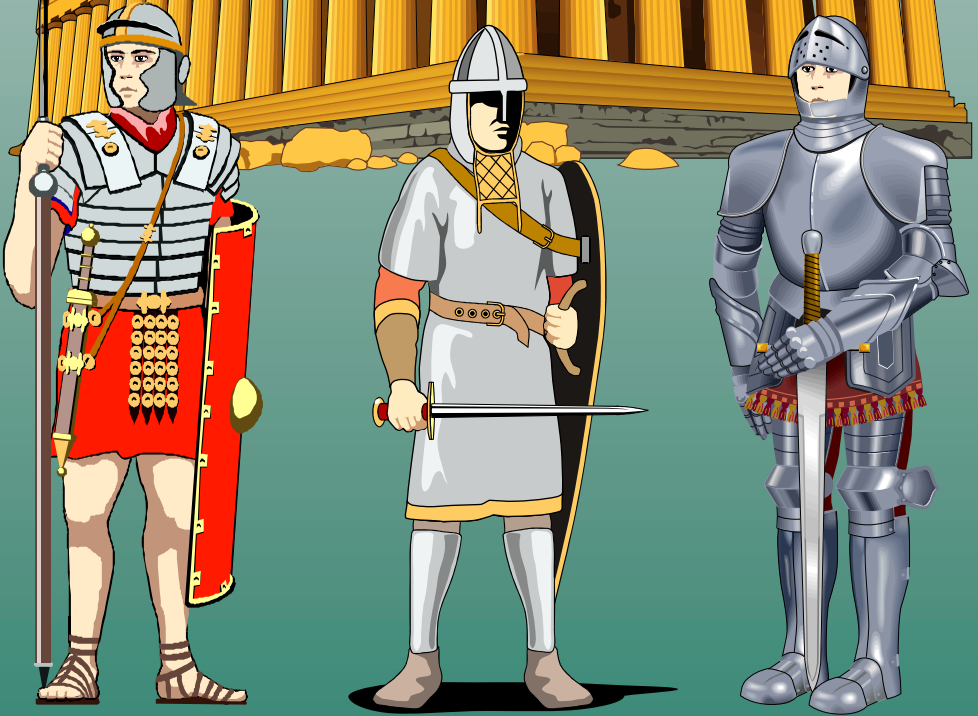


AlienStarGames

HISTORICON

rules



ANCIENT, DARK AGE and MEDIEVAL WARGAME RULES

INTRODUCTION

Welcome to version 2 of Historicon. These rules are the product of a great deal of research over the last number of years. The intent behind them is to achieve the following goals;

1. To gain realistic and believable battle results using the medium of tabletop miniature model figurines.
2. To have effective and efficient game mechanics that enables fast play with goal 1 as a prime directive, especially those like myself who are 'time challenged'.
3. To retain some familiarity with existing sets allowing a painless trial and/or transition, e.g. no re-basing of troops is required.
4. To be flexible, allowing players to experiment and originate battle tactics etc., within the physics of ancient command control and troop characteristics.
5. Above all the game must be enjoyable to play.

I hope that these goals have been achieved and your games are fun, challenging and rewarding. If you want a more involving game, try "Phalanx" or our new "Core System 4" game coming in 2022.

WHAT SCALE CAN I USE.

These rules were originally written for use with the 25mm scale. However, not all want to, or wish to use 25mm as a matter of economics, space or preference. With slight adjustment this version enables you the use of the 15mm and 6mm scales. These rules maintain full compatibility with other major rule sets when basing and organising your troops. If using 15mm figures half all measurements quoted and quarter for 6mm.

Army lists are now available, if you haven't done so already, why not download and add them to your collection.

Enjoy your gaming.

THE TABLE.

The table that the game is played upon is a standard wargames table that is usually **120cm** wide by **120cm** deep to **240cm** wide by **150cm** deep. The surface of the table is divided into 50cm or 40cm squares for 25mm and 30cm squares for 15mm or 6mm. Carpet tiles are ideal for this or terrain blocks from a company like Gallia. Then, for each square throw an eight sided dice on 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	Gentle Hill*
6	Steep Hill**
7	Wood**
8	Built up Area**
9+	Impassable Terrain

Table 1

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 are 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 remove up to two pieces or swap the positions of two pieces to his choice. Terrain pieces marked * give a combat advantage as on **P9** phase **5**. Terrain pieces marked ** disorder all formed troops moving into or over them.

TIME SCALE AND BATTLE READINESS

As troops of this period did not have the same time consciousness of today, time being much less important. Battles are considered to take place in the morning or afternoon, generally being set pieces with both sides prepared. In the dice score above, if one player exceeds his opponents score by 5, the looser must write down his order of march and then march across one of the tables diagonals (to choice). The higher scoring may deploy anywhere within 15cm of his opponent. The first turn is decided by a die throw.

TROOP DATA TABLE (25mm)

Troop Class	Front (mm)	To Hit if Ord/Dis*	Move Rate	Shoot Range	Break	Recoil Disordered	Pass	Melee Dice
Heavy Infantry	15	3+/5+	10cm	-	<3	4 - 6	7+	1/Fig
Light Infantry	20	4+/5+	15cm	15cm	<5	6 - 8	9+	1/Fig
Very Light Inf..	30	5+/5+	20cm	15cm	<6	7 - 8	9+	1/Fig
Heavy Chariots	60	4+/6+	15cm	15cm	<3	4 - 6	7+	1/Horse
Light Chariots	60	4+/6+	15cm	10cm	<5	6 - 8	9+	1/Horse
Knights	20	3+/6+	10cm	-	<3	4 - 6	7+	1/Fig
Heavy Cavalry	20	4+/6+	15cm	10cm	<5	6 - 8	9+	1/Fig
Light Cavalry	30	5+/6+	15cm	10cm	<5	6 - 8	9+	1/Fig
Elephant	60	3+/6+	10cm	-	<5	6	7+	4/Fig
Crew	N/A	5+/5+	N/A	15cm				1/Fig

Table 2

TROOP DATA TABLE (15mm)

Troop Class	Front (mm)	To Hit if Ord/Dis*	Move Rate	Shoot Range	Break	Recoil Disordered	Pass	Melee Dice
Heavy Infantry	10	3+/5+	5cm	-	<3	4 - 6	7+	1/Fig
Light Infantry	13	4+/5+	8cm	8cm	<5	6 - 8	9+	1/Fig
Very Light Inf..	20	5+/5+	10cm	8cm	<6	7 - 8	9+	1/Fig
Heavy Chariots	40	4+/6+	8cm	8cm	<3	4 - 6	7+	1/Horse
Light Chariots	40	4+/6+	8cm	5cm	<5	6 - 8	9+	1/Horse
Knights	13	3+/6+	5cm	-	<3	4 - 6	7+	1/Fig
Heavy Cavalry	13	4+/6+	8cm	5cm	<5	6 - 8	9+	1/Fig
Light Cavalry	20	5+/6+	8cm	5cm	<5	6 - 8	9+	1/Fig
Elephant	40	3+/6+	5cm	-	<5	6	7+	4/Fig
Crew	N/A	5+/5+	N/A					1/Fig

Table 2a

TROOP DATA TABLE (6mm)

Troop Class	Front (mm)	To Hit if Ord/Dis*	Move Rate	Shoot Range	Break	Recoil Disordered	Pass	Melee Dice
Heavy Infantry	5	3+/5+	3cm	-	<3	4 - 6	7+	1/Fig
Light Infantry	7	4+/5+	4cm	5cm	<5	6 - 8	9+	1/Fig
Very Light Inf..	10	5+/5+	5cm	5cm	<6	7 - 8	9+	1/Fig
Heavy Chariots	20	4+/6+	4cm	5cm	<3	4 - 6	7+	1/Horse
Light Chariots	20	4+/6+	4cm	3cm	<5	6 - 8	9+	1/Horse
Knights	7	3+/6+	3cm	-	<3	4 - 6	7+	1/Fig
Heavy Cavalry	7	4+/6+	4cm	3cm	<5	6 - 8	9+	1/Fig
Light Cavalry	10	5+/6+	4cm	3cm	<5	6 - 8	9+	1/Fig
Elephant	20	3+/6+	3cm	-	<5	6	7+	4/Fig
Crew	N/A	5+/5+	N/A					1/Fig

Table 2b

From top to bottom the abbreviations for the troop types on the above table are as follows, **HI**, **LI**, **VLI**, **HCH**, **LCH**, **KC**, **HC**, **LC**, **EI** and **C**. A

Please note: Knights also include Cataphracts and Clibanarii.

figure classed as **LCH** or **HCH** may have up to 1 to 6 figures mounted on it or it's base that count as **Crew (C)**. Base depth is as required. Front is the figure's frontage. 1/fig means 1 die per figure.

UNIT FORMATION AND ORGANISATION.

The minimum unit size for infantry or cavalry is 8 figures, the maximum size is 48 figures. A unit must consist of the same troop Class as in the above table.

The minimum unit size for **HCH**, **LCH**, **EI** is 3 figures, the maximum is 10 figures. **HI**, **LI** and **VLI** are classed as Foot troops, the others are classed as Mounted.

All figures in a **HI**, **HCH**, **KC**, or **EI** unit must be in base to base (**B2B**) contact, this is called being formed. **LI**, **VLI**, **LCH**, **LC** or **HC** may be formed with all figures in **B2B** contact or unformed with all figures of the unit within 10cm of another figure of the same unit. When a unit changes its form the unit has to pass an integrity test. This test is taken at the time the player wishes the unit to change its form.

Chariots with two horses and one or two crew are classed as **LCH**, chariots with more horses or crew are classed as **HCH**.

The minimum depth of a formed infantry unit is two ranks, the maximum being four ranks if **HI** or two ranks if **LI** or **VLI**. The minimum depth of a formed cavalry unit (**KC**, **HC** and **LC**) or a unit of chariots, Elephant is one rank, the maximum being two ranks deep.
< means "Less than". * on Table 2 means Ordered/Disordered.

HI may be armed with weapons that are special cases under the rules, these are: Pikes, Spears, Bows or Javelin with dart. **HI** armed with other weapons or other weapon mixes such as shield and side arm, shield and heavy throwing weapon (such as Pilum or Francisca), two handed weapon without shield are counted as normal and classed as **HIN**. **HI** with pikes are classed as **HIP**, with spears as **HIS**, with Javelin and/or dart as **HIJD**, with Bows as **HIB**. Some **HIN** and **LI** can be classed as **Warband**, these become **HIW** and **LIW** respectively. **HIP** must deploy four ranks deep. Some **HIS** and **HIN** may have secondary missile weapons (such as dart, bow or light spear) reserved for close combat and of limited quantity so as not to count as

missile weapons proper. Such weapons are classed as supplementary shooting weapons and give a bonus in melee. A postfix of **+SS** is given to a troop class i.e. **HIN+ss**.

Troops are also classed as **RA** (Regular Army) or **IF** (InFormal). **RA** class troops are those who belong to a regular army and are usually paid, uniformed, drilled and disciplined. **IF** class troops belong to an army that is usually based on tribal or feudal lines and have a more informal army organisation. **IF** class troops are not by necessity inferior, often charging harder. **IF** class troops double their minimum unit size. **EL**, **HIW** and **LIW**, are always counted as **IF** class.

Troops are also classed as **E** class, **A** class or **G** class, this affects their combat ability and morale. **E** class are **Elite** or **Veteran** troops, **A** class are Average and **G** class are **Garrison/Green** troops or **Raw** or **Recruit** troops.

Therefore, **ERA** troops are **Elite Regular Army** (such as Spartan Hoplites), **GIF** are **Green InFormal** troops, (such as Persian Levy). For example a late Roman Legio will be classed as **ARA HIN+ss**, this being **Average Regular Army Heavy Infantry Normal + supplementary shooting** (darts).

Before the battle begins but after terrain placement both sides deploy each unit they have alternately. The one deploying first being decided by the highest score of a die.

Troops are deployed within **30cm** of their sides table edge. Troops cannot be deployed within **40cm** of the tables left or right side.

Formed Cavalry and Chariots can only turn by wheeling their move rate. The wheel is made with the front left or right corner stationary and the measurement made from the opposite corner.

Once deployed no unit of **HI** can be separated by more than **10cm** if **IF** class or **30cm** if **RA** class from any other **HI** unit unless by a move to come into contact with the enemy. **IF** class **HI** units can only move straight ahead. **RA** class **HI** units can wheel. Other units must stay within **60cm** of at least one other unit of their army.

Unformed troops can move in any direction desired and make any number of turns to the limit of their move rate. Units of formed **RA** class **LI**, **VLI**, **HC**, **LC** may turn once up to 180 degrees or wheel, other units of formed **LHI**, **LI**, **VLI**, **HC**, **LC** may turn once up to 90 degrees or wheel.

TURN SEQUENCE.

At the start of each turn both players throw a **D6**, the one with the highest score moves and acts first in each of the below phases followed by the lower scoring player. The score of a players **D6** is reduced by two if he scored the highest last turn. The higher scoring player has the initiative.

PHASE 1.

Any unit wishing to go from being formed to unformed (or vice versa) does so now. Start with the player that has the initiative and the take turns alternately. **RA** class troops may form or un-form a part of their unit as desired if of a troop type allowed to do so, an integrity test must be passed before a unit is allowed to form or un-form.

PHASE 2.

All **HI** troops are moved starting with the player that has the initiative and moving alternately until all **HI** units have had the opportunity to move. A player can at any time waive his turn in the sequence. A unit's movement ceases immediately when it reaches the end of its move rate (see troops data table) or at the point of contact with enemy troops. If the enemy figures contacted are unformed they must be moved **10+1d8cm** away if foot and **10+1d20cm** if mounted, this simulates real life evasion. The throw is made for each figure in contact. If unformed troops fail to move out of contact (ie. evade) because of their die throw they are removed from play.

PHASE 3.

All other formed troops may move starting with the player that has the initiative and moving alternately until all formed units have had an opportunity to move. A unit's move comes to a halt when either it has moved to the extent of its move rate or it has come into contact with an enemy unit. Movement ceases immediately at first contact. Formed **VLI** troops cannot move into contact with formed mounted troops. If

formed mounted troops have moved into contact with unformed troops the unformed figures in contact must evade. The move away is **5+1d10cm** if foot and **10+1d10cm** if mounted. The throw is made for each figure in contact. If unformed troops fail to move out of contact (ie. evade) because of their die throw they are removed from play. If formed **LI** or **VLI** move into contact with unformed troops the unformed troops have the option of evading. The move away is **5+1d12cm** if foot and **10+1d12cm** if mounted. Unformed troops may only be brought into contact with enemy troops that are disordered or unformed. Troops that broke off last turn, broke, and/or wish to rally (i.e. to recover from disorder, a break etc.) do so here provided they are not in contact and no enemy mounted or **HI** troops are within **45cm**. The unit returns to good order if an integrity test is passed. Troops that rally may regain **1D6** hits for every turn spent doing so.

PHASE 4.

Any troops not in contact may Shoot. Find how many dice the shooters can have by consulting the **Troops Data Table** on **P4** last column. Any enemy unit directly in front of formed shooters and within range is an eligible target, unformed can shoot all around at any target within range. Formed shooters can and must shoot at any enemy unit that has moved into contact with them.

Any unformed figures that have evaded cannot shoot. The score required to hit the target is **5+** if the shooter is ordered (ordered or in good order is a unit's normal state) and **6+** if the shooter is disordered. The number of basic dice (see **Troops Data Table** on **P4** last column) awarded is adjusted if any of the following apply;

+1	die per 4 figures if on higher ground than the Target.
+2	die per 4 figures if the Target is mounted.
-1	die per 4 figures if the Target moved into contact.
-1	die per 4 figures if the Target is unformed.

Table 3

HIB shoot with **1 die per fig** to a range of **20cm**. **HIJB** shoot with **1 die per 2 figures** to a range of **10cm**, a second rank of **HIJB** can shoot with **1 die per 4 figures** at enemy in contact with their front. The

number of hits on the target unit are noted. Shooting is conducted by the sided that has the initiative, followed by the other. **E** class troops re-roll any ones and twos scored on the dice, while **G** class re-roll any fives and sixes scored. The re-roll is made only once when the dice are first thrown at each new target.

PHASE 5

Units in contact fight. Only figures in the front rank can fight, rear ranks contribute with their inertia, momentum and missiles. All figures in the front rank fight even ones not in contact. Mounted count as if two ranks deep. The number of basic dice (see **Troops Data Table** on **P4** last column) awarded is adjusted if any of the following apply;

+2	die per 4 figures if HI-P fighting mounted.
+2	die per 4 figures if formed have contacted an enemy formed unit to the flank or rear.
+2	die per 4 figures if LI-W fighting any HI (at first contact only).
+1	die per 4 figures if HI-S fighting mounted.
+1	die per 4 figures if HI-W fighting any HI (at first contact only).
+1	die per 4 figures if any mounted fighting LI or VLI.
+1	die per 4 figures if the unit is higher on a hill or slope.
+1	die per 4 figures if the unit is equipped with supplementary shooting weapons (+ss)
+1	die per 4 figures for each rank deeper.
+1	die per 4 figures if the General is with the unit.
-1	die per 4 figures if HIB fighting any enemy or if disordered.

Table 4

Roll the dice and record any hits, add these to the hits inflicted by shooting. If a unit is fighting two enemy units divide the dice as evenly as possible. Formed units cannot fight to their flank or rear while unformed units may turn and fight normally. Combat is conducted by the sided that has the initiative, followed by the other. **E** class troops re-roll any ones and twos scored on the dice, **G** class re-roll any fives

and sixes. As with shooting the re-roll is made only once when the dice are first thrown at each new target.

PHASE 6

Units that have received more hits than they have inflicted during the turn recoil back **5+1d10cm** if foot and **10+1d10cm** if mounted. Any Regular units wishing to break off from melee may do so, foot are moved back **5+1d12cm** and mounted are move back **10+1d12cm**. A unit must test integrity when any of the following apply.

1	Each time the unit rallies.
2	Every time the unit forms or un-forms.
3	If the unit becomes disordered.
4	Every time the unit recoils.
5	Every time the unit breaks off.
6	Each time an enemy unit moves into contact
7	When hits received exceed the number of figures in the unit.
8	When hits received exceed twice the number of unit's figures.
9	When LI or VLI are charged by ordered formed mounted.

Integrity is tested when in any phase the criteria for testing is met. When testing integrity throw **2D6** and compare the score with columns 6,7 and 8 on the **Troops Data Table**. The three entries in these columns are the scores required to pass, to recoil back disordered (**5+1d10cm** if foot or **10+1d10cm** if mounted) followed by the score to break. The die score is modified as follows;

-2	For every recoil after the first if G class, the third if A class or the fifth if E class.
-1	If hits received exceed the number of figures in the unit**.
-2	If hits received exceed twice the number of figures in the unit.
-3	If the testing unit is G Class
-4	If hits received exceed four times the number of unit's figures.
-2	No friendly unit within 30cm .
-2	If disordered.
+2	The general is with the unit.
+3	If the unit is testing integrity when forming or un-forming.
+3	If the testing unit is E Class

Troops that break make an immediate move to their rear of **3d12cm** if foot and **2d20cm** if mounted. After they have made two such moves they can rally, if this fails the flight continues at the same rate ie. **2d12cm** and **2d20cm** for foot and mounted respectively until they either rally or leave the table. The rally attempt is made after the prescribed movement. Troops that have left the table cannot return. Troops whose combat opponents recoil or break must pursue. The pursuers follow up a recoil back to maintain contact, while the movement to pursue the broken is **7+2d12cm** if foot and **10+1d20** if mounted. **RA** class troops need not follow up or pursue, **IF** troops must until they have been outdistanced by **30cm**. Pursuers are disordered until rallied. **HIP**, **HIB**, **HCH**, **LCH**, and **KC** are lost if broken. When testing integrity and calculating unit size or figure equivalent for points values each **EI** model as 5 figures, an **HCH** or **LCH** model as the number of horses plus the number of crew figures.

PHASE 7.

Award each unit of **VLI** 1 victory point, each unit of **LI** and **LC** 2 victory points, each unit of **LCH** and **HC**, 3 victory points, each unit of **HI**, **HCH**, and **KC** 4 victory points. Calculate your army's victory point total. For each unit that breaks in battle deduct 2 victory points from the army's victory point total, 3 if **E** class and 8 if the unit contains the

General. When the army's victory point total is reduced by **25%** it has lost, this can occur at any time in any phase, and as soon as it happens the game is over.

FANTASY ARMY COMPOSITION.

If you want to play with fictitious historical army or an army based on the works of fantasy fiction then the maximum percentages in a fantasy army can be as follows:

HI	50% to 100%	E Class	up to 25%
LI	up to 50%	A Class	up to 100%
VLI	up to 5%	G Class	up to 100%
KC	up to 25%	RA Class	up to 100%
HC	up to 50%	IF Class	up to 100%
LC	up to 50%	Ch	up to 30%

Alternatively, why not use '**Core System 4**' our detailed fantasy and historical set available now.

POINTS VALUE.

The points value for each figure or model is as follows:

1pt for each figure of **HI, LHI, LI, VLI, KC, HK, HC, LC**, count **1pt** for each horse of a chariot model, **1pt** for each crew figure of a **HCH, LCH** or **EI** model. **EI** cost **12pts**. Add half of a point per figure if it can shoot. Double the cost of **E** class figures or models, Half the cost of **G** class figures or models.

The army lists do not use a points system but instead institute a more historical and therefore realistic approach.

OPTIONAL RULES.

The following rules add a little more complexity.

Uncontrolled advance: **IF-HIW, IF-LIW, IF-KC, EI** or any **IF-E** class must move toward the nearest enemy unit that is within 60cm, wheeling, turning and breaking the 10cm rule to do so.

One single rank of formed or unformed **VLI** may form a third rank of

an **HI** unit or the second or third rank of an **HC** unit. A unit of **RA** class **HI** may contain a number (not exceeding **25%** the number of **HI**) of **RA** class **LI** or **VLI**. In these two cases the **LI** or **VLI** may shoot at a target in contact with the **HI** or **HC** to their front.

Unformed **LI**, formed or un-formed **VLI** can pass through any friendly unit with no penalty.

When fighting against **HI** with heavy armour such a 3/4 plate, full plate, or against **HC** with 1/2 or full barding (ie. as in Clibanarii) **-1 die per 4 figs** when both shooting and in melee. The cost for this class of armour is **1/2pt per figure**. Add the post fix **A**, so Swiss armoured pikemen classed as **HI-P** will become **HI-PA**, **KC** and **HC** will become **KC-A** and **HC-A**. The difference between the **KC** and **HC** class is that the main weapon of **KC** is the lance with the intention of breaking an enemy with a charge at first contact, while **HC** are generally armed with javelins and/or bows and will skirmish an enemy unit before they have been weakened enough by shooting to deliver the charge home. The fully armoured Cataphract type cavalry classed as **KC-A** have a frontage of 15mm (25mm scale) to reflect their close formation.

FIGURE SCALE.

When organising your troops into units, which hopefully correspond with their real life counterpart a figure scale of 1 figure equal 62 men is recommended. However some latitude of +/-30% can be given if required. Generally, this will mean a unit of 500 men can be represented by 8 figures, and 1000 men represented by 16 figures.

RECOMMENDED READING

Most of you will be familiar with the product range of the **Wargames Research Group (WRG)**. They produce an excellent range of rules from the ancient period to the modern, including the 'must have' range of army books and army lists. And I do mean 'must have', they will form an indispensable reference source for your wargaming library. Their address is The Keep, Le Marchant Barracks, London Road, Devizes, Wiltshire, SN10 2ER. United Kingdom. Tel and Fax +44 (0) 1380 724558, they are always pleased to help. Also at the same address, tel and fax number is 'Keep Wargaming' run by Paul and Teresa Bailey, they stock a large range of figures, kits, models, building, trees, books and rules. Give 'em a call.

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