Quick Guide

Unit Information Box -

Yellow star means the Unit is activated. Click on Unit on map to activate.
F means the Unit is 'Fixed' – not able to move to an adjacent hex

Quality of Unit

Poor quality troops are militia and levies

Action points are spent to move a unit or change its formation. Move over one clear hex costs 20 points

This is the principal weapon used by the Unit. Any missile weapon is also given here

Maximum stack level of 100% permitted on one hex. Add up the unit(s) stack level already on the hex plus the unit you want to move in to determine if the unit can enter the hex

When the fatigue level reaches 70 the Unit will rout. Once the fatigue level reaches over 50 it is difficult to control the unit – often it does not respond to commands but reacts to the local battle situation

If a shield symbol is shown here the Unit is armed with shields

Symbols under 'Unit Status' are –
D means the Unit formation is disrupted
R means the Unit is routing
R means the Unit is retreating
U means the Unit is in an Uncontrolled advance.
A ladder symbol means the unit is carrying ladders and can climb fortification walls. A castle symbol means the unit is on a fortification. A shovel and axe symbol means the unit is constructing a palisade. An assault tower symbol means the unit is on an assault tower.

Direction the Unit is facing: Shown as the red highlighted side of the hex (under Quality of Unit)

Formation of a Unit (shown on the right of the Unit Strength)

Line formations are shown in 2D by:-

Column formations are shown in 2D by:-

Wedge formations are shown in 2D by:-

Square formations are shown in 2D by:-

Cantabrian circle shown in 2D by:-

Testudo formation shown in 2D by:-

Unit Information Box:
Unit 1
Phalangites — Experienced
Strength 256
Action Points 60
Weapon 15'-24' Pike
Unit Status D
% Stack Limit 50
Battle Fatigue 0

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Definition of Unit Types :

Abbreviation	Symbol	Description	Typical Example
LI		Light Infantry	Javelin men / skirmishers
MI		Medium Infantry	Parthian infantry
HI		Heavy Infantry	Roman Legionaries
LMI		Light Medium Infantry	Peltasts
LHI		Light Heavy Infantry	Roman Auxiliaries
LC		Light Cavalry	Numidian cavalry
MC		Medium Cavalry	Hellenistic cavalry
HC		Heavy Cavalry	Roman cavalry
EHC		Extra Heavy Cavalry	Parthian Noble cavalry
SHC		Super Heavy Cavalry	Parthian Cataphracts
CM		Camelry	Parthian army
El		Elephants	Roman armies
LCh		Light Chariots	
HCh		Heavy Chariots	Hellenistic armies
Art		Artillery – bolt shooting & stone throwing engines	Roman and Hellenistic armies
BT	BT	Baggage Train	Supplies - Wagons
BR		Battering Ram	Siege equipment
AT		Assault Tower	Siege equipment
P		Civilians	
M		Mantlets	Portable wood shields

The above symbols are seen on the 2D counters.

For any close terrain (i.e. non-clear or field hex) the stacking limit is ½ of the maximum number tabled below except for Light Infantry.

Unit Type	Stack Limit (No. of) per hex	Strength per rank per hex
HI,MI	400 (512 for pike men)	24 (32 for pike men)
HC,MC	120	16
LMI,LHI	180	16
LC,LI	80	12
El, Art, LCh, HCh	8	8
Wagons	8	-
Battering Ram	1	-
Assault Tower	1	-
Mantlets	1	-

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Left click the Unit on the map or the Unit Information Box to activate (get the yellow star) and issue a command. If a 'Move' command then right click the destination hex on the map.

The 8 different commands available are:

Move: This is the most common action used by a player.

Charge: This increases the number of action points available to a unit. Typically by a multiple of 1.5.
Once a 'Charge' command is issued no further command can be given to that unit on the same turn. A 'Reaction Test' is undertaken automatically when an irregular unit commences a charge. This reaction test may result in the unit failing to follow the charge through to contact.

Forced March: This command represents an infantry unit moving at double-time and increases the unit's action points available by a multiple of 1.5. In the process of moving at double-time a unit will increase its fatigue level by 2 for every quarter turn moved and there is a 50% chance of suffering a loss of 2 men as stragglers per turn. No further commands can be issued to follow on from a 'Forced March' instruction in the same turn. This command can only be used by infantry in column.

Hold: This instruction prevents a unit from moving under local initiative. Local initiatives include charging an enemy unit close by and skirmishing actions.

Pause: This delays movement of a unit for ¼ turn. More than one 'Pause' command can be placed in one turn.

Skirmish: Skirmishing is only permitted to LCh, LC, LI, or LMI/LHI not in Column. A skirmishing unit will automatically evade when an enemy unit moves adjacent to it. A unit may skirmish forward or in its present position. If skirmishing without moving then the player must right click the unit's position as its final destination for the command to work. A 'skirmish' order is the last order a unit can receive. A unit can not skirmish when in a palisaded hex.

Change Face: Clicking this option presents a further dialog box allowing the player to rotate the direction an activated unit is facing. Click the button alongside the hexagon face you wish the unit to rotate to. If the button is greyed out then this option is not available to the unit at that time.
Note – LI and Leaders are in a 'loose' formation and have no clear frontage. They can change face without penalty and LI, LC, elephants and chariots with missiles can shoot in any direction.
Note – To change face by 120° takes 2 commands of 60° rotation.

Formation Change:

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- Disrupted and routed units can not change formation.
- Units can not change formation adjacent to an enemy unit.

Units eligible for formation changes – all units except siege equipment & wagons.
Clicking this option presents a dialog box allowing the player to change from / to a circle / wedge / square / line or column formation. Any of these formation changes takes all of a unit's action points if irregulars and half the action points if regulars.
This command overrides all other commands previously issued to the same unit.

From Battle Charts at end of Rules Manual –

Missile Weapon	Range in Hexes
Light Hand hurled weapons	2
Slings	5
Mounted archers / Foot archers short bow	6
Lead-Shot Slingers	7
Foot archers composite bow	9
Bolt shooting engine	14
Stone throwing engine	20