

RULEBOOK

THE GREAT BATTLES OF HISTORY SERIES — Volume VIII

CATAPHRACT

Battles of Belisarius and the Byzantines
in the Era of the Emperor Justinian

DARA • CALLINICUM • TRICAMERON • TAGINAE • CASILINUM



TABLE OF CONTENTS

1.0 Introduction	2	4.4 Leaders and Combat . . .	7	8.1 Missile Volley	14
2.0 Components and Terms	2	5.0 Leader Activation and Orders . . .	8	8.2 Reaction Fire	15
2.1 The Maps	2	5.1 How to Activate Leaders . . .	8	8.3 Shock Combat	16
2.2 The Playing Pieces	2	5.2 The Orders Phase	8	8.4 Advance After Combat . . .	18
2.3 Charts, Tables and the Die	3	5.3 Momentum	9	8.5 The Combat Tables	18
2.4 Terminology	3	5.4 The Trump Option	9	9.0 Special Rules	18
2.5 Game Scale	4	5.5 Elite Commanders	10	9.1 Dismounted Cavalry	18
2.6 Game Length	5	6.0 Movement	11	9.2 Army Discipline	18
3.0 The Sequence of Play	5	6.1 Movement Allowances	11	9.3 Uncontrolled Advance	19
4.0 Leaders	5	6.2 Movement Restrictions	11	9.4 Rate of Fire	19
4.1 Leader Counters	5	6.3 Natural Terrain	11	9.5 Bow-Armed Cavalry	19
4.2 Leader Capabilities	6	6.4 Column Movement	11	9.6 The Champion Challenge	19
4.3 Command System	6	6.5 Orderly Withdrawal	12	10.0 The Effects of Combat	19
		6.6 Stacking	13	10.1 Cohesion	19
		7.0 Facing and ZOCs	13	10.2 Rout and Retreat	20
		7.1 Facing	13	10.3 Rally	21
		7.2 Zones of Control (ZOC) and Shock Requirements	13	10.4 Army Withdrawal and Victory	21
		8.0 Combat	14	Credits	21



a MARK HERMAN/RICHARD BERG game design

1.0 INTRODUCTION

CATAPHRACT portrays the development of the art of war wrought by early Byzantine empire (also known as the Eastern Roman Empire) during the reign of the Emperor Justinian under its great generals Belisarius and Narses. During this period the Byzantine Empire for a brief period of time re-captured a large portion of what was formerly the Western Roman Empire. Although successful in its attempts to re-capture Italy and North Africa, the Byzantine empire's resources were insufficient to hold onto its gains.

CATAPHRACT is the eighth volume in the **Great Battles of History Series**, following *THE GREAT BATTLES OF ALEXANDER* which portrayed the Macedonian art of war, *SPQR* which portrayed the legion of the Roman Republic, and *CONQUEST OF GAUL* which portrayed the legion during the Gallic Wars of Julius Caesar.

CATAPHRACT uses the same "basic" system as *CONQUEST OF GAUL*, with rule changes and additions that portray the advances in tactical concepts and weaponry. We have also included a large number of historical notes, so that you can see what questions of military history arose from the individual battles. We provide the usual section on terminology, so that you can understand more fully where we are going—and from where it all came. Finally, in the playbook you will find indications of how long and how well-balanced (in terms of having a chance to win) the battle scenarios are—all based on playtest experience and input. Your experiences, to be sure, may vary.

A Note on Play

CATAPHRACT, while not an overly difficult game to learn, understand or play, uses a tactical system which rewards most those who know what their men can do and how to exploit the capabilities of even the worst of them. As warfare evolved from the previous Roman era and became more complex, the rules of this system reflect, albeit only slightly, that increased complexity. To calmly blunder into battle with a "let's see what happens here" theory

is to be exiled quickly to some forlorn rock in the Mediterranean.

Never Played a Historical Simulation? We wouldn't normally recommend this game for novices, but you've already plunked down your *drachmas* so you might as well give it a shot. Your main problem will be that wargaming, like most introspective systems in life, has its own language. That language is the main barrier to enjoyment, much like the first time you tried to use a computer (or set the clock on your VCR). The rules use a "sectional" approach. While this sometimes makes reading them a somewhat disjointed process to the uninitiated, it does help you find things more quickly when you need them. Above all, this is supposed to be FUN, so don't take anything we say too seriously, and sort of slide through the rules to see what those mysterious words mean. (The section on terminology is most helpful in this case.) This will get you going, more or less. We then suggest you start with the Tricameron scenario (see Playbook). Set it up (that means put all the designated counters in their assigned "starting" hexes (...oops, that's wargame lingo for those hexagonal-shaped patterns on the map), turn to the rules section called "3.0 Sequence of Play" and simply start doing what that sequence tells you to do, referring to the rules when you don't understand what to do next. After about 20-30 minutes you'll be just as good at this sort of thing as we are. Any problems? There's a phone number listed here somewhere; give us a call. We'll be glad to give you a few hints. Trust us; after all, we've got your money.

Haven't Played this System? Even if you are quite familiar with simulation gaming, we suggest that you set up the Tricameron scenario (see Playbook) and push the counters around for a turn or two before actually starting a game. This will reveal the various tactical strategies available, how the different types of weapons system may best be used and how best to (try to) protect against them. The one thing to remember is that the more you know about your units and how they act/interact, the better commander you will be.

Familiar with this System? *CATAPHRACT* retains all the core rules from the previous titles in the series. The command system in *CATAPHRACT* is much simpler than in the earlier titles reflecting the realities of the period. A number of familiar rules have been dropped due to a lack of specialist type units (Skirmishers, Elephants) or changes in doctrine (Depletion, Cavalry Pursuit). You will note the increased effectiveness of missile units due to the use of the composite bow, so a thorough review of the charts and tables is heartily recommended. Extended missile range [8.18], contingent commanders [4.33], ZOC-encumbered leader activation [5.27] have changed, as have some aspects of Line Commands. New special rules are in 9.0.

And remember: **Watch Your Flanks.**

2.0 COMPONENTS AND TERMS

2.1 The Maps

Each battle uses a portion of a 22" x 33" map. A hexgrid covers each map to regulate movement and combat, and the effects of the different types of terrain on the map are covered in the rules and charts.

2.2 The Playing Pieces

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

2.21 Combat units. All combat units are rated numerically for their Size, Troop Quality (TQ) and Movement capability. Units that are capable of firing missiles also have a Missile indicator, indicating the type of missile used (*e.g.*, B = Simple Bow, C= Composite Bow, and J= Javelin, etc.). The Missile Table gives the Ranges

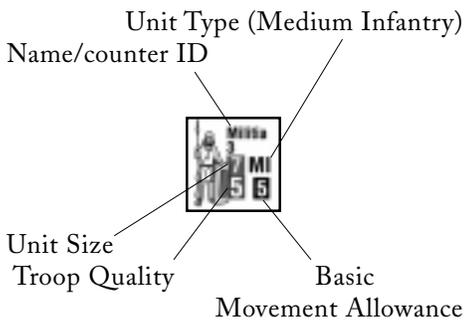
available for these missiles. Each combat unit has two sides. When a unit is flipped, this indicates it has been moved once and will suffer Cohesion penalties if/when it moves again that turn [see 6.1].

Series Note: The designation for Archer in previous GBOH releases (A) is equivalent for all purposes to the B-rated units (Simple Bow) in CATAPHRACT. There will eventually be separate designations for Long Bow and Crossbow in future releases.

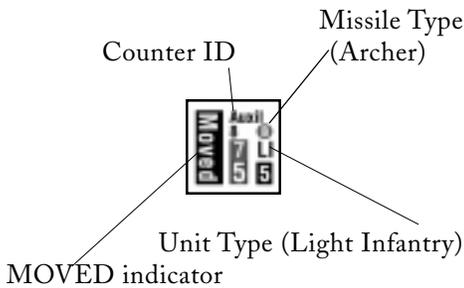
2.22 Each unit is of a certain Type (usually indicated on the third line on the counter; e.g., HI, LC, etc.). The type is used to determine certain combat results and effectiveness *vis-a-vis* other types. Some types are subdivided by Class (e.g., HC type—Heavy Cavalry—with the class Cataphract.

2.23 Examples of Units

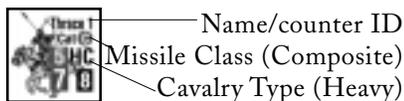
One-Hex Combat Unit (Front)



One-Hex Combat Unit (Moved)



Cavalry Unit



Types of combat units

The type a unit is denotes the weapons it used as well as whether any armor/protection was worn. Type is important in determining Superiority [see 8.37].

Heavy Infantry



Medium Infantry (Militia)



Light Infantry/Bowmen



Heavy Cavalry



Light Cavalry

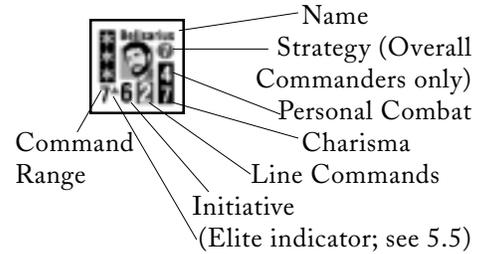


Lancer Cavalry

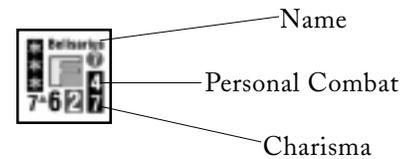


Leaders have a variety of ratings, used to rate their Initiative and Command, as well as their fighting, capabilities—both as leaders and individually [see 4.1].

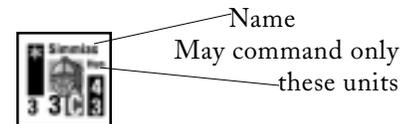
Front (Activated) Side



Rear (Finished) Side



Restricted Leader (Contingent Commander)



2.24 Informational markers, such as “Shock-Check TQ,” numbered counters (representing Cohesion points lost), “Routed,” “Missile Low,” etc., are used to record certain game functions, usually the changing status of a unit.

2.3 Charts, Tables and the Die

The use of each chart and table is explained in the rules. The game uses a ten-sided die; the 0 is treated as a 0 (not a 10), and is less than 1.

2.4 Terminology

Knowledge of the following game terms will be useful for play.

Activated Leader = The leader who is giving Orders or Line Commands to his troops at any given instant. Only one leader may be active at any one time.

Class = Subcategory within type, used to differentiate between various weapons systems within a type. Example: Cataphract.

Cohesion = A unit's ability to remain in an organized, fighting formation. In the game, this is measured in the form of Cohesion Hits.

Finished Leader = A leader who has previously been activated that turn and is "Finished," and may not be activated again. Leaders may be Finished for other reasons, such as being Wounded, failure to Trump, etc.

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

Leader = Interchangeable with the word commander. Leaders were the generals who commanded and influenced the troops.

MA = Acronym for a unit's basic Movement Allowance. It also represents a unit's maneuverability *vis-a-vis* the other units in the game.

Missile Volley = Friendly units throwing javelins or shooting arrows at enemy units.

Momentum = The mechanic by which a leader can undertake more than one Orders Phase in a turn.

Orders Phase = The period during a turn when a Leader gives Individual Orders or Line Commands to his troops to move and fight.

Order/Line Command = The two methods leaders have of getting their troops to move. Orders apply to **individual** units; Line Commands to entire **groups** of units. In terms of whether a leader can/may issue an Order or a Line Command they are treated separately.

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

Size = Representing the number of men in that unit.

Superiority = The relative capabilities and "killing" effectiveness of the opposing weapons/armor systems. Superiority, when achieved, will substantially increase an opponent's cohesion losses.

TQ = Acronym for the all-important Troop Quality rating. The TQ rating is, by far, the most important number of a combat unit. It will be consulted constantly throughout play—at almost any time a unit does something that will endanger its cohesion. The "Cohesion Hit and TQ Check Chart" summarizes when a player uses the TQ rating.

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

Type = General, categorical description of combat unit, usually used to determine combat effectiveness and results. Examples: HI (Heavy Infantry), HC (Heavy Cavalry), etc.

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

Knowledge of the following types of combat units/terms will be useful for play.

Heavy Infantry = In *CATAPHRACT*, this type represents dismounted Heavy Cavalry. These are troops protected by armor (usually helmet, breastplate and leg armor). They are armed with lances and shields along with a variety of one-handed slash/bash weapons. The Byzantine Cataphracts are also armed with the highly effective composite bow.

Medium Infantry = A term that applies to units (*e.g.*, Militia infantry) that, while not as well-equipped as their heavier counterparts, had weaponry and some body protection that was superior in effectiveness to that worn (or not worn) by Light Infantry.

Light Infantry = A generic term applied to foot units with little or no body armor, a light shield, and usually a spear and/or sword. Most of the Light Infantry in *CATAPHRACT* are armed with bows.

Light Cavalry and Lancer Cavalry = For the most part, these are mounted archers noted for their mobility. That speed and mobility could be a major plus, as demonstrated by the effectiveness of Simmias and Phasis and the magnificent Hun and Herulian Light/Lancer Cavalry units.

Heavy Cavalry = This was the arm of decision for the Byzantine, Persian and Gothic armies. The Byzantine Cataphract was the ultimate combat system of this era. Heavy cavalry was trained in the use of the composite bow and lance. These units were the backbone of the Byzantine armies of this period. Their mobility coupled with local militia infantry were able to fend off larger more mobile Arab forces. Similar to Dragoons of the Napoleonic era, these units could be dismounted to supply a heavy infantry backbone to the infantry archer forces akin to the later English long bow system.

2.5 Game Scale

Each point of Size denotes from 100-150 infantry (depending on their formation, rank depth and usage) or 100 cavalry. Thus, a typical Medium Infantry unit represents 700 men and a Cataphract Heavy Cavalry unit about 500 men. A combat unit has a frontage of about 50+ yards, or one hex. Each hex is approximately 70+ paces (yards) from side to side. Each game turn covers about 20 minutes of real time, although gamers should not take that too literally.

2.6 Game Length

There is no Turn Record Track, although there are game turns. A battle is fought until one side withdraws—so there is (usually) no need to keep track of how many turns have passed.

Historical Digression: Veterans of CAESAR will find that the Byzantine battles/scenarios are shorter to complete than those of just 500 or so years earlier. The size of the armies was routinely around 10,000–15,000 men per side.

3.0 THE SEQUENCE OF PLAY

Players activate each of their leaders in the order determined by their Initiative rating [5.1]. When a leader is activated he gives orders which allow units within his range to move and conduct combat. After all leaders are finished, each army/player checks for Army Withdrawal after which that game turn is concluded.

The Sequence of Play

A. Leader Activation Phase: The player with the lowest-Initiative-rated leader (or Uncontrolled Line [9.3]), who has not yet been activated, activates that leader. If that leader wishes to issue a Line Command, he rolls for the ability at this point [4.23]. That player may attempt to by-pass that leader's turn by Trumping his own leader [5.41].

B. Orders Phase

1. Movement and Missile Fire Segment.

- a. For each Individual Order issued by an activated leader, the player may perform any one function listed [5.22] with one combat unit or leader. OR,
- b. For each Line Command issued, a number of units within

range of the leader may move and/or Fire Missiles [5.23].

- c. Units capable of Orderly Withdrawal [6.5], and/or Reaction Fire [8.2] may do so throughout this segment.
2. **Shock Combat Segment.** After a leader has finished issuing orders, eligible units engage in Shock combat, using the following sequence [8.3]:
- a. Shock Designation: all non-moving, eligible units that choose to Shock are given "SHOCK-No Check" markers.
 - b. The Charge (Pre-Shock TQ Check).
 - c. Resolution of Possible Leader Casualties.
 - d. The Clash of Spears and Swords (determine Superiority and Shock column).
 - e. Resolve the melee.
 - f. Check for possible Collapse (Rout).

C. Momentum Phase OR Return to "A."

The player having the leader who was activated in the immediately preceding Orders Phase may attempt a Momentum die roll to give that leader another Orders Phase (Phase "B"), or else play returns to Phase "A" for any leaders that remain unactivated.

D. Rout and Reload Phase

1. Remove "Rallied" markers.
2. **Rout Movement:** Routed units must undergo Rout Movement [10.22].
3. **Reload Segment:** Eligible missile units may get more missiles [8.15].
4. **Army Withdrawal Check:** Each player checks to see if his army has reached its Withdrawal level.

5. **Flip** all "Moved" units and "Finished" leaders back to their front sides.

At the conclusion of the Rout and Reload Phase that game turn has ended and another game turn begins. There are no set number of turns. The battle continues until one side withdraws.

4.0 LEADERS



Combat units may not move or fire missiles unless they get either an Individual Order or a Line Command from a leader (exception: see 9.3 Uncontrolled Advance). Those combat units that have received such orders during a turn, or that are within command range of that same leader, or that are executing an uncontrolled advance, may conduct Shock Combat. Each leader counter has two sides: "Active" and "Finished." A leader that has concluded its activation is flipped to his Finished side. Leaders return to their active side at the end of the turn for use again in the next turn.

4.1 Leader Counters

Each leader possesses several ratings:

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

Elite Commander Initiative: This refers to leaders with a triangle next to their Initiative [5.5].

Line Command: The number to the right of the slash indicates that, if eligible, that leader—instead of issuing a series of Orders to a given number of units—may issue a move and/or fire Order to all units in that number of Lines [4.23].

Contingent commanders (leaders marked with a “C” where the Line Command rating would be) may not issue Line Commands.

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

Strategy: Only Overall Commanders have this rating. It is used to determine if a Subordinate Commander can use Line Commands in his Order Phase.

Charisma: Denotes his ability to spur his troops on to greater efforts in combat. The rating is used to adjust the die roll on the Shock Combat Results Table in his favor for combat units with which he is stacked. It is also used to Rally units.

Design Note: This rating varies widely in CATAPHRACT. For the most part, Roman Commanders of this era had abandoned the up-front and personal style of hands-on leadership in favor of a more efficient, behind-the-lines command methodology. This enabled them to see—and, thus, control—more. Some of their opponents, such as the Goths still emphasized the traditional Alexandrian up front style of leadership.

Personal Combat: This rating is used to determine whether a leader is killed or wounded in combat or from missile fire.

Movement Allowance (MA): The movement allowance of a leader is **not** printed on the counter. Rather, the number of Movement Points a Leader may expend in a single Orders Phase is **nine** for all leaders.

4.2 Leader Capabilities

There are three types of leaders in *CATAPHRACT*: Overall Commanders, Subordinate Commanders, and Contingent Commanders. Section 4.3 describes the Command System used in *CATAPHRACT*, while this section describes the general capabilities of all

leaders. When activated, a leader may issue either Individual Orders or Line Commands. He may not do both.

4.21 Individual Orders. A leader may give Individual Orders to any friendly combat units within his Command Range (subject to certain command restrictions), which is measured using an unobstructed path of hexes equal to or less than the range, traced between leader and unit. Count the unit’s hex, but not the leader’s. A path is obstructed by hexes occupied by an enemy units, an unoccupied hex in an enemy Zone of Control (ZOC), or terrain a leader could not cross or enter. Friendly units negate enemy ZOCs for purposes of tracing Order paths. All other paths are considered unobstructed. Command Ranges are calculated at the instant the Order is given.

4.22 An Individual Order allows one friendly unit to conduct movement and/or missile volley, rally a unit, etc. [5.22]. In a given Orders Phase a leader may issue a number of Orders equal to his Initiative rating. Once a leader can give no more Orders and cannot be activated again, flip him to his Finished side.

4.23 Line Commands.

Series Note: Line Commands are handled somewhat differently in CATAPHRACT than in prior games in the series. Experienced players should read this section and the Line Command Eligibility charts carefully and refrain from adding exceptions and conditions from prior games that are not there.

A leader, instead of issuing Individual Orders, may issue a Line Command, if he is eligible to do so. Units issued a Line Command may Move and/or Fire [5.23]. A Line consists of units of the same type and organization as denoted on the Line Command Eligibility Chart for the specific scenario. All units that will comprise a given Line must be within **twice** the Command Range of the leader involved. The leader must be able to trace a path as if he was giving an Order [4.21] to at least one unit in the Line. The units themselves must meet the Line Command Eligibility requirements [4.27] to be part

of the Line. For cavalry lines where an intervening hex is allowed, this hex cannot be occupied by an enemy unit or a friendly unit not eligible for that line. Units in a Line do **not** have to stay together when they move, and all eligible units in range do not have to take part.

Belisarius is the only leader who can issue two Line Commands. All eligibility requirements are determined at the instant the Line Command is issued. Furthermore, Belisarius can move with each line, but his total movement cannot exceed his movement allowance of nine (see also 5.24 #3).

4.24 In order for a leader to move, that leader must issue an Individual Order to himself, receive an Individual Order from the Overall Commander, or move at the same time as a Line to which he issued a Line Command (see, also, 6.14).

4.25 A leader, other than the Overall Commander [4.31], who is in an enemy Zone of Control may **not** issue Orders or Line Commands—either to combat units or to himself, and thus may not move out of that enemy ZOC—unless and until he is moved out of that ZOC by an Order from the Overall Commander.

4.26 A leader who is “**Finished**” [5.15] may not issue Individual Orders or Line Commands. However, he may move, but only if ordered by an Overall Commander to do so.

4.27 Line Command Eligibility Charts. These charts (see playing aid card) detail by scenario which unit types may participate in a given line.

4.3 Command System

Design Note: Players will soon realize that Line Commands are a very efficient way to move large numbers of units. However, Line Commands do restrict what a leader may do. For example, a leader issuing a Line Command to move units may not rally units in that Orders Phase. Moreover, as a battle progresses and the combat units become intermixed in their melees, it will become

increasingly difficult to issue Line Commands to more than a few units.

4.31 Overall Commanders. Overall Commanders (OC) function like other leaders except that, when activated, OCs can:

1. Leave enemy ZOCs by issuing an Individual Order to themselves (this costs **two** Orders).
2. May issue Individual Orders to other, friendly leaders (one per leader per Orders Phase) to move them. If the leader to be moved starts in an enemy ZOC it costs the OC **two** Orders to move that leader. Note that an OC in an enemy ZOC may not issue an Order to move another leader; he must first leave that ZOC.
3. Automatically issue Line Commands.
4. Use its Strategy rating to allow subordinates to issue Line Commands.

An OC in an enemy ZOC can only perform item #1 above—leave an enemy ZOC. Immediately upon leaving an enemy ZOC, an OC can again issue Individual Orders and, if applicable, use its Strategy rating to allow other subordinates to issue Line Commands. The OC cannot issue Line Commands immediately after leaving an enemy ZOC, but could issue Line Commands during subsequent activations if it meets the conditions to do so.

4.32 Subordinate Commanders.

Subordinate Commanders (SC) function like other leaders with respect to Individual Orders, but to be eligible to issue a Line Command he must start his Activation Phase, either:

1. Within his OC's command range. The player then rolls a die and compares that die roll to the OC's Strategy rating. If the die roll is the same as or lower than the rating, the SC is eligible (though not required) to issue a Line Command that turn. If it is higher, he may issue only Individual Orders. That ability to issue a Line Command stays with that leader for that turn, into any immediately succeeding Momentum activation; the player does not have to roll against the OC's Strategy rating again.

2. Outside his OC's command range. The player may still attempt a Line Command for that leader by rolling the die. If the die roll is a 0, that leader may issue a Line Command; if it is a '1-9" the leader is Finished.

In either case, the SC must meet the requirements listed in 4.23.

In certain scenarios, Subordinate Commanders may be further restricted on the nationality/types of units that they may command.

Example: At Callinicum, Cabades can only give Orders and Line Commands to Persian units.

4.33 Contingent Commanders.



Contingent Commanders (CC) function like other leaders with respect to Individual Orders, with the exception that these Orders may be issued only to those

units in their command as noted by the command restriction keyword on their counter. Furthermore, Contingent Commanders may not issue Line Commands and may not Trump or use Momentum.

Series Note: In CATAPHRACT, Contingent Commanders are the leaders of barbarian mercenary bands employed by the Byzantines. Their use and function differs from the Contingent Commanders presented in ALEXANDER.

4.4 Leaders and Combat

This section covers general rules relating to leaders and enemy combat units. For specific rules for casualties during Shock see 8.34.

- 4.41 Leaders may enter enemy ZOCs only if stacked with a friendly combat unit or that ZOC already contains a friendly combat unit. Like combat units, leaders, too, must cease movement for that Order upon entering an enemy ZOC. A leader may leave an enemy ZOC, only if he receives orders from the Overall Commander [4.31].

4.42 The instant any combat unit moves adjacent to a leader, that leader can undertake an Orderly Withdrawal [6.5]. If the leader is alone in the hex, and does not withdraw—or cannot (because of enemy units or terrain)—then one of the following happens:

1. If adjacent to enemy foot units, simply place that leader with the nearest friendly unit.
2. If adjacent to a mounted enemy unit, roll the die. If the die roll is a 3-9, that leader is eliminated (captured or killed). If the die roll is 0-2, place the leader with nearest friendly unit.
3. If the leader cannot reach the nearest friendly unit, because it is surrounded by enemy units or ZOCs through which it would have to move, it is eliminated.

4.43 Replacement Leaders.



All leaders, other than the Overall Commander, may be replaced when killed. This is done by having the OC issue an Order to replace a fallen subordinate with a Replacement leader. Eliminated Contingent Commanders are simply placed back on the map. The OC does not have to be within range of any particular unit; simply place the Replacement leader (or returning Contingent Commander) in any hex containing a unit he is capable of commanding. The Replacement leader is considered "Finished" for that turn; he may not give orders—or initiate shock combat for units within range—until the next turn. The number of Replacement leaders provided is a design-intent play limitation. If there are no Replacement leaders available, a dead leader may not be replaced. (This, again, does not apply to a Contingent Commander.)

Design Note: A single, "named" Contingent Commander counter actually represents more than one "man." The same may also be said of other named leaders in terms of their presence on the field. The replacement leaders for Subordinate Commanders have ratings similar to Contingent Commanders.

- 4.44 If an Overall Commander is eliminated, he is not replaced; the army continues with no OC.

5.0 LEADER ACTIVATION AND ORDERS

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

Leaders issue Individual Orders or Line Commands in the Orders Phase. Leaders may not issue any orders until they are Activated. Players may use the Momentum rule to give an activated leader up to **two** additional Orders Phases. They may also use the Trump Option to activate a leader sooner than usual.

Exception: A leader first activated by the Elite rule [5.5], then activated again—later in the turn—may use Momentum for **one** additional Order Phase.

5.1 How to Activate Leaders

5.11 All leaders start the turn inactive, and each has the opportunity to become activated and issue orders. After they complete issuing orders, they are then Finished.

5.12 Each game turn starts with one player activating one of his leaders. Leaders are activated in the sequence of their Initiative ratings, starting with the leader having the lowest and proceeding to the highest (see exceptions in 5.4 The Trump Option). In case of ties, roll a die; high roll goes first, with players then alternating amongst the remaining, similarly-rated leaders. If two leaders on the same side have the same Initiative rating, the owning player decides which one goes first.

5.13 Only inactive leaders that have not previously been activated in that turn are eligible for activation, with the exception of Momentum [5.3] and Elite Commanders [5.5].

Example of sequence of leader activation: At Callinicum, the Byzantine leaders Arethas and Longinus (Initiative 3) would activate first and second (Byzantine player’s choice). As both players have leaders with Initiative 5, a high die roll decides who goes next. If the Persians win the roll, one of their two leaders with Initiative 5 would go, followed by one of the Byzantine’s having Initiative 5, then the second Persian having Initiative 5, etc.

5.14 A leader may be activated a maximum of three times in succession in a single game-turn (using Momentum for the last two times). **Exception:** see the “succession” requirement with respect to Elite Initiative [5.5].

5.15 A Leader is **Finished** when one of the following occurs:

1. The Leader has completed an Orders Phase and does not (or cannot) make a Momentum attempt.
2. The Leader is Trumped by an **enemy** leader.
3. The leader **fails** with his own a Trump or Momentum attempt.
4. A player declines to use that leader when it is his turn; *i.e.*, he “passes.”

Exception: See 5.5 Elite Commanders.

5.16 When a leader is Finished, flip his counter over to so indicate. A Finished leader cannot undertake any further Orders Phases that turn.

5.2 The Orders Phase

5.21 Once activated, a leader can give a number of Individual Orders (IO) equal to his Initiative rating to units **or**, he can issue a Line Command(s) [4.23].

Example: Thus, when Belisarius is activated he can either issue up to six Individual Orders OR two Line Commands for that activation. He may choose to issue less (or none); he may not issue more in that Orders Phase.

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

1. **Move** any one unit. Missile units may fire a missile volley at any time during their movement [8.1].
2. **Conduct Missile Fire** with one missile unit (without Movement).
3. **Remove** two Cohesion Hits [10.14].
4. Attempt to **Rally** a Routed unit [10.33].
5. **Replace** an eliminated leader [4.43].

5.23 Each Line Command allows all units that are within twice the leader’s command range and meet the Line Eligibility requirements [4.23 and 4.27] to move/missile fire as if they were just given an Individual Order. A Line Command given to a non-bow armed infantry or cavalry unit may cause an Uncontrolled Advance to occur [9.3].

5.24 Leaders may move under the following conditions:

1. An activated leader may issue an **Individual Order to himself** and move alone.
2. An activated leader may issue an **Individual Order to a unit with which he is stacked** and move along with it. The leader must remain with the moving combat unit and end up in the same hex.
3. An activated leader may issue a Line Command and **move along with that Line** as long as he starts in the same hex as a moving unit from that Line. However, he does not have to remain with that unit/line, as long as he ends movement in normal Command Range of one unit in that Line.
4. The Overall Commander (OC) may issue an Individual Order to **move another leader** (which is helpful if that leader is in an enemy ZOC, which requires two such Orders). He may use a Line Command to move another leader only if that leader is stacked with a combat unit in that Line.

5. A leader may move with a unit undergoing Orderly Withdrawal [6.5] if he is stacked with that unit.

5.25 Although a given combat unit may be ordered to move more than once per game turn, it may not move (and/or missile fire) more than once per Order Phase [6.0].

Example: At Dara, if a Cataphract unit is ordered to move by John, it may not be ordered by John to move again in that Order Phase. It may, however, be so ordered in a subsequent phase (in the same turn) by, say, Belisarius, or even by John if he gets a second (Momentum) activation.

5.26 Orders/Line Commands are not used to directly precipitate shock combat, which occurs in a subsequent segment. [8.3]. However, Individual Orders can be used for Missile Fire [8.1]. Reaction Fire does not require orders; it occurs in response to enemy actions.

5.27 Any activated leader (other than the OC) starting an Orders Phase in an enemy ZOC may not issue orders [4.25]. However, his Command Range may still be used to designate units to engage in Shock Combat in that segment of the Orders Phase [7.25], so he is not entirely useless. In addition, he may still use his Charisma. At the end of the orders phase, regardless of whether or not the leader allowed and/or participated in Shock Combat, if the activated leader remains in an enemy ZOC, he is Finished. He may not use Momentum [5.3]. (See 4.24 and 4.31 for moving leaders in an enemy ZOC.)

Example: At Tricameron, Martinus, one of Belisarius' subordinate commanders, starts the turn in an enemy ZOC. When it becomes Martinus' turn, he cannot issue Individual Orders or Line Commands. Martinus might as well use his Command Range to have some Byzantine units make Shock attacks (because he is about to be Finished anyway). When Belisarius gets an Orders Phase, he decides to move Martinus out of that enemy ZOC, but the Finished

Martinus is not eligible to activate during the remainder of the turn.

Design Note: The ability of leaders in an enemy ZOC to allow units in their range that are already in contact with the enemy to Shock—even if that leader cannot do anything else—is more a function of the units' proximity to the enemy than the leader's ability, range, awareness, etc.

Series Note: In our never-ceasing effort to improve the rules, a ZOC-encumbered leader no longer has the option of postponing his normal position in the leader activation sequence. In the previous example, a gambling Belisarius (wanting more out of Martinus this turn) could have tried to Trump the normal sequence in order to move Martinus out of the ZOC prior to Martinus' normal position in the activation sequence.

5.28 After a leader has issued all of the orders he wishes (or can), friendly units engage in Shock in the ensuing Shock Segment, as delineated by the introduction to 8.3.

5.29 After Shock combat has been completed, that Orders Phase is finished. One of two things may now happen:

1. The player may attempt to gain a Momentum Orders Phase [5.3] for the leader who just finished the Orders Phase; or
2. The next, eligible leader with the lowest Initiative rating is activated (subject to Trumping), returning to Phase "A."

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

5.3 Momentum

Play Note: Momentum (and Trumping, below) are highly useful and powerful gambits, especially for the Player with superior leadership. However, there is usually a 20–40% chance of it backfiring; when that occurs, Momentum can often provide the opponent with major possibilities.

5.31 At the conclusion of the Orders Phase, if the leader who had issued orders for that phase ...

- is not in an enemy Zone of Control, and
- was not previously Trumped or Bypassed [5.45], then

the player may attempt to undertake an additional Orders Phase with that same leader. In order to do so, that leader must pass a Momentum die roll.

Exception: Contingent Commanders may not use Momentum.

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

Example: Thus, Belisarius would need a die roll of 0–6 to gain Momentum; a 7–9 would Finish him.

5.33 **Die Roll of Doom.** If the Momentum die roll is a 9, then the die is immediately rolled again:

- If the second die roll is a '9' then no further leader activation may occur this turn (by either player), and play goes directly to the Rout and Reload Phase.
- If the second die roll is a 0 or 1, paralysis occurs. That player may not activate any further leaders for the turn, but his opponent is still eligible to activate his remaining eligible leaders.
- If the second die roll is a 2–8, the leader attempting Momentum is Finished. Go back to Phase "A."

5.34 Momentum die rolls apply only to a leader who has just finished an Orders Phase. You may not apply Momentum to a leader who Finished several phases ago.

5.4 The Trump Option

Design Note: This is a game mechanic that is intended to simulate the effect of superiority in the area of command. As such, it is likely to be used almost exclusively by the player with palpably

better leaders (such as Belisarius). The “inferior” player will often find that, for him, its best application is when it backfires on his supposedly better opponent. To that extent, players should be aware that, simply because this option is available doesn’t mean it should be used indiscriminately.

Prior to each leader activation both players are given one option to trump that leader’s activation.

5.41 Active Player Trump Option. The player whose turn it normally would be to activate his lowest-rated leader, instead, may attempt to activate any other, inactive leader with a higher Initiative rating. To do this, the player must roll the latter’s Initiative rating or less on the die. **If successful** that leader is now activated (after which play returns to the normal process of momentum and activating leaders, including the still-unfinished, previously-trumped leader). **If unsuccessful**, the originally designated leader is activated and the one who attempted the trump is Finished.

Exception: Contingent Commanders may not make Trump attempts.

Example: At Dara, the Persian player, instead of activating Pitames, could attempt to activate Perozes by Trumping. If he rolled a 0–5 he would be successful; but on a 6–9 the Trump attempt fails, Pitames is activated and Perozes is Finished.

5.42 Inactive Player Trump Options. The opposing player has two trump options, each usable under different circumstances.

1. Trumping the Trump: If—and only if—the active player is successful with his trump [5.41], the opposing player then has the option of attempting to trump that first trump activation with his own leader. This requires that the inactive player’s leader have an **equal or higher Initiative** rating (and the usual trump die roll less than or equal to Initiative). If successful this leader is immediately activated; if unsuccessful the initial trump-

activated leader goes and the leader attempting the “trumping the trump” is Finished.

Example: Using the example in 5.41, if the Persian player is successful in activating Perozes instead of Pitames, then the Byzantine player can now attempt to trump the trump by rolling for Belisarius. However, he rolls a 8, so Perozes remains activated and Belisarius is Finished for the turn.

2. Momentum Trump: If the active player is successful with a Momentum die roll, the opposing player may attempt to trump in the same fashion as #1, above.

Example: At Tricameron, Gelimar has been successful with a Momentum attempt. Belisarius will have none of that and attempts to trump. He rolls a 3 and, instead of Gelimar going, it’s now Belisarius’ Orders Phase and Gelimar is Finished.

After the successfully-trumping leader has finished his set of Orders/Line Commands, play reverts back to the standard, lowest-available-leader-goes procedure.

5.43 Each side is allowed only one trump attempt per activation.

5.44 A leader who fails a trump attempt or has been trumped when trying for Momentum is Finished.

5.45 Bypassed. An inactive leader who has not yet been activated and is passed over by a successful trump is still eligible for activation (and will probably be next in line as the lowest-rated leader). However, all bypassed leaders may **not** use Momentum that turn. Use the “Trumped / No Momentum” markers to indicate this.



Player Note: Bypass applies to both player’s units. Thus at Callinicum, if Belisarius trumps his man A. John, not only is A. John Bypassed, but also Bouzes and the Persians Alamoundaras and Cabades as well.

5.46 A leader may be activated only once per game-turn, although that activation may be extended by Momentum [5.3]. For **Exception**, see 5.5 Elite Commanders. Finished leaders may not be activated again that turn.

5.47 A leader that successfully trumps cannot pass. He must issue an order to a unit to move or fire, or he must use his Range to have units Shock attack. A unit is considered to have moved for the purpose of this rule if it ends the phase in a hex different from the one in which it started (a change of facing is not enough).

5.5 Elite Commanders

This rule simulates the marked superiority of certain commanders—such as Belisarius—especially in their ability to “get going” before their opposition.

A player with an Elite Overall Commander (indicated by the triangle next to his Initiative rating) has the option to start each turn with a single Elite Initiative (EI) Orders Phase. This EI Orders Phase may be undertaken by the OC or by any one subordinate leader who is in his Command Range, regardless of Initiative rating, as designated by the player. That leader may not use Momentum to continue this EI Phase. After that Phase is completed, the chosen leader or OC reverts to inactive (but not Finished) status. He has undergone only one Orders Phase for purposes of 5.14 and may be activated again, using normal activation rules.

If both players have an elite OC (this cannot happen in *CATAPHRACT* but this is here as part of the standard rule set), at the start of each turn, each player rolls a die, to which he adds his Elite Commander’s Initiative rating. High roll gets to use the EI Order Phase. If the adjusted die roll is a tie, neither player can use the EI Order Phase.

6.0 MOVEMENT

6.1 Movement Allowances

Design Note: Movement Allowances simulate not only the time it takes a unit to move from point A to point B, but also its maneuverability relative to other, different-type units as well as the tactical doctrines applied to deploying those units.

6.11 A combat unit's printed Movement Allowance (MA) is the basic allowance for a single Order. A combat unit receiving an Order may move up to its printed MA. Units may move less than the printed MA, unless part of an Uncontrolled Advance [9.31].

6.12 There is no limit to the number of times a combat unit may move in a single turn; however; it may move only once per Orders Phase.

6.13 After the first time a unit moves in a turn, flip it to its "Moved" side. "Moved" units later may use their full MA again. However, each time a "Moved" unit is **moved again**, it earns a Cohesion Hit [10.1]. This hit penalty does **not** apply to advances after combat or units using Orderly Withdrawal [6.52]. (Compare this to the "terrain-mandated" hits in [8.41]). Firing without movement is **not** movement for the purposes of this section.

6.14 Activated Leaders may move any number of times in a turn or Orders Phase, but they may not exceed their allotted nine MA per phase. Leaders move using cavalry costs. Leaders have no facing and do not pay any cost to change facing. See 6.64 for impact of stacking.

6.2 Movement Restrictions

6.21 As a unit moves, it traces a path of contiguous hexes through the hex grid, paying the cost of each hex entered (see 6.3 Natural Terrain). One unit's movement must be completed before another can begin.

6.22 A unit may be moved in any direction or combination of directions.

However, a unit may only enter a hex which is to its front [7.11]. In order for a unit to change direction it must first change facing [7.12] by pivoting in the hex it occupies.

6.3 Natural Terrain

Design Note: As with previous eras, because of the problems in moving tightly-packed formations, virtually all battles were fought on as flat and clear a piece of ground as could be found. Some care was also taken in using natural barriers, such as rivers, to secure flanks.

There is always a cost in Movement Points (MP) to enter/cross each type of terrain. In addition, there may be a possible Cohesion Hit penalty to do so, depending on the unit and/or terrain type.

Play Note: Players should never underestimate the damage that rough and hilly terrain can do to a formation.

6.31 A unit expends Movement Points for each hex it enters and for some hexsides crossed. Most units also pay extra Movement Points to move into a hex of higher elevation.

Example: A Heavy Cavalry (HC) unit at Taginae in hex 3823 would expend 2 MP to move into 3923 (one for the broken hex and one for the higher elevation level).

6.32 It didn't take much to disorder a formation that had to enter terrain that wasn't level and smooth. A unit usually receives a Cohesion Hit whenever it changes elevation or enters "Rough" terrain (determined by unit type, see 6.37). Rough terrain, in *CATAPHRACT*, is woods, marsh or broken. Leaders never suffer cohesion penalties. All Cohesion Hits due to movement (including all advances after combat) and facing changes are applied the instant they occur.

Example: Using the example in 6.31, that HC unit would earn one Cohesion Hit for moving into the broken hex.

6.33 A hex containing two types of terrain uses the "majority" terrain.

Example: Hex 1503 at Callinicum, while it does contain some river, is a Clear hex in game terms.

6.34 Certain hexes are impassable; no unit may enter such a hex.

Example: City Walls at Dara.

6.35 A moving unit must have enough MP to pay the terrain cost of entering a hex; if it doesn't, it cannot enter that hex. Units also pay movement point costs to change facing [7.12].

6.36 Elevation, rivers and woods may also affect shock combat results by adjusting the column under which the players roll to determine losses, as per the Shock Combat Results Table.

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

6.4 Column Movement

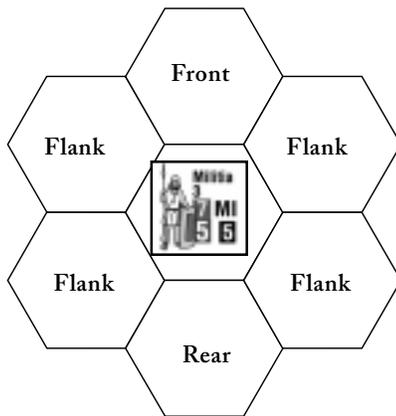
Design Note: On the battlefield, formed infantry moved in a battle formation that would, in later centuries, be called "Line." They were capable, however, of using much looser, more mobile formation (in modern terms, "Column") for more rapid movement. In addition, because the units were not in an extended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

6.41 On being given a move order, any infantry unit of a Disciplined army [9.2] that is not in an enemy ZOC or Routed may change to (or from) "Column" as the **conclusion of its Movement**. It costs one MP to change formation, either in or out of Column, so the unit must have at least one MP remaining to do so. In order for a unit to use Column Movement, a unit **must start** the Orders Phase in Column. Use the "In Column" markers to indicate this status.

6.42 Units In Column increase their MA by one. In addition, the only Cohesion costs a unit In Column pays are the ones marked with “COL” on the Terrain Chart.

Example: Units In Column pay the Cohesion cost for moving through woods, but they do not pay such for crossing a Stream.

6.43 Units in Column must face the **hexside** (not the vertex) and only the hex directly in front of them is frontal. The change in facing is effected when the change to (or from) Column status is announced. When changing formation from column to normal, the unit is always faced to the vertex on either side of the hexside (and vice versa). There is no additional cost to do so.



6.44 Column units move into either their frontal hex or the flank hexes adjacent to the frontal hex. There is no MP cost to change facing to move into a frontal-flank hex; there is a cost to move into any other hex.

6.45 Units In Column have their TQ ratings temporarily reduced by two. Units in column may **not** attack or fire. The only thing they do is move. If attacked by an enemy unit, the attacking unit is **automatically** Attack Superior, regardless of Position or Weapon system.

6.46 If an In Column unit is shock attacked, at the conclusion of that Orders Phase, the unit **automatically** goes back to its combat formation at the cost of one additional Cohesion Hit, even if that hit were to cause it to Rout!

6.47 In Column units may **not** use Orderly Withdrawal, **nor** may they move **through** other units.

6.5 Orderly Withdrawal

Orderly Withdrawal is a form of retreat carried out during the movement segment, in the face of an approaching enemy, in which “lighter,” but faster and more maneuverable, units can avoid getting crushed.

Play Note: OW is an extremely valuable maneuver. Therefore, we have gone to great lengths to explain this rule. Orderly Withdrawal is a “retreat” in the face of an approaching enemy, long before that enemy can close. This is why the withdrawing unit can return to the original facing (with minimum cohesion cost) it had before the enemy approached. In play terms, you simply move the counter backwards.

6.51 During an enemy Movement Segment, any unrouted friendly combat unit that is not in an enemy ZOC [7.2] may avoid contact with an enemy unit **the instant** it moves within two hexes of the friendly, “defending” unit, as long as the “defending” unit has a higher movement allowance than the attacking combat unit. This case also applies if the moving unit starts its move at a range of two hexes.

To do this, the friendly, defending unit withdraws from the advancing unit up to a number of Movement Points (not hexes) equal to the difference between the movement allowances of the units involved. Withdrawal must occur the instant the enemy unit moves into two-hex range (stop moving the friendly unit temporarily), or else the option is lost. Cavalry units that qualify as a Line may withdraw as a “clump” if any part of that Line conducts Orderly Withdrawal. For Leaders, see 4.42.

Example: A Saracen Light Cavalry unit (MA of 9) may not Withdraw uphill in the face of an advancing Byzantine Cataphract (MA of 8) because it would cost the Saracen LC 2 MPs to move so and it is only allowed 1 MP withdrawal move.

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

6.52 The withdrawing unit maintains its original facing throughout withdrawal at no facing change cost in Cohesion Hits or Movement Points. It does, however, pay any of the usual Cohesion penalties for terrain entered/crossed during the withdrawal. At the completion of withdrawal, if it wishes to change facing, it pays any Cohesion penalties inherent in such a change. There are two possible additional penalty situations:

1. All withdrawing infantry units (includes dismounted cavalry) automatically receive 1 Cohesion Hit after moving.
2. If the Withdrawing unit was being approached from a rear or flank hex (*i.e.*, the hex into which the enemy, moving unit intended to move) it suffers a 1-point Cohesion penalty before withdrawing. (This is cumulative with #1, and applies to all units.)

6.53 If a Withdrawing unit reaches its TQ rating in Cohesion Hits it Routs [10.2].

6.54 A unit may withdraw an unlimited number of times during a game turn, but the 6.52 penalties apply to each, individual withdrawal. No movement points are expended and no orders are needed for combat units.

6.55 A unit may not withdraw into an enemy ZOC, woods, marsh, river or any hex into which movement would be prohibited. Cavalry units with B or C missile capability may fire as part of the Orderly Withdrawal. The range is always treated as two hexes for B missile types. Composite bow (C missile type) cavalry may select the most advantageous range provided that the moving unit was at that range with a clear LOS at some point during its move. No other missile type

unit may fire as part of an Orderly Withdrawal. Stacking restrictions (6.6) apply during withdrawal.

Clarification: *As noted in 6.51, the approaching unit does not actually enter the Withdrawing unit's ZOC; the latter has moved before that can occur. This means that, if the approaching unit is capable of Missile Fire while moving, such fire must take place at range 2 or greater.*

6.56 Orderly Withdrawal takes place during the opposing player's Movement—a unit may **not** withdraw in the Shock combat segment. The attacking/moving unit may continue to complete its movement in the face of such withdrawal.

6.6 Stacking

Stacking refers to having more than one unit in a hex at any one time, whether during movement or at the completion of movement. There are two principles involved when considering stacking rules: **Voluntary** movement, which usually means combat units moving under orders or Orderly Withdrawal; and **Mandatory** movement, virtually all of which is rout movement.

6.61 The Basic Stacking Rule. A hex may contain, without penalty, one combat unit. Leaders and informational markers do not count for stacking purposes. A hex may contain any number of leaders/markers.

Design Note: The stacking rules are very simple—no voluntary stacking.

6.62 A unit may **never** move into or through a hex containing an **enemy** combat unit.

6.63 The restrictions, allowances and Cohesion Hit penalties for moving **through friendly** units are all given on the Stacking Chart [6.66]. The chart does not apply to leaders, which have no stacking restrictions.

6.64 Combat units may enter a hex containing only a leader at no movement

or cohesion cost. However, leaders pay a movement penalty of +1 MP to enter a hex occupied by a combat unit.

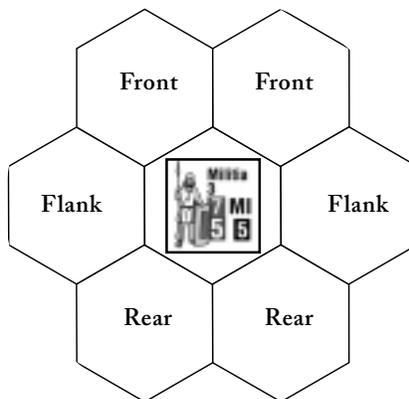
6.65 A combat unit stacked with a leader may Orderly Withdraw together [6.5]. If they withdraw together, they must stay together. Remember that the leader may also withdraw using 4.42.

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

7.0 FACING AND ZOC

7.1 Facing

7.11 All units must be faced in a hex so that the top of the unit (the side with its name) faces into the vertex of the hex (between two hexsides, as shown below). All units in a hex must be faced the same way. The two hexes to the front are called the frontal hexes, those to the side are the flanks, and those behind are the rear. A unit may only move into a hex to its front.



7.12 In order for a unit to change its facing it must pivot **within** its hex. All combat units (not leaders) pay a cost of one movement point for each vertex shifted.

7.13 A unit may not change facing while entering, or while in, an enemy ZOC.

Exception: Units advancing after combat [8.42] may change facing one vertex.

7.14 Units that change facing within a Rough terrain hex suffer a one-point Cohesion penalty for each vertex for which they do so. “Rough” terrain includes Woods, Broken, and Marsh.

7.15 Reaction Facing Change. Any unit may change facing one vertex (per phase) when an enemy unit moves adjacent to it. It **may not** do so if it is already in an enemy ZOC. After changing facing, the player rolls one die if the reacting unit is infantry. If the die roll is higher than the unit's TQ rating, apply the difference (roll minus unit's TQ) as Cohesion Hits to the unit. There is no die roll for cavalry units.

7.2 Zones of Control (ZOC) and Shock Requirements

7.21 Combat units exert a Zone of Control into their front hexes (only)—even those that are out of missiles. Routed units and leaders do **not** exert ZOCs.

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

7.23 A unit must cease movement the instant it enters an enemy ZOC. A unit that begins movement in an enemy ZOC **can move out** of the enemy ZOC **only if**:

1. It is the Overall Commander issuing two Orders to himself.
2. It is a leader issued two Orders by his OC.
3. It is a combat unit that can receive an order to move, has at least one unoccupied frontal hex, and its printed MA is greater than the MA of any enemy unit exerting a ZOC on it.

A unit leaving an enemy ZOC may immediately enter another enemy ZOC, but would then cease movement for the remainder of that Orders Phase. Units leaving a missile unit's ZOC are subject to Retire Reaction Fire [8.21].

7.24 If unit ZOCs of opposing sides extend into the same hex, then they are both considered to “control” that hex.

7.25 Some units must Shock Attack, while others may choose to:

- A. In the Shock Combat Phase, “heavy” combat units—those units noted with a “plus” [+] on the Superiority Chart—that moved during the current Orders Phase **must** undertake a Shock Attack against all enemy units in their ZOC.
- B. All other “lighter” units that so moved **may choose** to undertake Shock.
- C. Any unit issued Fire (only) orders, or those simply within the activated leader’s command range may choose to attack all enemy combat units in their (friendly) ZOCs. [7.26, 8.31].

7.26 The moving player places a “SHOCK-Check TQ” marker on top of each moving “heavy” unit [7.25(A)] at the instant that moving unit moves adjacent to an enemy unit. The moving unit must Shock attack in the ensuing Shock segment. Units that are eligible to—but do not have to—attack [7.25(B)], also receive a “SHOCK-Check TQ” marker the instant they finish movement **if, at that instant, the player chooses** to shock attack with that unit. Non-moving units [7.25 (C)] are given “SHOCK-No Check” markers at the beginning of the Shock Combat Segment. These Shock markers delineate which units must undergo a pre-Shock TQ check [8.33]. Only units with Shock markers may Shock attack.



Example: A Byzantine Heavy Cavalry Cataphract unit has a “SHOCK-Check TQ” marker placed on top of it because it has to attack. A Persian Light Cavalry unit moving adjacent to an infantry unit does not have to shock attack; however, the moving player must state his decision on whether or not to do so as it finishes movement. If he wishes it to attack, he must place a “SHOCK-Check TQ” marker on top.

8.0 COMBAT

There are two kinds of Combat: Missile and Shock. Missile combat occurs as part of—or instead of—movement at any

point during the Movement segment of an Orders Phase. Shock combat comes in its own segment—at the conclusion of the Movement Segment, after all orders have been issued and movement is completed. A missile unit can participate in both types of combat during the same Order Phase. In Shock Combat, the Type and Size, plus the Troop Quality of a unit are taken into account, and the effects of combat are Cohesion Hits which may result in a unit being Routed.

8.1 Missile Volley

Historical Note: The ubiquitous use of the composite bow during this period made missile fire a major force on the battlefield, a significant change from the days of Caesar.

8.11 There are four types of missile units: Simple Bow (B), Composite Bow (C), Javelins (J) and the Throwing Axe (F). When given an Individual Order, individual missile units can move, fire, or fire during movement. A Line of missile units given a Line Command may fire during—or instead of—their movement. The units in the Line do not have to conduct the same action (some may move, others may fire without moving, while still others may both move and fire). A unit may fire during movement only if it moved “forward” (towards the target) immediately preceding actually firing. Firing during movement does not cost any movement points, but it can affect accuracy [8.17 #4].

Example: The Hun Light Cavalry unit may move four hexes forward, fire at an enemy four hexes away, and then use its remaining points to ride away.

8.12 Missile Fire may occur:

1. As an Order or Line Command.
2. As Reaction Fire.
3. During Orderly Withdrawal (missile-armed cavalry only [6.55]).

8.13 A Missile unit may fire at any **single** target unit which is within its Missile Range—which extends from its frontal and/or flank hexes—to which it can trace a Line of Sight [8.16]. Missile units must

each fire individually; they may not combine fire.

Exception: Infantry units armed with composite bows (Missile type C) that haven’t moved **may fire twice** whenever they are allowed to fire [9.4].

8.14 **Missile Supply.** A missile unit may volley if it has at least one missile volley remaining.

1. **Bow-armed missile units** (types B and C) have an unlimited number of missile volleys until they roll an unadjusted 9 when resolving any missile combat. At the instant one of these units rolls an unadjusted 9 place a Missile Low marker on it, indicating it has one volley remaining.



2. **Javelin-armed units** (type J) have an unlimited number of missile volleys until they roll an unadjusted 6-9 when resolving any missile combat, at which point place a Missile Low marker on it, indicating it has one volley remaining.
3. **Throwing Axe units** (type F) are one shot weapons. Place a Missile No marker after their first use.
4. If **any** “Missile Low” unit fires, flip the marker over to its Missile No side to indicate there are no missiles left to fire. A unit with a Missile No marker may not fire at any time.

8.15 **Reload.** Any friendly “Missile Low” or “Missile No” unit may Reload by removing any Missile Low/No markers, only if:

1. Not in an enemy ZOC, and
2. Not within Missile Fire Range and Line of Sight of an enemy unit (that is not ‘Missile No’),

A missile unit may Reload during the Reload Segment of the Rout and Reload Phase, bringing it up to full missile capability.

8.16 **Line of Sight.** A missile unit can shoot a missile volley only at an enemy target unit to which it has an unobstructed

Line Of Sight (LOS). An LOS is calculated by tracing a path of hexes between the center of the hex the missile unit is in and the same for the target unit, through the firing unit's frontal or flank hexsides. LOS is blocked by woods, unless they are in hexes at a lower elevation than both the firer and the target. LOS is also blocked if any part of a hex of higher elevation is between the two units. LOS is usually blocked by combat units, unless the blocking combat units are closer to the firer than the target **and** the firing unit has a missile type of B or C. If the LOS is blocked, missiles may not be fired.

Exception: Missile units may always fire into adjacent hexes.

Play Note: While not a major problem in most of these battles, because of the flat terrain, LOS is often a cause of "player tension." We suggest that missile LOS rules be interpreted strictly, while LOS for Line Commands (4.23) be interpreted liberally. The former are trying to shoot at a target; the latter are simply trying to see if everyone is in place.

8.17 Volley Effects. The Missile Range and Results Chart [8.51] is used to determine the effect of Missile volleys. For each volley, a die is rolled. If the die roll is equal to or less than the rating indicated on this chart for that range, then the target unit takes one Cohesion Hit. If the firing unit is armed with a composite bow (C), then on an **adjusted** 0 or 1 the target takes **two** Cohesion Hits instead. If the die roll was greater than the missile unit's volley strength rating, then it misses. Remember, infantry missile units may not fire during Orderly Withdrawal. All combat effects from missile combat are immediate and occur before any other unit is moved/fires. The following (cumulative) die roll adjustments are made:

1. If the target is in a Woods hex, add one to the die roll.
2. If the target is Heavy Infantry add one to the die roll. (This represents the heavier armor protection of such units.). This modifier is not used if #3 below is used.

3. If the target is Heavy Infantry, and an archer (C or B armed) is firing at a range of one hex (adjacent) through the frontal hexsides of the infantry, add three to the die roll. This does not apply to Javelins (J) or the Throwing Axe (F), or Reaction Fire by composite bow units. This modifier is used instead of #2. (*This represents the fact that the lighter shafts of archers were most effective against the formidable shields and body armor of the heavy infantry when firing "from above" [arced trajectory] into the body of troops; at point-blank, low-trajectory range, they could not do that.*)

4. If a bow-armed infantry unit or any mounted missile unit, moved/will move, add one to the die roll. This does not apply to infantry armed with javelins or throwing axes. *Design Note: There is no such penalty for moving infantry using javelins or throwing axes because they use movement to gain momentum for their missiles.*

5. If firing from a Dara Wall hex, subtract one from the die roll.

Example: At Taginae, an Armenian Cataphract fires at a Goth Heavy Cavalry unit at a range of 4 hexes. At a range of 4, the composite bow missile strength is 7. The Byzantine player rolls a 1. The Goth HC take two Cohesion Hits. If the Cataphract had moved to get into range, the moving-fire modifier (+1) would have changed the result to a 2, causing one Cohesion Hit instead.

8.18 Extended Range. When a missile unit fires at a target unit on a lower elevation, its range is increased by one hex (two hexes if firing from a Dara Wall hex). When firing at extended range, the unit needs an adjusted die roll of 0 to inflict a Cohesion Hit. Composite bows inflict only one hit at extended range.

8.19 If there is a leader in the hex fired at and the missile volley die roll is a 0, there is a possibility that the leader has been hit. Roll the die again: if that die roll is a 0, the leader has been Wounded. The player then rolls a third time: if that

die roll is greater than the leader's Personal Combat rating, the leader has been killed. Players may, if they wish, fire at a hex (in range) in which there is only a leader counter. (See also 8.34 for other causes of leader casualties.)

8.2 Reaction Fire

Missile units may fire in reaction to certain enemy movements into (Entry Reaction) and out of (Retire Reaction) their ZOCs.

8.21 Retire Reaction. Whenever an Unrouted unit **leaves** the ZOC of an enemy missile unit, or a unit uses Orderly Withdrawal to avoid the enemy missile unit entering its ZOC [6.55], that missile unit, if it has a fire capability of two or more hexes, may fire a free volley at the moving unit. Any results are applied **before** the unit moves.

8.22 All Retire Reaction Fire at units moving away from the firing unit is at a range of two hexes.

Play Note: The two-hex range does apply to composite bow-armed units.

8.23 Entry Reaction. Whenever a friendly unit enters the ZOC of an enemy missile unit (and this includes entry as a result of Advance after Combat), that enemy missile unit may fire a volley at the entering unit before any further movement or friendly fire occurs. All effects from this missile combat occur immediately. When friendly units are moving as a **Line**, **all movement is completed** before any Entry Reaction Fire takes place. Units may select the range column that offers them the best chance to hit provided that the moving unit was at that range at some point during its move and the firing unit had a clear LOS to that hex.

Design Note: This change accounts for the fact that certain missile weapons are more effective at longer ranges and accounts for the fact that the advancing unit must pass through this "kill zone" to reach its target.

8.24 Reaction Fire does not require an Order; it does require that the missile units have sufficient missiles available to fire.

8.3 Shock Combat

Design Note: This section is the heart of the game; thus, we have gone to great lengths to explain how things work. It is longer and more detailed than other sections and may, at first glance, appear somewhat daunting. Take heart. In practice/play, most of the mechanics become self-evident and, after a few trial runs, the resolution of shock will become second nature.

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

Procedure:

At the completion of the Movement Segment of an Orders Phase, shock combat occurs. Shock is part of a leader's Orders Phase, and all shock engendered by that leader is resolved before the next leader may be activated (or momentum attempted).

All units with either type of Shock marker (placed per 7.25 and 7.26) must shock attack.

Important: Each shock combat is conducted as a series of steps performed in order for all units participating in shock combat—before the next step of shock combat is conducted. Thus, Step 8.33 is completed, followed by Step 8.34 for all involved units. After which Step 8.35 is undertaken for all units, etc, etc.

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

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

8.31 Shock Designation Segment. This is used to place "SHOCK-No Check" markers on non-moving units that Choose to Shock [7.25(C)].



8.32 The Basic Pre-Shock Procedure.

Units that attack by Shock must attack all units in their ZOCs, unless that defending unit is being attacked by another, friendly unit in that Shock Segment. The attacker determines which units will be involved in each, individual combat resolution, within the restrictions that follow:

- A friendly unit may attack more than one unit, as long as the targeted defenders are all in the attacking unit's ZOC.
- An attacking unit may not split its attack capabilities, although two (or more) units may combine to attack one defender.
- If more than one unit is defending and/or attacking, total the Sizes.
- Each unit may attack only once per Shock Combat Segment.
- A defending unit may be shocked attacked only once per Orders Phase.

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

Example: At Casilinum, the Heruli Lancer unit moves adjacent to a Frank Berserker. Unfortunately, the poor Berserker is already in the ZOC of one of the Heruli foot units. The Byzantine player may either combine the cavalry and infantry units in the attack, or have

the cavalry attack (as it must) and the Heruli MI sit and watch.

Shock Resolution Overview

Sections 8.33 through 8.37 are descriptions of the sequence and procedure used to resolve Shock Combat. While extensive in narrative terms, players will soon realize that these steps are:

1. Charge ("Shock Must Check TQ") marked units and their defenders Check TQ to see if troops will attack in an ordered manner [8.33].
2. Check for any leader casualties [8.34].
3. Use Clash of Spears and Swords Chart to determine which column on the Shock CRT will be used [8.35].
4. Determine whether terrain, leaders and/or relative strengths and capabilities will have any effect [8.36].
5. Determine results using Shock Results Table [8.36].
6. Check for Rout [8.37].

8.33 The Charge. All units with a "SHOCK Must Check TQ" marker [7.26], and their intended targets, undergo a Troop Quality check by rolling the die for each unit. All such checks being simultaneous.

Exception: If all defending units are Routed, the attacking units need not make a check. The intended targets still do, and remember, Routed units have a TQ of 1.

Attacking units with "SHOCK-No Check" markers—and their defenders—do not undergo this TQ check. If a unit is to be attacked by both types of units (Shock-Check and Shock-No Check), the defender then checks TQ.

1. If the die roll is higher than a unit's TQ, it takes a number of Cohesion Hits equal to the difference between the die roll result and its TQ.

2. If the defender has taken sufficient Cohesion penalties to be equal to or greater than its TQ rating it immediately Routs [10.2] and the attacking unit, if it is not in the ZOC of another enemy unit, advances into the vacated hex (where it may change its facing one vertex, if desired). A Routed unit that fails this check is eliminated.

3. If the attacker has Routed from its TQ check, the defender stays put (if unrouted).

4. If both units would Rout from their TQ checks, defender retreats (see 10.2), but attacker stays in place (although he is still routed).

After the TQ check, if the attacker and the defender did not rout, go to the next step.

8.34 Possible Leader Casualties.

Casualties to leaders are determined prior to resolving the actual shock. If either or both sides has a leader stacked with one of the units involved in combat the player rolls the die for each such leader. If the die roll is a 0, the leader has been Wounded. The player then rolls a second time; if that die roll is greater than the leader's Personal Combat rating, the leader has been Killed instead. Killed leaders are immediately removed from play (see 4.43 Replacements). If a leader is Wounded, he remains in play but all his ratings are reduced by one—to a minimum of 0. A leader who previously has been wounded and is wounded again is, instead, killed.

8.35 The Clash of Spears and Swords.

The Clash of Spears and Swords Chart is now consulted to determine under which Shock CRT column the battle will occur (prior to any adjustments). If there is more than one type of defending unit, defender chooses which type will be used for determination. However, if the attacker is attacking with more than one unit, and such attack is coming from more than one "angle," the attacker chooses the angle of attack most advantageous to him. If a unit is being attacked through the vertex between different facings, that defender

gets the benefit of the most advantageous facing.

8.36 The Hand-to-hand Struggle.

Players now determine the effect of any advantages either side has and then resolve the shock combat.

1. **Determine Superiority.** There are two "types" of Superiority, only one of which may apply to each Shock combat:

- **Position Superiority**—which results when one side's angle/position of attack is from the flank or rear.
- **Weapon System Superiority**—when the weapons system and armor/protection of one side is so superior to the other that it will result in a marked increase in "losses" to the inferior side [8.36 (4)].

Either one side or the other **may** (but not must) gain superiority, either as: **Attack Superiority (AS)** or **Defense Superiority (DS)**. Players determine Superiority, using the Shock Superiority Chart. In many instances there is no Superiority. Superiority is determined as follows:

A. If a friendly unit is attacking an enemy through its Flank or Rear, it is considered Attack Superior to the defender. However, whichever unit the attacker uses to determine Position Superiority must also be used to determine Shock Column on the Clash of Spears and Swords Chart [8.53].

B. If no position superiority is attained, the opposing units check their weapon class relationship [see the Shock Superiority Chart, 8.52] to determine if either weapon system is superior (either Attack Superior or Defense Superior) to the other. If more than one unit type is involved on any one side the players use the units they chose to determine Shock column on the Clash of Spears and Swords Chart.

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

2. **Determine Size Difference Ratio.**

Compare the total Size points of the attacking unit(s) to those of the defender(s). For each level of Size Ratio Difference (SRD) greater than 1-to-1 a unit has it gets a Shock Results Table Column Adjustment of one in its favor. The attacker adjusts to the right, the defender to the left. Players should reduce all size ratios to a round integer value of #-1, rounding off as follows:

- If any **attacker moved** to effect the shock, round off in favor of the attacker! Thus a 5-size unit attacking a 4-size unit is 2-1; a 4 on 5 is 1-1 and a 2 on 5 is a 1-2.
- If no attacker moved, round off in favor of the defender. Thus a 5-size unit attacking a 4-size unit would be 1-1; but 4 on 5 is 1-2.

Design Note: The "rounding off" rules reflect the advantage of "momentum."

3. **Adjust Columns and Resolve.** To resolve shock melee, the Attacker consults the Shock Combat Results Table, determines the "base" column and adjusts that column for any Size Ratio Difference and/or Terrain effects. He then rolls the die, modifying the die roll for by the Charisma rating of any Leader stacked with the units of either side.

4. **Apply Results.** Results on the Shock CRT are Cohesion "hits" for both attacker and defender. The number in parentheses is for the defender. If the attacker was superior (AS) then **double** the defender's result. If the defender was superior (DS), then **triple** the attacker's result. If more than one unit (of the same player) was involved in that combat, Cohesion Hits are distributed per 10.12.

8.37 The Collapse. All units that have Cohesion Hits equal to or greater than their TQ **automatically** Rout [10.2]. Then, units that are **within one Cohesion Hit** of automatic rout and are **in an enemy ZOC** must roll one die. If this die roll is equal to or greater than their TQ, they rout. If lower, they pass that TQ check and then **reduce** their Cohesion Hits by one.

8.4 Advance After Combat

8.41 Attacking units **must** advance into any hex vacated by enemy units as a result of Shock (only), including Pre-Shock TQ check rout. This does not require an Order, but the advancing unit pays all Cohesion penalties engendered by such a move. If the advance would rout the moving unit, it still advances and does not Rout, but instead it retains a number of Cohesion Hits equal to TQ minus 1.

Exception: Units which cause an enemy to vacate a hex because of rout during the pre-shock troop quality check (not the actual shock combat) **and** which are in another enemy ZOC at the time may **not** advance.

8.42 Advancing units may change their facing one vertex upon finishing the advance, even if they are in an enemy ZOC. This is an exception to 7.13.

8.43 If there was more than one attacking unit, the unit that had Superiority (if any) must advance. If no such unit is involved, the one with the highest TQ must advance. In case of tie, the attacking player chooses.

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

8.5 The Combat Tables

8.51 The Missile Range and Results Chart. This table is used to determine the strength of a missile unit firing at a given range.

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

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

8.54 Shock Combat Results Table. This table is used to resolve shock combat in terms of Cohesion Hits to both attacker and defender [10.11 and 10.12].

8.55 The Cohesion Hit and TQ Check Chart. This summarizes when Cohesion Hits are applied and when TQ checks take place.

9.0 SPECIAL RULES

9.1 Dismounted Cavalry

Cataphract type units may dismount and become heavy infantry (HI) units. A Cataphract unit may dismount, if it is not within range and LOS of an enemy missile unit that is not Missile No, and not within four hexes of any enemy unit. During the movement phase the unit expends all of its movement allowance and is replaced with its corresponding heavy infantry unit counter. The unit may assume any facing it desires. Under the same circumstances a dismounted cavalry unit may re-mount using the same procedure. Dismount/mount may be conducted as part of a Line Command.



Design Note: The horses are kept somewhere safe and cannot be attacked, captured, eliminated, etc.

9.2 Army Discipline

An army may be designated as either Disciplined or Undisciplined. Disciplined armies conform to the normal rules, but an Undisciplined army has some additional advantages and restrictions. The Byzantine and the Persian armies in *CATAPHRACT* are Disciplined. All other armies in *CATAPHRACT* are Undisciplined.

Series Note: Up to this point most of the armies have been Disciplined. To retrofit this back consider any army that uses the word tribe anywhere in the rules as an undisciplined army. Obvious examples are German tribes in DICTATOR, Danubian tribes in ALEXANDER, etc. Disciplined armies are the Macedonians or any Successor army, the Romans, and any of the smaller kingdom armies such as Pontus, Pergamon, etc.

Barbarian tribes, fought stand-up battles in a fairly rudimentary manner. For the most part, Barbarian tactics were a big rush designed to swiftly break the back of their opponent. Against another force of similar capability the outcome would be determined by courage and individual fighting prowess or ferocity.

Each Undisciplined army unit individually assesses its own ferocity. At the beginning of the scenario, all units have a TQ which is two greater than its printed value. This advantage continues until the Overall Commander fails an Undisciplined Army Check. The Overall Commander makes this check each time one of his army's units routs. At the instant that a unit in an Undisciplined army routs, the player rolls the die. If the die roll is equal to or less than the Overall Commander's Initiative rating, then the Undisciplined army maintains its ferocity. If the die roll is greater than the OC's Initiative, that Undisciplined army loses the +2 TQ adjustment for the remainder of the scenario. Once ferocity is lost it cannot be reinstated.

9.3 Uncontrolled Advance

9.31 Whenever an Undisciplined army uses a **Line Command** and moves **non-bow-armed** units more than two hexes closer to the enemy than when they started, that Line is considered in an Uncontrolled Advance. This Uncontrolled Line is treated as the lowest Initiative leader on the subsequent turn and is ineligible for momentum rolls. (If there are more than one Uncontrolled lines, the players alternate with high a die roll going first.) Units that are conducting an Uncontrolled Advance must use their full movement allowance to move directly toward an enemy unit and engage that enemy unit in shock combat. Once the advancing unit has engaged in shock combat it is relieved of its Uncontrolled Advance status. A unit can be part of an Uncontrolled Advance more than once per scenario.

9.32 Units from Disciplined armies, after completing a move that meets the conditions of 9.31, make a Leader Discipline Check. Roll the die, if it is equal to or less than the Initiative rating of the leader that issued the Line Command, then the units remain controlled. If the die roll is greater than the leader's rating then the units conduct an Uncontrolled Advance and follow the restrictions in 9.31.

Series Note: It is not suggested that you retrofit this rule[9.32] onto earlier games in the series. If you decide to do so, then an Alexandrian Macedonian army and Roman Legion units should definitely be exempted from the retrofit.

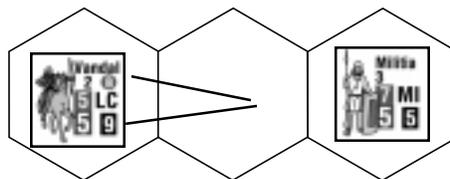
9.4 Rate of Fire

Any infantry units armed with a composite bow (missile type C) that hasn't moved from its original setup hex at all during the scenario, can fire twice whenever it is allowed to fire. Ammunition supply is checked after each fire. These units need not fire at the same target. If the composite bow-armed infantry leaves its setup hex, even if it returns, it loses this capability.

Design Note: This rule reflects the greater accuracy and overall effectiveness of stationary infantry relative to other missile units in the GBoH series. It also reflects the pre-positioning of arrows within easy reach of the archer who is in his original position (ala Agincourt).

9.5 Bow-Armed Cavalry

Any bow-armed cavalry (missiles types B or C) may enter an infantry ZOC, fire its missile and then ignore the ZOC to turn and leave the ZOC into the hex from which it originally entered the ZOC (basically you go out the way you came in). The bow armed cavalry unit must not be in a ZOC of any enemy unit at the completion of its move. Enemy infantry armed with missile weapons may perform entry and retire reaction fire.



Play Note: The astute player will realize that this time honored tactic makes little sense for composite bow-armed cavalry. We left it in to allow the bow-armed Vandal horse to apply this tradition against the arriving Byzantine foot at Tricameron.

9.6 The Champion Challenge

This is a rather chromatic method of determining what passes for Initiative in the game. It is based on an actual incident prior to the battle of Taginae.



9.61 In the Dara and Taginae scenarios, each side has a "champion." Each champion has two ratings: Fight and Stamina. The former is used to resolve a round of individual combat; the latter

determines what the effects that combat have on the champion.

9.62 The Champion Challenge is played in rounds, each round consisting of one die roll by each player. The Challenge ends when one of the champions has been killed.

9.63 In each round, each player rolls one die, to which he adds his champion's Fight rating.

- The champion with the lower adjusted roll takes one hit.
- If the lower adjusted DR is one-half or less than the higher, the unfortunate takes two hit.
- If the lower adjusted DR is one-third or less than the higher, the unfortunate takes three hits.

9.64 When a champion has accumulated more hits than his Stamina rating, he has been killed. His opponent is the winner.

9.65 The winner gains the following advantages, all **applying solely to the first turn**:

- He may start the turn by moving any one leader, regardless of numerical ranking. (A sort of quasi-Elite phase.)
- All units on the winning side subtract one from all TQ-related die rolls.

10.0 THE EFFECTS OF COMBAT

Units suffer cohesion penalties (called "hits") from disruptive and/or excessive movement and/or combat. Too many Cohesion Hits produce a Rout. Routed units run away and head for their Retreat Edge of the map. A routed unit can be rallied under certain circumstances

10.1 Cohesion



Cohesion is a measure of how organized and effective a unit is at any point during the battle. The loss of cohesion is measured in Cohesion Hits, which are applied against

a unit's Troop Quality—sometimes automatically, sometimes after a die roll. The Cohesion Hit and TQ Check Chart [8.55] summarizes when these occur.

10.11 Each time that a unit suffers a Cohesion Hit place a cohesion (numbered) marker on or under the unit—representing the total number of hits taken.

10.12 If there are multiple units involved in a single combat resolution, hits must be divided as equally as possible amongst these units, with any extra hits being given to the unit that was:

1st: used to determined Superiority;

2nd: used to determine the Shock CRT column

3rd: Player's choice

This rule applies even if it means that a unit will have to rout.

10.13 When a unit has absorbed Cohesion Hits equal to or more than its Troop Quality rating it automatically Routs [see 10.2]. In addition, in the Collapse Phase of Shock Combat, players roll for Rout for units that are in an enemy ZOC and are one Cohesion Hit short of reaching their limit [8.37].

10.14 Recovery. During an Orders Phase, any unrouted unit (only) with Cohesion Hits that is not in an enemy ZOC, nor adjacent to an enemy unit, nor within range and LOS of any enemy missile unit that is not Missile No, and is in "clear" terrain, may remove two Cohesion Hits by being given an Individual Order to do so. A unit may not remove more than two Cohesion Hits per Order Phase, and Line Commands may not be used to do this. A unit that has Cohesion Hits removed cannot move/fire in the same Orders Phase. A unit that has moved or fired may not have hits removed. Units that have Rallied this game turn may not have Cohesion Hits removed.

10.15 Cohesion Hits do not affect a unit's combat strength or capabilities in any way, other than to show how close it is getting

to falling apart. Thus, a unit with a TQ of 6 with four hits has the same combat effect as one with no hits. It is just more likely to rout.

10.16 The Cohesion Hit and TQ Check Chart [8.55] lists the times during the game when a unit must undergo a TQ Check. These instances have also been noted throughout the rules. A TQ Check consists of rolling the die and comparing it to the unit's printed TQ rating. (If Routed, that rating is 1.) The Cohesion Hit and TQ Check Chart also lists the results, usually one or more Cohesion Hits when/if the die exceeds the rating.

10.2 Rout and Retreat



10.21 A unit which has routed [10.13] is immediately moved two hexes toward its Retreat Edge, as defined in the rules for each battle (see Playbook). Place a "Routed" marker on that unit when it finishes its retreat. No movement points are expended, but the unit must take the most direct path towards its Retreat Edge, even if this means moving into and/or through friendly units. After being refaced toward the friendly Retreat Edge, a routing unit uses the following order of preference when deciding which hex to enter:

1. Vacant hex not in enemy ZOC
2. Friendly-occupied hex not in enemy ZOC
3. Friendly-occupied hex in enemy ZOC

If the unit cannot so retreat the full distance, it is, instead, eliminated.

Play Note: Writing rules for retreat direction is a quixotic task at best. It would take three pages of type to cover every possibility—and even then, the Rules Nutsos would come up with something new. All we can say is, try to use common sense. Fleeing men are running away from the enemy—not towards them. Given the choice of running through or around their own men, they will, like water, choose the path of least resistance. When we say "use the most direct path," we mean don't try to meander around the board trying to avoid the edge of the map.

Example: At Taginae, a Gothic Heavy Cavalry (HC) unit in 4515 is routed by missile fire. The Gothic Retreat Edge is at the northern edge of the map. The unit could rout move either into 4615 or 4616 subject to the retreat priorities given in 10.21. If 4615 and 4616 were occupied by friendly units, the routing HC can not enter 4514 or 4516 to avoid passing through his own units.

10.22 In the Rout Movement Phase all routed units are moved their full, printed movement allowance in the same fashion as in 10.21 (even if they moved previously during the turn). Routed units use normal movement rules, except that they may not enter enemy ZOCs unoccupied by friendly units. They do not suffer cohesion penalties from rout movement.

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

10.24 The movement of routing units through or into other units is covered on the Stacking Chart [6.66]. The main premise is that routed units may **not** stack. If a routed unit were to finish its rout movement in a friendly-occupied hex, instead—and as shown in the chart—it continues retreating one more hex (with additional penalties to the non-moving unit). If that "additional" hex is also occupied, the routed unit is automatically eliminated (with the non-moving penalties applying to the units in both those hexes).

10.25 Restrictions on Routed Units:

- Routed units retain their Size and Movement Allowance.
- They have a TQ of 1.
- Routed **foot** missile units are automatically "Missile No." All other units retain their current missile supply status.
- Rout-moving units do not incur movement Cohesion Hits.
- Routed units may not receive or use

Orders or Commands, other than Rally, nor may they fire missiles for any reason.

- If a routed unit is attacked (missile or shock) and suffers any additional Cohesion Hits, the unit is immediately eliminated and removed from play.

10.26 If, as a result of Cohesion Hits from Shock, ALL attacking and defending units *would* rout, the following occurs instead: Attacker adds to his total hits the number of hits—if any—that he would accumulate were he to advance after combat [8.4]. The side that has the unit with the greatest discrepancy between hits and TQ rating now routs, while the other side does not rout. If the defender is not routed, it remains in place. If the attacker is not routed, he advances (if eligible). The unit that does not rout has Cohesion Hits equal to his TQ minus one.

If the difference between the hits and TQ is the same for both sides, the defender routs and the attacker advances after combat (if allowed) and has Cohesion Hits equal to its TQ minus one.

The above sections apply only when all units would have routed. If, however, one (or both) sides have more than one unit involved, and at least one unit **did not reach or exceed its TQ**, then all the other units that **did** reach their TQ must rout.

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

10.3 Rally



10.31 During an Orders Phase, a leader may attempt to rally any routed unit that is in his Command Range (and can be commanded by him), as long as it is not in Rough terrain, and is not adjacent to an enemy unit or within range of an enemy missile unit that has missiles.

10.32 An individual leader may attempt to rally a given unit only once per turn.

That limitation applies to the leader, not the unit, which may be rallied by another leader in that turn as long as the unit is within that leader's command range.

10.33 To rally a unit, the player makes a rally die roll, comparing that die roll to the leader's Charisma rating:

1. If the roll is the same as or lower than the leader's Charisma rating, the unit is rallied (place a Rallied marker on it). If infantry, it now has hits equal to one-half its printed TQ, rounding down. If cavalry, it now has hits equal to one-third its printed TQ, rounding down.
2. If the roll is higher than the leader's Charisma, the unit is eliminated.

10.34 Rallied units may not receive or use Orders until the next turn. Rallied units may be refaced at no cost in MP or Cohesion Hits, but foot missile units are still "Missile No."

10.4 Army Withdrawal and Victory

10.41 A player wins by causing his opponent's army to Withdraw (Rout). An Army will withdraw when it has exceeded its Withdrawal Level (listed in the scenario) during the Rout and Reload phase. To determine that level, each player totals the TQ points of all his eliminated units. Units that have routed off the map are considered eliminated for purposes of Army Withdrawal. To this, he adds five times the Initiative rating of killed leaders. The sum is that side's Rout Point (RP) Total.

10.42 If an army's RP Total is the same or higher than the army's Withdrawal Level, that army has routed and that player has lost the battle. If both sides exceed their Army Withdrawal Level at the same time, the player with the least number of Rout Points above that level wins (but just barely). If both sides are exactly the same, it's a draw.

CREDITS

Original System and Game Design:

Mark Herman

Scenario Design: **Mark Herman**

Scenario Map Research: **Mark Matney**

Sena Gallica and Viking Scenario

Design: **Richard H. Berg**

Game Development: **Alan Ray**

Game Development Assistance:

Salvatore Vasta

Playtesting: **Bill Thoet, David Fox,**

Mike Pitts, Richard Shay, Sal Vasta,

Alan Ray Jr., Alan Ray, Mike

Lemick

Cover Art: **Rodger MacGowan**

Map Art: **Mark Simonitch**

Counter Art: **Rodger MacGowan and**

Mike Lemick

Rules Editing and Layout:

Stuart K. Tucker

Production Coordination: **Tony Curtis**

Place Ad here

Place Ad here

3.0 THE SEQUENCE OF PLAY

Players activate each of their leaders in the order determined by their Initiative rating [5.1]. When a leader is activated he gives orders which allow units within his range to move and conduct combat. After all leaders are finished, each army/player checks for Army Withdrawal after which that game turn is concluded.

The Sequence of Play

A. Leader Activation Phase: The player with the lowest-Initiative-rated leader (or Uncontrolled Line [9.3]), who has not yet been activated, activates that leader. If that leader wishes to issue a Line Command, he rolls for the ability at this point [4.23]. That player may attempt to by-pass that leader's turn by Trumping his own leader [5.41].

B. Orders Phase

1. Movement and Missile Fire Segment.

- a. For each Individual Order issued by an activated leader, the player may perform any one function listed [5.22] with one combat unit or leader. OR,
- b. For each Line Command issued, a number of units within range of the leader may move and/or Fire Missiles [5.23].
- c. Units capable of Orderly Withdrawal [6.5], and/or Reaction Fire [8.2] may do so throughout this segment.

2. Shock Combat Segment.

After a leader has finished issuing orders, eligible units engage in Shock combat, using the following sequence [8.3]:

- a. Shock Designation: all non-moving, eligible units that choose to Shock are given "SHOCK-No Check" markers.
- b. The Charge (Pre-Shock TQ Check).
- c. Resolution of Possible Leader Casualties.
- d. The Clash of Spears and Swords (determine Superiority and Shock column).
- e. Resolve the melee.
- f. Check for possible Collapse (Rout).

C. Momentum Phase OR Return to "A." The player having the leader who was activated in the immediately preceding Orders Phase may attempt a Momentum die roll to give that leader another Orders Phase (Phase "B"), or else play returns to Phase "A" for any leaders that remain unactivated.

D. Rout and Reload Phase

1. Remove "Rallied" markers.
2. **Rout Movement:** Routed units must undergo Rout Movement [10.22].
3. **Reload Segment:** Eligible missile units may get more missiles [8.15].
4. **Army Withdrawal Check:** Each player checks to see if his army has reached its Withdrawal level.
5. **Flip** all "Moved" units and "Finished" leaders back to their front sides.

At the conclusion of the Rout and Reload Phase, that game turn has ended and another game turn begins. There are no set number of turns. The battle continues until one side withdraws.