantry (HI)	8	6-10	P	Av	8
Skirmish foot (S)	2	4-8	Sk	Av	1

33.Ghaznavid

Command: Regular

Divisions: Shock mounted [2-3], Skirmish mounted [2-4], Shock foot [2-3], Skirmish foot [2-4], Elephants [1-2],

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry (HC)	5	0-2	P	Av	10
Ghaznavid heavy cavalry with lance and bow (HCLB)	6	2-6	P	Av	12
Turk horse archers (LC)		4-8	Sk	Av	4
Heavy infantry armed with spear and bow (HI+B)	8	4-8	P	Av	9
Daylami (A+J+B)	7	0-4	P	Av	8
Skirmish foot (S)	2	4-8	Sk	Av	1
Elephants (EI)	7(2)	4-6	P	Po	2

Upgrade Elephants to Trained (Av-R) +2pt
A+J+B can be downgraded to Av-R morale.

34.Crusader

Command: Irregular

Divisions: Shock mounted [2-3], Skirmish mounted [1-2], Shock foot [2-3], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Knights (Kn)*	8	6-8	P	Av	12
Knights on barded horses Kn(3)**	8	6-8	P	Av	13
Light cavalry (LC)		2-4	Sk	Av	4
Heavy infantry with spear (HI)	8	6-8	P	Av	8
Crossbowmen (A+XB)	5	0-4	P	Av	6
Foot archers (A+B)	5	0-2	P	Av	5
Skirmish foot (S)	2	4-8	Sk	Av	1

Total number of Units of Knights, and Knights on barded horses, cannot exceed 8.

*Only before 1150AD.

**Only after 1150AD.

Any division(s) of HI can be converted to HI+XB +2pt.

35.Saracen

Command: Irregular

Divisions: Shock mounted [2-3], Skirmish mounted [2-4], Shock foot [2-3], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Heavy cavalry with bow (HCB)	5	4-6	P	Av	11
Horse archers (LC)		10-15	Sk	Av	4
Heavy infantry armed with spear and bow (HI+B)	8	4-7	P	Av	9
Turkish heavy cavalry with lance and bow (HCLB)	6	0-4	P	Av	12
Foot archers (A+B)	5	0-4	P	Av	5
Skirmish foot (S)	2	4-8	Sk	Av	1

Replace up to 4 Units of HI+B with HI+XB +1pt.
Replace up to 4 Units of A+B with A+XB +1pt.

36.Mameluke

Command: Regular

Divisions: Shock mounted [2-3], Skirmish mounted [2-4], Shock foot [2-3], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Sultan's Guard heavy cavalry with lance and bow (HCLB)	6	2	P	H	15
Amirs' heavy cavalry with lance and bow (HCLB)	6	2-4	P	Av	12
Horse archers (LC)		10-15	Sk	Av	4
Heavy infantry armed with spear and bow (HI+B)	8	4-8	P	Av	9
Auxiliary javelinmen (A+J)	7	0-4	P	Av-R	7
Foot archers (A+B)	5	0-4	P	Av-R	5
Skirmish foot (S)	2	4-8	Sk	Av	1

Replace up to 4 Units of HI+B with HI+XB +1pt.
Replace up to 4 Units of A+B with A+XB +1pt.

37. Medieval

Command: Irregular

Divisions: Shock mounted [2-3], Skirmish mounted [1-2], Shock foot [2-3], Skirmish foot [2-4], Artillery [0-1]

Troop Type	CF	Units	Training	Morale	Pts
Knights (Kn)	8	4-8	P	Av	12
Knights on barded horses Kn(3)	8	4-8	P	Av	13
Light Cavalry (LC)		2-4	P	Av	4
Spearmen (HI)	8	2-8	P	Av	8
Low Countries pikemen (P)*	11	4-6	P	Av	12
Bill and Bow armed infantry (HI+LB)**	8	4-6	P	Av	10
Longbowmen (A+LB)**	5	0-4	P	Av	6
Crossbowmen (A+XB)	5	0-4	P	Av	6
Hand gunners (A+HG)	5	0-4	P	Av	6
Skirmish foot (S)	2	4-8	Sk	Av	1
Cannon (Ca)		0-2	P	Av	2

The total number of Shock Foot cannot exceed ten Units.

*Only Low Countries and Burgundian.

**Only English and Burgundian.

38. South East Asian

Command: Regular

Divisions: Shock mounted [1-2], Skirmish mounted [1-2], Shock foot [2-3], Skirmish foot [2-4], Elephants [1-3], Artillery [0-1]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry (HC)	5	2-3	P	Av	10
Heavy Chariots with bow (HChB)*	4(2)	2	P	Av	8
Archers with sword (Sw+B)*	8	4-8	P	Av	9
Trained Elephants (tEl)	7(2)	6-12	P	Av-R	4
Scthythian horse archers (LC)*		2-4	Sk	Av	4
Spearmen (HI)	8	0-6	P	Av	8
Auxiliary javelinmen (A+J)	7	0-6	P	Av	7
Auxiliary archers (A+B)**	5	0-6	P	Av	5
Skirmish foot (S)	2	2-8	P	Av	1
Artillery (Art)***		0-2		Po	2

Downgrade any auxiliary troops to Av-R -3pt.

*Early Indian.

**Later Indian and Kmer.

***Kmer only.

39. Early Samurai

Command: Regular

Divisions: Shock mounted [2-3], Shock foot [4-5], Skirmish foot [2-4]

Troop Type	CF	Units	Training	Morale	Pts
Heavy Cavalry (HC)	5	2-4	P	Av	10
Heavy Cavalry with bow (HCB)	5	0-2	P	Av	11
Samurai heavy infantry (HI)	8	2-6	P	H	11
Samurai heavy infantry with bow (HI+B)	8	2-6	P	H	12
Ashigaru heavy infantry (HI)	8	0-6	P	Av	8
Ashigaru archers (A+B)	5	0-6	P	Av	5
Skirmish foot (S)	2	4-8	Sk	Av	1

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