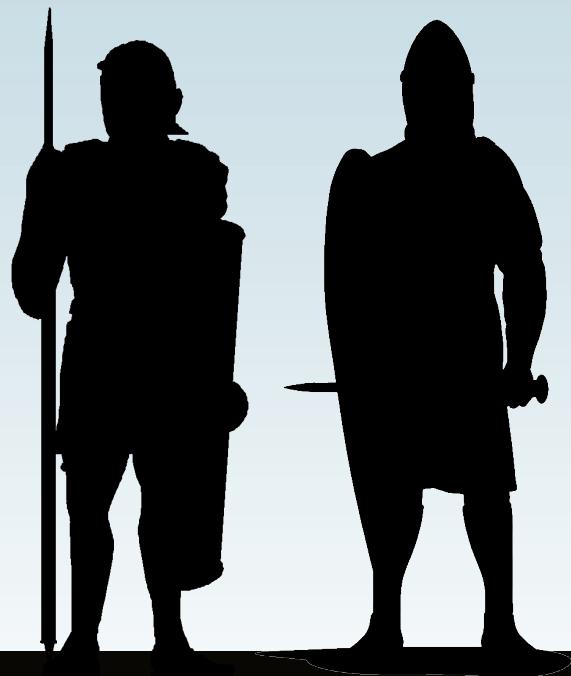


LancasterGames

PHALANX II

Tabletop Rules for the period 500BCE to 1550CE



INTRODUCTION

Welcome to Phalanx II, now in version 2.2 and thank you for downloading and taking an interest in the Phalanx gaming concept.

Phalanx II is a set of historical ancient table top gaming rules from Lancaster Games. We provide a growing number of rule sets such as Historicon, a fast play set with a traditional feel and lots of dice, Core System 4 an in-depth Historical set that will challenge your tactical thinking. The modern period is covered as is 20th Century naval.

Where this set fits into our portfolio is that we have concentrated on speed of play without sacrificing accuracy and putting you where you should be, in command. Designing rules is like designing a battle tank, it's achieving that balance of characteristics. This game contains many radical systems, terminology and mechanics of which combat resolution without using dice is at the forefront. A lot of effort and thinking went into this game, our hope is that you enjoy gaming with **Phalanx II**. 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 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.

Lancaster Games and Alienstar Games is a small, not-for-profit 'company' of friends who love gaming, painting, playing and designing rule systems.

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 6mm, 2mm and 25/28/30mm.

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 two general classifications each with sub-classes, two army classes and three integrity classes. The two **General Classes** are **FOOT**, and **HORSE**.

The sub-classes of FOOT are...

HIP: Heavy Infantry Pikes. Close order troops in a solid close formation armed with pikes. Pikes are used in deep formation and can roll over any but the most resolute foot. Very sensitive to difficult terrain. The deep mass made formation keeping and manoeuvre difficult and terrain would also disrupt the formation.
DISADVANTAGED: by **CAT, ELE, SCH, HIW.**

HIS: Heavy Infantry Spears. Close order troops in close formation armed with large shields and a long thrusting spear such as Spartan and Greek Hoplites. Their tight formation and large shields gave them good resisting power. **HIS** are sensitive to difficult terrain and not very manoeuvrable and risk being overlapped or outflanked by light troops.
DISADVANTAGED: by **CAT, ELE, SCH.**

HIN: Heavy INfantry. Close order 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. Sensitive to difficult terrain. Can be prone to cavalry if caught in good terrain. **DISADVANTAGED:** by **ELE, CAT, SCH, HIW, LIW.**

HIW: Heavy Infantry Warband. Close order foot troops whose prime role was to break an enemy with a fanatic charge to contact. **HIW** may sweep all before them, even **HIP**. Also sensitive to difficult terrain. Prone to cavalry if caught in the open, formation keeping and control difficult due to their irregular nature. **DISADVANTAGED:** by **ELE, SCH, CAT, HCC.**

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. Particularly effective against mounted troops. Sensitive to difficult terrain. Weak in melee, especially against mounted troops if they manage to get into contact. **DISADVANTAGED:** by **HORSE.**

LIS: Light Infantry Spears. Loose order foot primarily armed with large shields and a long thrusting weapon such as the lancea or Yari. Generally 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**. **DISADVANTAGED:** by **CAT.**

LIN: Light Infantry. Loose order foot armed with shield and mainly javelins with the aim to skirmish a close order battle line at distance, evading if charged. Generally immune to difficult terrain, may slow or even halt the advance of close formation foot. Able to drive off **VLI**. **DISADVANTAGED:** by **CAT, HCC.**

LIW: Light Infantry Warband. Loose order foot troops whose prime role was to break an enemy with a fanatic charge to contact. Generally immune to difficult terrain. May sweep all before them, even **HIP**. **LIW** are more flexible in dealing with difficult terrain than **HIW**, and can build up more speed and momentum in the charge compared with the

dense and slow moving formation of **HIW**. This makes them very dangerous. **LIW** are 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. **DISADVANTAGED**: by **ELE**, **CAT**, **HCC**, **HSC**, **SCH**.

VLI: Very Light Infantry. Open order 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. 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. **DISADVANTAGED**: by **HORSE** except **SCH**.

RSC: Royal Shakespeare Company. Loose formation thespians, much ado about nothing save a good bloody slaughter. Just kill them all!

The sub-classes of **HORSE** are...

CAT: Cataphracts and Knights. Mounted troops in loose or close order. 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. Only steady foot in deep formation could resist the charge, others were just ridden down. 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**. **DISADVANTAGED**: by **HIB**, **LSC**, **ELE**.

HCC: Heavy Charging Cavalry. Loose order troops in partial metal armour mounted on horses that are unarmoured or have partial metal or textile armour. Armed with a lance, their function was to break the enemy with a charge to contact. Only steady foot in deep formation could resist the charge, others, except **CAT** were ridden down. 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**. **DISADVANTAGED**: by **HIB**, **LSC**, **ELE**.

HSC: Heavy Skirmishing Cavalry. Loose order 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. Generally effective against all troops especially the **LI** variants. Can be ridden down by **CAT** and **HCC**, sensitive to difficult terrain and the massed fire of **HIB**.
DISADVANTAGED: by **HIB, ELE**.

LSC: Light Skirmishing Cavalry. Un-armoured open order troops on un-armoured horses or camels. 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. Usually fast and mobile, useful for scouting, fast strikes and getting behind the flank lines of the enemy. Avoid melee with the heavier troop types unless at an advantage. **DISADVANTAGED:** by **CAT, HCC, HSC, ELE**.

ELEn: Un-armoured Indian elephants, with or without a howdah and a crew of up to four. **ELE+** are 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. **ELE-** are the small African Forest Elephant now extinct. Up to 3ft smaller than the Indian. Very intimidating to close formation foot who presented a solid target, some horse were afraid to close with them. Unreliable and can also be countered by the missiles and manoeuvrability of light foot troops. **DISADVANTAGED:** by **HIB, LIS, LIN, VLI**.

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. Can be effective against solid targets such as **HI** variants and **CAT**. Disadvantages: Requires good terrain, can be countered by **LI** who can easily evade, distract and re-mount.
DISADVANTAGED: by **LIN, LIS, VLI**.

HIP, HIS, HIB, HIM, HIW, CAT, HCC and **HSC** are collectively called **HEAVY TROOPS**.

LIS, LIN, LIW, VLI and **LSC** are collectively called **LIGHT TROOPS**.

The order in which troops appear in the above list is important and can confer a combat advantage. Please pay attention to it.

ARMY CLASS

There are two army classes. **Regular Army (RA)** and **IRregular Military (IR)**.

RA troops as the name suggests belong to a regular army, usually professional, uniformed, trained and disciplined to obey orders. Advantages: Able and more easy to manoeuvre and control in small bodies depending on other class definitions.

IR have an informal organisation usually along tribal or feudal lines or as a matter of social psychology. **IR** class troops are often difficult to control due to these reasons. **HIW** and **LIW** are always **IR**.

INTEGRITY CLASS

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

- + (Plus)** Troops that have demonstrated a superiority over the bulk of trained regular or irregular troops such as Spartan Hoplites, Samurai, Argyraspids, Praetorians, some Gauls, Late Jewish zealots, Immortals, Companions, Knights.
- n** The great bulk of trained regular or irregular troops such as Roman Legionnaires, Regular Hoplites, Equites.
- (Minus)** Troops that have demonstrated a reluctance to close or commit, or liable to fragment or disperse when under pressure, or to flee when charged or under fire.

The **+**, **n** and **-** are added as a suffix to the troop's General Class. Thus, Spartans will be **HIS+**, Romans **HINn**, Gauls **HIW+**, Companions **HCC+**, Immortals **HIB+** and levy **LIN-**.

TROOP STATE

Vignettes can have one of two states, **STEADY** or **DISADVANTAGED**. The effect of both will become evident as you progress through the rules.

BASING YOUR TROOPS

PHALANX II 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** or base/stand if you prefer. Your army is comprised of **12 Vignettes**. Vignettes represent a number of actual tactical units such as Mora, Cohortes or warbands.

A vignette's frontage for 6mm to 15mm figures is 40mm with a depth of 30mm. 25/30mm figures have a frontage of 60mm and a depth of 40mm. Base depth can be increased to comfortably hold the figures. The number of individual figures per **FOOT** vignette is **8** in two ranks if close order, **6** in two ranks if loose order, **4** if open order. **HORSE** vignettes have half this number in one rank. **ELE** and **SCH** vignettes have one model mounted on it. We have gone for this option as we found that having a vignette with foot with few figures in a single rank looks unsatisfying. Try it! But stick to your own if you prefer.

If using 10mm figures increase the number of figures per base by 50% if possible and twice the number of figures if using 6mm.

Optionally, and if **BOTH** players agree you can increase the frontage of all vignettes by time two or times three.

Obviously, both sides have to use the same vignette frontage conventions and, if asked, must correctly identify a vignette's class.

RA troops should be positioned evenly on the base while **IR** class troops should have a disorganised irregular look. The number of bases that come together to form a vignette is to accommodate other rules sets, which, to be frank, you're probably using anyway. 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.

A Vignette represents an average of 2000 HIP, 1500 HIS or 1000 other close order troops (this is to reflect their historical depth), 750 loose order troops or 500 open order troops. It seems that ancient captains were not that concerned with numbers, neither should you.

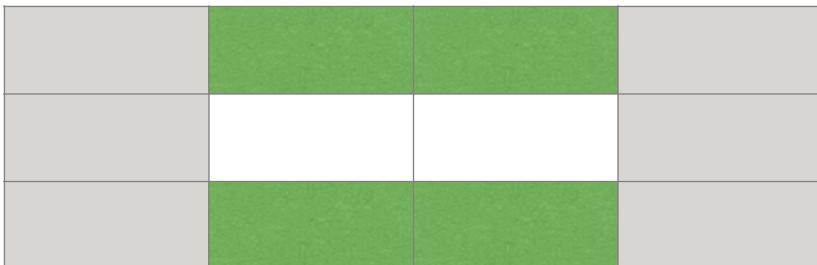
We have chosen 12 vignettes as the army size, not just to share commonality with another popular fast play set, but because this number is divisible by 6, 4, 3 and 2 making organisation in to lines and wings very efficient.

THE TABLE

The table that the game is played upon is near enough a standard gaming table that has the dimensions as below...

Vignette width is...	If using 25mm	If using 15/10/6mm
1 base wide	150cm x 100cm	100cm x 60cm
2 bases wide	200cm x 75cm	150cm x 60cm
3 bases wide	300cm x 100cm	250cm x 100cm

The dimensions in the above table is width/depth. Table size isn't that critical and you can adjust the size as you see fit. The opposing long edges become the players base line. The table is then divided into 12 equal zones as shown in the below diagram. Some of the zones are collectively named.



The green coloured zones are the sides' initial deployment zone. The white zones is the centre zone. The grey zones are the wings,

Then, for each zone, roll and add the score of two six sided dice and consult the below table, the result is the terrain piece/type that occupies each square.

DIE SCORE	TERRAIN TYPE	Will disadvantage..
1 to 4	1. Open area of Good Going.	
5 to 6	2. Gentle Hill or uneven ground.	HIP.
7 to 8	3. Light Wood.	Heavy Troops.
9	4. Steep Hill.	Heavy Troops.
10	5. Built up Area.	Heavy Troops.
11	6. Impassable Terrain.	

Terrain pieces cannot be any larger than the square that they are in, nor smaller than half a square. Add **one** to the dice score when throwing for the terrain type in the squares that border the table edge. Add **two** for the zones in each corner. Minus **two** when dicing for terrain pieces in the Centre Zone. 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 one or two pieces to choice, or swap the positions of two

pieces to his choice. If one player exceeds his opponents score by 5, the looser 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 **V3** of his opponent at any time during the march. Then the first turn is decided by another die throw, the higher score moving first.

If any part of a vignette straddles more than one zone that contain terrain, count it as being in the most disadvantaged terrain.

DISTANCE

The measurement of distance is made in vignette frontage and is expressed in multiples of vignette frontage such as **V1**, **V2**, **V3** and so on. **V2** being twice the frontage and **V3** is thrice the frontage and so on. It is recommended you make a lath or ruler.

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 optional rules for weather and time of day found in the **optional rules** section later.

DEPLOYMENT

All your vignettes have to be initially deployed within the **Green Zone**. 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 within **V5** in front of, to the side of, or behind the **MBL**, but no closer than **V3** to any opposing vignette. There may not be a gap of greater than the frontage of **ONE** vignette between any vignette of the **MBL**. It may mean that some vignettes of a **one line MBL** extend in to both Flank Sectors and **IF** this is the case, then, those vignettes that do are called **Wings**. 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. Have terrain pieces further apart than the frontage of one of your vignettes. Built up areas are connected by roads.

MOVEMENT

The movement rate of Vignettes is as on the below table as expressed as multiples of vignette's frontage.

VIGNETTE TYPE	TURN	TERRAIN TYPE 1 or 2.	TERRAIN TYPE 3, 4 or 5.
LSC.	180°	V3	V2
HCC, HSC, SCH.	90°	V2.5	V2
VLI.	180°	V2	V2
CAT, ELE.	45°	V2	V1.5
LIW, LIS, LIN, HIN.	90°	V1.5	V1
HIP, HIS, HIB, HIW.	45°	V1	V1

Movement along roads negates the effect of Bad Going. The **TURN** column gives the vignettes maximum turn rate allowable per turn. Turning in terrain type 3, 4 or 5 halves this. Vignettes with a 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. 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, but you don't have to, divide your army into 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 Green Zone, while the vignettes that belong to the army wings must deploy in the zone to the left and/or right of the Green Zone. As previously mentioned, a **one-line MBL** can also have an army centre and two wings.

Linked Vignettes

Two or more vignettes are placed together to form a contiguous straight line two or more vignettes wide. If the 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.**

ACTIVATION

Before you can exert any influence over a vignette, it must be activated. This represents 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 awarded to an army.

ARMY CLASS	ACTIVATION POINT (AP) ALLOWANCE
Regular	6
Irregular	3

You can 'spend' the **AP** allowance on activating your vignettes. The number of activation points required to activate a vignette or vignettes that are linked is 1 and modified if any of the following apply:

- +1 For every 4 vignette widths distant from the General.
- +1 If any one of the vignettes in a link are integrity class - (minus).
- +2 If the vignette or link is crossing to/from flank/Centre sectors
- +3 If line of sight is blocked from the General's vignette.
- 1 If the vignette or linked vignettes are all Integrity Class +.

LIGHT troops do not block line of sight, **HEAVY** troops do if both are on the same elevation. Vignettes that are not activated may act on their own initiative, throw a six sided die and consult the below table. Modify the die score if any of the below apply.

- 1 The vignette is **IR**.
- 2 The vignette is **IR** and **+**.
- +2 The vignette is **RA** and **+**.

SCORE	ACTION TAKEN
Less	Charge the nearest enemy.
1	Charge the nearest enemy to the front - see Page 17.
2	Charge enemy that is directly ahead, if none then halt.
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, 6	Do nothing if IR or as player wishes if RA .

THE RPS SYSTEM

The unique and dare I say revolutionary aspect of these rules is that combat is adjudicated without the use of dice. Instead, we have opted to use our **RPS** system. **RPS** means rock, paper and scissors, a system that is over 2000 years old. Essentially, everyone knows how to play rock, paper, scissors so, hopefully, no further explanation is required. However, it is a rule that ambiguous hand gestures are **NOT** allowed. Paper has to be made with a straight flat hand, rock a tight fist and scissors with fingers straight and wide. We abhor cheats, they must not be allowed to prosper. We refer to this system simply as **RPS** and the results are much more subtle than immediately apparent. There is an involved psychology behind it and at least, you won't be able to blame defeat on the roll of a die.

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 **RPS**, the winner has choice over who deploys first. In the case of a draw, **RPS** again. Then **RPS** again to decide who has the choice of taking the first turn. **Players then take it in turns to go through the following sequence**. The player who is taking the turn is called the **owning player**, his opponent is called the **opposing player**.

A) Activate each vignette or group of linked vignettes as in **ACTIVATION** above. Activated vignettes are marked with a counter.

B) Move activated vignettes in any order as you see fit. If contact is to be made with an opposing vignette or link **a charge has to be declared** before the vignette is moved. Simply nominate the chargers and target, then make the move. The move, obviously, is halted at contact and the vignettes lined-up. You may not exceed your turn and move distance. **Close contact resulting from a charge is adjudicated and resolved immediately in this segment.** The opponent's vignettes are not moved except some may evade or counter-charge. Troops evading must declare the evade after the charge declaration. An evade move is made before the charge move and may result in contact not being made. Only **Light Troops** and **HSC** can evade. **HIB** may shoot at chargers before contact. Simply move the chargers half way, adjudicate shooting and immediately apply the result. Continue the charge move to contact if results of the shooting allow.

Light Troops cannot charge or counter-charge **Heavy Troops** unless the Heavy Troops are disadvantaged. Foot cannot counter-charge Horse unless **LSC**. If not precluded by other rules, **IR** Troops must counter-charge. **RA** Troops have the choice. A counter-charge needs not to be declared and meets the charger half way. A counter-charge negates the combat advantage of the chargers.

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. Any charge moves, counter-charges and evades are resolved just as in **B** above.

D) Shooting: Any activated vignette that can shoot and wishes, can do so in this segment. The target may return fire if they can and wish to. Some short ranged shooting weapons are combined into Close Contact resolution.

E) Close Contact: Vignettes in contact engage in hand-to-hand combat. Results are adjudicated and applied in this segment.

EVADING

Only **Light Troops** and **HSC** can evade. 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, this is conducted immediately after the evade move is made.

DISADVANTAGE

Before we begin to adjudicate shooting and Close Contact we need to calculate whether the participating vignettes are at some order of disadvantage. Troops can be put at disadvantage due to physical, tactical and psychological factors combined. Disadvantage is flexible and will change throughout the battle. Avoid it whenever possible.

Troops are considered disadvantaged if...

In Close Contact with troops that put them at a disadvantage as in the General Class troop description list on pages 2 to 6.

In terrain that incurs a disadvantage: Page 10.

Heavy Troops with no friendly **Heavy Troops** or **Horse** within **V2** of their flank, or Terrain Type 3, 4, 5 or 6 within **V4** of their flank or rear.

Foot in Close Contact with **Foot** who are two or more lower in the hierarchy of troop General Class description list as on pages 2 to 6. As an example, **HIN** are two lower than **HIP**. **HIW** are two lower than **HIS**.

Horse in Close Contact with **Horse** who are two or more lower in the General Class troop description list on pages 2 to 6.

– **n** vignette in Close Contact with + vignette .

– vignette in Close Contact with **n** vignette.

– or **n** vignette in Close Contact with + vignette.

Horse within the short range of **HIB**.

If the vignette is **Shaken**: Page 19.

If being charged and not counter-charging.

Disadvantage is cumulative. Count one for each cause that applies.

FLANK AND REAR

The below diagram demonstrates a vignettes flank and rear aspect.



SHOOTING

Only **HIB**, **LIN**, **VLI**, **HSC** and **LSC** can shoot. In real life some types of **Heavy Foot** 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 Close Contact. **HIB** can shoot to **V4**, short range is considered to be within **V2**. **LIN**, **VLI**, **HSC**, and **LSC** can only shoot to **V1**.

Any vignette that can shoot may shoot at vignettes that have moved into contact with them before Close Contact is conducted. **VLI** and **LSC** can shoot all round, others can only shoot directly ahead. Any effects are applied immediately.

There are two types of shooting, **Mutual** and **Unilateral**. With the former, both parties shoot at each other, with the latter one side shoots, the other cannot or chooses not.

MUTUAL: Nominate the shooter and target. Both players calculate and apply any disadvantage, then both players **RPS**, the **OWNING PLAYER** then consults the below and immediately applies the result.

WIN: The **OPPOSING PLAYER'S** vignette becomes Shaken.

DRAW: The side with the higher disadvantage becomes Disordered otherwise no effect on either.

LOSE: The **OWNING PLAYER'S** vignette becomes Shaken.

If the **Owning Player** wins **and** has two or more causes of disadvantage the target of shooters become Disordered instead of being Shaken.

If the **Owning Player** loses **and** has two or more causes of disadvantage the shooters become Broken instead of being Shaken.

UNILATERAL: Nominate the shooter and target. Both players calculate and apply any disadvantage, then both players **RPS**, the **OWNING PLAYER** then consults the below and immediately applies the result.

WIN: The **OPPOSING PLAYER'S** vignette becomes Shaken.

DRAW: If the **OPPOSING PLAYER'S** vignette has the higher disadvantage it becomes Disordered, otherwise no effect.

LOSE: No effect on either vignette.

If the **Owning Player** wins **and** the opposing vignette has two or more causes of disadvantage the target of shooters become Disordered instead of being Shaken.

CLOSE CONTACT

Close contact can only result by means of a charge. It is adjudicated in a similar manner to shooting. Both players calculate any applicable disadvantage, then both players **RPS** and the **OWNING PLAYER** consults the below and immediately applies the result.

WIN: The **OPPOSING PLAYER'S** vignette becomes Shaken.

DRAW: The side with the higher disadvantage becomes Disordered. Otherwise the contact continues next turn.

LOSE: The **OWNING PLAYER'S** vignette becomes Shaken.

If the **Owning Player** wins **and** the opposing vignette has two or more causes of disadvantage the opposing vignette becomes Disordered instead of being Shaken.

If the **Owning Player** loses **and** has two or more disadvantage the **Owning Player's** vignette becomes Broken instead of being Shaken.

SHOOTING AND CLOSE CONTACT RESULTS

The results of shooting and close contact in order of severity are: **BROKEN, SHAKEN, DISORDERED, STEADY**. This is a sliding scale depending on Integrity Class and other factors and is accumulative. Start at the top of the following table and work down decreasing or increasing the severity by one for each that apply.

+/- The Severity	If Condition met is...
-	The Vignette is of Integrity Class “+” (plus)
-	Not Shaken and in Close Contact with Shaken troops
+	The Vignette is of Integrity Class “-” (minus)
+	The Vignette is Horse and target of HIB .
+	If in Close Contact and having more Disadvantage than opposing vignette: Page 17.
+	Heavy Troops that have opposing Heavy Troops in Close Contact to their flank or rear.

When increasing the severity of the result Disordered becomes Shaken, Shaken becomes Broken. When decreasing the severity of the result Shaken becomes Disordered and Disordered becomes Steady.

Vignettes that are broken can be immediately removed from play. Alternatively that can be fanned out and a make three moves to their rear before being removed. This represents a vignette fleeing in terror.

A vignette that becomes shaken must immediately move back two base depths to its rear facing in the same direction. Similarly, a vignette that becomes Disordered must move back one base depth to its rear facing in the same direction.

STEADY is a vignette's normal operating state and is assumed when it is not disordered, shaken, broken or disadvantaged.

Recording of Shaken and Disordered Vignettes.

As a suggestion use small red counter to denote a shaken vignette and a yellow counter to denote a disordered vignette.

VICTORY

As soon as a third (4 vignettes of your 12) of the vignettes of any side's **MBL** are **Broken**, **OR** when any one of the army's key vignettes (see army list) are **Broken**, **OR** when the General's vignette is **Broken**, 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** for shooting and close contact. The latter are those (generally smaller) weapons attached to foot vignettes. An example of this would be ballista attached to Cohortes. If the artillery is attached, integrate an artillery model into that of the vignette, or place a model touching the rear edge of the vignette. Artillery can shoot to **V2** if attached and to **V5** if amalgamated.

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. Field defences will disorder opposing troops coming into close contact with them.

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 zones. Increase the activation points cost by 1 when activating a detachment. Detachments are ideal for flanking manoeuvres but may leave your own flanks exposed.

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
HIN	Blades	HCS	Cv
HIW	Warband (S)	LSC	LH
HIB	Bows	ELE	EL
LIS	Ax (S)	LIW	Warband
LIN	Ax	VLI	Ps

IN CONCLUSION

Well, that is it. I hope you have enjoyed reading the rules and hopefully will enjoy playing them.

We value your comments, playing experience and feedback. If you would like to contact us please do so via the address below.

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THE UNPLEASANT LEGAL STUFF.

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