

AlienStarGames

PHALANX

rules

Fast table-top gaming with model soldiers
dice and rules covering the period

3000 BCE - 1500 CE



for use with 6mm, 10mm, 15mm, 20mm, HO/OO and 25mm scales

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INTRODUCTION

Welcome to the premier set of ancient wargame rules from AlienStar Games. The other sets we provide is Historicon, a fast play set with lots of dice, System 4 an in-depth Historical set and FLD the fantasy version of System 4. Each was written with a particular aim in mind.

This set differs in that we have concentrated on speed of play while maintaining a good level of accuracy. We hope this is achieved by using efficient game mechanics that take a pure mathematical approach. The fact that a few of us programme may have a bearing on this. This game contains many radical systems, terminology and mechanics of which combat resolution by one die is at the forefront. A lot of effort and thinking went into this game, our hope is that you enjoy gaming with **Phalanx**. To say that your gaming will never be the same again is an overstatement, we just hope you enjoy gaming with our rule sets as much as we have enjoyed writing them,

We prefer the term 'table top gaming' in the stead of 'wargaming'. War is a hateful thing, and that's despite being ex-services. When we talk of realism, we mean being realistic within the framework of gaming with model soldiers and having results as if your finely painted miniatures were the real thing. War and wargaming cannot possibly be confused. We do receive a little flak because of this.

We also would like to mention the legends of this hobby (for better or for worse) for starting us on this path. We wouldn't be doing this if it wasn't for such luminaries as WRG, GDW, GW, TSR (just love acronyms). Thank you guys for the years of enjoyment you have given. Finally, we have been as rigorous as possible in developing unique game mechanisms and writing style. No point in re-inventing the wheel.

Above all, don't take it too seriously. It's a game. Have fun!

EQUIPMENT

To play this game you will need a number of model soldiers, hopefully proudly painted, a table on which the game is played and some model terrain. We'll run through troops types, scales, setting up the battle (terrain rules etc) and finally the battle rules.

MODEL SCALE

The most popular scale by far is 15mm. They are relatively inexpensive and some makes are beautifully detailed. Other scales have their own virtue, these are 25mm and 6mm. You can use either with this set.

TROOP TYPES

Your nicely painted figures should perform on the tabletop in a similar fashion to how their real life counterparts acted on the battlefield. To facilitate this effect we categorise troops according to a class. These classes and their hierarchy are as follows.

There are four general classifications each with sub-classes, two army classes and five integrity classes. The four **General Classes** are **FOOT**, **MOUNTED**, **EXPENDABLE** and **ANIMAL**.

The sub-classes of the FOOT General Class are...

HIP: Heavy Infantry Pikes. Foot troops in a solid close formation armed with pikes. **Advantage:** Pikes are used in deep formation and can roll over any but the most resolute foot. **Disadvantage:** Very sensitive to difficult terrain. The deep mass made formation keeping and manoeuvre difficult and terrain would also disrupt the formation.

HIS: Heavy Infantry Spears. Foot troops in close formation armed with large shields and a long thrusting spear such as Spartan and Greek Hoplites. **Advantage:** Their tight formation and large shields gave them good resisting power. **Disadvantage:** Sensitive to difficult terrain. Not very manoeuvrable, weak flanks, risk of being overlapped or outflanked by light troops. Vulnerable to missiles if they have no support from similar troops.

HIB: Heavy Infantry Bows. Close or Loose foot troops whose main weapon of engagement is at a distance using bow, longbow, crossbow or firearms in volleys of fire at command. **Advantage:** Particularly effective against mounted troops. **Disadvantage:** Sensitive to difficult terrain. Weak in melee, especially against mounted troops if they manage to get into contact.

HIN: Heavy Infantry. Foot troops whose main role is close combat and armed with such weapons as the pilum, angon (or similar), or two handed shafted weapons such as halberd or naginata, or with short ranged throwing weapons such as javelin and/or dart. **Advantage:** Strong against any foot except **HIP** in good order. **Disadvantage:** Sensitive to difficult terrain. Can be prone to cavalry if caught in good terrain.

HIW: Heavy Infantry Warband. Close formation foot troops whose prime role was to break an enemy with a fanatic charge to contact. **Advantage:** May sweep all before them, even **HIP**. **Disadvantage:** Sensitive to difficult terrain. Prone to cavalry (but less so than **LIW**) if caught in the open, formation keeping and control difficult due to their irregular nature. **LIS** can fight them on even terms.

LIW: Light Infantry Warband. Loose formation foot troops whose prime role was to break an enemy with a fanatic charge to contact. **Advantage:** Immune to difficult terrain. May sweep all before them, even **HIP**. **LIW** are more flexible in dealing with difficult terrain than **HIW**, and can built up more speed and momentum in the charge compared with the dense and slow moving formation of **HIW**. This makes them very dangerous. **Disadvantage:** Prone to cavalry if caught in the open, formation keeping and control difficult due to their irregular nature. **LIS** can fight them on even terms.

LIS: Light Infantry Spears. Loose formation foot primarily armed with large shields and a long thrusting weapon such as the lancea or Yari. **Advantage:** Immune to difficult terrain, can avoid contact of close formation troops and shoot or skirmish them at a distance, the ideal counter to **HIW** and **LIW**. Able to Drive off **LIN** and **VLI**. **Disadvantage:** Vulnerable to mounted troops.

LIN: Light Infantry. Loose formation foot armed with shield and mainly javelins with the aim to skirmish a close formation battle line at distance, evading if charged. **Advantage:** Immune to difficult terrain, may slow or even halt the advance of close formation foot. Able to drive off **VLI**. **Disadvantage:** Vulnerable in open terrain especially against mounted troops.

VLI: Very Light Infantry. Open formation foot armed with a variety of missile weapons and perhaps shields. They persistently hang around enemy foot causing a small number of casualties due to their shooting perhaps forcing **HI** to halt and present shields. **Advantage:** Can pester slow moving **HI** with a constant dribble of casualties and running away if charged, **VLI** are used to slow and sometimes pin an enemy unit. **Disadvantage:** Avoid melee with the enemy.

The sub-classes of the MOUNTED General Class are...

CAT: Cataphracts and Knights. Mounted troops in loose or close formation. Equipped in full metal armour of either plate or mail and mounted on horses similarly equipped. Their role was a charge to contact in the hope that the impetus and shock of contact would route the enemy. **Advantage:** Only steady foot in deep formation could resist the charge, others were just ridden down. **Disadvantage:** They demonstrated a sensitivity to terrain, could be pestered and taken in the flanks by **LSC** and are vulnerable to the massed missile fire of **HIB**.

HCC: Heavy Charging Cavalry. Loose formation troops in partial metal armour mounted on horses that are unarmoured or have partial metal or cloth armour. Armed with a lance, their function was to break the enemy with a charge to contact. **Advantages:** Only steady foot in deep formation could resist the charge, others, except **CAT** were ridden down. **Disadvantage:** They demonstrated a sensitivity to terrain, could be pestered and taken in the flanks by **LSC** and are vulnerable to the massed missile fire of **HIB**.

HSC: Heavy Skirmishing Cavalry. Loose formation troops in partial metal armour mounted on horses that are unarmoured or have partial metal or cloth armour. Primarily armed with javelins or bows, their function was to weaken the enemy by skirmish shooting before delivering the fatal charge. **Advantage:** Generally effective against all troops especially the **LI** variants. **Disadvantage:** Can be ridden down by **CAT** and **HCC**, sensitive to difficult terrain and the massed fire of **HIB**.

LSC: Light Skirmishing Cavalry. Un-armoured open formation troops on un-armoured horses. Armed with bow or javelin. Their function was to harass enemy troops, out manoeuvre and take them in the flanks and to drive off the lighter foot troops. Advantages: Usually fast and mobile, useful for scouting, fast strikes and getting behind the flank lines on the enemy. **Disadvantages:** Avoid melee with the heavier troop types unless at an advantage.

RSC: Royal Shakespeare Company. Loose formation thespians, much ado about nothing save a good bloody slaughter.

The sub-class of the EXPENDABLE General Class is...

SCH: Scythed Chariots. Four horse scythed chariots with a crew of one. Driven at high speed into enemy units, the driver bailing out just before contact. Advantages: Can be effective against solid targets such as **HI** variants and **CAT**. Disadvantages: Need good terrain, can be countered by **LI** who can easily evade, distract and re-mount.

The sub-classes of the ANIMAL General Class are:

CAM: Camels. These are treated as the camel equivalent of **LSC** with similar advantages and disadvantages. In addition, some horses were frightened of them.

PEL: Protected Elephants. Indian elephants protected with a combination of metal and textile armour and with a tower howdah, or a crew of up to six with supporting **VLI** on foot mounted on the same base. **Advantage:** Very intimidating to close formation foot who presented a nice solid target, some horse were afraid to close with them. **Disadvantage:** Unreliable, even when trained, elephants are by nature gentle creatures not well suited to war (Humans - learn!). Can also be countered by the missiles and manoeuvrability of light foot troops.

IND: Indian Elephants. Un-armoured Indian elephants, with or without a howdah and a crew of up to four. **Advantage:** Very intimidating to close formation foot who presented a nice solid target, some horse were afraid to close with them. **Disadvantage:** Unreliable

and can also be countered by the missiles and manoeuvrability of light foot troops.

AFR: African Elephants. The small African Forest Elephant now extinct. Up to 3ft smaller than the Indian. Used in a similar manner with corresponding advantages and disadvantages. This is the elephant Hannibal Barca used to invade the Roman Republic.

ARMY CLASSES

There are two army classes. **Regular Army (RA)** and **InFormal (IF)**.

RA troops as the name suggests belong to a regular army, usually professional and uniformed. **RA** troops are trained and disciplined to obey orders. Whether in combat or manoeuvre, the emphasis is on mutual co-operation. Advantages: Able to manoeuvre in small bodies depending on other class definitions.

IF troops have a more informal organisation usually along tribal or feudal lines or as a matter of social psychology. They fight as a group of individuals. **IF** class troops are often difficult to control due these reasons and to their personal motivation and/or dislike for rigid command.

INTEGRITY CLASSES

Integrity encompasses such qualities as morale, determination, elan, ferocity, discipline, steadfastness, loyalty, armour and the reaction to the stress of combat. There are five integrity classes, these are:

Class V Troops of the highest quality morale, loyalty, training and discipline if RA class or ferocity, frenzy and zeal if IF class. Such examples as Spartan Hoplites, some Gauls, Late Jewish zealots.

Class IV Troops exhibiting above average qualities of morale, loyalty, training and discipline if RA class or ferocity, frenzy and zeal if IF class. Such as Roman Legionnaires, Argyraspids and Companions.

Class III Troops of average quality and ability such as Hoplites, most cavalry and phalanx troops.

Class II Troops of below average quality such as green, raw or garrison troops.

Class I Troops of low or little combat ability, morale and unit integrity. Fearful and reluctant to close with the enemy. Troops such as levy fall into this class.

BASING AND ORGANISING YOUR TROOPS

PHALANX is an army level game. This means that you are an army commander and concerned with the mechanics of that level of command. Low level organisations and command is left to your subordinates. Your subordinates know how to command their troops and they, in turn, know how to fight. Therefore, we are not going to organise the troops in a low-level fashion but as an ancient army commander would view it: in lines and wings, or if you are a medieval player, in battles.

The lowest tactical unit is what we call the Vignette. Your army is comprised of 12 Vignettes. Vignettes are subdivided into tactical units such as Mora, Cohortes or warbands. The below table gives a number of options for the base size of each of your armies vignettes.

Scale	Option1	Option2	Option3
25mm	6cm	12cm	18cm
15-20mm	4cm	8cm	12cm
6mm	2cm	4cm	6cm

Table 1

You can choose any option depending on the number of figures you have in your collection. You will find that the frontages of the vignettes are multiples of the most commonly used frontages used in other games, so re-basing is not required. Vignette depth is not critical, but foot troops should be based two ranks deep. Mounted troops should be based in one or two ranks as aesthetically pleasing ideally on a base as deep as it is wide. Close formation troops should be mounted on the base shoulder to shoulder, loose formation troops should have about a one figure gap between them, open formation troops should have a two or three figure gap between them. This is to reflect the

density of their formation and to make visible identification easier. **RA** class troops should be positioned evenly on the base while **IF** class troops should have a disorganised irregular look. If you have mounted your troops to another set of rules, no problem, just place the stands together to form the vignette of the required size. Of course, if you base your troops native to this set you can go to town on the modelling of the base and create a truly inspiring model vignette, hence our term. If you are basing your troops for use with this set then **OPTION 1** (as above) is the **standard** vignette size.

A Vignette represents an average of 2000 HIP, 1500 HIS or 1000 other close formation troops (this is to reflect their historical depth), 750 loose formation troops or 500 open formation troops. If you are using inherently small armies you can half this number.

We have chosen 12 vignettes as the army size, not just to share commonality with another popular fast play set, but because this number is divisible by 6, 4, 3 and 2 making organisation in to lines and wings very efficient.

THE TABLE

The table that the game is played upon is a standard wargames table that is usually 120cm x 120cm, 180cm x 120cm, 240cm x 120cm or 240cm x 150cm depending on scale and room. The surface of the table is divided into 50cm, 40cm or 30cm squares as required. See **What table size shall I use** found at the end of the rules. Carpet tiles are ideal for this or terrain blocks. Then, for each add the score of two six sided dice and consult the below table, the result is the terrain piece/type that occupies each square.

Score	TERRAIN TYPE
1 to 4	No Terrain or open Area
5 - 6	Gentle Hill*
7	Steep Hill**
8 - 9	Wood**
10	Built up Area**
11+	Impassable Terrain

Terrain pieces cannot be any larger than the square that they are in, nor smaller than half a square. Add **two** to the dice score when

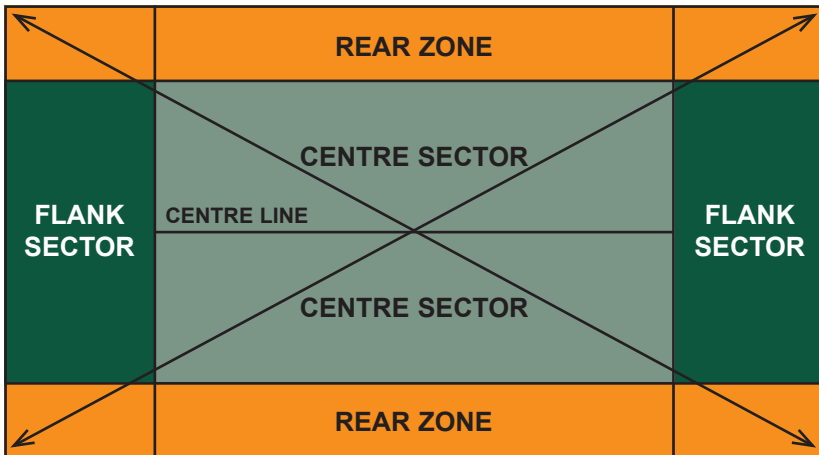
throwing for the terrain type in the squares that border the table edge. Impassable terrain is such as mountains, highland, swamp, bog, lake, sea or Major River. After Terrain has been placed, both players throw a six-sided die. The player with the highest score can choose his table edge and can remove up to two pieces, or swap the positions of two pieces to his choice. If one player exceeds his opponents score by 5, the loser must write down his order of march and then move in that order across any one of the tables diagonals. The higher scoring may deploy anywhere within 30cm of his opponent at any time during the march. Then the first turn is decided by another die throw, the higher score moving first. Terrain pieces marked * give a combat advantage of +1 if higher up the slope than opponent. Terrain pieces marked ** is bad going and give some troops a combat penalty.

TIME SCALE and BATTLE READINESS

Troops of this period did not have the same time consciousness of today. Battles are considered to take place in the morning or afternoon, generally being set pieces with both sides prepared. There are some option rules for weather and time of day found in the **optional rules** section later.

DEPLOYMENT

You can deploy your troops in the following zones as the diagram of the games table is demonstrated with diagonals in Fig. 1 below.



Using any one of the table sizes as on **P9**, the Rear Zone is 20cm deep as measured in from the table edge and the Flank Sector is 60cm if using an 240cm wide table, 45cm if using a 180cm wide table and 30cm if using a 120cm wide table, as measured from the table edge.

All your vignettes have to be initially deployed in the Rear Zone. They can be either deployed in the Rear Zone of the Centre Sector or the Rear Zone of the Flank Sectors. Some Vignettes can be placed immediately behind another to increase combat advantage, in this case they are treated as a single vignette. Unless permitted by the army list, all vignettes must be deployed in one line, this is the **MAIN BATTLE LINE (MBL)**. The exception to this is **LIS, LIN, VLI, LSC** and **HSC** which can be deployed in front of, to the side of, or behind the **MBL**. There may not be a gap of greater than the frontage of three vignettes (depending on what scale and Option you use, this distance will vary) between any vignette of the **MBL**. Any section of the **MBL** that extends into the Flank sectors at deployment are called Wings (see Page 12). The narrowest gap that can be passed through is the frontage of one vignette. **LIS, LIN** and **LSC** can pass through a gap of half this. **VLI** can move through any troops belonging to their own side.

For example, if you are using Option 2 in 15mm, the gap between vignettes of the MBL cannot be greater than 24cm, the minimum gap that a vignette can pass through is also 8cm. **LIS, LIN, VLI** and **LSC** would be able to pass through a gap a 4cm. Have terrain pieces further apart than the frontage of one of your vignettes.

MOVEMENT

The movement rate of Vignettes is as on the below table;

VIGNETTE TYPE	TURN	GOOD GOING	BAD GOING
LSC:	180°	2	1 (cp)
HCC/HSC, SCH, CAM:	90°	1.5	0.5 (cp)
VLI:	180°	1.5	1.5
PEL, IND, AFR:	45°	1	0.5
LIW, LIS, LIN	90°	1	1
CAT, HIP/S/B/N/W:	45°	1	0.5 (cp)

When any part of a vignette moves on or over a terrain piece described as Steep Hill, Built-up-area or Wood as on Table 2 (Page 9) the entire vignette is counted as being in Bad Going. Movement along roads negates the effect of Bad Going. In the Bad Going column (**cp**) means that a **combat penalty** is conferred when this type of vignette is in Bad Going. The TURN column gives the vignettes maximum turn rate allowable per turn. Turning in bad going halves this. Vignettes with a Good Going turn rate of 45° turn by holding one front corner still and pivoting the other front corner. Other vignettes turn by pivoting on the centre of their base. The figures in the Good Going and the Bad Going columns are the vignettes move rates as expressed as vignette widths. For example, 25mm VLI based as Option 2 will move 1.5 times its frontage, which is 18cm. The same vignette in 15mm will move 12cm. Apart from turning the only other allowed voluntary movement is straight ahead.

COMMAND AND CONTROL

The battle is won or lost either in the deployment section or here in the Command and Control section. Good control can partly off-set a bad deployment. You may divide your army in to three parts, the Centre and two Wings. One vignette has to be nominated as having the General, he must be represented by a suitable figure on the vignette, this is called the General's Vignette. The vignettes that belong to the army centre must deploy in the Rear Zone of the Centre Sector. While the vignettes that belong to the army wings must deploy in the Rear Zone of the appropriate Flank Sector.

Linked Vignettes

There are two ways to link vignettes, an In-Line Link and a Support Link. RA troops cannot be linked to IF troops.

In-Line Link: Two or more vignettes are placed together to form a contiguous line two or more vignettes wide. If the In-Line Linked vignettes turn, divide their turn rate by the number of vignettes in the link. If you like, you can leave a small gap between the vignettes. **HIP, HIS, HIN, HIB or HIW linked in this manner may not turn.**

Support Link: Some Vignettes can be placed immediately behind an other to gain a combat advantage to its front. Linked vignettes are merged and are counted as one vignette for the purposes of movement and combat. Linking is permanent. **HIN** can only be

support-linked by **ONE** vignette of **LIN** or **VLI**. **HIP** by **HIP** or **VLI**. **HIB** by **HIB** or **VLI**. **HIS** by **LIN** or **VLI**. **LIS** by **LIS** or **VLI**.

ACTIVATION

Before you can exert any influence over a vignette, it must be activated. This simulates messengers being despatched from you, courier to destination and interpretation of orders. Activated vignettes will carry out your orders while vignettes that are not activated may act on their own initiative. The below table tells you the number of activation points it takes to activate each single vignette or link.

Troop Class	Activation Points Required
RA Class troops	1
IF Class troops	2

The minimum number of APs required is always 1. The number of activation points required to activate a vignette or group of vignettes that are linked is modified if any of the following apply:

+1	For every 4 vignette widths distant from the General.
+1	If line of sight is blocked from the General's vignette.
+1	If any one of the vignettes in a link are Class I or Class II.
+2	If the vignette or link is crossing to/from flank/Centre sectors
-1	If the vignette is Class IV or Class V and RA.

The number of AP per turn is established by the score of a d6 if the General's vignette is IF or the average of two d6 rounded up if the General's vignette is RA. Vignettes that are not activated may act on their own initiative, throw a d6 on the below table.

Score	Action Taken
Less	Charge the nearest enemy.
1	Charge the nearest enemy to the front.
2	Charge enemy that is directly ahead, or shoot.
3	As vignette to right, if none then as left otherwise halt.
4	As vignette to left, if none then as right otherwise halt.
5 or 6	Do nothing if IF or as player wishes if RA.
7+	Retreat by moving directly to the rear for two turns if IF or do nothing if RA.

Modify the die score if any of the below apply.

- 1 If the vignette is IF Class.
- 1 If the vignette is Class IV IF.
- 2 If the vignette is Class V IF.
- +1 If the vignette is Class IV RA.
- +2 If the vignette is Class V RA.

THE GAME TURN

After terrain has been laid out, the players take it in turns to deploy one vignette at a time until all deployment is completed. Then both players throw a d6, the higher score being the first to move (see The Table (Page 9)). **Then on in, each player takes it in turns to go through the following sequence.**

- A) Activate each vignette or group of linked vignettes as in the **ACTIVATION** section as on Page 13.
- B) Move activated vignettes in any order as you see fit. If contact is made with an opposing vignette **a charge has to be declared** and you have the option of either halting at contact or lining up the vignettes, you may not exceed your turn and move distance. The opponent's vignettes are not moved except some may evade contact.
- C) Vignettes that are not activated and act on their own initiative carry out their action here. Vignettes acting on their own initiative can be moved in any order as required.
- D) **Shooting:** Any activated vignette that can shoot and wishes, can do so in this phase. The target may return fire if they can and wish to. See **SHOOTING** section on the next page.
- D) **Melee:** Vignettes in contact engage in hand-to-hand combat. A move to contact is called a charge, it needs to be declared before the vignette is moved. The target of the charge may first counter-move by declaring an evade. The evade move is made before the charge move.

EVADING

LIN, LIW, LIS and VLI may evade **HIP, HIS, HIB, HIW** and **HIN**. **LSC** may evade any vignette, **HCC, HSC, CAM** may evade any **HI**. The evade move is made by moving the evading vignette one full move to its rear, it still may face in the same direction. Evaders may shoot at chargers if of a class able to do so.

SHOOTING

Only **HIB, LIN, VLI, HSC, CAM** and **LSC** can shoot. In real life some types of **HI** can shoot, this is generally **HIN** and **HIS** which can shoot with dart, bow or light spear. In this case the shooting is considered in support of their melee and is integrated in to melee factors. **HIB** can shoot to 2*. **LIN, VLI, HSC, CAM** and **LSC** can only shoot to 1*. *Means shooting range as expressed as vignette widths see Page 12 first paragraph. Any vignette that can shoot may shoot at vignettes that have moved into contact with them before melee is conducted. **VLI** and **LSC** can shoot all round, others can only shoot directly ahead. Any effects are applied immediately. A vignette that is shot at may shoot back after the shooters result is applied (if any).

METHOD: Nominate the shooter and target. Throw a d6, apply any shooting conditional modifiers and consult the shooting results table.

Shooting Conditional Modifiers:

- +3 If **HIB** are shooting at any troops classed as Mounted or Animal (see Page 3) and within 1* (see above).
- +1 If **HIB** are shooting at any troops classed as Mounted or Animal (see Page 3) and over 1* (see above).
- +1 If the target is **HIP, HIS, HIB** or **HIW**.
- 2 If the target ended its move in contact with the shooters. If the target then receives an **H** result due to the shooting, the target converts the **H** result into an **R** result..
- 2 If the shooters have any combat penalty (Page 11).

The shooting Results Table:

Vignette Class	Die Score						
	1	2	3	4	5	6	7
HIB	-	-	R	R	RR	B	B
Other	-	-	-	H	H	R	R

H means that the target has to **Halt** and cannot move during its sides next turn. **R** means **Repulsed**, the target has to be immediately moved back one full turn. **B** means the target is **Broken** if Mounted otherwise **RR**. See **RESULTS** on P19 for definitions.

MELEE

When vignettes come into contact, melee occurs. The radical feature of this set of rules is that combat is adjudicated using only one die.

METHOD: Both of the vignettes in contact cross reference their General Class (Page 3) against whether their opponent is **FOOT** or **OTHER** (mounted or animal). **ADD** its Integrity Class (Page 7). The result is the **Base Combat Factor (BCF)**.

Class	vs Foot	vs Other	Disadvantaged if fighting
HIP	4	6	HIW, LIW, CAT, SCH.
HIS	4	4	HIW, LIW, CAT, SCH.
HIN	5	4	LIW, CAT, SCH
HIW	4	4	LIS, CAT, SCH.
HIB	2	2	MTD, SCH.
LIW	2	2	MTD, SCH.
LIS	3	2	CAT, SCH.
LIN	3	2	MTD.
VLI	1	1	MTD.
CAT	4	4	EL, HIW, LIW.
HCC	3	3	EL.
HSC	2	2	CAT, EL.
LSC	2	2	EL.
CAM	4	6	HIB.
SCH	6	4	LIS, LIN, VLI, HIB.
PEL	4	6	LIS, LIN, VLI, HIB.
IND	4	4	LIS, LIN, VLI, HIB.
AFR	2	4	LIS, LIN, VLI, HIB.

BOTH vignettes in contact now modify their **Base Combat Factor (BCF)** and apply any applicable melee conditional modifiers both as below. Start at the top of the below table, working down and applying the results to both immediately as you go.

Melee Conditional Modifiers

-H	Reduce the base combat factor (BCF) by a half rounding down if the vignette in a melee has a combat penalty as described in MOVEMENT on Page 11.
-H	Reduce the base combat factor (BCF) by half rounding down if HIP , HIS , HIN , HIW , HIB or CAT is contacted by an opponent in flank/rear or front and flank
-H	If Disadvantaged (p16).
-2	If your vignette is overlapped by an opposing vignette that is contiguous to the vignette in contact to the front. The overlapping vignette must have a total modified combat factor that is at least half the vignette that it is overlapping.
-1	For every RR or two R accumulated if RA class troops.
-1	For every R result accumulated if IF class troops. An RR result is counted as two R results.
+H	If the vignette is supported by a friendly vignette that is support-linked and is placed immediately to its rear. Add half of the supporting vignette's base CF rounded down.

HIN can only be support-linked by **ONE** vignette of **LIN** or **VLI**. **HIP** by **HIP** or **VLI**. **HIB** by **HIB** or **VLI**. **HIS** by **LIN** or **VLI**. **LIS** by **LIS** or **VLI**.

Your **CF** can go negative.

A vignette fights the opponent with which it shares most base contact. If a vignette is contacted by multiple melee opponents, it fights against one only, the others supporting.

If a vignette has a Disadvantage because it is fighting **HIW** or **LIW**, the disadvantage **ONLY** applies in the initial turn of contact.

NEXT: Throw a **d6**. If the score is 1 or 2, then add 1 to the **CF**, if the score is 3 or 4, add 2 to the **CF**. If the score is 5 or 6 add 3 to the **CF**.

RESULTS

The player whose turn it is now compares his score with that of the opponent and then consults the results of contact as below.

	Your Vignette	Opponents Vignette
-4 or less	BREAK	see below
-1 to -3	REPULSED	see below
0	STAND	STAND
+1 to +3	see below	REPULSED
+4 or more.	see below	BREAK

'Your Vignette' refers to the vignette of the side whose turn it currently is.

STAND: The vignette Stands its ground and remains where it is. It will act as the player wishes and according to the rules of activation.

REPULSED: This means the vignette is Repulsed and has to be immediately moved back the distance of one full turn and end facing opponents. If the opponents are **IF Class III, IV or V** they must follow up a full move, even if this means they may still maintain contact.

BREAK: The vignette is broken in route and is removed from play. For effect, the vignette can be turned about and make a few full moves for a couple of turns fanning out the figures if this is possible. **LSC, LIS, LIN, LIW** and **VLI** getting this result when fighting any **HI** or any elephants convert this in to an **RR** (double R) result instead unless the vignettes cf has already been reduced to half or less (round up) in which case the B result stands. This is treated as two simultaneous **R** results as above.

RR: (From Shooting - Page 15/16) The vignette is Repulsed and has to be immediately moved back the distance of **TWO** full turns and end facing opponents. If you or the opponents are **IF Class III, IV or V** they must follow up a full move. If a vignette receiving an **R** or **RR** result means that their **R** or **RR** move will take them into friends the **R** or **RR** result is converted into a **B** result if the distance between them is half of the R or **RR** move or less. Don't have your second line too close.

Recovery of R and RR results

On Page 17 there are two melee conditional modifiers that reduce a vignettes **cf** due to the accumulation of **R** and **RR** results. For every turn an activated vignette is not involved with combat, movement or is shot at, it can cancel out an accumulated -1. This action, called rallying, will encourage players to keep pressure on opposing vignettes in the attempt to wear them down. Also, keep a reserve of fresh troops and commit them to battle at the appropriate time. This is an optional rule.

Recording of R and RR results

As a suggestion, to record **R** and **RR** results use small coloured elastic bands. When a vignette gets an **R** result, place a coloured band on the vignette. When a vignette cancels out a -1, remove one band. If the vignette is IF class, count an **RR** result as two **R** results. This is an optional rule.

VICTORY

When at least a third (round up) of the vignettes of the **MBL** are broken (**B** result), **OR** when any one of the army's key vignettes (see army list) get a **B** result, **OR** when the General's vignette receives a **B** result that side has lost. If your army is allowed to deploy in multiple lines, the side is defeated when any vignette of the last line is broken. Remember, fortune favours the brave, the same with these rules.

CHARIOTS

Three and four horse chariots (**4HC**) are counted as **HCC** or **HSC** depending on their real life role. Two horse chariots (**2HC**) are counted as **HSC** or **LSC**, again, depending on their real life battlefield use, formation etc. Full details to be given in our army lists.

ARTILLERY

The period employed the use of torsion, counterweight and powder artillery of various sizes. We classify them as amalgamated or attached. The former are those weapons (of any type) used collectively in a 'battery' and are treated as **HIB**. The latter are those (generally smaller) weapons attached to foot vignettes. An example of this would be balista attached to Cohortes. If the artillery is attached, integrate an artillery model into that of the vignette, or place a model touching the behind or the side edge of the vignette. The vignette can shoot to 1 if attached and to 4 if amalgamated, both use the 'Other' row on the shooting results table that is on Page 16.

In melee a vignette with attached artillery gets a -1 melee conditional modifier. Amalgamated artillery melee as **HIB**. **This is an optional rule.**

FIELD DEFENCES

Some troops had the historical use of static field defences such as stakes and palisade. Vignettes using such defences may not move when deployed and must have the defences reproduced by model to their front. A new combat conditional modifier needs to be introduced as follows:

-1 If in melee with a vignette that is protected by static field defences such as stakes or palisade. **This is an optional rule.**

DETACHMENTS

A Wing, including vignettes of the MBL that extend into the Flank Sectors can be detached from the MBL and separate themselves from the MBL by any distance. A detachment may cross into other Sectors. Increase activation points by 1 when activating a detachment. Detachments are ideal for flanking manoeuvres but may leave your own flanks exposed. **This is an optional rule.**

CONVERSION

You may find the following chart helpful when moving from one set of rules to another. For now we'll have to limit the chart to DBA/DBM as these are the most popular rules used in the UK.

Phalanx	DBA/DBM	Phalanx	DBA/DBM
HIP	Pikes	CAT	Knights (S)
HIS	Spears	HCC	Knights
HIB	Bows	HSC	Cavalry
HIN	Blades	LSC	Light Horse
LIS	Auxilia (S)	PEL	Elephants (S)
LIN	Auxilia	IND	Elephants
LIW	Warband	AFR	Elephants (I)
HIW	Warband (S)	SCH	Scythed Chariots
VLI	Psiloi	CAM	Cavalry

I hope that this will prove useful as a general guide, you'll be able to fit in more as you see appropriate.

WHAT TABLE SHALL I USE?

The below table gives you further details on what table, Tile and Flank sector size you can use when using different options and scales. I hope it is self explanatory.

Basing Option	Table Size (Feet and cms)			
	4'x4' 120 x 120	6'x4' 180 x 120	8'x4' 240 x 120	8'x5' 240 x 150
25mm Option1	Yes	Yes	No	No
25mm Option2	No	Yes	Yes	Yes
25mm Option3	No	No	Yes	Yes
15mm Option1	Yes	No	No	No
15mm Option2	Yes	Yes	No	No
15mm Option3	No	Yes	Yes	No
6mm Option1	Yes	No	No	No
6mm Option2	Yes	No	No	No
6mm Option3	Yes	Yes	No	No
Tile Size (inches)	12"	12"	16"	16" or 20"
Flank Sector	30cm	45cm	60cm	60cm

CONTACT US

We value your comments, playing experience and feedback. If you would like to email us please do so.

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