NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game @ strategyandtacticsmagazine.com/site/e-rules/

1.0 INTRODUCTION
Fight the Fall is a wargame system for battles that occurred during the era AD 376 to 560, the time from when the Goths crossed the Danube to the attempted Byzantine reconquest of the west.

There are two players in the game: Roman and Barbarian. The game system emphasizes command control, leaders, and tactics. Players pick command markers to generate actions, modeling the chaos of the battlefield. The objective is to gain victory in battle, usually by destroying enemy units and morale.

This edition has two scenarios, each showing a unique battle, with its own map, counters, and special rules.

Fight the Fall is much like Alesia (S&T 312), with differences to account for scale and tactics of the era.

2.0 COMPONENTS
The components to a complete game of Fight the Fall include 176 5⁄8-inch game pieces (counters), one 22×34-inch map, and these rules. Players must provide one six-sided die.

2.1 Map
The scenario maps are a reconstruction of the original battlegrounds. A hexagonal grid (hex grid) has been superimposed over the terrain features to regularize the movement and positioning of the playing pieces.

2.2 Playing Pieces
The pieces are referred to as “units” for military forces, and “markers” for informational pieces.
### 2.3 Unit Types

#### Leader Units

<table>
<thead>
<tr>
<th>Leader Symbol</th>
<th>Missile Unit Designator (Range)</th>
<th>Unit ID</th>
<th>Combat Factor</th>
<th>Movement Factor</th>
<th>Leader Value</th>
</tr>
</thead>
</table>

**Designer’s Note:** Leaders represent a great commander and a guard troop.

### Mobile Units

<table>
<thead>
<tr>
<th>Unit ID</th>
<th>Unit Symbol</th>
<th>Combat Factor</th>
<th>Movement Factor</th>
</tr>
</thead>
</table>

#### Combat Unit (non-missile)

#### Combat Unit (missile)

### Static Units

<table>
<thead>
<tr>
<th>Unit ID</th>
<th>Unit Symbol</th>
<th>Combat Factor</th>
<th>Movement Factor</th>
</tr>
</thead>
</table>

**Barbarian Infantry**

**Heavy Missile Engine**

### 2.4 Unit Counter Information

- **Combat Factor:** This is the unit’s combat strength when attacking or defending.
- **Movement Factor:** This is the number of hexes through which a unit can move in a turn. Units with a movement factor of zero cannot move.
- **Leader Value:** Number of hexes away a leader can provide command.
- **Range Value:** Number of hexes away a unit can conduct offensive fire combat.
- **Missile Unit Indicator:** Indicates units which can use offensive ranged combat and can fire defensive fire.
- **Back Printing:** Combat units are printed with two sides. The front of the counter shows the units in good order and the back of the counter shows the units when disrupted.

### 2.5 Command Markers

- **Maximum Effort** (one for each side)

### 2.6 Administrative Markers

- **Game Turn Marker:** Used on the Game Turn Record Track to indicate the current turn.
- **Activation:** Indicates an activated leader or sub-command.
- **Panic:** Indicates an army that is running for the hills.

**Errata:** The back of the Theodoros Leader counter (Tricamerum scenario) does not show his Leader Value. It should display a Leader Value of 2. There are two units in the Faesulae scenario counters that have a Unit ID of Eq Sag I. One of the counters should have an ID of Eq Sag II. The counters will be replaced in S&T 329.

**Important:** Cavalry, while not listed as archers, have missile capabilities.

**Unit Designations, Nationalities, & Sides:** A title, a number, or a name may identify units. Roman units may be part of the same Legion.

**Contingents:** Units may be part of a larger sub-command, representing a higher organization.

**Important:** All unit counters on the left side of the counter sheet are used in the Faesulae AD 406 scenario and all unit counters on the right side of the counter sheet are used in the Tricamerum AD 533 scenario (see scenario instructions for contingent colors).
2.7 Special Displays
Scenarios may have special off-map displays to organize units. They will be explained in the scenario rules.

2.8 Game Charts
Game Turn Record Track (GTRT): Indicates the current turn; the track is located on the map.
Terrain Effect Chart (TEC): Shows the effects of terrain on movement and combat. The TEC is at the end of the rules.
Combat Results Table (CRT): Used to resolve combat (Melee and Fire). The CRT is located on the map.

2.9 Definitions
Command Radius: All leaders have a command radius which is equal to the leader’s “leader value”.
Force: A group of units taking an action together.
Impulse: A single unit of action within a game turn, generated by a command marker.
May: Players can choose to take the action or not.
Must: Players are required to take the action.
Occupy: Having a unit physically in a hex.
Pick: Randomly draw a command marker from the pool.
Stack: One or more units in a single hex.

3.0 VICTORY CONDITIONS
There are two ways to win a scenario in Fight the Fall; Sudden Death and End Game.

3.1 Sudden Death
A player wins a sudden death victory if the conditions stated in the scenario are met. At this point, the game immediately comes to an end and victory is declared for the winning side.

3.2 End Game Victory Points (VP)
If neither player wins a sudden death victory, play continues to the end of the scenario and then each player totals his VPs at the conclusion of the last game turn. The side with fewer VPs subtracts its total from the side with the greater number of VPs. See the scenario victory conditions to determine the level of victory achieved by the side with the greater number of VPs.

3.3 Sudden Death
A player wins a sudden death victory if the conditions stated in the scenario are met. At this point, the game immediately comes to an end and victory is declared for the winning side.

4.0 DEPLOYMENT
Set up the game using the following procedure. Play proceeds according to the sequence of play (5.0).

4.1 Command Pools
Players will need one large-mouth opaque container, such as a coffee mug or inverted helmet: this is the Command Pool. Throughout the course of a game, players will randomly pick command markers from this pool.

4.2 Command Marker Placement
Each player places command markers in the Command Pool, per scenario instructions.

4.3 Roman & Barbarian Deployment
Players set up their own units according to scenario instructions. Stacking restrictions must be met during initial deployment (8.0). Units may be set up in enemy zones of control (EZOC).

4.4 Reinforcements
Scenarios state if players receive additional units during a game.

5.0 SEQUENCE OF PLAY
Fight the Fall is played in game turns with each turn being composed of Impulses, each generated by the pick of a command marker.
- Each Impulse is composed of phases.
- During a player’s Impulse, the player will activate certain units, conduct movement, and execute combat.
- The player who is currently conducting a phase is called the phasing player and the other player is the non-phasing player.

5.1 Structure
- Each game turn can have a variable number of impulses, depending on command marker pick and events.
- One player (it does not matter which) picks one command marker and the owning player resolves either an activation, event, or special action.
- Upon the action’s resolution, pick another marker. The game turn continues until one of the following occurs:
  - There are no more command markers remaining in the pool; or,
  - One side wins a sudden death victory (3.1).

5.2 Turn Sequence of Play
I: First Impulse: One player picks a command marker.
   a) If the marker calls for an event or other special action, then play temporarily ceases while that action is resolved. At the resolution of the event or special action, proceed to the next impulse.
   b) If the marker activates a command (6.0), then the player controlling that sub-command initiates the following actions:
      1) Activation Phase: The player activates the leaders/sub-command/units per the marker (6.0).
      2) Movement Phase: The player moves any activated units (7.0).
      3) Ranged Fire Phase: The player conducts any offensive missile fire for activated units (11.0).
      4) Melee Combat Phase: The player initiates melee combat with all units in contact with the enemy (10.2).

Important: Units do not have to be activated to initiate melee (6.5).

II: Second and Subsequent Impulses: Continue following the procedure outlined for the First Impulse until:
   1) All command markers for both sides have been picked and played (5.1); or,
   2) Or an event calls for an impulse to end (6.6); or,
   3) One player wins a sudden death victory (3.1).

III: End of Turn: If this is the final turn of a scenario, the game comes to an end. Check for victory (3.2). If it is not the final turn, conduct the following:
   1) Rally Phase: Players rally disrupted units (15.1).
   2) Return Phase: Players return command markers to the pool (other than those that have been permanently discarded).
   3) Game Turn Advance: Move the game turn marker to the next box on the GTRT.
5.3 No Passing
Players cannot pass when it comes to picking a command marker. Players must continue to pick markers until one of the conditions in 5.2: II either a) ends the turn, or b) ends all further impulses.

6.0 COMMAND MARKERS & ACTIVATIONS
Players will normally place all command markers in the Command Pool each game turn.

Exception: Maximum effort marker (6.6.1).

Command markers activate leaders, sub-commands, and/or individual units to conduct an Impulse.

Important: Unless specifically required by a rule, a unit does not have to be activated to perform actions not listed in the phases of an impulse.

6.1 Leader Activation
Scenarios will designate if a given leader is an army commander or sub-commander. If a leader marker is picked, the player who controls that leader activates the leader and any subordinate units. It makes no difference which player picked the marker.

Army Commander: An army commander activates all friendly units (including any sub-commanders) within the army commander’s command radius (scenarios may provide exceptions). The activated sub-commanders cannot activate additional units.

Sub-Commander: A sub-commander activates only the units of his sub-command within his command radius.

Sub-Command: A sub-command marker (with the name of a contingent or sub-command rather than a marker with a leader’s name) activates all units of that sub-command. Those units do not have to be within the command radius of a leader.

Example: When playing Tricamerum, the Roman player picks Belisarius (army commander) and thus activates the Belisarius leader plus all friendly units within his command radius.

6.2 Determining Command Radius
Command radius is determined during the Activation Phase before any unit moves. Using the leader value, command radius is traced from the activated leader a distance equal to the leader’s value (do not count the leader’s hex). Command radius is not blocked by enemy units or terrain.

Example: An army commander leader with a radius of two would activate all friendly units in its own hex, all hexes adjacent to it, and all units up to two hexes away.

Important: A leader with a command value of zero can only activate units that are stacked in the same hex with that leader.

6.3 Sub-Command Activation
Certain command markers will activate a sub-command, per scenario instructions. When a command marker for a sub-command is drawn:

a) All units of that sub-command are activated, regardless of their location on the map.

b) If that sub-command has a leader, then that leader is also activated, but cannot activate additional units (not of his sub-command).

Example: The Moors marker in Tricamerum will activate all Moor units. The units activate regardless of command radius.

6.4 Initiative
Instead of activating leaders, if a player picks a leader marker the player can instead designate one hex containing units of that leader’s command or sub-command. The leader may have been previously eliminated or (if the leader is still on the map) the owning player may wish to just activate a single stack of units within his command, regardless of command radius.

Example: Gelimer has been eliminated. But fear not, oh Vandals, when the player picks his command marker, the player can activate one hex of units of his sub-command.

6.5 Effects of Activation
Units need to be activated to move in the Movement Phase (7.0) and to fire in the Ranged Fire Phase (11.0). See also the special tactics rules (20.0).

Important: Units do not need to be activated to engage in melee combat (10.2).

6.6 Special Command Markers

6.6.1 Maximum Effort
If a player has a maximum effort marker, he can add this to the Command Pool at the start of any turn. After being played, the maximum effort marker is removed from play (it can be used only once per game). There is no obligation to add the maximum effort marker on any game turn.

Important: The Barbarian player chooses to place his marker in the pool first, then the Roman player.

If a side’s maximum effort marker is picked;

a) All friendly units are activated (and can move and then initiate fire and melee combat); and,

b) All friendly melee attacks only are shifted one column to the right.

6.6.2 Event
The player picking an event marker must check the Events Table and implement the event immediately. Place the event marker in a Command Markers Box on the map, and it is placed back in the Command Pool during the Return Phase.

6.7 Multiple Command Markers
A unit can be activated more than once per turn.

Example: A Roman Bucelarii unit in Tricamerum could be activated first by Belisarius (army commander), then Ionnes (cavalry commander), and then a third time by the Roman maximum effort.

6.8 Disposition of Markers
After a marker is picked, it is placed in the Command Marker Box on the map. It is placed back in the Command Pool during the Return Phase.

Exception: Maximum Effort Markers (6.6.1).

7.0 MOVEMENT
A player moves friendly activated units during the friendly Movement Phase.

A player may move any number of activated units as he chooses. The player may move activated units in any direction or combination of directions to the limits of their movement factors (also called movement points).

7.1 Activation
Only activated units can be moved.

- Activated units can move out of the command radius of the leader that activated them (if any).

- Once a leader exits the hex in which he began the Movement Phase, he cannot activate other units that now are within his command radius.

Important: Move leaders after all other units have been moved. This will avoid confusion when determining activated units.
7.2 Movement Procedure
Each unit has a movement factor printed on it. Move units by tracing a path of contiguous hexes through the hex grid, until all movement factors are expended, or the owning player decides to cease moving the unit, whichever comes first. As each unit enters a hex, it pays one or more movement factors. Consult the TEC for further details.

7.3 Restrictions
Once a unit has been moved and the player’s hand removed, it may not be moved again.
- A unit may expend any or none of its movement factors in any one Movement Phase.
- Unused movement factors may not be accumulated from turn to turn or impulse to impulse, nor may they be in any way transferred from one unit to another.

7.4 Minimum Movement
All mobile units are guaranteed the ability to move at least one hex per Movement Phase regardless of the movement factor cost (static units never move).
- Units may never:
  a) Enter an enemy occupied hex.
  b) Enter a prohibited hex.
  c) Move directly from an EZOC to another EZOC (9.0).

7.5 Static Units
Units with a printed movement factor of zero never move once placed onto the map, except to go into the dead pile.

7.6 Zones of Control (ZOC)
A moving unit must cease movement when it enters an EZOC (9.0).

7.7 Terrain
A unit must expend the number of movement factors designated by the TEC to enter a hex.
Important: Different unit types may pay different movement costs for certain terrain types.

7.7.1 Hexsides
Certain terrain types run along hexsides (e.g., streams, ditches). Units pay both the hexside crossing cost (on the TEC, listed as “+ #”) and the movement cost of the terrain in the entered hex.
Example: To cross a stream and enter an open terrain hex costs two movement factors.
Example: The below diagram clarifies the slope hexsides when determining up and down slopes.

7.7.2 Multiple Terrain
If there is more than one type of terrain in a hex, use the highest single movement cost from among all the terrain types involved.

7.8 Road March
Roads enhance mobile unit movement.
- If a unit begins its Movement Phase on a road hex and moves along the road (hex to connected hex), that unit may double its movement factor.
- The unit cannot use off-road movement in the same Movement Phase.
- The unit cannot begin its movement in an EZOC, but it may enter an EZOC.
- The unit can attack normally in the immediately following combat phases. It may pursue or retreat normally.

Exception: Units using special formations cannot employ road movement (20.0).

7.9 Bridges
A bridge across a river hexside negates the extra cost for crossing; including if the moving units are using road march.
Important: A bridge exists when a road crosses a river hexside.

7.10 Exiting the Map
Units cannot exit the map.

8.0 STACKING
Having more than one friendly unit in a hex at the same time is called stacking. Units from one side cannot enter hexes occupied by units from the other side.

8.1 Stacking Limits
Each side may stack more than one unit in a hex. Each scenario may contain restrictions or allow additional units to stack. The maximum stacking per hex is as follows:
- Two mobile units (2.3) Exception: 8.2; and,
- One static unit.
- Any number of markers. Markers do not count for stacking.

Important: Leaders count as full units for stacking.

8.2 Legions
The Roman side can stack up to three mobile units if all of them belong to the same legion.

Important: This applies only to those units with a unit identification of “Legion” or “Comit/Com” and any Roman leader that is an army commander or sub-command leader eligible to move legion units.

Designer’s Note: Legions by this time were small units (1,200 or so men).

8.3 Restrictions
- Cavalry can only stack with friendly cavalry and leaders. They cannot stack with any other type of units (including static units).
- Units from different sub-commands cannot stack together.

8.4 Stacking always in effect
Stacking limitations always apply. Players cannot move units into a hex in violation of stacking limits and restrictions, even if just moving through the hex.

Exception: See 13.0 for the effects of over-stacking on retreat.

8.5 Over-Stacking Penalty
At the end of any phase during an impulse if a hex is found to be over-stacked, the owning player must eliminate excess units such that stacking is restored.
8.6 Stacking Order
Players are free to arrange their stacked units, from top to bottom, in any order they choose, when that command is activated.

9.0 ZONES OF CONTROL
The six hexes immediately surrounding a good order unit (2.4) constitute that unit’s zone of control (ZOC). Hexes into which a unit exerts a ZOC are called controlled hexes. ZOC have varying effects on enemy movement and combat.

Important: Disrupted units do not exert a ZOC.

9.1 Persistence of ZOC
Units always exert a ZOC, regardless if activated or not. Enemy ZOC (EZOC) are not negated by other units, enemy or friendly.

9.2 ZOC Negation
The following are special cases:

- Camps: ZOC do not extend into enemy camps.
- Fortifications (Wall): ZOC do not extend from outside a fortress wall into the fortress. They do extend out.

Important: The wall hexside without teeth (dark triangles) is the gate. It allows units to move into the hex without paying the wall hexside movement costs. It functions as a normal wall hexside for combat purposes.

9.3 Multiple ZOC
Both friendly and enemy units may simultaneously exert ZOC into the same hexes. There is no additional effect if more than one unit, friendly or enemy, exerts a ZOC into the same hex.

9.4 ZOC Effects
A unit must stop when it enters an EZOC and it may move no further in the current Movement Phase. A unit that is in an EZOC cannot move until one of the following conditions exist:

- There are no more EZOC exerted into that hex. This may be due to enemy units being eliminated, being disrupted, retreating, or disengaging.

Important: ZOC do not extend into certain terrain (9.2).

- Units that retreat and/or pursue can exit an EZOC (13.4 & 14.4).
- The following activated units that start the Movement Phase in an EZOC can move out of an EZOC (disengage):
  1) Leaders under all conditions; and,
  2) Cavalry, if there are no enemy cavalry or leader units exerting a ZOC into the hex the friendly cavalry occupies.

9.5 Disengagement
A cavalry or leader unit that disengages (moves out of an EZOC) must first enter a non-EZOC hex. It can move into an EZOC (or not) later in the same Movement Phase (and then cease movement). A disengaging unit does not pay a movement penalty for disengaging.

Important: A unit may not move directly from one EZOC to another EZOC.

9.6 ZOC & Combat
Friendly units in EZOC must engage in melee combat (10.2).

Designer’s Note: The reason for the mandatory combat is that enemy units would engage each other with javelins and other short-range weaponry. This also represents the tendency for battles to get out of the control of higher commanders.

10.0 COMBAT
Units engage in combat to force back or destroy enemy units, and to seize terrain. There are two general types of combat: Melee and Fire. Combat is resolved on the Combat Results Tables (CRT).

10.1 Attacking & Defending
The phasing player is termed the attacker and the non-phasing player is the defender, regardless of the overall tactical situation. All units capable of engaging in combat can attack (and defend).

Important: Activation does not affect the ability of a unit to engage in melee combat (attacking or defending).

10.2 Melee Combat
Melee combat is conducted during the Melee Combat Phase by friendly units attacking adjacent enemy units.

Important: Each attacking unit attacks separately, units cannot combine their strength to conduct an attack.

- All friendly units (activated and not activated) in an EZOC at the start of the friendly Combat Phase must engage in melee combat.
- They must attack one hex occupied by enemy units that exert a ZOC into the hex that they occupy.
- Friendly units not in an EZOC may attack adjacent enemy units.

Example: They may attack a hex containing a disrupted enemy unit.

- All units in the same hex must attack the same enemy occupied hex. This is so even if in the ZOC of more than one enemy occupied hex.
- No unit, or stack of units, can launch an attack against more than one enemy occupied hex in a single Combat Phase. This is so even if adjacent to more than one enemy occupied hex.

Example: A Roman stack is adjacent to two Barbarian occupied hexes. The Romans could attack only one of those hexes. That is, even if in the ZOC of more than one enemy stack, only one of those stacks could be attacked.

10.3 Combat Execution Sequence
For each individual combat, follow the sequence below.

1) Attack Declaration: The attacker designates the friendly stack that will conduct an attack and the enemy occupied hex that will be attacked. Each friendly unit in that stack will then separately attack the enemy stack.

   a) Units that conducted a fire attack in the immediately preceding Ranged Fire Phase (11.8) cannot conduct a melee combat during the Melee Combat Phase.
   b) All units in a single hex must attack one single enemy occupied hex. Players cannot allocate units in a single hex to attack different enemy occupied hexes. The attacking player can choose which enemy stack to attack. The attacking player may choose the order in which he will make attacks.
   c) Players cannot combine the combat strength of more than one unit in a single combat resolution.
   d) A single unit’s attack strength is always unitary. A given unit’s strength may not be divided among different combat.

Example: The Romans have one 3 and one 2 strength unit in the same stack. They attack a Barbarian-occupied hex. The first Roman unit would attack with a strength of three, the second with an attack of two.
## TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>Type</th>
<th>Movement Cost Leaders, Cavalry</th>
<th>Movement Cost Infantry, Artillery</th>
<th>Combat Effect (Melee)</th>
<th>Combat Effect (Fire)</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open, Forum</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Woods</td>
<td>2</td>
<td>1</td>
<td>−1</td>
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<tr>
<td>Village</td>
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<td>−1</td>
<td>−1</td>
<td></td>
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<tr>
<td>Road</td>
<td>OTIH</td>
<td>OTIH</td>
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<td>0</td>
<td>See 7.8 Road March</td>
</tr>
<tr>
<td>River hexside</td>
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<td>0</td>
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<td>Wall (going up)</td>
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<td>Wall (going down)</td>
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<td>Camp</td>
<td>Cease movement</td>
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<td>−1</td>
<td></td>
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<tr>
<td>Enemy ZOC</td>
<td>Cease movement</td>
<td>Cease movement</td>
<td>Mandates melee combat</td>
<td>—</td>
<td>For retreat through ZOC (13.0). Disrupted units do not have a ZOC (9.0).</td>
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</table>

## COMBAT RESULTS TABLE

<table>
<thead>
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<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8 (+)*</th>
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<tbody>
<tr>
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<td>A</td>
<td>A</td>
<td>A</td>
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<td>A+D</td>
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<td>Aa</td>
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<td>D</td>
<td>D</td>
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<td>—</td>
<td>—</td>
<td>—</td>
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<td>D</td>
<td>D</td>
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<td>—</td>
<td>—</td>
<td>D</td>
<td>D</td>
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<td>R</td>
<td>R</td>
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<td>—</td>
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<td>D</td>
<td>R</td>
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<td>R</td>
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<td>6</td>
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<td>D</td>
<td>D</td>
<td>R</td>
<td>R+P</td>
<td>R+P</td>
<td>R+P</td>
<td>R+P</td>
<td>E+P</td>
</tr>
</tbody>
</table>

* Only Via Shift

**Combat Results:** Pursuit possible if attacker clears defending hex (14.0).

- **Aa:** Disrupt attacking unit (any type of melee combat).
- **A:** Disrupt attacking unit if:
  1) a melee combat against a unit with missile capability, or
  2) Cavalry conducting a charge. Otherwise, no effect.
- **A+D:** Apply an (A) and then a (D).
- **D:** Disrupt one defending unit.
- **E:** Eliminate one defending unit.
- **R:** Disrupt one defending unit, then if a melee combat:
  1) Elite defending unit withdraws one hex.
  2) Non-elite defending unit routs (retreat one die roll of hexes).
- **P:** Attacker must pursue if enemy hex is cleared (14.5).

**Note:** Pursuit is optional if leader is present (14.6).

- Units in a shield wall ignore (A) results.
- Retreat negated if defender in camp or behind a fortress wall.
Command Markers: Place the following markers in the Command Pool:

- **Event**
- **Stilicho** (Roman)
- **Comes** (Roman)
- **Dux** (Roman)
- **Radagaisus** (Goth)

Players place their maximum effort marker to one side. It can be placed in the pool according to (6.6.1).

## 21.1 FAESULAE AD 406

In AD 405 Gothic chieftain Radagaisus led a coalition of tribes into the Roman Empire and wreaked considerable havoc in northern Italy. The Roman, Flavius Stilicho mobilized an army of 30 units; both sides had considerable numbers of allies from various barbarian peoples. What happened next is up for historical debate, but Stilicho met Radagaisus’ forces at Florentia (modern Florence) and forced them back to the vicinity of the town of Faesulae. There, he either blockaded Radagaisus’ forces and forced them to surrender, defect, or destroyed them in a big battle. The scenario presumes the latter.

**Scale:** Each hex represents an area about 100 yards across. Each Roman unit represents 400 to 800 men. Each Goth and Vandal unit represents 1000–2000 men. Huns represent 400–600 horsemen.

**Important:** All unit counters are on left side of the counter sheet.

**Turns:** The scenario has ten turns.

**Deployment:** Romans set up first. Barbarians set up second.

### Skullduggery

- The Roman player always controls the Roman cavalry, Roman infantry, and Faesulae sub-commands.
- The Barbarian player always controls the Gothic sub-command.

### Vandal, Hun, and Foederati Sub-commands:

Prior to deploying units on the map, the Roman player rolls one die. If a player is indicated as controlling any of these sub-commands, add those units to their starting deployment. Results are as follows:

1 to 3: The Roman player controls the Hun sub-command. Barbarians control the Vandal and Foederati sub-commands.

4: The Roman player controls the Foederati and Vandal sub-commands. Barbarians control the Hun sub-command.

5: The Roman player controls the Vandal sub-command. Barbarians control the Foederati and Hun sub-commands.

6: The Roman player controls the Vandal and Hun sub-commands. Barbarians control the Foederati sub-command.

### Roman Deployment:

- **Army Commander:** Stilicho
- **Roman sub-commands:**
  - **Comes:** Roman Cavalry (dark purple)
  - **Dux:** Roman Infantry (dark purple)
  - **Uldin:** Huns (light green)
  - **Sarus:** Foederati (dark green)
  - **Faesulae:** Sub-command, no leader (dark purple)

1) Deploy the five fort garrison units within Faesulae, one per hex. Then place the Faesulae cavalry unit in the same hex as any garrison unit. This is an exception to 8.3.

2) For the remaining Roman units, roll one die, and place the units as listed below:
   - **1 to 4:** Deploy them as noted below near the north map edge.
   - **5 to 6:** Deploy them as noted below near the south map edge.

3) Deploy the Roman camp within two hexes of the designated map edge. Then deploy all units within three hexes of the camp. Roman infantry, cavalry and Faesulae units can stack together during set up but must comply with stacking restrictions (8.0) when activated.

### Barbarian Deployment:

- **No army commander.**
- **Barbarian sub-commands:**
  - **Radagaisus and Gothic Comitatus:** Goths (medium brown)
  - **Vandal Comitatus:** Vandals (green)
  - **Sarus:** Foederati (dark green)
  - **Uldin:** Huns (light green)

Each sub-commander may control any Goth units within their command radius.

1) Deploy the Barbarian (Gothic) camp six or more hexes from any Faesulae wall hex.

2) Deploy all Barbarian units within three hexes of the camp.

3) Units of different sub-commands cannot stack together.

4) Barbarian units cannot be deployed on or adjacent to Roman units.

### Barbarian Reinforcements:

None.

### Special Rules:

- **Hun Ferocity:** Hun units can use the fire-melee rule (20.4).
- **Special Tactics (20.0):** All Roman and Barbarian cavalry units can charge (20.2). All Roman and Barbarian infantry units can form shield walls (20.3).

### Victory Conditions

**Sudden Death (either player):** This occurs if:

- a) All enemy leaders have been eliminated; and,
- b) The enemy camp has been destroyed (18.3); and,
- c) A player has at least one leader on the map.

**End Game Victory Points (VP):**

- **Barbarians:** The Barbarian player gains VP for eliminating enemy units as follows:
  - **Stilicho:** 10
  - **Other Roman & Vandal Leaders:** Each leader’s leader value.
  - **Each Roman Non-Leader Unit:** 2
  - **Roman Sarus and Uldin Units:** 0
  - **Roman Camp:** 5
  - **Romans Panic:** 20
  - **Barbarians occupy the Forum hex in Faesulae:** 20

- **Romans:** The Roman player gains VP for eliminating enemy units as follows:
  - **Radagaisus:** 5
21.2 TRICAMERUM AD 533

AD 533 saw the beginning of Emperor Justinian’s campaigns to reconquer the west from the various barbarian peoples who had established kingdoms in the wake of the fall of Rome in the century prior. Justinian’s first target was north Africa, ruled by the Vandals, once one of Rome’s most formidable enemies. He dispatched a small army and a large fleet under Flavius Belisarius, the rising general who had commanded against the Persians in the East. Landing on the Libyan coast, Belisarius marched towards the Vandal capital at the ancient city of Carthage.

Gelimer, king of the Vandals, assembled an army and met Belisarius at the tenth milestone from Carthage, Ad, Decimum in September. The ensuing battle was something of a mobile action, with Belisarius gaining a tactical victory, with the Vandals falling back.

Belisarius then took Carthage without fighting a battle. But Gelimer was not finished. He assembled a new army at a point called Tricamerum to the west of Carthage. He also tried to subvert Belisarius’ Hun auxiliaries. Both sides also mobilized allies among the Moors. In mid-December 533, the two armies met at Tricamerum. Gelimer drew up his forces behind a low banked river, with the Byzantine advance guard under the command of Ionnios (John) of Armenia. Ionnios sent his cavalry into the charge, was repulsed, but reformed and charged again. But Gelimer was being cautious, did not pursue across the river. Then Belisarius moved up with the bulk of the Byzantine infantry.

Another Byzantine attack led to more fighting with Gelimer’s brother Tzazon being killed in action. Meantime, the Huns, seeing which way the battle was going, attacked the Vandals. With the death of his brother, Gelimer lost heart and withdrew from the field. The Byzantines followed, storming the Vandal camp. Belisarius organized something of a pursuit, shattering the Vandal army forever. Gelimer fled, to be captured early in the following year, consolidating the Roman reconquest of North Africa.

Scale: Each hex represents an area about 100 yards across. Each Roman unit represents 400 to 800 men. Each Vandal unit represents 1000–2000 men. Huns represent 400–600 horsemen.

Turns: The scenario has eight turns.

Deployment: The Barbarians set up first. Romans set up second.

Important: All unit counters are on right side of the counter sheet.

Skullduggery:
- The Roman player always controls the Roman sub-command.
- The Barbarian player always controls the Vandal sub-command.
- Prior to deploying units on the map, the Barbarian player rolls one die. If a player is indicated as controlling any of these sub-commands, add those units to their starting deployment. Results are as follows:
  1 to 3: The Barbarian player controls the Moors. The Huns start neutral.
  4: The Barbarian player controls the Moors. The Roman player controls the Huns.
  5: The Moors start neutral. The Roman player controls the Huns.
  6: The Barbarian player controls the Huns. The Roman player control the Moors.

Neutrals: If the Huns or Moors start neutral, initially place their units and command marker to one side. If the Events Table calls for their entry, then the indicated player deploys those units per 16.0 and adds their command markers to the Command Pool.
Command Markers: Place the following markers in the Command Pool:

- **Event**
- **Event Marker**
- **Belisarius**
  (Roman)
- **Gelimer**
  (Barbarian)
- **Ionnes**
  (Roman)
- **Tzazon**
  (Barbarian)
- **Theodorsos**
  (Roman)

Players place their maximum effort marker to one side. It can be placed in the pool according to (6.6.1).

If a player begins with control of the Huns or Moors, place that marker in the pool. Otherwise, place it aside, then place it in the pool if an event calls for it.

- Activating the Moors sub-command activates all Moor units.
- Activating the Hun sub-command activates all Hun units.

**BARBARIAN DEPLOYMENT:** No army commander.

The Barbarians consist of two to four sub-comands:

1. **Gelimer:** Vandal Gelimer units (light brown)
2. **Tzazon:** Vandal Tzazon units (dark brown)
3. **Huns:** Sub-command, no leader (green)
4. **Moors:** Sub-command, no leader (light green)

1) Deploy the Vandal camp within four hexes of the west map edge.
2) Deploy units of the Gelimer, Tzazon and any Hun or Moor sub-command west of the river.
3) Units of different sub-comands cannot stack together.

**ROMAN DEPLOYMENT:** Army Commander: Belisarius

The Romans consist of two Roman sub-comands and may contain two Barbarian sub-comands:

1. **Ionnes:** Roman Cavalry (light purple)
2. **Theodorsos:** Roman Infantry (light purple)
3. **Huns:** Sub-command, no leader (green)
4. **Moors:** Sub-command, no leader (light green)

1) Deploy the Roman camp within two hexes of the east map edge.
2) Deploy units of the Roman cavalry and infantry sub-comands plus any Hun or Moor sub-command east of the river.
3) Roman cavalry and infantry sub-command units can stack together. Romans cannot be stacked with Huns during deployment.

**Roman Reinforcements:** See special rules.

**Special Rules:**

- **Huns and Moors:** If Huns or Moors start neutral, place their command marker and units aside. If the Events Table causes them to enter play, the player indicated as controlling them adds their sub-command marker to his Command Pool. Roll one die and deploy them as follows:
  1 to 3: Deploy on north map edge.
  4 to 6: Deploy on south map edge.
- **Hun Ferocity:** Hun units can use the fire-melee rule (20.4).
- **Special Tactics (20.0):** Moor cavalry cannot charge (20.2). All other cavalry can. All Roman infantry can form a shield wall (20.3).

**Victory Conditions**

- **Sudden Death (either player):** This occurs if:
  a) All enemy leaders have been eliminated, and,
  b) The enemy camp has been destroyed, and,
  c) The player has at least one leader on the map.

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**End Game Victory Points (VP)**

- **Barbarians:** The Barbarian player gains VP for eliminating enemy units as follows:
  - Belisarius: 10
  - Other Leaders: That leader’s leader value.
  - Each Roman Bucelarii or Foederate Cavalry Unit: 2
  - Each Roman Infantry Unit: 1
  - Other Roman, and all Moor and Hun Units: 0
  - Roman Camp: 5
  - Romans Panic: 20
- **Romans:** The Roman player gains VP for eliminating enemy units as follows:
  - Gelimer: 10
  - Other Leaders: That leader’s leader value.
  - Each Vandal Heavy Cavalry Unit: 1
  - Each Vandal, Moor and Hun Units: 0
  - Vandal Camp: 10
  - Vandals Panic: 20

**Designer’s Note:**

- The Romans receive more points for the Vandal camp as it includes the Vandal treasury; the Vandals get more points for Roman units since it would have been difficult to replace them in Africa.

**Level of Victory:**

- 0–10: Draw.
- 11–30: Provincial Victory.
- 51+: Triumphant Victory.

**Abbreviations**

- **Buc (Bucellarii):** Retainers of General.
- **Carrbl Bl (Carroballistae):** Field Missile Weapons.
- **Eq Com (Equites Comitatus):** Regular Cavalry.
- **Foed (Foederate):** Regulars recruited from foreign troops.
- **Herul (Heruls):** Germanic Mercenaries.
- **Isaur (Isaurian):** Light Infantry.
- **Legn:** Legion.
- **Mssgt (Massegetai):** Hun Tribe.
- **Trap (Trapezitos):** Light Cavalry.

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**TRICAMERUM EVENTS TABLE**

<table>
<thead>
<tr>
<th>Die roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2</td>
<td>Barbarian Morale Check: (16.3 &amp; 16.4).</td>
</tr>
<tr>
<td>3</td>
<td>Roman Morale Check: (16.3 &amp; 16.4).</td>
</tr>
<tr>
<td>4, 5</td>
<td>Neutrals intervene: if either Huns or Moors are neutral, and Romans have four or more units west of the river, that contingent joins the Romans. Otherwise, they join the Vandals. If they are already deployed, treat as no effect.</td>
</tr>
<tr>
<td>6</td>
<td>Each player picks one friendly sub-command marker from the friendly Command Markers Box and returns it to the Command Pool. (cannot pick Maximum Effort or Event)</td>
</tr>
</tbody>
</table>

**CAMP LOOTING TABLE**

<table>
<thead>
<tr>
<th>Die roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2</td>
<td>Player controlling the camp must make a morale check.</td>
</tr>
<tr>
<td>3, 4</td>
<td>Troops run amok: turn immediately ends, skip to the Return Phase.</td>
</tr>
<tr>
<td>5, 6</td>
<td>Player who captured the camp picks one friendly sub-command marker from the Command Markers Box and returns it to the Command Pool.</td>
</tr>
</tbody>
</table>
e) For each attacking stack, the player may declare combat for units within it in any order.
f) The attacker may commit more than one stack to attack a single enemy occupied hex. This may be declared at any time after the first attack if there are enemy units still in that hex.
g) No unit may attack more than once per Combat Phase. A single enemy unit may be attacked more than once per single Combat Phase if each attack is by different units.

**Designer's Note:** This may mean that not all enemy units exerting ZOC need be attacked. That is the chaos of battle.

2) **Combat Strength Determination:** For each attacking unit, determine its combat strength and then refer to the CRT.

**Important:** Unlike other wargames, the strength of the defender does not figure into this calculation.

3) **Combat Shift Determination:** Determine the column shifts for leaders, maximum effort, terrain, special tactics, and other factors (10.4).

4) **Final Strength Determination:** Consult the CRT under the appropriate combat strength column heading. Apply all applicable shifts to the initial column.

5) **Combat Resolution:** Roll one die and cross index that result beneath the final strength column heading. Implement the combat result immediately. Execute any retreats. Execute any pursuits and pursuit combats.

### 10.4 CRT Shifts

Certain conditions will shift the combat column. A CRT column shift to the right means the column is increased by the number of columns indicated (in favor of the attacker). A shift to the left means the column is decreased by the number of columns indicated (in favor of the defender). If both the attacker and defender have shifts, use the cumulative difference. Column shifts are awarded for:

- **Leaders:** Only one leader in a stack can provide shifts. A leader shift applies to the leader himself as well as other leaders in the hex. A leader does not have to be active to provide shifts.
- **Attacking:** If there is a leader in the same hex as the attacking units, the attack is shifted one column to the right.
- **Defending:** If there is a leader in the same hex as the defending units, the attack is shifted one column to the left.

**Exception:** Certain scenarios may designate that a leader will provide more or fewer shifts.

- **Maximum Effort:** If the attacking player has declared maximum effort, then all friendly attacking units receive a one column shift to the right when attacking.
- **Terrain:** Defending units benefit from the terrain in the hex they occupy and, in certain cases, along that hex’s side. The TEC gives the defensive shifts. Benefits for terrain are not cumulative. A defending force can receive only the shift for one type of terrain. If a force potentially has more than one defensive terrain shift (hexside and/or in hex terrain) available to it, the owning player must declare the type terrain that will provide the shift.
- **Hexsides:** A force receives the benefit for defending behind a hexside (such as a stream) only if all attacking units are attacking across the hexside.
- **Fortification Walls:** When attacking units are attacking from the outside to the inside of a fort wall (See Terrain Key), this provides a two-column shift for the defense. If attacking from the inside of a fort wall to the outside of a fort wall, then the defender uses the other terrain in the hex.

**Camp Markers:** These provide an additional one column shift for defenders, in addition to other terrain in the hex.

**Special Tactics:** Optionally, players may use special tactics (20.0).

### 11.0 FIRE COMBAT

Activated good order units with a range value can utilize fire combat. Fire combat occurs during the friendly Ranged Fire Phase. If a fire-capable unit is defending in melee combat, an (A) combat result can be potentially applied against attacking units.

**Important:** Disrupted units may have a range factor of zero; in this case, they cannot engage in fire combat.

#### 11.1 Offensive Fire Prerequisites

Offensive fire is executed in the Ranged Fire Phase (prior to Melee).

- Fire-capable units that are not in an EZOC can initiate fire combat.
- Friendly units in an EZOC cannot initiate fire combat.
- Each qualified unit can fire at any one enemy stack within range.

**Important:** A fire-capable unit in an EZOC cannot conduct offensive fire, instead it must conduct melee combat using its combat factor. Disrupted enemy units do not exert ZOC. ZOC do not extend into camps, and into fortifications (they do extend out of both).

#### 11.2 Activation

A unit must be activated to initiate offensive fire. This occurs in two ways:

- **Leader Radius:** The unit is within the command radius of a friendly activated leader of the same sub-command or army command; or,
- **Activated Command:** A sub-command with no leader is activated for combat if its marker has been picked. A maximum effort marker allows all fire-capable units to conduct fire combat.

**Important:** This is unlike melee combat, in which all engaged units can conduct attacks.

#### 11.3 Range

Range is the number of hexes through which a unit can conduct offensive fire. This is measured from the unit’s hex (exclusive) to the target hex (inclusive). A unit can fire through all types of terrain and both enemy or friendly units. There is no blocking of line of sight.

**Example:** An archer with a range of two could fire offensively into an adjacent hex, or up to two hexes away.

**Designer’s Note:** There is no range attenuation; a unit with a two-hex range attacks at full strength at one or two hexes. This is due in part to the power of the composite bows in use and in part due to the detachment of archer skirmishers beneath the scale of the game.

#### 11.4 Offensive Fire Procedure

Follow the steps below when conducting fire combat.

1) Designate the firing unit.
2) Designate one enemy-occupied hex within range.
3) Use the combat strength of the firing unit (not the range factor). Determine any column shifts per (10.4).
4) Roll one die and cross index that result beneath the final strength column heading. Implement the combat result immediately. Execute any retreats.

**Important:** Due to leader movement, units that were activated for movement may no longer be within command radius (and therefore cannot fire), while other units may be within command radius (and thus can fire).
11.5 Fire Combat Modifications
Units conducting fire combat are not affected by (A) results and cannot pursue (even if a (+P) result occurs).

11.6 Terrain
Terrain effects for fire combat are listed on the TEC.

11.7 Defensive Fire
Defensive fire is built into the CRT. Whenever a unit conducts a melee attack against a hex containing a fire capable unit and the result is (A), then that attacking unit is disrupted. Terrain does not negate an (A) result. Defensive fire only affects units attacking in melee combat.

Important: There is no additional die roll for this disruption. Also, if more than one fire-capable unit is in a hex being attacked, apply only one (A) result. This is determined on a die-roll by die-roll basis.

11.8 Fire or Melee
A unit can either make a fire attack or a melee attack in a single impulse, but not both in the same impulse. If reactivated in a later impulse of the same turn, the unit will again have the potential to make either type of attack.

12.0 COMBAT RESULTS
When a combat result is rolled, the affected side’s owning player applies the results below.

Important: To disrupt a unit, flip the unit so that its disrupted side is face up (2.4). See 15.0 for details.

Important: See 11.5 for fire combat result modifications when conducting fire combat.

Aa: Disrupt the attacking unit (any type of melee combat).
A: Disrupt the attacking unit if:
   a) The melee combat is against a hex containing a fire-capable unit; or,
   b) The attacking unit is cavalry conducting a charge.

Important: A disrupted unit that is disrupted again is eliminated (15.0).

A +D: Apply an (Aa) and then a (D) result.
D: Disrupt one defending unit.
E: Eliminate one defending unit.
+P: Attacker must pursue if the enemy hex is cleared.

Exception: If there is a leader with the attacking stack, then the +P may be ignored if the player desires.

Important: Pursuit is optional for attackers when clearing defending hex unless the +P result is obtained.

R: Disrupt one defending unit, then, if the attack was a melee combat, the owning player must retreat the affected unit:
   a) An elite defending unit withdraws one hex.
   b) A non-elite defending unit routs. Roll one die and retreat the routing unit that number of hexes.

12.1 Hitting Empty Air
If a stack of units attacks an enemy occupied hex, and the first (or subsequent) combat resolution eliminates or retreats all enemy units in it, the remaining attacking units in that stack cannot be switched to attacking other enemy hexes. They can conduct pursuit (14.0).

13.0 RETREAT
A retreat combat result (R) causes the defending unit to move involuntarily (after being disrupted). The player controlling the unit must move it the indicated number of hexes. The retreat applies only in melee combat, in fire combat, only the disruption is applied.

13.1 Retreat Procedure
Retreat is not regular movement; its execution does not expend movement factors. It is conducted in terms of hexes, not movement factors, and units must always retreat the number of hexes indicated, regardless of their printed movement factor. There are two types of retreat; withdrawal and rout retreat.

• Elite units withdraw when they receive a (R) result (13.3).
• All other units rout.

Exceptions: The following units never retreat:
   a) Camps and units stacked in camps.
   b) All friendly units attacked from across a wall.
   c) The unit is in a fortress hex (there are none in this game, but the rule is here for system completeness).
   d) Units stacked with a leader.

13.2 How to Withdraw
The owning player moves retreating units one hex.

13.3 How to Rout
The owning player rolls one die and moves the units that number of hexes. If there are multiple units in a hex affected by a rout, roll one die for each such unit.

13.4 Direction of Retreat
The player moves a retreating unit in any direction within the following restrictions:

• Static units are eliminated if forced to retreat.


• Each unit is retreated individually.
• Units may not retreat into hexes containing enemy units, into prohibited terrain, or off the map.
• If there is no other alternative, they are eliminated in the last hex into which they were able to retreat.
• Units may retreat into E2OC, but the player must roll one die for each such unit when it enters each E2OC, if the result is:
  1–3: The unit is eliminated.
  4–6: There is no effect, the unit may (if required) continue the retreat.
• Units may retreat into and through hexes containing friendly units. Units must obey all stacking rules in the final hex of their retreat path. If they end their retreat in violation of any of those rules, then the owning player must eliminate excess units from the retreating force to restore the stacking limit. This is an exception to 8.4.
• A retreating unit may not be moved through the same hex more than once, nor re-enter the hex from which it began the retreat.
• It must end its retreat at least the indicated number of hexes away from its combat position.
• If it cannot retreat at least one hex or can only retreat a portion of the number of hexes called for in the combat result, it is eliminated in the last hex into which it was able to retreat.
• In no case may a unit be retreated into a hex that would cause it to be eliminated or over-stacked at the end of the retreat if another retreat path is available.
13.5 Retreat & Multiple Defense
Under certain circumstances a unit may end its retreat adjacent to an enemy unit. They may be attacked again if the enemy units had not been committed to any attack, or if they end up in a stack with units which are slated to be attacked.

14.0 PURSUIT
Pursuit is a special form of movement that can occur after melee combat. Pursuit does not allow a follow-up attack unless special tactics (cavalry charge) is being used (20.2).

14.1 Pursuit Prerequisites
A player can conduct pursuit if a melee combat clears all defending units from a hex.
- Any or all attacking units that are in the hex that caused the defending hex to be vacated may pursue.
- Units in other stacks that previously attacked or were planning to attack the hex cannot pursue.

Example: Three Roman units stacked together attack one Barbarian unit. The first Roman unit disrupts the Barbarian unit, the second one eliminates it. All three Roman units can pursue into that hex.

14.2 Pursuit Procedure
If a combat result allows a player to conduct pursuit, he may, but is not required to, immediately move some, none, or all eligible units a number of hexes as follows:
- Leader and Cavalry units: 2
- All other mobile units: 1
- Static units: Static units cannot conduct pursuit.
- Offensive Fire: Units that conducted offensive fire combat cannot pursue.

Important: Disrupted units can pursue.

14.3 Pursuit Direction
The first hex must be the hex the enemy units initially occupied. The second hex, if allowed, may be in any direction.
- Pursuit may be made only into hexes into which the pursuing units could normally move.
- If cavalry/leaders make a two-hex pursuit, then all units must move together.

14.4 No ZOC Restrictions
Pursuing units are not affected by EZOCs. They may move through them freely.

14.5 Mandatory Pursuit
Combat results of (+P) require all mobile units in a stack involved in a melee combat to pursue if the attack results in all enemy units being cleared from the hex.
- This mandatory pursuit follows the normal pursuit rules.
- Cavalry must pursue two hexes if possible (if not possible, cavalry ceases movement in the first hex).
- A unit is never adversely affected if it does not make a pursuit.

14.6 Leaders & Pursuit
If a leader is in the same hex as units that would otherwise be required to conduct a mandatory pursuit, the owning player can instead choose to not pursue.

15.0 UNIT STATUS & RALLY
Most combat units have two sides: the front is their good order side; the reverse is their disrupted side.
- Units are disrupted due to combat.
- A disrupted unit that is disrupted again is eliminated.
- A unit with only a good order but no disrupted side is eliminated when disrupted.

Important: A disrupted missile unit which has lost its missile capability cannot fire and does not apply (A) defensive fire results when attacked.
- Disrupted units do not exert a ZOC (9.0).

15.1 Rally from Disruption
A disrupted unit remains disrupted until it rallies. Rally is conducted during the Rally Phase of the game turn. Each player conducts rally in this order:
1) All friendly elite units not in an EZOC.
2) All friendly non-elite units not in an EZOC and that are within the command radius of a friendly good order army commander or leader of the same sub-command.
3) All friendly disrupted leaders not in an EZOC.

Important: Units that meet the above conditions rally automatically. No die-roll is required.

Exception: Units in an army that has had a morale break cannot rally (16.0).

16.0 EVENTS, REINFORCEMENTS & MORALE CHECKS
Each scenario will have its own Events Table. When a player picks an event marker, consult the appropriate Events Table, and roll one die. Cross index the result to determine an event. Results are applied immediately and may affect either player (6.6).

16.1 Reinforcements
If the event calls for reinforcements, select or pick (depending on scenario instructions) the units stated by the event and immediately deploy them on the map.

Important: Reinforcement units are not normally activated by being deployed; they wait until their marker is picked.

16.2 Reinforcement Deployment
Usually, reinforcements are placed on map edge hexes.
- Units cannot be placed in the same hex as enemy units.
- They can be placed in EZOC.
- Units must be placed within stacking limits. If there is no available hex, then the units are not received (but may be received if the event is rolled again).
- Only units which the scenario states are reinforcements are available. Units that have been eliminated cannot be replaced via reinforcements.
- Reinforcements may include command markers; these are immediately placed in the pool.
- If an event calls for a reinforcement and those units are already in play, there is no further effect.

16.3 Morale Check
If the event is a morale check, then play temporarily comes to a halt to check the morale of the designated player.

Designer’s Note: One side may have more morale checks on the table than the other; this is owing to differences in overall army discipline.
16.4 Morale Check Procedure
The affected side must determine the morale break value. The morale break value is the total of all friendly eliminated units, counted as follows:

- **Leaders:** Count the total command value of all eliminated leaders.
- **Camps:** Each eliminated camp counts as three units.
- **All Other Units:** Each eliminated unit counts as one unit. The affected player then rolls three dice and totals the result.

**Break:** If the result of the dice roll is less than the current morale break value, the affected side suffers panic and suffers the following effects:
1. The player removes all remaining command markers in the Command Pool to the Command Markers Box. They are returned to play normally in the next turn.
2. For the rest of the game, non-elite units of this army cannot rally. Use the panic marker as a mnemonic.
3. Once a side has panicked, it ignores all subsequent morale checks.

**Pass:** If the total is equal to or greater than the morale break value, then:
1. Immediately rally all elite units.
2. If Roman, immediately rally all Roman disrupted leaders, and then all units within command radius (15.1).
3. If Barbarian, immediately rally all disrupted Barbarian leaders, and all units within their command radius. Initiate a Combat Phase in which all Barbarian good order units in an EZOC must make a melee attack.

17.0 SPECIAL UNITS

17.1 Leaders
Leaders are treated as combat units, with special capabilities (as explained throughout the rules). Leaders can be used to:

- **a)** Activate units within their own command radius for movement (6.0). 
- **b)** Provide a melee combat shift (10.2).
- **c)** Negate retreat results (13.0).
- **d)** Allow countermanding of mandatory pursuits (14.7).
- **e)** Allow the rally of units within its command radius (15.1).

**Important:** Leaders have a combat value representing the large guard troops they brought with them to the battlefield.

17.2 Elites
Certain units are designated as elites in the scenario rules. Elites:

- **a)** Withdraw one hex when receiving a (R) combat result (13.1).
- **b)** Do not need a leader to rally during the Rally Phase (15.0).
- **c)** Automatically and immediately (at the time of the check) rally if an army passes a morale check (16.4).
- **d)** Can still rally after their own army fails a morale check (16.4)

18.0 CAMPS

Camps are markers representing laagers (wagon forts), tents, and camp followers.

18.1 Entry & Exit
Units can enter camps but must end their movement in that hex. Entry can be by normal movement, pursuit, or retreat. Units can leave by paying normal movement costs.

**Important:** Units that retreat into a camp must cease their retreat in the camp hex.

18.2 Camp Effects
Camps do not count for stacking and do not have a ZOC. There can be no more than one camp per hex. Any units can enter a camp, regardless of side or command. Other stacking restrictions apply (8.0).

18.3 Capturing Camps
Friendly units can enter a hex with an enemy camp via movement, pursuit, or retreat (assuming there are no enemy units in that camp), ceasing movement per above. The instant that any friendly unit enters an enemy camp hex (by any kind of movement), the player must roll on the Camp Looting Table. Then the marker is removed.

18.4 Combat
Camps cannot attack; however, they do provide combat shifts.

- Units conducting an attack from a friendly camp hex receive a one column shift to the right for melee combat and fire attacks.
- Units defending in a friendly camp hex receive a one column shift to the left for melee combat and fire attacks. This is in addition to other terrain effects.

18.5 Eliminating Camps
Camps are not affected by combat per se. They are eliminated only if enemy units move into their hex.

**Designer’s Note:** Units may be designated as camp defenders. They do not have to stay in the camp (though it is a good idea for them to do so).

18.6 Morale
Camps count as three units when conducting a morale check (16.4).

19.0 FOG OF WAR
A player can always examine all friendly units and all enemy units on the hexagon portion of the map.

20.0 SPECIAL TACTICS
Players can optionally use these tactics to enhance realism and complexity.

20.1 Flank Attacks
A flank attack gives the attacker an additional rightward shift.

**Prerequisites:** A player may declare a flank attack when two or more stacks attack a single enemy occupied hex, and at least one stack is 180 degrees from the first stack or there are three or more stacks, each 120 degrees from each other.

**Effects:** All units making a flank attack receive a one column shift right.

**Restrictions:** The player must declare all such attacking stacks for a single combat. Once declared, such attacks cannot be called off, even if an attack by other stacks clears the defender’s hex. However, such stacks could pursue.

20.2 Cavalry Charge
Cavalry and leader units can conduct charges (unless otherwise specified by scenario rules). Scenarios will give specifics.

**Prerequisites:** A player can declare a charge for any activated, good order cavalry units at the start of the Movement Phase. Place a charge marker on the hex to indicate a charge in progress. All charging cavalry and leaders in the stack must be good order and cannot be in an EZOC.

**Procedure:** After declaring the charge, the owning player moves the cavalry and/or leader units in any direction at least one hex and up to three hexes (maximum).

- **a)** All units in a single hex must charge. The charging units must move together.
- **b)** All hexes entered, and the hex being attacked, must be open terrain and the units cannot cross a hexside that has an additional movement factor cost.
c) Charges can be made along roads, but the road movement bonus does not apply.

d) A charge cannot be made through a hex containing friendly units, or through or against a camp.

**Charge Attacks:** Each charging unit shifts its melee attack one column to the right. If the (A) result is rolled, then apply that result to a charging unit (regardless if the defenders had any fire units).

**Rolling Attacks:** A player can conduct a rolling attack if the charging units conduct a pursuit. At the completion of the pursuit move, the pursuing units can make a melee attack against any one adjacent enemy hex. This is resolved per normal melee combat (not as a charge). If there is another pursuit, the units can make another rolling attack. Charging units may continue to make rolling attacks until there are no further pursuits.

**Exception:** If a mandatory pursuit (+P) combat result occurs, then the charging units must make a rolling attack if it completes its move adjacent to another enemy stack.

### 20.3 Shield Wall

Certain infantry units designated by scenario rules can form into a special defensive formation called shield wall.

**Prerequisites:** The player can declare a shield wall for any hexes containing one or more activated, good order heavy infantry units. Units declaring a shield wall cannot be in an EZOC. There can be no other unit types in the hex (other than Leaders).

**Effects:**

**Movement:** Units in a shield wall have their movement factors reduced by one. All units in a shield wall must move together as one combined force.

**Melee Combat:**

a) Units in shield wall are not affected by flank attacks.

b) If an attack is made against a shield wall, combat is shifted one column to the left.

c) If units in a shield wall attack, the combat is shifted one column to the left.

**Fire Combat:**

a) Enemy missile units firing offensively at a shield wall are shifted one column to the left.

b) Ignore any defensive fire (A) result against an attacking shield wall.

**Retreat and Pursuit:** Units in a shield wall ignore all retreat results. They cannot pursue, unless a mandatory pursuit result occurs (+P) in which case the shield wall marker is removed, and the units must pursue.

**Restrictions:** Units in a shield wall cannot enter hexes containing other Roman units (mobile or static). Only Roman leaders and legionary units can enter a shield wall (which they then join), and then they cease movement. The shield wall cannot move in that same Movement Phase. Other Roman units cannot enter a shield wall hex.

**Duration:** Units in a shield wall remain together until:

a) They are disrupted. One disruption will remove the shield wall marker as well as disrupting a targeted unit.

b) All units in the shield wall are eliminated.

c) At the start of any friendly Movement Phase the player can remove all shield wall markers from activated friendly units.

d) Once in a shield wall, units cannot leave it until it has been dissolved.

**Important:** Leaders may leave a shield wall without the shield wall marker itself being removed.

### 20.4 Fire-Melee

Certain units (identified by scenario rules) can make fire and melee attacks in the same Impulse. First execute the fire attack, then conduct a melee combat if the units are adjacent to an enemy stack. Such an attack must be launched against the same hex. This is so even if the defender has a ZOC. If the fire attack eliminates all enemy units in the hex, the attacking units can pursue (14.0) and must do so if they obtain a (+P) result.

**Important:** This fire is an exception to 11.1. Units identified in the scenario instructions as having this capability can fire while in an EZOC.

### 20.5 Special Tactics Markers

The number of special tactics markers in the counter mix is not a limit and players can make more if they need them. A unit can have only one special tactics marker at any one time.

### 21.0 SCENARIOS

There are two scenarios, Faesulae AD 406 and Tricamerum AD 533 (See center pull out pages R7 through R10). Each has its own set of units. Command markers may be used in both scenarios; others are exclusive to one scenario or the other. Scenarios list which markers are used.
Ancient Era Games

S&T 312: Alesia
This epic battle between Roman and Gallic forces in 52 BC pitted Julius Caesar against Vercingetorix. What began with the siege of a Gallic fortress concluded with a decisive battle.

The game system emphasizes command control. Players pick command markers to generate actions, modeling the chaos of the original battle. The Gallic objective is to break out of Alesia and link up with the incoming relief army. The Romans must defeat the Gauls and eliminate Vercingetorix.

Players: 2, Romans vs. Gauls
Map: 22×34 inch
Counters: 176, ⅜ inch

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