

LancasterGames

PHALANX II

Tabletop Rules for the period 500BCE to 1550CE



INTRODUCTION

Welcome to Phalanx II, now in version 2.7 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 all** 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 (ASG)** 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 and this set is designed for that scale. They are relatively inexpensive and some makes are beautifully detailed. Other scales have their own virtue, these are 6mm, 2mm and 25/28/30mm. There will be a variant for 6/10mm and for the 25+mm scale.

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**. Some troops are disadvantaged by others, this has an effect on Close Contact.

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 some terrain types would also disrupt the formation. At **Disadvantage** if in close contact with **KAT**, **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. At **Disadvantage** if in close contact with **KAT**, **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. At **Disadvantage** if in close contact with **ELE**, **KAT**, **SCH**, **HIW**, **LIW**.

HIW: Heavy Infantry War band. Close order foot troops whose prime role was to break an enemy with a fanatic or heavy 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. At **Disadvantage** if in close contact with **ELE**, **SCH**, **KAT**, **HCC**.

HIM: Heavy Infantry with Missiles. Close or Loose foot troops whose main weapon of engagement is at a distance using **Bow (HIB)**, **Longbow (HIL)**, **crossbow (HIX)** or **Firearms (HIF)** shooting in volleys at command. Particularly effective against mounted troops. Sensitive to difficult terrain. Weak in close contact, especially against Horse if they manage to charge into contact. At **Disadvantage** if in close contact with **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**. At **Disadvantage** if in close contact with **KAT**.

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. At **Disadvantage** if in close contact with **ELE**, **KAT**, **HCC**, **HSC**, **SCH**.

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**. At **Disadvantage** if in close contact with **KAT**, **HCC**.

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. At **Disadvantage** if in close contact with **HORSE** except **SCH**.

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

The sub-classes of HORSE are...

KAT: Kataphraktos, Cataphracts, Clibanarii and Knyghtes. Mounted troops in close or loose order ancient or loose order dark age, feudal or medieval. 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**. At **Disadvantage** if in close contact with **LSC**, **ELE** or shooting by **HIM**.

HCC: Heavy Charging Cavalry. Loose order troops in partial metal armour mounted on horses that are un-armoured 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**. At **Disadvantage** if in close contact with **LSC**, **ELE** or shooting by **HIM**.

HSC: Heavy Skirmishing Cavalry. Loose order troops in partial metal armour mounted on horses that are un-armoured 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**. At **Disadvantage** if in close contact with **ELE** or shooting by **HIM**.

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. At **Disadvantage** if in close contact with **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. At **Disadvantage** if in close contact with **HIM**, **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. At **Disadvantage** if in close contact with **LIN**, **LIS**, **VLI**.

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

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

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 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 **HIM+** and levy **LIN-**.

TROOP STATE

Stands can have one of three states and these are **STEADY**, **SHAKEN** and **BROKEN**. The effect of them 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 **Stand**, a base upon which your figures stand. Your army is comprised of **12 Stand**. Stands represent a number of actual tactical units such as Mora, Cohortes or warbands. Rarely were actual units at their official full strength.

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

Obviously, both sides have to use the same Stand frontage conventions and, if asked, players must correctly identify their Stands.

RA troops should be positioned evenly on the Stand while **IR** class troops should have a disorganised irregular look. 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 **Stand**. We find laser cut 2mm MDF stands available from a number of on-line retailers are ideal.

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

We have chosen 12 Stands 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, officially in these rules, the dimensions of 90cm wide by 60cm deep.

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 9 equally sized zones as shown in the below diagram. Each zone is 30cm wide by 20cm deep. You will note that there are two **GREEN** initial deployment zones (one for each player), one **WHITE** Centre Zone and 6 **GREY** Wing Zones. The Player is stationed behind his sides' Initial Deployment Zone. The Wing Zones to the Players' left are collectively called the Left Flank, and conversely the Wing Zones to the Players' right are collectively called the right flank.



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 or type that occupies each square.

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

Terrain pieces cannot be any larger than the Zone that they are in, nor smaller than half of the Zone. Add **TWO** for the zones in each corner. Minus **THREE** when dicing for terrain pieces in the Centre Zone. Impassable terrain can be 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 one or 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 **12cm** 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 Stand straddles more than one zone that contain terrain, count it as being in the most disadvantaged terrain.

DISTANCE

The measurement convention we have decided to adopt is the metric instead of the standard UK/US orientated imperial measurement. The metric system is just more convenient to use in this case and familiar to our European brothers.

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 will be additional rules to provide more detail to those wanting them.

DEPLOYMENT

At the start of the game all your Stands have to be initially deployed within the **Initial Deployment Zone**. Unless permitted by the army list, all Stands 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 **20cm** in front of, to the side of, or behind the **MBL**, but no closer than **12cm** to any opposing Stand. There may not be a gap of greater than **4cm** between any Stand of the **MBL**. It may mean that some Stands of a **one line MBL** extend into the Wing Zones and **IF** this is the case, then, those Stands that do are called **Wings**. Furthermore, Stands that do extend into the Wing Zones must to do equally on both flanks. The narrowest gap that can be passed through is the frontage of one Stand. **LIS, LIN** and **LSC** can pass through a gap of half this. **VLI** can move through any Stands belonging to their own side. Have terrain pieces further apart than the frontage of one of your Stands. Built up areas are connected by roads.

MOVEMENT

A Stand's move rate is dependent on its troop type as on the below table.

STAND TYPE	TURN	TERRAIN TYPE 1 or 2	TERRAIN TYPE 3, 4 or 5.
LSC.	180	12cm	8cm
HCC, HSC, SCH.	90	10cm	8cm
VLI.	180	8cm	8cm
KAT, ELE.	45	8cm	6cm
LIW, LIS, LIN, HIN.	90	6cm	4cm
HIP, HIS, HIM, HIW.	45	4cm	4cm

Movement along roads negates the effect of Bad Going. The **TURN** column gives a Stand's maximum turn rate allowable per turn as expressed in degrees. Turning in terrain type 3, 4 or 5 halves this. Stands with a turn rate of 45° turn by holding one front corner still and pivoting the other front corner. Other Stands 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, if you wish, divide your army into three parts, the Centre and two Wings. One Stand has to be nominated as having the General, he must be represented by a suitable figure on the Stand, this is called the General's Stand. The Stand that belong to the army centre must deploy entirely in the Green Zone, while the Stands that belong to the army wings must deploy in the zone to the immediate left and/or right of the Green Zone.

Linked Stands

Two or more Stands are placed together to form a contiguous straight line, angled line, or concave or convex curve two or more Stands long. If the linked Stands of a contiguous straight line make a turn, divide their turn rate by the number of Stands in the link. Linked Stands of an angled line or curve cannot turn and can only voluntarily move ahead. Linked Stands **must** be in base-to-base contact whether this is fully or partially on the left/right side of their stand or at any corner. **HIP, HIS, HIN, HIM, HIW or close order KAT linked in any manner may not turn and can only move straight ahead.** Linking is permanent and can only be broken by close contact or shooting result. Stands that are linked must be declared at deployment.

Initiation

Before you can exert any influence over a Stand or Link, it must be initiated. This represents messengers being despatched from you, courier to destination and interpretation of orders. Initiated Stands or Links will carry out your orders while Stands or Links that are not initiated may act on their own initiative. The number of initiation points awarded to an army is given in the below table.

ARMY CLASS	INITIATION POINT (IP) ALLOWANCE
Regular	6
Irregular	3

You can 'spend' the **IP** allowance on initiating your Stands or Links. The number of initiating points required to initiate a stand or stands that are linked is 1 and modified if any of the following apply:

+1	For every 16cm distant from the General.
+1	If any one of the Stands in a link are integrity class - (minus).
+3	If line of sight is blocked from the General's Stand.
-1	If the Stand or linked Stands are all Integrity Class +
+2	If the General is rallying a broken Stand.

LIGHT troops do not block line of sight, **HEAVY** troops do if both are at the same elevation. Stands or links that are not initiated may act on their own initiative, throw a six sided die and modify the result if any of the following apply... then consult the following table.

-1	The Stand is or any Stand in a link is IR
-2	The Stand is or any Stand in a link is IR and +
+1	The Stand or all of the Stands in a link are RA and +

SCORE	ACTION TAKEN
Less	Charge the nearest enemy.
1	Charge the nearest enemy to the front.
2	Charge enemy that is directly ahead, if none then halt.
3	As Stand to the right, if none then halt.
4	As Stand to the left, if none then halt.
5, 6+	Do nothing if IR or as player wishes if RA.

THE RPS SYSTEM

The unique and perhaps 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. Defeat is all **your** fault.

THE GAME TURN

After terrain has been laid out, the players take it in turns to deploy one Stand 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 **CONTENDING PLAYER**, abbreviated **OP** and **CP** respectively.

- A) Initiate each Stand or group of linked Stands as in **INITIATION** above. Initiated Stands are marked with a counter.

- B) Move initiated Stands in any order as you see fit and subject to the movement rules. If contact is to be made with an opposing Stand or link **a charge has to be declared** before the Stand is moved. Simply nominate the chargers and target, then make the move. The move, obviously, is halted at contact and the Stands 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 Stands are not moved except some may evade or counter-charge. Stands 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. **HIM** 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 have more causes of disadvantage. 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 need not to be declared and meets the charger half way. A counter-charge negates the combat advantage of the chargers. **A charge or counter-charge move is 1.5 times that of a normal move.** Pre-measurement is allowed in all cases.

- C) Stands that are not initiated and act on their own initiative carry out their action here. Stands 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 initiated Stand not being charged that can shoot and wishes, can do so in this segment. The target may return the shooting if they can and wish to. Some short ranged shooting weapons (such as pilum, javelins or darts) are combined into Close Contact resolution.

E) **Close Contact:** Stands already in close 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 Stand 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

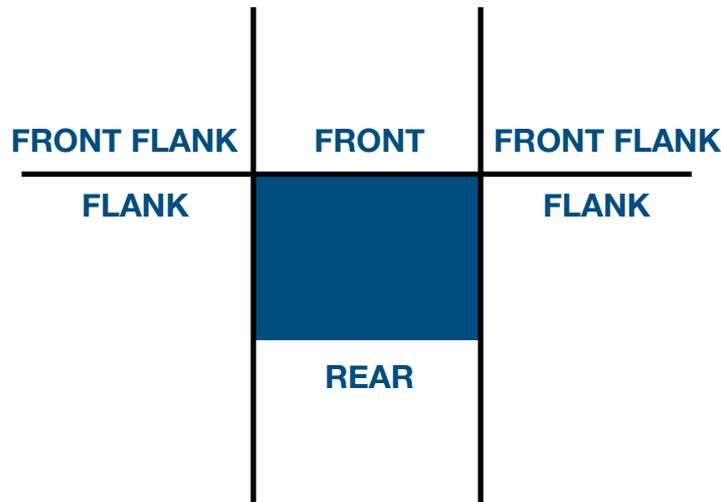
Before we begin to adjudicate Shooting and Close Contact we need to calculate whether the participating Stands are at some order of disadvantage. Troops can be put at disadvantage due to physical, tactical and psychological factors combined. Disadvantage is flexible and will change throughout the battle.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

Count one cause of Disadvantage for each of the following that apply...
If in close combat with a troop type that incurs disadvantage Pages 3-5
If in terrain that incurs disadvantage - Page 8.
HEAVY TROOPS with no friendly HEAVY TROOPS or HORSE within 8cm of their flank or rear.
HEAVY TROOPS with no Terrain Type 3, 4, or 5 within 16cm of their flank or rear.
When LIGHT TROOPS are in close contact with HEAVY TROOPS .
HEAVY TROOPS that have close contact to their flank or rear except by VLI .
LIS, LIN, LIW, VLI, CAT, HSC and LSC being charged and not counter-charging.
In close contact with an opponent that is up hill.
The Stand is unsupported. An unsupported Stand is where the Stand has close contact to its FRONT ASPECT (as in the next diagram), no friendly troops within 8cm in either or both FLANK ASPECTS AND has opposing Stands within 2cm in either or both FRONT FLANK ASPECTS .
If charging or in Close Contact with any Stands that are Protected .

The number of causes of **disadvantage** a Stand will experience during a game will vary, calculate it on the fly and avoid it wherever possible.

FLANK AND REAR

The below diagram demonstrates a Stand's **flank** and **rear aspects**.



SHOOTING

Only **HIM**, **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. **HIM** can shoot to **8cm**. **LIN**, **VLI**, **HSC**, and **LSC** can only shoot to **4cm**.

HIM, **LIN**, **VLI**, **HSC**, and **LSC** may shoot at Stands 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 causes of disadvantage, then both players **RPS**, the **OWNING PLAYER** then consults the below and immediately applies the result.

WIN: The **CONTENDING PLAYER'S** Stand becomes **Shaken**.

DRAW: The Stand with more causes of disadvantage recoils back **2cm**.

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

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

WIN: The **CONTENDING PLAYER'S** Stand becomes **Shaken**.

DRAW: The Stand with more causes of disadvantage recoils back **2cm**.

LOSE: No effect on either Stand.

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 causes of disadvantage, then both players **RPS** and the **OWNING PLAYER** consults the below and immediately applies the result.

WIN: The **CONTENDING PLAYER'S** Stand becomes **Shaken**.

DRAW: The Stand with more causes of disadvantage recoils back **2cm**.

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

SHOOTING AND CLOSE CONTACT RESULTS

A recoil move is made immediately. All Stands start the game in **STEADY** order and the results of shooting and close contact will cause a Stand's state (page 6) to change from **STEADY** to **SHAKEN** and then to **BROKEN**. Work through the below conditions in order.

If a Stand receives a result of **Shaken** it can be reduced to **Steady**, and a result of **Broken** can be reduced to **Shaken** if any **one** of the following apply...

...if the Stand is + (plus) Integrity class, or the Stand has less causes of disadvantage.

Then, apply the following: If a Stand receives a result of **Shaken** it can be increased to being **Broken** if any **one** of the following apply...

...the Stand has more causes of Disadvantage, or the Stand is - (minus) Integrity class, or the Stand has a result or previous result of **Shaken** or **Broken**.

More or less causes of disadvantage means in comparison with its opposing Stand it is currently engaged in close contact or shooting.

A Stand that becomes or shaken must immediately recoil by being moved back **2cm** to its rear facing in the same direction. IR troops must immediately follow-up, RA troops have the option.

For example, a stand of Spartan Hoplites (**HIS+**) is in Close Contact with a Stand of Persian Immortals (**HIB+**) in a narrow defile somewhere near the Hot Gates. It is the Spartan's player's turn, the Players **RPS** and the Spartan player (the **OP**) loses and they receive a result of **Shaken** but have less disadvantage than the Persians (thus the Persians have more). The Spartans reduce the Shaken result to **Steady** as the Spartan Stand is **+**(plus), it counts the **Shaken** result and receives a **Shaken** counter. In the next turn as Close Contact continues, the Persian Player becomes the **OP**. The Players **RPS** and the Persians lose and receive a **Shaken** result. As the Persians have more causes of disadvantage the **Shaken** result becomes **Broken**, they turn 180 degrees and make an immediate full move. To simplify the example recoils have been ignored.

Broken Stands.

Stands that are **broken** are turned 180 degrees and immediately make an initial full move directly away towards its side's base edge. This route move continues for the next two game turns when the General can rally them. These moves are compulsory. If routing or rallying troops are met by opposing troops in close contact the routing or rallying Stand is destroyed. It takes 2 initiation points to rally and they return to the Steady state but still retain the shaken counter for being previously shaken. A rallied Stand that is subsequently broken is destroyed and removed from play. Once rallied, the Stand may be initiated as normal.

Recording of Shaken Stands.

As a suggestion use small coloured counter place touching the rear of the base to denote a shaken Stand. **A Stand that receives a Shaken result that is decreased to Steady still receives a counter and still counts as having a previous result of Shaken as on the previous page.** A Stand that was previously shaken and is now steady has its counter moved to the right rear of its base. For the counters we use 2cm assorted coloured rubber bands.

Recovering from a Shaken result.

Stands that are **Shaken** can recover to **Steady** if they are not involved in Close Contact, Shooting or Movement for two Game Turns.

VICTORY

As soon as a third (4 Stands of your 12) of your army's Stands are **Broken**, **OR** when any two of the army's **MBL** Stands are **Broken**, **OR** when the General's Stand is **Broken**, that side has lost. If your army is allowed to deploy in multiple lines, the side is defeated when any one Stand 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 **HIM** for shooting and close contact. The latter are those (generally smaller) weapons attached to foot Stand. An example of this would be ballista attached to Cohortes. If the artillery is attached, integrate an artillery model into that of the Stand, or place a model touching the rear edge of the Stand. Artillery can shoot to **5cm** if attached and to **12cm** if amalgamated.

FIELD DEFENCES

Some troops had the historical use of static field defences such as stakes and palisade. Stands using such defences are called **Protected** and may not move when deployed and must have the defences reproduced by model to their front. Stands charging or in Close Contact with **Protected** Stands suffer a cause of disadvantage.

DETACHMENTS

A Wing, including Stands 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 initiation points cost by 1 when initiating a detachment. Detachments are ideal for flanking manoeuvres but may leave your own flanks exposed.

TACTICAL ADVICE

The tactics that worked in history will work the best under these rules. Formulate your plan before the game starts and have the courage to stick to it. Generals that change their mind part way through a battle usually come to grief. Link as many Stands and you can. Avoid disadvantage like dysentery. Don't have Stands wizzing off here and there. Armies were deployed in a line for a good reason. Finally, keep a tight control and command of your troops, don't let them do their own thing. Very Best Wishes and Happy Gaming!

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 II	DBA/DBM	PHALANX II	DBA/DBM
HIP	Pikes	CAT	Knight(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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Ask, as ye shall receive (maybe).