

Frequently Asked Questions

Q – Which scenarios are for play against the computer and which for PBEM?

A – All scenarios are suitable under both modes. Some scenarios play better under PBEM.

Q – I do not understand, some of the Macedonian army are highlighted as Irregular units. Is the Macedonian army Regular or not?

A – Each army can have a mix of Regular and Irregular units. The Macedonian army was mainly Regular but some scenarios will simulate occasions when Alexander's forces were mainly Irregular. Regular units are well drilled and capable of complex formation changes.

Q – How do you start the second battle in a campaign?

A – Once you come to the end of the first battle in a campaign, save the battle file as a .cob (campaign order of battle) file. This is necessary to load in the second battle. Start the second battle as a new campaign battle then go to the menu – Campaign – and 'Load Campaign Army'. Follow the instruction boxes. This loads in your previous forces and the replacement points awarded at the end of the first battle.

Q – The Command pop-up box was working but now it is not. Why?

A - The toolbar button showing the Eagle needs to be depressed for the Command Instruction box to appear. The other toolbar buttons grouped together with the Eagle are mutually exclusive. If you have just used one of those you will need to click on the Eagle to activate it again. There is also an option to use hot keys instead of the pop-up Command box. You need to check the menu option "No Command Box" is not ticked.

Q – Why is the 'Erase Group Command' button not working?

A – For this command to work you need to activate a unit in the group and see the red arrow movement on / from the unit. Then click the toolbar button – this should remove the red arrows and clear all commands for the group. Each unit in the group should now be back to its original Action Point allocation. The blue arrows may remain but this will not interfere with you placing a new command.

Q – Why is the A.I. not moving its units forward? (or they are all going to the top left corner of the map)

A – If the Scenario Designer did not specify the direction the First army is facing in the Scenario Header then the A.I. does not know which direction is forward.

Q – The computer Events Phase takes too long – can I speed it up or bypass it?

A – You can not bypass but you can speed it up. Go to menu – Options and tick the Fast Movement and Fast Computer Processing. Alternatively tick the menu – Options – No Action Replay.

Q - Why can my unit not charge an enemy unit to its rear?

A – A unit can only charge units within the arc of its front 3 hexes. This is to reflect units would lose cohesion if attempting to change direction on the run.

Q – Why can I not get my unit to move through the woods?

A – This is probably a stacking limitation. All units have a reduced maximum number permitted in Close terrain (i.e. non Clear terrain). The maximum permitted is half that for Clear terrain. To overcome the problem left click on the unit, click the 'Divide Unit' toolbar

button and split in to 2 smaller units each below the stacking limit for that unit type. Note you can divide a unit more than once.

e.g. If a unit is in Clear terrain and you want it to move into an unoccupied Close terrain hex, the unit must have no more than a 50% stack limit as shown on the unit information box.

Some units like Hoplites with long spear or Legionary HI can not enter forest hexes. To know what restrictions exist, right click the Unit's information box to see the Movement – Action Point Cost for different terrain. Where a unit is not permitted it will be marked N/P (not passable).

Q – I do not understand the phasing of turns in PBEM mode. Please explain.

A – The sequence of phases for an e-mail game is :-

- First player places commands for Turn 1 and e-mails the game to the second player.
- Second player places commands for Turn 1 and e-mails the game back to the first player.
- First player watches action phase of Turn 1 and e-mails the game to the second player.
- Second player watches action phase of Turn 1 then places commands for Turn 2 before e-mailing the game to the first player.
- First player places commands for Turn 2 and e-mails the game to the second player.
- Second player watches action phase of Turn 2 and e-mails the game to the first player.
- First player watches action phase of Turn 2 then places commands for Turn 3 before e-mailing the game to the second player

And so the sequence is repeated from phase 4 to phase 7 until the game end.

Q – How do I know which terrain is 'Woods' and which is 'Forest'?

A – Left click on the hex in question and look at the bottom Status Bar third box from the left where the terrain description is given.

Q – Why does the 2D view unit formation / direction symbols disappear from some units?

A – If a unit suffers a morale test which determines the unit is in Rout, Uncontrolled advance or Retreating then the player has no control over the unit and is not able to assign orders to the unit. To show a player at a glance which units can not be assigned orders during his Command phase the 2D formations / direction symbols are removed.

Light infantry, Leaders and Civilians also have no formation and therefore no set direction. These units act in a loose order and suffer no penalty for a change in direction.

Q – How do I give a unit 2 weapons in the Scenario Editor?

A – You can assign a unit a hand held weapon and a missile weapon if historically accurate. Using the pop-down menus, assign to the unit the hand held weapon first then the missile weapon. If this is done in reverse order, the missile weapon will be deleted.

Q – When I have several units stacked in a hex what determines which unit suffers combat losses?

A – The unit with greatest strength on a stack is both the attacking unit and the one that suffers the losses. The other units on the stack are assumed to be at the rear.

Q – I placed a ‘Charge’ command on a group of my units and when the Events Phase played out only some of them charged in. Why is this?

A – Irregular units undertake a morale test when charging in. Some units may suffer an adverse result and refuse to charge in.

Q – Why won’t my reinforcements come on the map?

A – If there is already a unit in the hex that the reinforcement is due to arrive in and it is an enemy unit or would result in over stacking then the reinforcement is delayed for one turn. The following turn the checks are made again and the unit's arrival is delayed again if the hex is still occupied.

Q – I made some changes to the unit graphics files and now the game crashes on start up, but the files look ok, how do I correct this.

A – See the section in the Design document under “Paint your own army”, as the reference pixels are probably missing from your new image files.

Q – It takes a really long time for the computer to resolve the turns. How can I speed this up?

A – Go to the menu - Options - Fast Movement and set Fast Computer Processing to ON and this will speed up the action significantly. Also use the option ‘Speed of Action’ to increase the speed of the Events Phase.

Q – When I issue a command to a group to cross a ford they don’t always do it the way I want, or sometimes don’t seem to want to do it at all, what gives?

A – The reluctance of units to cross a ford is evident in group command movement as each individual unit seeks to reach the target by the lowest action point cost route. This results in some units running along the river bank rather than crossing at the ford. The only way round this is to give instructions to each individual unit. Note the cost for the ford is high because there are often changes in elevation between the river bank and the shallow water. To ensure a unit crosses the ford, place a command to move the unit in to the ford and then a second command to move on to the far bank.

Q – Why don’t I have all the buttons on my toolbar that are displayed in the help manual?

A – When viewing the game in 800 x 600 resolution the 5 buttons on the right-hand side of the toolbar will be missing. All of these commands are still available from the menus. This was done to maintain uniformity of the button size regardless of resolution settings and also to avoid reducing the amount of map space available to the players.

Q – Why is it the ‘Leaders to Top’ and ‘Unit to Top’ options do not work?

A – The game has a maximum counter limit of 600 for any one army. Leaders and Units requested to move to the top of a stack are assigned a new counter number which is the highest number in the army. Units are stacked in counter order from the highest number downwards. If the highest counter number for an army has already reached 600 then there is no free number to be allocated and the action can not be followed through.

Q – Why is it the ‘Divide Unit’ did work but does not work any more in my scenario?

A – The game maximum counter limit of 600 may have been reached. See paragraph above. If you are trying to divide a unit which is already small that type of unit may not have

operated independently in a smaller group, in which case, the game will inform you the divide instruction is not allowed for that unit – see bottom Status Bar for such comments.

Q – Certain leaders are not moving in the A.I. controlled army. Why?

A – If the Scenario Designer has not allocated the leader to a group of units, the leader will not move.

Q – The ‘Unit Fly-By’ box is not working when using the assigned hot key ‘U’. Why?

A – The programme needs to be focussed on the map for this hot key to work. If a unit information box is active (with yellow star) then click on an unoccupied hex and try the ‘U’ key again.

Q – Why do some units become ‘Fixed’ at the start of my turn but not others?

A – If the scenario is played with the ‘Command Control’ feature ON – Units out of Leader command range become ‘Fixed’. However, units shot at or in combat with a significant force are not ‘Fixed’ even if they are out of ‘Command Control’ range. A significant force is defined as 50 or more infantry, 25 or more cavalry, 3 or more Elephants / Chariots.

Q - In a campaign game, I can play a same scenario several times. Is this normal?

A – You are not expected to play the same scenario more than once but it can be done. However, for each new battle you will have fewer troops on ‘Loading Campaign Army’.

Q - I use ‘highlight irregular units’ option and I get some Macedonian units highlighted. But the rules say that the Macedonian army is a regular one. Is this a bug?

A – No bug. The Macedonian army used mercenaries from many nations and some troops were ‘irregulars’ (not regularly trained professionals).

Q - Why are my charging units disrupted at the end of their charge?

A – Any unit charging through another will cause disruption unless specified otherwise on the ‘Interpenetration’ rule.

Q – ‘N’ hot key not working for stacks?

A – Where there is more than 1 unit on a hex, you need to left click (activate) the specific information box of the unit you wish to select then press the ‘N’ key to progress.