

Toms Ancient Warfare Rules:

Set up:

This set of rules is to be used with large units of risk figures mounted on 1.3" X 2" Cardboard bases. Actual historic figures can be used, but larger bases may be necessary.

Average Peltast unit: 12 men, In 3 rows of 4.

Average Hoplite phalanx: 16 men, in 4 rows of 4.

Average Cavalry Unit: 4-8 Cavalry

Each figure roughly represents 5 in real life, or perhaps 10 in larger battles.

Set up suitable terrain, with forested patches or a large clearing.

Build Opposing armies using the Points at the end of these rules, and once this is complete, roll off to see who gets to deploy first and take first turn. Deployment is 12" from your table edge.

Movement:

Move and shoot in any order or charge. -2" from move for each 0-90° turn. -2" from move for difficult terrain or moving up hills.

Missiles:

- All men in a unit may fire missiles if they have them.
- 4+ to kill for each man firing.
- Units that don't move may use an accuracy bonus of -1 to their kill rolls. (not including ballistae)
- Lose 1 dice for shooting over units (i.e. over 2" away)
- +4" for high ground.
- Obscured units (up to 2" directly behind units, hills, obstacles, etc.) gain +1 sv
- -2" for firing up hills or into forests.

N.B. All firing must be declared at the start of your turn before any kill rolls are made.
(No waiting to see if a target is destroyed before deciding to shoot at it with another unit)

Charging:

Units that charge attack with their swords and spears and kill an opponent on a 4+ for each man in the front line of an attack.

Javelin Strikes:

Any men armed with javelins may hurl these in the moments just before contact. The charging unit may fire once, with no accuracy bonuses.

Fighting Order:

All units for simplicity sake, fight in lines of 4. Since 1 figure = 5 men in real life, this gives a fighting front of 20 men. This means attacks may only be made by 4 figures at a time.

This does not apply to cavalry, as they need their numbers to be successful.

Units being charged may counter-attack before the charge is made. They may either:

- **Fire at charging unit** - Fire as you normally would with all the usual modifiers.
N.B: No accuracy bonuses may be taken, as these are negated by the nerves of the unit being charged.

OR: deploy a **Counter-charge** measure. But only if a general is within 10".

This allows them to choose either:

- **Counter-charge** - Roll 1 dice for every general within 10". Any results of 4 or higher allow them to attack with charge bonuses when it comes their turn to fight. (1turn only).
- **Reform** - Turn to face an attack coming from a flank. For every 4 men in the unit, roll 1 dice. Any results of 6 means they may not reform. N.B. Units attacked from the rear flank may not reform on a 5+.

Special rules:

- Units attacked from the rear flank may not use shields.
- They also take reform tests on a 5+ not a 6+.
- Units already engaged in combat or fleeing may not undertake Counter-charge measures.
- Certain units, like Greek hoplites, may attack with the front 2 lines instead of just the front row. Macedonians, on the other hand, with their 18ft Sarissa (pikes) may attack with the front 3 lines of the unit, and the back lines raised pikes helps ward off missile attacks.
- Cavalry with bows fight as infantry in combat (they dismount).

Kill Rolls:

Any attack is made on a 4+ to kill, missile or mêlée, although some modifiers apply in certain situations. These are as follows:

- Attacks against armoured units: +1 (so 5+ to kill)
- Attacks against cavalry: +1

In a mêlée only:

- Charging: -1
- Cavalry vs Infantry: -1
- Side Flank: -1
- Rear Flank: -2

These modifiers are cumulative. Any modifications to kill rolls that mean going below 2+ simply add an extra dice to the attack for every point below 2+. No kill rolls can be 1+ as this guaranties a kill.

N.B. Cavalry attacking other cavalry in mêlée are not subject to the +1 for attacking cavalry, as this is to represent cavalry moving quickly and being harder to hit from the ground.

Terrain Special Rules:

Hills:

- Units on hills gain 4" of range to missile attacks and charges.
- Units firing missiles at units on a hill lose 2" of their missile and charge attacks.

Woods:

- Units may choose to deploy as hidden in a woods at the start of a battle if a wooded area is in their deployment area. These units are not revealed to the enemy until they emerge from the woods or an enemy unit comes within 8" of the woods.
- Units may not fire missiles over woods or at units on the other side of a wooded area. Units that are less than 4" into a wood are eligible targets for missile fire.
- Units may not fire out of woods unless they are within 4" of the edge of the woods, on the side they wish to fire missiles through.
- Units in a wood count as being obscured (+1 sv.)
- Units charging into or through woods lose modifiers for charging.

Morale:

Break Tests:

Units must make break tests on the following conditions, undertake the break test as soon as these conditions are met:

Break Test If:

- Unit has sustained 50% casualties.
- Unit has any casualties while under 50%.
- A friendly broken unit is within 8" at the end of your turn. (This is a Panic Test).
- A friendly unit is destroyed within 8" (This is an FC test).
- All generals are killed in 1 turn.
- Hit by fire missiles that aren't put out (by rolling a 1 on the fire dice)

The following Modifiers apply to the number of dice rolled in a break test:

Any of the break test conditions are met:	+1
The unit is below 50% strength:	+1
There are no generals within 8":	+1
General is present in the unit:	-1
The unit is on a hill or in a forest:	-1

If the modifiers equal 0 or less, the unit automatically passes its test.

Break test: Trained units break on a 5+. Untrained units will break on a 4+.

Panic test: Trained units break on a 6+. Untrained units on a 5+

- Broken units immediately turn 180° and must move at standard pace in their next turn, towards their new facing (i.e. run away!)

Rallying:

Rally Tests: At the end of your turn you may attempt to rally broken units. Only units that have not sustained casualties in the previous turn (your enemies turn) may rally.

- Trained units rally on 5+
- Untrained units rally on 6+

Make this test on 1 dice, but:

- Add 1 dice for every general within 10" (cumulative).
- Add 1 dice if enemy units are within 12"

For example, a unit with 2 generals within 8" makes its rally test on 3 dice, needing any results of 5 or higher (they are trained) to rally.

N.B. Auxiliary units and siege engines don't induce panic tests. They do induce FC tests but only treat them as panic tests (So 6+ for trained units).

Holdfast:

Trained units may choose to go into "holdfast" this lets them brace themselves for imminent charge. This allows them to fight first if they are charged in the following enemy turn.

Units on holdfast:

- May not fire missiles on the turn they declare holdfast.
- Move at half distance in their next turn.
- May fight before the enemy if they are charged in the following enemy turn.

Generals:

A general must be part of a unit or bodyguard. If this unit is attacked and the attacker rolls any 6's on their kill rolls, re-roll these dice. If a further 6 is rolled, the general is killed outright with no shield saves. Note that if a second 6 is not rolled, the attack is resolved against another man in the unit (i.e. make shield saves).

If the generals unit or bodyguard are all killed, he is considered out of play. (He runs or is slaughtered) generals have the same statistics as the unit they are part of and may fight as an extra on the front line.

For example a unit of 16 hoplites in a phalanx have a general with them. The normal amount of attacks for a Greek phalanx is 8 (the front 2 lines - 4 each) so the unit would have 8 attacks and an extra 1 attack for the general, so 9 in total.

Shields:

Units with shields are allowed to make a saving throw after they have been successfully killed by the enemy. Roll 1 dice for every casualty. Depending on the type of shield, any dice with (for example - Greek hoplite shields) a 5 or higher will represent the attack bouncing off (or sticking into) a shield, and these men are saved from death. Count up the number of dice with results of under 5 to give the casualties taken.

Ballistae Special Rules:

Ballistae may move or fire. Roll 1 dice for each crew man present (max. 4)

- 3+ to kill
- Ignores armour and shields
- Crew count as infantry with shields (5+)
- Any 1's rolled mean the shot misses and no casualties may be taken. (the ballista misses or jams)
- Missed shots continue through to any units directly behind target, halving the number of dice rolled each time. (Up to maximum range - 48") round down if odd numbers. (So a ballista with 3 crew (roll 3 dice) that misses its target would roll 1 dice to hit any units behind its target, if they were in range.)
- If two or more 1's are rolled one of the crew is killed in a freak accident (the ballista backfires)

Fire Missile Special Rules:

A unit with missile capabilities may spend 1 turn setting up flame missiles. In their next turn only they may fire flaming missiles at half range (12" for an average archer).

- Accuracy bonuses are allowed.
- Fire burns for D3 turns. (This happens during both players' turns, and is reduced by 1 every time it does so.)
- Place "Fire Dice" next to unit targeted, displaying how many turns left to burn.
- Take normal casualties from target unit (with normal modifiers). And any casualties from fire dice (1 does not count).
- When taking casualties from fire roll amount of dice equal to fire dice.
- Fire always kills on a 4+ with no shield saves allowed.
- Flammable units burn for D6 turns. (1 still puts out the fire!)

Elephant Special Rules:

- Elephants start the game with a dice showing a 4 next to them. Each time it is killed, instead of removing the elephant just take -1 from the dice, giving the elephant 4 lives.
- Elephants cause Panic tests to all enemies within 8"
- Elephants have a crew of 3 and they count as having bows (16") and shields (5+).
- Elephants cause Fc tests to cavalry at 10".
- Elephants take a Break test at -1 (4+) if they are fired upon with flame missiles. if any unit within 8" of them is fired upon with flame missiles, the elephant must take a normal Break test. (5+)
- Elephants that fail a break test have no chance to rally and go berserk running 10" in a random direction (use scatter dice) every turn until slain or off the board.
- Any units touched by an elephant are immediately hit with 6 kill dice. No modifiers for cavalry or armor but shield saves are allowed.
- An Elephant must take a Panic test (5+) as soon as the dice next to it reaches 2 or 1.
- When an elephant is slain, it falls D6" in a random direction and deals usual damage to any units in its path.
- Elephants are immune to normal Fc and Panic tests. They are still effected by morale modifiers (like being under half strength).

Point System for Ancient Warfare

Points are worked out PER FIGURE. So a unit of 16 Greek hoplites would cost 48 points.

Key:

m – Movement in inches (Sometimes a move and a charge rate will be given.)

r - Missile range (if any)

a – Armour,

s - Shield (5+ or 6+)

c - Cavalry

tr. - Trained.

Sp* - Special rules (Listed above)

Greek units

Hoplite 3pts

10m, a, s5+, tr.

Peltast 2pts

10m, 8r, s6+

Archer 2pts

10m, 24r

Rhodian Slinger 4pts

8m, 30r, 6+

Javelin cavalry 3pts

24m, 6r, 6+

Cataphractii 5pts

18m, 6r, a, s5+, c, tr.

Ballista 15pts

6m, 48r, s5+, 4 crew

Persian units

Archer 10m, 24r, s6+	2pts
Spearmen 10m, s6+	1pt
Immortal spearmen 10m, 24r, s5+	5pts
Phoenician marine 10m, 8r, a, s5+, tr.	3pts
Arabian camels 20m(16"m+20"ch)	2pts
Spearmen cavalry 24m, 8r, s6+, c	3pts
Caspian cavalry 24m, 18r, c	3pts
Sakae cavalry 24m, 30r, c	5pts

Carthaginian Units

Gauls 10m,	1pt
Cartg. Infantry 10m, 8r,s6+	2pts
Mercenaries - with bows 8m, 24r, s6+, tr.	4pts
Cretan archers 10m, 24r	3pts
Slingers 10m, 16r	2pts
Mercenaries – hoplites 8m, a, s5+, tr.	3pts
Cartg. light cavalry 24m, 8r,c	3pts
Elephants 10ma, Sp*, 3 crew (16r),	10pts each.