

Commands & Colors: Elephant Rules Consolidated

Rules compiled from the *Commands & Colors: Ancients Rule Book (3rd Edition)*

Mounted Units

- All elephant units are composed of two large size blocks.
- Elephant units are classed as Heavy mounted units for the purposes of being ordered to move and taking hits.

Elephant Combat

- An elephant unit may either stay in position or move one or two hexes and then Close Combat an adjacent enemy unit. In Close Combat, an elephant unit will roll the same number of battle dice as the unit it is attacking would normally roll against the elephant.
- When an elephant unit Battles Back after being attacked in Close Combat it will roll the same number of dice as the unit which made the attack on the elephant unit normally rolls. (The elephant does not use any “bonus” die that the attacking unit receives.)

Special Situations:

Elephant against elephant—roll 3 dice.

Elephant against a leader—roll 1 die.

Elephant against a warrior unit—roll 3 dice.

Elephant against a heavy chariot unit—roll 3 dice.

Elephant against a camel unit—roll 3 dice.

- A leader does not modify an elephant unit’s Close Combat dice (helmets do not score hits).
- Each sword symbol an elephant unit rolls in Close Combat scores 1 hit. Furthermore, each battle die producing a sword hit is rolled again for possible additional symbol hits, sword hits, or flag results. *Play Note: In other words, keep rolling that die until a sword hit is no longer obtained!* Take care to track the total number of flags and hits scored as you make additional rolls. All hits and retreats scored are applied only after the extra rolls have been completed. *However*, if the elephant is attacking a unit that, due to terrain or its own ability, can ignore sword hits, you do not re-roll the swords that are ignored. (Since Elephants ignore all sword hits, if an Elephant was attacking another Elephant, any sword hits rolled would be ignored. (No re-roll.))
- An Elephant unit ignores all sword hits rolled against it in Close Combat.
- An Elephant unit does not receive morale benefits from an attached leader.

Elephants vs. Cavalry and Chariots:

- When a cavalry or chariot unit is in Close Combat with an elephant unit, the elephant unit may ignore one red square hit and one flag.
- If a cavalry or chariot unit is forced to retreat when in battle with an elephant unit, it must retreat one additional hex for each flag rolled by the elephant unit.

Bonus Close Combat

- A camel, cataphracted camel, cavalry, cataphracted cavalry, chariot, barbarian chariot or *elephant* unit may make a bonus Close Combat after a Momentum Advance.

Momentum Advance

Cavalry Special Momentum Advance: All camels, chariots and *elephants*, while considered mounted units, are not cavalry and are not eligible for the additional one hex movement.

Evade

- Heavy cavalry, Heavy cataphracted cavalry and heavy chariot units may Evade all foot and *elephant* units.
- Auxilia, medium infantry, warrior, heavy infantry, and *elephant* units may never Evade.

Bolster Morale

- Elephants may act as a support unit, but may not receive support from units or leaders.

Retreat

Exceptions: Warriors retreat 2 hexes. *Elephants* and auxilia retreat 1 hex.

Elephant Retreat (Rampage)

An elephant, when it retreats, goes on a Rampage before it is moved back. All units and any leaders who are alone in adjacent hexes (friend and foe) must check to see if they are trampled. (This can include the attacker who prompted the Rampage!) Roll two dice for each adjacent hex with a unit or a lone leader. During a rampage, your opponent rolls for hits on your units, and you roll for hits on his units. A hit is scored when the symbol rolled matches the unit type. A leader helmet will eliminate a lone leader. If the leader is not hit on the rampage roll he must evade. All other symbols are ignored.

After the Rampage, the elephant completes its retreat movement. If the retreat path of an elephant unit towards its side of the battlefield is occupied by friendly units, enemy units, or a lone enemy leader, the elephant is not moved back and does not lose any blocks; rather, the units or enemy leader that occupy the hexes of the retreat path must each lose one block for each hex of its retreat that the elephant was unable to fulfill. A lone enemy leader is removed without a leader casualty check and counts as a Victory Banner. (A lone friendly leader does not block the elephant's retreat. The elephant unit would move onto the hex with the lone friendly leader and cease further retreat. This is the only case where a leader can influence an elephant.)

PLAY NOTE: Since scenarios end the instant the final Victory Banner is gained, a situation when an Elephant rampages or retreats could set up a victory dilemma, because it is possible that units from both sides are eliminated during a Rampage or an elephant retreat. The order of elephant rampage rolls is determined by the player that caused the Rampage. Resolve the Rampage die rolls, and award any Victory Banners one at a time for units eliminated by the Rampage. Using this procedure, a Rampage cannot cause a draw. When an elephant's retreat path is blocked by units from both sides, remove all retreat losses at the same time and award any Banners which may occur as a result of the losses. If both sides gain a final Victory Banner as a result of these losses, the battle ends in a draw.