The Battles of Ephesus, Marathon, Plataea, Mycale, Tanagra, Delium, Cunaxa, Nemea, Coronea, Leuctra, and Mantinea

RULES MANUAL

~ a Richard Berg - Mark Herman design ~

TABLE OF CONTENTS

(1.0) Introduction ......................................................... 3
(2.0) Components & Terms ......................................... 3
(3.0) The Sequence of Play .......................................... 5
(4.0) Leaders ................................................................. 6
(5.0) Activation & Orders ............................................ 7
(6.0) Movement ............................................................. 9
(7.0) Missile Combat .................................................... 15
(8.0) Shock Combat ...................................................... 18
(9.0) Special Units & Rules .......................................... 24
(10.0) Effects of Combat .............................................. 28
(11.0) Army Withdrawal & Victory ............................ 30
(1.0) Introduction

Hoplite (HOP), the 15th volume in the Great Battles of History series of games, allows players to recreate classic battles from the pre-Alexandrian Greco-Persian Age, the heyday of the Hoplite (heavy infantry fighting in packed formation), a period that is often considered the birth of Western Warfare, as opposed to the Persian/Eastern style, which relied on archery, light cavalry, and mobility.

The game uses the basic mechanics and systems that have run throughout the GBoH series, with some important modifications and adaptations that apply and highlight the era covered.

NOTES FOR PLAYERS

Hoplite, while not an overly difficult game to learn or understand, uses a tactical system which rewards those who know what their men can do and how to exploit the capabilities of even the worst of them. To calmly blunder into battle with a, “Let’s see what happens here,” theory is to be carried home on your shield in a remarkably short time.

For Those Who Have Never Played a Historical Simulation Before: Your main problem will be that war gaming has its own language, so sort of flip through the rules to see what those mysterious words mean (the section on Terminology is most helpful in this case). We then suggest you set up one of the battles—the Scenario Book will tell you which ones are best for initial play—then turn to the Rules Section called Sequence of Play (3.0) and simply start doing what that sequence tells you to do, referring to the rules when you don’t understand what to do next. After about 20-30 minutes, you’ll be just as good at this sort of thing as we are.

For Those Who Have Not Played the System Before: Even if you are quite familiar with simulation gaming, we suggest that you set up a battle and push the counters around for a turn or two before actually starting a game. This will reveal the basic tactical strategies available, how the different types of weapons system may best be used, and how best to (try to) protect against them. The one thing to remember is that the more you know about how your units act/interact, the better commander you will be.

For Those Who Have Played the GBoH System: HOP is somewhat less complex than previous volumes. It retains all the core rules from the earlier titles. A number of rules have been dropped, reflecting the changes history and the Creative Muses have wrought. Moreover, several of the familiar charts and tables have undergone era appropriate revisions. A thorough review of the Charts & Tables is heartily recommended.

(2.0) Components & Terms

Each Game of Hoplite contains:

3 22" x 34" mapsheets, backprinted
4 Sheets of game pieces (units & markers)
1 Rules Booklet
1 Scenario Booklet
6 17" x 11" Player Aid cards (two of each)
1 8.5" x 11" Tracking Charts card
1 Ten-sided die

If you have any questions about these rules, we’ll be glad to (try to) answer them, if you send them to us in a self-addressed, stamped (regardless where you’re from) envelope, addressed to:

GMT Games
ATTN: Hoplite
PO Box 1308
Hanford CA 93232
www.GMTGames.com

You can also reach us at www.Consimworld.com in the various gaming sections.

(2.1) The Maps

Each battle uses game maps on which is overlaid a hex grid to regulate movement and combat. The effects of the different types of terrain on the map are covered in the rules and charts. Some maps—those with no terrain features—are used for more than one battle.

(2.2) The Playing Pieces

There are three types of playing pieces, or counters: combat units, representing the various types of fighting troops; leaders, the individuals who command the troops; and information markers used to note certain types of information necessary for play.

(2.21) Combat units: All combat units are rated numerically for their Troop Quality (TQ) and Movement capability. Units that are capable of firing missiles also have a Missile Indicator showing the type of missile used (B = Archer using one-piece simple bow, C = archers using eastern composite bows, J = Javelin, S = Slinger). The Missile Table gives the Ranges available for these missile types.

Most Hoplite units are double-sized, representing the usual size of these phalanx formations.

front back

(Out of Command)

Each combat unit has two sides. The front is its full capabilities side; the reverse indicates the unit is Out of Command.
(2.22) Each unit is of a certain Type (HO – Hoplite infantry, LC – Light Cavalry, etc.) with the type being used to determine certain combat results and effectiveness versus other types. Type is important in determining Superiority (8.17[1]). See 2.4.

(2.23) Examples of Units: Leaders have a variety of ratings. These are discussed in 4.1.

**Overall Commander:** Cyrus

<table>
<thead>
<tr>
<th>Name</th>
<th>Command Color</th>
<th>Command</th>
<th>Initiative</th>
<th>Charisma</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cyrus</td>
<td>5 2 3</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Formation Commander:** Aristides

<table>
<thead>
<tr>
<th>Name</th>
<th>Command Color</th>
<th>Command</th>
<th>Capability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aristides</td>
<td>8 1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Combat Units have two Ratings:** Troop Quality and Movement Allowance. Combat units with Missile capability also have an indicator denoting the type of missiles used.

*Note:* See 2.5 for detailed descriptions of each combat unit included in the game.

**Ship:**

<table>
<thead>
<tr>
<th>Unit ID</th>
<th>Type</th>
<th>Command Color</th>
<th>Movement Allowance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Athens 3</td>
<td>HO</td>
<td>4 5 6</td>
<td></td>
</tr>
</tbody>
</table>

**Troop Quality:**

<table>
<thead>
<tr>
<th>Spartan Hoplite</th>
<th>Loose Formation Hoplite</th>
</tr>
</thead>
<tbody>
<tr>
<td>(red triangle)</td>
<td>(boxed type)</td>
</tr>
</tbody>
</table>

**Cannot Shock Attack:** (red unit type)

Informational markers, such as SHOCK/MUST CHECK TQ, “#’s” (representing Cohesion Hits incurred), RALLIED, MISSILE LOW, etc., are used to record certain game functions, as discussed below.

When a marker’s name is mentioned in the game’s manuals, its name is displayed in the CAPS & SMALL CAPS font.

(2.3) Charts, Tables & the Die

The use of each chart and table is explained in the rules. The game uses a 10-sided die; the ‘0’ is treated as a ‘0’ (not a ‘10’), and is less than ‘1’.

**Design Note:** A caveat for GBoH veterans: many of the old tables have been changed, adjusted for the style of warfare of this era. These changes do not apply to previous volumes.

(2.4) Terminology

Knowledge of the following game terms will be useful for play.

**Activated Leader:** The leader who is giving Orders to his troops at any given instant.

**Class:** Subcategory within type, used to differentiate between various weapons systems within a Type (e.g., Sling-armed Skirmishers, Light Infantry Archers).

**Cohesion:** A unit’s ability to withstand the rigors of combat and, for some, to remain in formation. This is measured by that unit’s ability to absorb Cohesion Hits.

**Command:** All units, often of a specific Type and usually under one Leader, eligible to move under a single Activation marker.

**DR:** Acronym for die roll.

**DRM:** Acronym for die roll modifier.

**Initiative:** The mechanic whereby the players determine who has the opportunity to go first and specifically select which of his Commands he wishes to use.

**Leader:** Interchangeable with the word Commander. Leaders were the “generals” who commanded and influenced the troops.

**MA:** Acronym for a unit’s basic Movement Allowance. It also represents a unit’s maneuverability with respect to other units in the game.

**Missile Volley:** Friendly units throwing javelins, slinging stones, or shooting arrows at enemy units.

**Momentum:** The mechanic—activated by a Momentum marker—by which a leader and his command can undertake more than one Orders Phase in a turn.

**MP:** Acronym for Movement Point(s).

**Orders Phase:** The period during a turn when a leader gives orders to his troops to move and fight.

**Shock Combat:** Hand-to-hand, (and, often literally, eyeball-to-eyeball), hack and thrust, slash and crash, melee; more crash and thrust than anything else in this era.

**Superiority:** The relative capabilities and “killing” effectiveness of the opposing weapons/armor systems. Superiority, when achieved, will substantially increase an opponent’s losses in cohesion.

**TQ:** Acronym for the all-important Troop Quality rating, measuring the unit’s ability to stand up to the rigors of combat. The TQ Rating will be consulted constantly throughout play—any time a unit does something that will endanger its cohesion. The Cohesion Hit and TQ Check Chart summarizes when a player uses the TQ Rating.

**Trump:** The mechanic by which a player can stop an enemy leader from undergoing an Orders Phase and transfer that phase to one of his, friendly leaders (under somewhat restricted circumstances).

**Type:** General categorical description of a combat unit, usually used to determine combat effectiveness and results. See 2.5.
**Design Note:** We are no longer using “Size” ratings. Most “units”—in game terms—had the same number of men; and size was not important, frontage was. You’d get an argument from Epaminondas and his Thebans about this... but we differ. Literal numbers are not important; relative numbers are.

### (2.5) The Military Units

Knowledge of the following types of combat units/terms will be useful for play.

- **Hoplite (HO):** The basic foot infantry of the era, usually protected by armor (helmet, breastplate and, maybe, leg armor), carrying a shield and brandishing both a short sword and a seven-foot (or more) spear: 30+ lbs. of uncomfortable equipment. These are the “grunts” of classical-era Greek warfare, the fellows with those neat “Corinthian” helmets.

- **Phalanx:** The name for the tightly packed formation in which the Hoplites, usually all from the same city, fought. It consisted of ranks of Hoplites, standing very closely (each man took up about 1 yard of space), spear extended (rear rows, held aloft) and shield resting on the left shoulder. The usual frontage for an individual phalanx was about 200 yards, but the depth—number of ranks—varied somewhat, from about 6-8 to 12-18. The massive Theban phalanx had 60 ranks.

**Design Note:** Exactly how a hoplite fought is a subject of some (well, much) disagreement among historians, mostly in the details, not the overall view. Whatever, it was truly brutal and awful. We have greatly expanded the GBoH series view of this with these rules, as you shall see.

**Rules Note:** Throughout these rules, we will use the term “Hoplite Phalanx” to denote a double-sized Hoplite (HO) unit. This is not the phalanx type units from other games in the series. Single-sized Hoplite units appear in a few battles to reflect looser, less phalanx-like formations. The term “Hoplite Infantry” is used to denote these units. The term “Spartan Hoplites” is used in several rules to single out those units trained in the rigors of the Spartan tactical system.

- **Heavy Infantry (HI):** Troops protected by armor (usually helmet, breastplate and leg armor), carrying a shield and brandishing a sword or axe and perhaps a spear. These troops often fought in densely-packed formations but not the hoplite style phalanx.

- **Medium Infantry (MI):** Units with some armor (usually chest mail) and heavier weapons (usually spears and swords) that were trained for shock, but did not quite have the inertia-times-mass capability of phalangeal Hoplites, and they rarely fought in phalanx formation.

- **Light Infantry (LI):** A generic term applied to foot units with little or no body armor. There are two distinct classes represented in the game—Archers, armed with either a Simple or Composite bow as noted by their missile capability indicator, who are not shock capable, and other more shock orientated troops usually armed with a spear, possibly a sword, and perhaps a light shield. Some of these units have javelin missile capability. The Persian archers used an eastern “composite” bow, which had somewhat greater distance and penetrating power than the less complex, simple bows. They fired arrows an effective distance of 150+ yards with a maximum range of 250 yards (less when mounted). The arrows of the day could rarely pierce metal armor but were effective elsewhere. Greek armies treated archers with some contempt (and little use).

- **Peltasts (PL):** The most common form of light infantry of the day, descended from the famous Thracian peltasts. These troops were armed with javelins, a weapon that could inflict heavy damage but had minimal range. Peltasts were so-named for their pelta, or wicker shield. Peltast units are treated somewhat differently from javelin-armed skirmishers in that they did have some training and use in shock combat.

- **Skirmishers (SK):** A generic term applied to troops that wore no armor and used missiles: javelinists, archers, and slingers. They did not fight in strict formation and were not capable of or trained for Shock, although some were quite useful in attacking chariots. They were intended to harass and annoy the approaching enemy and present a screen behind which, hopefully, movement could be concealed. Their mobility allowed them to outrun (and thus avoid) their more weighty opponents, which, all things considered, is their best bet for survival. Treated with great scorn and much contempt throughout ancient Greek history—not macho enough—they were more prevalent in the Persian armies of the era.

- **Javelinists:** These are javelin classed Skirmishers as noted by their missile capability indicator.

- **Archers:** These are either Simple or Composite bow classed Skirmishers as noted by their missile capability indicator.

- **Slingers:** These are Sling-classed Skirmishers as noted by their missile capability indicator. They hurled pellets, usually made of lead (sometimes marked with such wartime graffiti as “take that...”) an effective distance of up to 120 yards, although accuracy was nowhere near that of arrows or javelins. Cheap to arm but requiring a fair amount of skilled training, slingers took up a lot of space. The windup radius was 2-3x greater than that of other skirmisher units. In this era, it may refer to locals filling out the “ranks”, unarmored, unarmored, who simply picked up rocks and threw them at the enemy.
(2.6) Game Scale

The numerical strength of units is relative, not absolute. The number of men in a Hoplite Phalanx depends much on the depths and ranks (see above). An individual phalanx of Hoplites (a double-sized counter) of a depth of 8 ranks, with a frontage (frontage being the key factor) of about 150-200 yards, would contain about 1,500 men. Light infantry (square counters), which did not fight in formation, such as archers, represented around 300-400 men, cavalry units a little less. Skirmisher units represent a couple of hundred men, maybe, as they were never in any formation.

Each hex is approximately 100 yards from side to side. The time scale is in a varying number of minutes.

(2.7) Game Length

There is no set number of Game Turns. A battle is fought until one side withdraws—so there is (usually) no need to keep track of how many turns have passed. We have provided a variety of battles in terms of size. The biggest battle is Plataea (which covered maybe 20+ square miles of ground and saw almost 150,000 men involved), with Cunaxa being next in size. The smaller battles—those with ca. 10,000 men on each side, take about 2-3 hours to play, the larger twice that, and Plataea will take at least a full day.

(3.0) The Sequence of Play

Players activate each of their leaders/commands when their Activation marker is selected. When a leader of a selected command is activated, he gives Orders that allow units in his Command to move and engage in combat. After all AMs have been used, play proceeds to the Rout, Remove, Replace, and Reload Phase, after which each player checks for Army Withdrawal.

The following is the Sequence of Play for each turn:

A. Initiative Determination Phase

The players determine which side has the Initiative per 5.1. The player whose side has the Initiative chooses the first AM for the Game Turn. All other AM are placed in The Pool per 5.22. If neither side wins the Initiative, all AM go into the Pool.

B. Activation Phase

One player draws an AM from the Pool. No draw is made if an AM is selected in Phase A, that AM is used instead. The Command indicated on the AM is now active. If the AM was drawn from the Pool, the opposing player has the option to Trump per 5.3. If there are no more AM in the Pool, proceed to Phase D.

C. Orders Phase

The owning player conducts the following steps using the units in the activated command:

1. Movement and Missile Fire Segment

• All units may Move and/or Fire per 5.44 or 5.45. Eligible units may Recover hits per 10.41, rather than Move and/or Fire; or

• The leader of the active Command may attempt to Disengage—per 10.32—Engaged units. Non-Engaged units cannot take any action; or

• Routed units may Rally per 10.42. All non-Routed units may Move and/or Fire per 5.45.

**IMPORTANT:** Only one of the above three Orders may be performed by the active Command in a single Orders Phase (exception: 5.52).

2. Shock Combat Segment

All eligible units may, in some cases must, engage in Shock combat, using the following sequence:

a) Shock Designation: determine who must Shock and who may Shock (8.11/2).
b) The Pre-Shock Resolution TQ checks (8.14).
c) Resolution of possible leader casualties (8.15).
d) Resolve the Shock (8.16/7).
e) Check for possible Collapse (8.18).

**IMPORTANT:** The Shock Combat Segment is performed each time a Formation is activated regardless of whether the player used any of the orders in the Movement and Missile Fire Segment.

D. Rout, Remove, Replace, and Reload Phase

1. Rout Movement: Routed units must undergo Rout Movement (10.23).
2. Remove Rallied and Moved markers. Flip Out of Command units to their front side.
3. Place Replacements for “killed” Leaders with their Commands (4.25).
4. Reload Segment: Eligible missile units may get more missiles (7.17).

E. Withdrawal Phase

Each player totals the Rout Points of all eliminated units, to which he adds points for Killed leaders, to see if his army has reached its Withdrawal Level. If neither player’s army withdraws, that turn is concluded and another turn begins. There is no set number of turns. The battle continues until one side’s army withdraws.

### (4.0) Leaders

There are two types of Leaders in *HOP*: Overall Commanders and Formation Commanders.

#### (4.1) Leader Counters

**(4.11)** Each *Overall Commander* (OC) possesses the following ratings:

- **Command Range:** Denotes his overall presence on the battlefield as well as the presence of his aides and the effectiveness of his abilities: the base range in hexes over which that leader may exert his Initiative and give orders to his units if also a Formation Commander. See 5.42.
- **Initiative:** Denotes his basic ability to “seize the day” and possibly go one up on his opponent. Initiative is used to determine who gets to specifically choose which Command will start the turn (5.1), for Trump attempts (5.3), to undertake more than one Orders Phase in a Game Turn, and to get his troops to Disengage or Rally. See 5.24.
- **Charisma:** Denotes his ability to Rally his troops and aid them in Shock combat. This rating is also used for Personal Combat; see 8.3.

**(4.12)** Each *Formation Commander* (FC) possesses the following ratings:

- **Command Range:** Denotes ability of the leader to control his troops: the base range in hexes over which that leader may give orders to his units. See 5.42.
- **Capability:** Denotes his basic ability to undertake more than one Orders Phase in a Turn as well as getting his troops to Disengage or Rally. See 5.24. This rating is also used for Personal Combat; see 8.3

**(4.13)** The Movement Allowance (MA) of a leader is not printed on his counter. Rather, the number of Movement Points a leader may expend in a single Orders Phase nine (9) for all leaders. Leaders never suffer Cohesion Hits for any kind of movement.

**(4.14)** Leaders have no facing and do not pay any cost to change facing.

#### (4.2) Leaders & Combat

Leaders usually have no direct effect on combat, other than to enable their units to move adjacent to enemy units and provide beneficial DRMs.

**(4.21)** If a FC is stacked with a one of his units involved in Shock combat:

- add one (+1) to the Shock Resolution DR if that unit is attacking, and
- subtract one (–1) from the opponent’s Shock Resolution DR if defending.

**(4.22)** If the OC is stacked with any unit involved in Shock combat, 4.21 applies, but, instead, the player uses the OC’s Charisma Rating (instead of a plain +/– 1).

**(4.23)** If an enemy combat unit moves adjacent to a friendly leader alone in a hex, simply place that leader with the nearest friendly unit. Leaders can incur casualties as result of missile fire (7.18), Shock combat (8.15), or Personal Combat (8.3). A leader stacked with a combat unit may always advance/withdraw/retreat with that unit.

**(4.24)** If the OC is killed, the leader is removed from play. That player cannot Trump, use Momentum, nor add anything to the Initiative DR. Those OC that are also FC have a replacement leader on the reverse side. This replacement leader is placed per 4.25.

**(4.25)** If a FC is killed, that leader is removed from play. The reverse side of the counter is that leader’s replacement. The replacement leader is placed on any unit in the Command during the Rout, Remove, Replace, and Reload Phase. While that leader is “gone”, his Command cannot be placed in command, Disengage, Rally, or be used for Momentum or Trump.
(5.0) Activation & Orders

**Design Note:** The Activation system for HOP is different from many previous GBoH volumes. This represents several factors, mostly that most battles were relatively small. We therefore wanted to keep this aspect of play as simple as possible, yet retaining a modicum of player decisions along with the chaos combat carries with it. Then again, there is Plataea...

(5.1) Initiative

Each turn, one player has the Initiative, which gives him the opportunity to go first and specifically select which of his Commands he wishes to use. Each OC has an Initiative Rating. To determine which player has the Initiative for the turn, each player rolls one die, to which he adds his OC’s Initiative Rating. The player with the higher modified DR has the Initiative. If the players tie, neither player gets the Initiative; who starts the turn is then determined by the draw of an AM (5.23). Note that in most battles one of the players starts the game with the Initiative.

(5.2) Activation Markers (AM)

Each player receives one AM for each Command in his army, as defined in the scenario setup, and one Momentum AM.

**Example:** (Nemea) ~ The Spartan player has three AMs available: Hoplite, Cavalry-Skirmisher, and the Spartan Momentum AM. The Theban player also has three AMs: Hoplite, Cavalry, and the Theban Momentum AM.

(5.21) At the start of each turn, the player with the Initiative selects which of his Command AMs he wants to use to start the turn. This AM is set aside, and all other AMs available for that turn are placed in a cup, or other opaque gizmo (the AM Pool), for blind draw during the turn.

(5.22) In the Activation Phase, one of the players—it matters little who—draws, blindly and randomly, one AM from the Pool. If a Command AM is drawn, that Command is now active and undergoes an Orders Phase. If a Momentum AM is drawn, the owning player may, not must, designate one of his Commands he will try to use, possibly for the second time, possibly before its actual AM appears. The leader of that Command must be within the Command Range (5.42) of his OC (or be the OC) to be so designated. The player then rolls one die:

- if the DR is the same as or lower than the OC’s Initiative Rating (Initiative Rating if the commander is also the OC), that Command is now active and undergoes an Orders Phase,
- if the DR is higher, nothing happens. Draw another AM.

(5.23) Play Note: Unlike the Command AM, the player is not required to undergo an Orders Phase when his Momentum AM is drawn. He can decline to use the opportunity.

(5.24) If a Momentum AM is drawn, the owning player may, not must, designate one of his Commands he will try to use, possibly for the second time, possibly before its actual AM appears. The leader of that Command must be within the Command Range (5.42) of his OC (or be the OC) to be so designated. The player then rolls one die:

- if the DR is the same as or lower than the leader’s Capability Rating (Initiative Rating if the commander is also the OC), that Command is now active and undergoes an Orders Phase,
- if the DR is higher, nothing happens. Draw another AM.

(5.25) When all AM have been drawn from the Pool, the Orders Phases are over. Proceed to Rout, Remove, Replace, and Reload Phase.

(5.3) Trumping

**Design Note:** No, this does not mean wearing a cheap, floppy hair piece and being obnoxious... This game mechanic is intended to simulate the effect of superiority in the area of overall command. As such, it is likely to be used almost exclusively by the player with a palpably better OC. The “inferior” player will often find that, for him, its best application is when it backfires on his supposedly better opponent. To that extent, players should be aware that, simply because this option is available doesn’t mean it should be used indiscriminately. Life is tough in the fast lane of decision-making.

(5.31) Trumping is a play mechanic wherein one player attempts to cancel the use of his opponent’s AM and, instead, substitute an Orders Phase for any one friendly Command of his choice. Each player has the ability to attempt one (1) Trump per Game Turn.

(5.32) A player may attempt to Trump his opponent’s AM—whether a Command or a Momentum AM—after it is drawn from the Pool. He announces the Trump attempt and rolls one die, comparing it to his OC’s Initiative Rating

- if the DR is the same as or lower than the OC’s Initiative Rating, the AM just drawn is set aside and is not used this Game Turn. The trumping player may now select (he does not need an AM) one of his Commands to undertake an Orders Phase. The commander of the selected Command must be the either the OC or a FC within the OC’s Command Range (5.42). This Orders Phase is in addition to any other it may have undertaken, or may yet undertake, that turn.
- if the DR is higher, the Trump fails and the opposing player gets to place his Momentum marker back into the Pool if it has already been used, or place it back in after it is used later that turn.

(5.33) Play Note: Just because there is no eligible Command to activate, doesn’t prevent the Trump attempt. If successful, the Trumped player’s AM is still set aside and that player loses the opportunity to activate that Command.
**Example:** (Cunaxa) ~ The Persian Rebel player’s Hoplite command is drawn. The Persian player would rather not see that command activate at this time, so attempts to Trump. Artaxerxes the Persian OC, has an Initiative Rating of ‘2’ and a Command Range of ‘6’. The Persian player is fortunate and rolls a ‘2’, so the Trump attempt is successful. The Hoplite command does not activate and the AM is set aside. The Persian player has Tissaphernes so he activates the Heavy Cavalry command, which then undertakes an Orders Phase. Alternatively, the Persian player could select a different command whose leader is in range, or the units in a “leaderless” command that are in range, or select no command being satisfied with preventing the Hoplites from activating.

(5.33) A player whose OC is stacked with a unit that is Engaged (10.3) may not attempt to Trump.

(5.34) An AM selected by Initiative (5.1) cannot be Trumped.

(5.4) **Orders**

The activated Command is given one of three Orders: Move/Fire, Disengage, or Rally.

(5.41) Once activated, all units in that Command may undertake certain actions, depending on the type of orders and whether they start that Orders Phase within their leader’s Command Range. Those units that are within that range, or adjacent to another activated unit that is In Command, are In Command. Note that this rule allows a chain of units to be In Command as long as one unit in the chain is within the leader’s Command Range. Flip any Out of Command units to their reverse side to indicate that status.

**Play Note:** Unlike other games in the series, there are no Line Commands, Individual Orders, etc.

(5.42) A leader’s Command Range is measured using an unobstructed path of hexes (not Movement Points) equal to or less than the range, traced between leader and unit. Count the unit’s hex, but not the leader’s. A path is obstructed by hexes occupied by enemy units or terrain a leader could not cross or enter. All other paths are considered unobstructed. Command Ranges are calculated at the beginning of the Orders Phase.

(5.43) Leaders that are stacked with Engaged (10.3) units have their Command Range’s halved, rounding down.

(5.44) **In Command:** Units that are In Command may do one of the following:

- Move and/or Missile Fire, or Recover (10.41) if under Move/Fire orders,
- Attempt to Disengage if Engaged and under Disengage orders (10.32); non-Engaged units can do nothing; or
- Attempt to Rally if Routed (10.42) and under Rally orders; non-routed units may move/fire as if they are Out of Command (5.45).

**NOTE:** Rally and Disengage also require that the unit be within Command Range of the Formation Commander.

(5.45) **Out of Command:** Units that are Out of Command may only Move and/or Missile Fire. They are further restricted in that they cannot move adjacent to an enemy unit (see 6.28 for an important exception).

**IMPORTANT:** Shock is not listed in either of the above because it is not a direct function of orders but a result of movement and location per 8.11. A unit’s Command status has no direct bearing on its ability or requirement to Shock.

(5.46) Leaders may move under the following circumstances:

- An OC, except one who is also a FC, may move when that side’s Momentum AM is drawn after the Momentum attempt is made regardless of the outcome of the attempt.
- All FCs, and those OC who are also a FC, may move in the Orders Phase when their Command is active.

(5.47) Orders are not used to precipitate Shock combat, which occurs in a subsequent segment (C/2). Reaction Fire (7.3) does not require orders; it occurs in response to enemy actions.

(5.48) After Shock combat has been completed, that Orders Phase is finished. Play now proceeds with another Activation Phase if there are AMs remaining in the Pool; if not, then to the Replace, Rout, Remove, Replace and Reload Phase.

(5.5) **Special Commands**

Several battles include special Commands that are exceptions to the preceding sections. These exceptions are summarized here.

(5.51) **“Leaderless” Commands**

Commands designated leaderless in the scenario setup (only, not Commands that have lost their leader) have the following special properties:

- The Command has a Capability Rating of “0” for all purposes.
- The Command may be selected for Momentum (5.24) and Trump (5.32) but only those units that are within the OC’s Command Range may activate.
- A unit is In Command if at the start of the Orders Phase, it is within two hexes (traced as in 5.42) of another unit in its Command. A unit not within two hexes of another unit in the Command is Out of Command. If there is only one unit in the Command in play, that unit is Out of Command.
- The Command may use Disengage and Rally orders, however, a separate DR is made for each eligible unit.

(5.52) **Multiple Formation Commanders**

**Design Note:** In several of the battles, we grouped the smaller Commands that tended to act together into a single AM for activation purposes while retaining the leaders to facilitate placing units in command, Disengage, Rally, etc.
Commands that have more than one Formation Commander listed in the scenario setup have the following special properties:

- The Command may be selected for Momentum (5.24) and Trump (5.32) as long one of the leaders is the either the OC or a FC within the OC’s range. If the OC is one of the leaders, he must be used for the Momentum attempt.
- Any of the Command’s FCs may be used to determine if a unit is In Command.
- The leaders may enable different orders, thus one could attempt to Disengage, another Rally or move. However, all units in that leader’s range must follow the listed restrictions when using Disengage or Rally orders. If a unit is in range of more than one leader, the owning player designates at the start of the phase which leader will order the unit.

**(6.0) Movement**

**(6.1) Movement Allowances & Restrictions**

*Design Note:* Movement Allowances simulate not only the time it takes a unit to move from point ‘a’ to point ‘b’, but also—and mostly—its maneuverability relative to other, different-type units as well as the tactical doctrines applied to using those units.

**(6.11)** A combat unit’s printed Movement Allowance is the basic allowance for a single Orders Phase. A unit’s MA may be increased or reduced under certain circumstances (6.2, 6.5, 9.5). A combat unit may move up to its allowable MA, whether it is In Command or Out of Command; see 5.44/5. Combat units may move less than their allowable MA or not at all (see 6.28 for an important exception). A unit expends Movement Points for each hex it enters per the Movement Cost Chart. For example, it costs 1 MP to enter a Clear hex but 2 MP to enter a Woods hex. Most units also pay extra Movement Points to move into a hex of different type. A combat unit may also—and mostly—its maneuverability relative to other, different-type units as well as the tactical doctrines applied to using those units.

**(6.12)** A unit may move only once per Orders Phase.

**Moved**

**(6.13)** After the first time a Hoplite, Heavy Infantry, or Medium Infantry unit moves in a friendly Orders Phase, place a Moved marker on top of it (or next to the counter to eliminate counter clutter, if you wish). Moved units that move again in the same Game Turn may use their full MA but incur one (1) Cohesion Hit. An activated unit that doesn’t expend MP does not incur this penalty. Moreover, this hit penalty does not apply to Advances after Combat (8.2), units using Orderly Withdrawal (6.6), or any involuntary movement.

*Design Note:* This applies only to those infantry units listed because they are the only units who function in formation.

**(6.14)** As a unit moves it traces a path of contiguous hexes through the hex grid, paying the cost of each hex entered. One unit’s movement must be completed before another can begin.

**(6.15)** A unit may be moved in any direction or combination of directions. However, a unit may only enter a hex that is to its front (6.91). In order for a unit to change direction, it must first change facing per 6.92.

*Play Note:* Movement direction for Hoplite phalanx units is slightly different; see 6.4.

**(6.2) Hoplite Advance to Combat**

*Historical Note:* While there is much disagreement about how hoplites fought, there is much agreement that—for the purposes of this specific section of rules—they often advanced to contact at somewhat different rates, much of which had to do with the fact that, except for Sparta, none of them were professional soldiers. Moreover, amateurs’ maintaining formation and cohesion when in phalanx was virtually impossible once the phalanx moved. Even the professional Spartans, the only contingents (apparently) who used music to keep step found keeping tight structure difficult.

**(6.21)** Hoplite units have a printed MA of ‘4’, but this MA may be different when moving forward towards enemy units for the first time in the battle.

**(6.22)** Before a player moves a Hoplite unit toward an enemy unit for the first time in the battle, he rolls the die and consults the Hoplite Advance to Combat Table to find the *rate*: Walk, Trot or Run (and yes, folks, if you have a line of several phalanxes you are going to get different rates, and separation of your line, as usually happened in battles). A Spartan Hoplite is assigned Trot as its rate without any die roll.

*Play Note:* In some of the battles, this determination is made under different conditions. See the special rules for those battles to see when/how this is done.

**(6.23)** Once the rate is determined, place the applicable Advance marker atop that unit to note the rate. The Advance marker is removed once the unit becomes adjacent to an enemy unit. After this, the unit moves at its printed MA for the rest of the battle (6.27 being a minor exception). A Hoplite with an Advance marker cannot use Orderly Withdrawal (6.6) nor may it adopt any special formation (6.5, 6.7, 9.5, and 9.7) but may use Reaction Facing (6.94/6.95), and if so, the marker is removed.

**Advance**

**(6.24)** **Run:** While advancing at a Run:

- the unit’s MA is ‘5’,
- the owning player must make a TQ check at the end of each move. If the DR is greater than the unit’s TQ, the unit incurs one (1) Cohesion Hit, and
- the unit has two added (+2) to its initial Shock Resolution DR (8.17[3]). This adjustment does not apply to any combat resolutions after the first.

**Advance**

**(6.25)** **Trot:** When the advancing at a Trot, the unit’s MA is ‘4’. There are no other effects.
(6.26) **Walk:** When the advancing at a Walk:

- the unit’s MA is ‘3’, and
- the unit does not incur Cohesion Hits for terrain effects.

**Example:** (Mycale) – The Spartan reinforcements have been able to deploy into a line and are ready to advance on the Persians. There is no die roll for the two Spartan Hoplite units—they advance at the Trot and are marked so. The Spartan player rolls for the Messene (DR “1”) and the Elis Hoplite (DR “7”). The Messene Hoplite advances at a Walk, while the Elis Hoplite advances at a Run, and are marked so by the Spartan player.

(6.27) If a Hoplite unit advancing towards the enemy at a Walk or Trot is attacked by enemy missile fire (whether hits are inflicted or not), roll the die to again determine the rate (6.22), adding one (+1) to the DR; if the result changes the rate to Run, do so. Otherwise, there is no change to the rate. This roll is made for all Hoplites without exception.

(6.28) **The Hellenic Law of Inertia:** Normally, players may choose how far to move a given unit. However, most (nonprofessional) Hoplites, upon being given an order to move, didn’t stop until they reached the enemy. Therefore, once Hoplite units have had their advance rate determined per 6.22, they must be given a move order when activated and must move toward the enemy at the rate given on the **Advance** marker. All MP must be expended in movement towards the enemy within normal movement rules. Hoplite Phalanx units may pivot (6.42) as long as it’s in the direction of the enemy. Spartan Hoplites, though they must be given a move order, may expend some, none, or all of their MP, however, any movement must be in the direction of the enemy. Advancing Hoplites may/must move adjacent to an enemy unit even if Out of Command.

**Play Note:** This rule only applies to Hoplites that are advancing per 6.22. Hoplites moving toward the enemy at other times are not required to move nor spend all their MP.

**Example:** Thus in the situation in the preceding example, the Messene Hoplite unit must use 3 MP; the Elis Hoplite 5 MP, in moving toward the Persians. The Spartan units, on the other hand, may use up to 4 MP in moving toward the Persians.

**Historical Note:** Part of the power of heavy infantry formations of the day—mostly Hoplites—was a function of mass times speed. That, plus the fact that most Greek hoplite armies—if not all—were amateur “militia”, made it almost impossible to stop them after they got going.

(6.29) **Drift to the Right**

**Historical Note:** Hoplites in phalanx formation were in tight formations, the soldiers holding their shields with their left arm atop their left shoulder. With the hoplite’s right side less protected the formation had a tendency, when advancing, to drift to the right as the hoplites, perhaps subconsciously, sought to gain whatever further protective edge they could from their neighbor’s shield. We should point out that, while it is mentioned in several ancient sources, rightward drift is not a proven fact—and was certainly more prevalent with the “amateur” Greek hoplite armies, other than the professional Spartan troops.

Whenever any Hoplite unit moves a second time in a Game Turn (6.13), for the 1st, 2nd, and 4th MP it expends for actual movement, it must move into the right front hex, unless so blocked by the presence of other units (enemy or friendly), prohibited terrain, or if the unit would move off the map edge. In addition, it does not have to “drift right” for any movement point that would place it adjacent to an enemy unit. Drift applies only when both halves of a Hoplite Phalanx unit move; it does not apply when one half of the unit moves so that the unit may pivot. This rule does not apply to Spartan Hoplites, the Theban Massed Phalanx (9.62), nor to units In Column (6.5) or Square Formation (9.5).

**Example:** (Cunaxa-Nemea-Coronea map) – A “Moved” Athenian Hoplite unit is in hex 2217/2218. The Greek player wishes to move the unit again. The first MP it expends it must move into 2317/2318. It must then move 2418/2419. It may then move into 2517/2518, and if it does, its last MP would take it into 2618/2619.

(6.3) **Terrain**

**Historical Note:** The objective of most ancient-era commanders was to fight on terrain most favorable to them. With the strengths of the Greek armies anchored in their hoplites, and with Persian tactics and weapons system reliant upon maneuver, a flat, featureless battlefield was what they were looking for. Great care was also taken, when possible, in using natural barriers to secure flanks.

(6.31) It didn’t take much to disorder a formation that had to cross any type of terrain which wasn’t open and relatively smooth. Certain units (determined by Type; see 6.37) incur Cohesion Hits whenever they enter or change facing in certain kinds of terrain—usually anything other than clear—and/or change elevation. All Cohesion Hits incurred for movement and facing changes are applied the instant they occur. Leaders never suffer Cohesion Hits.

(6.32) A hex containing two types of terrain uses the “majority” terrain.

**Example:** (Mycale) – Hex 4025 is Clear terrain while hex 4125 is Sea.

(6.33) A moving unit must have enough MP to pay the terrain cost of entering a hex; if it doesn’t, it cannot enter that hex.
(6.34) **Prohibited/Ignored Terrain:** Greek Town hexes, Sea hexes, and Camp Wall hex sides cannot be entered/crossed by any units. Roads have no effect on play; use the other terrain in the hex.

(6.35) Any hex other than Clear is considered a Rough terrain hex—such as Woods, Rocky, and Marsh. See the Movement Cost Chart for scenario specific exceptions.

(6.36) Terrain also affects Shock combat results by adjusting the column under which the players roll to determine losses per the Shock Combat Results Table. Units in woods also gain some protection from enemy Missile fire (see 7.15).

(6.37) **The Movement Cost Chart:** This chart gives the Movement and Cohesion Hit costs for each type of unit moving (or changing facing) into/across a specific type of terrain.

(6.38) **Hoplite Advance to Combat Table:** This table gives the rate by which a Hoplite unit will move to engage in combat.

### Historical & Design Note: The double-sized units reflect formation and tactical use, as exemplified by the Phalanx. Their TQ ratings mostly reflect the depths of rank, although Spartan phalanxes get higher ratings because they were professional, well-trained hoplites, not amateur farmers, which was what most Greek hoplites were.

**Play Note:** This rule section does not apply to Hoplite Heavy Infantry (the single-sized units).

(6.41) A Hoplite Phalanx can go forward with both halves of the unit entering new hexes (terrain, other units, etc. permitting). When a Hoplite Phalanx enters two hexes of different terrain or elevation, it expends the higher of the two possible costs both for movement and cohesion. Whenever one half of the unit would receive Cohesion Hits, the entire unit suffers the effect. However, if one-half the unit has already entered a hex that would cause Cohesion Hits, the moving of the other half into such a hex does not cause additional hits.

(6.42) **Front-to-Flank Maneuver:** A Hoplite Phalanx can go forward with one half of the unit entering a new hex while the other half pivots in the space it occupies (in essence changing the facing of the unit). This is also called Pivoting. For each hex entered while undertaking this Front-to-Flank maneuver, the unit earns one (1) Cohesion Hit, in addition to any other terrain-induced costs. **Exception:** The one Cohesion Hit per hex entered does not apply to Spartan Hoplite Phalanxes.

(6.43) **The Wheeling Maneuver:** If one half of a Hoplite Phalanx has an enemy unit in its front hex and the other half does not, that other half may move adjacent to that enemy unit using the Front-to-Flank Maneuver per 6.42; 5.45 does not apply. However, because of the difficulty in performing such a wheeling maneuver, the unit pays the one (1) Hit F-to-F Cohesion cost (except for Spartan Hoplites, as above) and then, after completing the pivot (even in an advance after shock), the player performs a TQ check. If the DR is higher than the unit’s TQ, that unit incurs Cohesion Hits equal to the difference, with a minimum of one (1) hit, regardless of die roll. **Exception:** If the enemy unit is a Skirmisher, there is no TQ check.

**Example:** (Cunaxa) ~ A Persian Heavy Infantry unit is in 2118. A Greek Mercenary phalanx is in 2218/2217, with the part that is in 2218 in the Persian unit’s front hex. The Greek Mercenary phalanx may pivot from 2217 to 2117 while the 2218 portion remains in place, paying 1 MP to enter 2217. The phalanx (TQ of ‘7’) then undergoes a TQ check. If the die roll were a ‘9’, it would incur two hits, on any other roll one hit.

(6.44) **The Reverse Face Maneuver:** At a cost 4 MP, a Hoplite Phalanx may be re-faced in the opposite direction (180°) in the same two hexes. There is no cohesion penalty for this maneuver, but it may not be performed if any part of the unit is in Rough terrain.

**Design Note:** The reason for the MP cost is the unit simply did not have its men just turn and face in the opposite direction. Why not? Because the better, “elite” men made up the front ranks; the lesser, newer hoplites the rear.

### Column Movement

**Design Note:** Hoplite units used a column formation for marching from one location to another, usually when not in the midst of battle.

(6.51) **In Column**

**Play Note:** Non-Hoplite units cannot use Column Formation unless specified in the scenario setup or by special scenario rule.

(6.52) Units In Column increase their MA by one (from ‘4’ to ‘5’). As noted on the Movement Cost Chart, units In Column do not incur Cohesion Hits for entering certain hexes or crossing certain hex sides.

**Example:** A Hoplite unit would normally incur two Cohesion Hits for moving across a Minor River into a Woods hex; if In Column it incurs one Cohesion Hit instead.
(6.53) Units in Column must face a hex side (not the vertex) and only the hex directly in front of them is frontal. For a Hoplite Phalanx, the player designates which end of the counter is the front by placing the In Column marker in that hex. For Hoplite Heavy Infantry, adjust the unit so that it faces a hexside. The change in facing is effected when the change to (or from) Column status is announced. When changing formation from column to normal, a Hoplite Phalanx is not moved in any way. Thus, a Hoplite Phalanx In Column that changes to normal is column to normal, a Hoplite Phalanx is not moved in any way. Column status is announced. When changing formation from normal to column, a Hoplite Phalanx is not moved in any way. A Hoplite Phalanx unit in Column is only the hex directly in front of them is frontal. For a Hoplite Phalanx in Column to be moved from Column to normal is at the cost of one (1) Cohesion Hit.

Example #1: A Skirmisher unit (MA of ‘5’) approached by a Hoplite unit (MA of ‘4’) may Withdraw one or two clear hexes (2 MP) due to the unit’s special ability (9.11).

Example #2: A LI unit with an MA of ‘5’ may not Withdraw up-level when approached by a HO (MA of ‘4’), because it would cost the LI 2 MP to so move—and it is only allowed a 1 MP withdrawal.

(6.56) If an In Column unit is Shock attacked, at the conclusion of that Orders Phase the unit automatically goes back to its non-column formation (i.e., remove the In Column marker) at the cost of one (1) Cohesion Hit.

(6.57) In Column units cannot use Orderly Withdrawal (6.6) or Reaction Facing Change (6.94/5). They cannot move through a friendly combat unit, nor may a friendly combat unit voluntarily move through an In Column unit. Routed units may move through In Column units—all stacking penalties apply.

(6.6) Orderly Withdrawal

Orderly Withdrawal (OW) is a form of retreat—reaction movement, as it were—carried out during the enemy’s Movement and Missile Fire Segment in which faster and more maneuverable units can avoid getting entangled in Shock combat.

Design & Play Note: Orderly Withdrawal (OW) is an extremely valuable maneuver for the missile oriented light infantry and cavalry types. Therefore, we have gone to great lengths to explain this rule: the extended example at the end should help clarify any unintended opaqueness.

(6.61) During an enemy Movement and Missile Fire Segment, any un-routed friendly unit that is not Engaged (10.3) and that has a higher MA than the approaching enemy units (Skirmishers are an exception; see 9.11), may try to avoid contact with the approaching enemy unit the instant the latter moves within two hexes of the former. This case also applies if the moving unit starts its move at a range of two hexes. Withdrawal must occur the instant the enemy unit moves into (or starts in) the two hex range (stop moving the enemy unit temporarily), or the option is lost. To do this, the friendly, defending unit moves up to a number of Movement Points (not hexes) equal to the difference between the units’ MAs away from the advancing unit. “Away” means that the withdrawing unit must move into a hex that is further in the moving unit (as measured in hexes) than the hex it leaves. Thus, a unit could be prevented from using OW by the presence of enemy units, friendly units due to stacking restrictions, and/or prohibited terrain. Use the current (not printed) MA when comparing Movement Allowances.

Play Note: Yes, it says within two hexes, so any (eligible) friendly unit can withdraw if an enemy moves within two hexes—even if that unit doesn’t actually move in his direction. Thus, the friendly player must make his decision to withdraw before the moving enemy makes his full intentions clear!

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3. If the withdrawing unit was being approached from a rear or flank hex, it incurs one (1) Cohesion Hit before withdrawing. To be considered an approach from the rear, the moving unit must be adjacent exclusively to one of the two withdrawing unit’s rear hexes. If the moving unit is adjacent to both a flank and rear hex, it is a flank approach, not rear. The same principle applies for an approach from the front. See the Orderly Withdrawal Approach Diagram, below. Exception: the penalty applies to Skirmishers only when approached from the rear—not their flank. This is cumulative with #1.

3. At the conclusion of the withdrawal, the withdrawing unit (including the cavalry excepted in 6.62[1] above, but not Skirmishers) must undergo an immediate and automatic one (1) Cohesion Hit after withdrawing. Skirmishers and cavalry do not incur this automatic cohesion hit.

(6.62) The withdrawing unit maintains its original facing throughout withdrawal at no “facing change” cost in Cohesion Hits or MP. It does, however, pay any of the usual cohesion penalties for movement. At the completion of withdrawal, if it changes facing it pays any movement and cohesion costs inherent in such change. There are three (possible) additional penalty situations:

1. Withdrawing infantry (other than Skirmishers) and Chariot units incur an immediate and automatic one (1) Cohesion Hit after withdrawing. Skirmishers and cavalry do not incur this automatic cohesion hit.

2. If the withdrawing unit was being approached from a rear or flank hex, it incurs one (1) Cohesion Hit before withdrawing. To be considered an approach from the rear, the moving unit must be adjacent exclusively to one of the two withdrawing unit’s rear hexes. If the moving unit is adjacent to both a flank and rear hex, it is a flank approach, not rear. The same principle applies for an approach from the front. See the Orderly Withdrawal Approach Diagram, below. Exception: the penalty applies to Skirmishers only when approached from the rear—not their flank. This is cumulative with #1.

3. At the conclusion of the withdrawal, the withdrawing unit (including the cavalry excepted in 6.62[1] above, but not Skirmishers) must undergo an immediate and automatic one (1) Cohesion Hit after withdrawing. Skirmishers and cavalry do not incur this automatic cohesion hit.

Historical & Play Note: Orderly Withdrawal is a “retreat” in the face of an approaching enemy, long before that enemy can close. This is why the withdrawing unit can return to the original facing (with minimum cohesion cost) it had before the enemy approached. In play/game terms, you simply move the counter backwards. This is not exactly what is happening, but if you want that type of realism grab yourself 30 lbs. of bronze, put some horsehair on your head, and go join your neighborhood phalanx...

Example #3: In the above diagram, the Skirmisher is being approached from the Rear so would incur 1 Cohesion Hit for the withdrawal. The Skirmisher may withdraw into the shaded hexes all of which are “Away” from the approaching Light Infantry.

(6.63) If a withdrawing unit reaches or exceeds its TQ Rating in Cohesion Hits, it routs; see 10.14.

(6.64) A unit may withdraw an unlimited number of times during an Orders Phase. The 6.62 penalties apply each time, however. For the purposes of Movement Allowances (6.1), no movement points are expended and no orders are needed.

(6.65) A unit may not withdraw into a hex adjacent to an enemy unit, into a Rough terrain hex, other than a Rocky hex, or cross a Steep Slope or Minor River hexside, or into/across any hex/hexside where movement is prohibited to the withdrawing unit. Stacking restrictions (6.8) apply during withdrawal.

(6.66) A withdrawing missile unit, other than Light Cavalry Archer or Chariot Archer units, may not fire as it withdraws. The fire range of a withdrawing Light Cavalry/Chariot Archer unit is always treated as two (2). A withdrawing unit is limited to one missile fire per triggering enemy unit per Orders Phase.

(6.67) Orderly Withdrawal takes place during the opposing player’s Movement/Missile Fire segment—a unit may not withdraw in the Shock Combat segment (leaders alone in hex are an exception; see 4.23). The attacking/moving unit may (must, per 6.28) continue to complete its movement in the face of such withdrawal.

(6.68) Cavalry Command Withdrawal: A cavalry Command may have all its In Command units withdraw at the same time. Standard OW rules apply, but here, if an enemy approaches, and if at least one In Command unit in that Command is within two hexes of its FC, all of its In Command units may withdraw. When withdrawing as a Command, all In Command units must withdraw; the player may not pick and choose. In addition, once a single In Command unit uses an individual OW, the Command is not eligible to withdraw as a Command. Units in “Leaderless Commands” (5.51) cannot use this rule and must OW individually.

Example of Orderly Withdrawal: Ephesus ~ A Sardis Skirmisher (MA of ‘5’) stacked with Megabates is in 4615. The Ionia Hoplite Phalanx is in 4914/4915. As the phalanx enters 4814/4815 having expended 1 MP of its 4 MA, the Persian player states that the Sardis Skirmisher is withdrawing. The Skirmisher can use 2 MP in the withdrawal (9.11) and so move to 4416 maintaining the same facing it had when in 4615. The Persian player can either have Megabates withdraw with the Skirmisher or stay in place. Should the phalanx move adjacent, Megabates would be placed with the nearest friendly unit. The player opts to have Megabates withdraw with the Skirmisher. The Ionia Hoplite Phalanx has 3 MP left, and continues to move reaching 4615/4616, thus placing the Skirmisher and Megabates again within the “2 hex range”. The Persian player, again, opts for withdrawal, moving the Skirmisher and Megabates only 1 MP to 4316, avoiding the oncoming phalanx.
(6.7) **Pre-Arranged Withdrawal**

A player may attempt to anticipate the battle plan of his opponent by using *Pre-arranged Withdrawal* (PW). PW allows units to withdraw in the face of enemy movement even though they do not have a higher MA.

(6.71) Hoplite units that have a TQ of ‘6’ or more that are In Command and not Engaged are eligible to use PW. A Formation with any Hoplites Advancing to Combat (6.2) cannot use PW.

*Play Note: This was a time-honored mechanic of many of the more professional Hoplite armies of the era. The Persians? Their infantry tactics were still in the era of the Assyrians.*

(6.72) The “P” in PW means just that: the move must be pre-arranged at the start of the turn before any Orders Phases are conducted. The players place PW markers under the FCs that will enable this tactic. Now, let’s face it, doing this will alert the opponent that something is up, so the players are always free to insert the *no pw* side of the marker.

(6.73) When the Command is activated, or when a unit eligible for PW is approached by an enemy infantry unit and the player decides to use the PW ability, the marker is revealed (and removed). Depending on which happens first:

- An eligible Hoplite unit whose FC has a PW “order” may withdraw one hex the instant any enemy infantry would normally trigger OW, had the unit (with PW) the capability to do so. PW may be undertaken any number of times in a Game Turn, as long as the Command’s leader has a PW order. When PW is triggered, all eligible units within the Commander’s range must withdraw together (as in 6.68). All effects of OW apply (see 6.62).

  - If a Command’s AM is drawn and it has a PW order, no units in the Command may move, Disengage, or Rally. They can have hits removed. If the Command has more than one Commander, only the units within Command range of the Commander with the PW marker are so restricted. The PW marker remains in effect, though, for the remainder of the Game Turn.

(6.74) A unit may not withdraw into a Rough terrain hex, or across a Steep Slope or Minor River hexside.

*Play Note: It is important to remember that PW may not be used against cavalry or chariots; it is purely an infantry maneuver.*

(6.8) **Stacking**

Stacking refers to having more than one unit in a hex at any one time, whether during movement or at the completion of movement, or during retreats or advances.

(6.81) **The Basic Stacking Rule:** A hex may contain, without penalty, only one combat unit... no more. Leaders and informational markers do not count for stacking purposes. A hex may contain any number of leaders/markers. Loose Formation Hoplites (9.8) are an exception.

(6.82) A unit may never move into or through a hex containing an enemy unit.

(6.83) Units may move through friendly combat units (as an exception to 6.81) at the following costs:

- The unit expending Movement Points pays 1 MP, in addition to the terrain. There is no additional movement cost for non-active units moving in terms of hexes (usually advances or retreats).

- If a Hoplite unit is involved, the Hoplite unit incurs one (1) Cohesion Hit. A Hoplite unit may never move through another Hoplite unit.

- A Routed unit moved through by a friendly combat unit is eliminated. The reverse is not true. A Routed unit may move through a friendly unit (bullet #2 above being an exception).

(6.84) Combat units may enter a hex containing only a leader at no movement or cohesion cost. However, leaders pay an additional Movement Point (+1 MP) to enter a hex occupied by a combat unit.

(6.9) **Facing**

(6.91) All combat units—except those In Column; see 6.5—must be faced in a hex so that the top of the unit (the side with its name) faces into the vertex of the hex (between two hex sides, as below). The two hexes to the front (3 for Hoplite Phalanx units) are called the Front hexes, those to the side, the Flank hexes, and those behind, the Rear hexes. A unit may only move and Shock into its Front hexes.

*Play Note: Unlike other games in the GBoH series, there are no Zones of Control (ZOC).*
(6.92) In order for a unit to change its facing it must pivot within its hex. It costs 1 MP for each vertex shifted except for:

- Skirmisher units which pay 1 MP regardless of the number of vertices changed.
- Chariots and Cavalry in Charge Formation which pay 2 MP per vertex to change facing… reflecting the difficulty these units had in maneuvering effectively. In addition, see 6.93.
- Hoplite Phalanx units may not pivot within their hexes; they must actually move to change Facing per 6.42.

A unit changing facing in a Rough terrain hex incurs one (1) Cohesion Hit.

(6.93) Chariots were truly unwieldy in terms of maneuver, mostly because they operated with fixed axles. Therefore, they may change facing more than one vertex in a hex only if they remain in that hex for the duration of that Orders Phase.

(6.94) Any unit, other than a Hoplite Phalanx, may change facing one vertex (per Orders Phase) when an enemy unit moves adjacent to it. It may not do so if it is Engaged (10.3). After changing the unit’s facing, the player makes a TQ check and adjusts that DR by the +/- difference between the MA of the moving unit and the MA of the stationary unit. If the DR is higher than the unit’s TQ, that unit incurs Cohesion Hits equal to the difference, with a minimum of one (1) hit, regardless of the die roll. The inactive unit may conduct Entry Reaction fire (if eligible) at the conclusion of the facing change. Cavalry units changing facing in reaction to infantry movement are exempt from the preceding TQ check and make the facing change with no adverse effect.

Example: A Persian LI (MA ‘5’) attempts to change facing when a Hoplite unit moving at a Walk (MA ‘3’) moves adjacent. The Persian player would subtract two from the DR (‘3’ - ‘5’ = –2). A Hoplite Heavy Infantry (MA ‘4’) unit would add four (+4) to the DR if the attempt is made against a Persian LC (MA ‘8’).

(6.95) A non-Engaged Hoplite Phalanx may Reverse Face (6.44) when an enemy unit moves into a Rear hex. Use the procedure described in 6.94 above to determine the number of Cohesion Hits incurred, but in this case, the minimum number of hits is two (2) regardless of the die roll.

(6.96) A unit must cease movement the instant it enters an enemy unit’s Front hex, and once it enters a Front hex, it cannot change facing. Exception: Combat units advancing after combat (8.22/8.23) may change facing one vertex after advancing into an enemy unit’s Front hex. A unit that starts its move in an enemy Front hex may change facing and/or leave the Front hex without penalty. A unit leaving an enemy Front hex may immediately enter another enemy Front hex, but must then cease movement.

### (7.0) Missile Combat

#### (7.1) Missile Fire

There are two kinds of Combat: Missile and Shock. Missile combat occurs as part of - or instead of - movement at any point during the Movement segment of an Orders Phase. Shock combat comes in its own segment - at the conclusion of the Movement Segment, after all orders have been issued and movement is completed. A missile unit may, if allowed, participate in both types of combat during the same Order Phase.

There are several unit Types—Skirmishers, Peltasts, etc. that have Missile Fire capability. The type of missiles these units use is noted on the counter: e.g., J = Javelins, etc. When activated, these units, other than Light Infantry Archers (LI Class “C” and “B”) may move and/or missile fire. Light Infantry Archers may either move or fire—not both. The units in the same Command do not have to conduct the same action (some may move, others may fire without moving, while still others may both move and fire). Firing during movement may be done only if the firing moved “forward” (towards the target) immediately preceding actually firing. Firing during movement does not cost any movement points.

Example: A Light Cavalry Archer unit may move 3 hexes forward, fire its arrows at an enemy two hexes away, and then use its remaining points to change facing and move away.

#### (7.12) Missile Fire may occur:

1. As part of an activated unit’s Orders, or
2. As Reaction Fire (see 7.3)

Missile units must each fire individually; they may not combine fire. **Engaged units may neither Fire nor be the target of Missile Fire** (see 10.3).

#### (7.13) A missile-armed unit may fire at any single target unit which is within its Missile Range and to which it can trace a Line of Sight (LOS) (7.14):

- For missile-armed infantry and cavalry, missile range extends from its front and/or flank hexes
- For Chariots, missile range extends from any of its adjacent hexes. Chariots may fire front, flank, and rear.

**Design Note:** While the actual chariot may be facing in a single direction, the bowman/javelinist on board is free to move around, more or less.

#### (7.14) A LOS is calculated by tracing a path between the center of the firing unit’s hex to the center of the target unit’s hex, through the firing unit’s front, flank, or in the case of Chariots rear, hex sides. LOS is blocked by Woods hexes, Greek Town hexes, and if any part of a hex of higher elevation is between the firing and target unit. Hexes occupied by combat units also block LOS but only if traced “over” more than one such hex. LOS is never blocked by just one hex occupied by a combat unit (enemy or friendly). If the LOS goes down a hexside between blocking/
non-blocking hexes/units, consider it blocked. Regardless of LOS restrictions, units may always fire into adjacent hexes.

**(7.15)** The Missile Range and Results Table (7.41), in coordination with the Fire vs. Armor Effects Chart (7.42), are used to determine the effect of missile volleys. Each missile weapon has a missile strength, which varies with the range as given on the table. For each missile fire, the firing player rolls a die and modifies the result using all applicable DRMs which are listed below, and on the MRRT. If the adjusted DR is equal to or less than the strength of the missile unit at that range, then the target unit incurs one (1) or two (2) Cohesion Hits as noted on the table. If the DR roll is greater, there is no effect.

**Example:** Archers armed with a Composite Bow firing at a range of 2 hexes with an adjusted DR of ‘4’ or less would inflict one Hit on the target. At a range of one hex, an adjusted DR between ‘1’ and ‘6’, one Hit.

The DRs are modified as follows:

- Fire vs. Armor Effects (see that chart)
- +2 if the target is a Hoplite in Locked Shield-Wall Formation and fire is through its front hex
- +1 if the target is in a Woods hex
- +1 if a firing unit is Javelin-armed Light Cavalry
- +1 if a firing Skirmisher Archer or Slinger unit moved/will move
- –1 if a unit fires at a target unit on a lower elevation at a range of 2 hexes or more
- –1 if the target is in Charge Formation (9.3)

The DRMs are cumulative.

**Design Note:** Cavalry and Chariot bowmen were trained extensively at firing even while at full gallop hence there is no adverse modifier for movement. The Skirmishers dispersed formation is factored into the Fire vs. Armor Effectiveness chart.

**(7.16)** **Missile Supply:** Missile units may keep firing until they run out of missiles. Each different missile type has its own availability levels:

- Archers and Slingers become “Missile Low” on an unmodified DR of ‘9’ when resolving any missile fire, at which point place a Missile Low marker on the unit, indicating it has one shot remaining.
- Javelinists become “Missile Low” on an unmodified DR of ‘7, 8 or 9’ when resolving any missile fire, at which point place a Missile Low marker on it, indicating it has one shot remaining.
- If any “Missile Low” unit fires, flip the marker over to its Missile No side to indicate there are no missiles left to fire.
- Foot Javelinists are Missile No at the end of Shock combat.

**(7.17)** **Missile Reload:** Any friendly “Missile Low” or “Missile No” unit that is not itself ‘Missile No’, may remove its Missile Low/No marker during the Reload Segment of the Rout, Remove, Replace, and Reload Phase, bringing it up to full missile capability.

***(7.18)** If there is a leader in the target hex and the unmodified missile fire DR is a “0”, there is a possibility that the leader has been hit. Roll the die again. If the DR is a ‘0’, the leader has been Wounded, on any other result there is no effect. If the leader is Wounded, the player then rolls the die a second time; if that DR is greater than the leader’s Capability or Initiative Rating, the leader has been Killed instead and is immediately removed from play (4.24/5). A Wounded leader remains in play but all his ratings are reduced by two (−2)—to a minimum of ‘0’. A Wounded leader that is Wounded again is Killed. Players may, if they wish, fire at a hex (in range) in which there is only a leader counter.

***(7.2)** Harassment & Dispersal Tactics

**Historical Note:** This is the main tactic of Light Cavalry archers as well as the various Javelin and sling armed Skirmishers and Peltasts.

***(7.21)** Light Cavalry Archers (LC Class B or C) may use Harassment & Dispersal (H&D) fire against any enemy unit other than a Skirmisher that has a lower MA. Peltasts (PL) and Skirmishers (Javelin and Sling armed only; not archers) may use H&D fire against any enemy unit that has the same or lower MA. H&D comprises a unit’s entire action for that turn.

**Play Note:** Javelin armed LI and LC cannot use H&D.

***(7.22)** To use H&D, a LC must be within three (3) hexes, and a PL/SK within two (2) hexes of, but not adjacent to, the target unit. H&D cannot be used against Engaged enemy units.

***(7.23)** The unit using H&D must be able to trace a path of hexes through its Front hexes (only) that is clear of any combat units. The path cannot be traced into hex or across a hex side that would cost the unit a Cohesion Hit to enter or cross. Thus, a Skirmisher unit could H&D through a Rocky hex, but a Light Cavalry unit could not. The path may be traced into and/or through a hex adjacent to another enemy unit, however, that unit may react per 6.94/6.95 and 7.34.

***(7.24)** If the unit satisfies the above, it may fire against the selected target without moving (on the map that is)! The procedure is:

- note which unit is using H&D
- note the target, as above
- fire at the target at one hex range
- take Entry Reaction fire (7.34) if any at one hex range

All of this occurs without physically moving the firing unit. However, it is movement for determining the Missile Fire DRMs. Thus, a Slinger unit would have a +1 DRM to its missile fire.
Design Note: Well, it is moving (to the target and then back to whence it came). We just eliminated the micromanagement. Usual firing range was around 30-50 yards.

(7.25) Units that are the target of H&D cannot Reaction Fire through a Flank hex. They may, however, use reaction facing (6.94/6.95) to place the H&D unit into its Front arc and then conduct Entry Reaction Fire (7.34) at one hex range.

Example: (Plataea East) ~ Persian Archer A may fire at Greek units V, W, and X at range 3 (Red arrows). The Persian MI units do not block the LOS. Greek units Y, and Z are out range and out of LOS (Greek unit X is a second blocking unit). Fire at the Hoplite Phalanx W would be ineffective (+2 DRM), fire at the Skirmisher V would be with a net 0 DRM (+1 for Fire vs. Armor, –1 for firing at a target at a lower elevation). Fire at the Helots X would be with a net –2 DRM (–1 for Fire vs. Armor, –1 for firing at a target at a lower elevation).

Persian Light Cavalry Archer B may fire at Greek units W and X at range 3. All other Greek units are out of range. As with the archer above, fire at the Hoplite Phalanx would be ineffective while at the Helots at a –2 DRM. Light Cavalry Archer C can instead use H&D to fire at either target (Green arrows). Since the fire is resolved at 1 hex range, its fire would be effective at both units. However, if it does so, the Helots can use reaction fire if either Greek unit is so attacked.

Persian Light Cavalry Archer C may fire at Greek units X, Y, and Z at range 3. All other Greek units are out of range. In all cases, the LC archer would receive the –1 DRM benefit for elevation in addition to Fire vs. Armor Effects. Light Cavalry Archer C can instead use H&D to fire at either unit X or Y. The Greek Skirmisher cannot be attacked by this form of fire. Moreover, it is outside the frontal arc of the LC archer, so if it were an eligible unit it still could not be attacked in this manner. The Helot LI can use reaction fire if either Greek unit is so attacked. However, if the path of the attack is through its flank hex, it must first use reaction facing before it fires. If the Helot MI is attacked, the Greek Skirmisher Z can use reaction fire as well.

All Persian units are out of range of the Greek missile units. Skirmisher V, although in range for H&D fire, cannot do so due to the cohesion penalty for an up elevation attack.

(7.3) Reaction Fire

Inactive missile units may fire in reaction to certain enemy movements into (Entry Reaction) and out of (Retire Reaction) the hexes adjacent to, and within their arc of fire (7.13). An inactive missile may fire against active units that fire at it (Return Fire) provided that the firing active unit is within range and within the inactive unit’s arc of fire. Reaction Fire does not require an order.

(7.31) Retire Reaction: Whenever an un-routed unit leaves a hex adjacent to and within the fire arc of an enemy missile unit and enters a non-adjacent hex, that missile unit, if it has a range of two or more hexes, may fire at the moving unit. Any results are applied before the unit moves.

(7.32) Withdrawal Reaction: Light Cavalry/Chariot Archer units that use Orderly Withdrawal (6.6), may fire at the unit triggering the OW (see 6.66). The unit may use this fire only once per Orders Phase at the same unit.

(7.33) All Retire and Withdrawal Reaction Fire is resolved at a range of two (2) hexes.

(7.34) Entry Reaction: Whenever a friendly unit moves (and this includes Advance after Combat, withdrawal, retreat, and rout movement) adjacent to and within the fire arc (7.13) of an enemy missile unit, that enemy unit may fire at that unit before any further movement or friendly fire occurs. All effects from this fire are applied immediately. A unit that is the target of H&D fire can fire, but only through its Front arc (7.25).

(7.35) Return Fire: An inactive unit may Missile Fire “back” at an active enemy unit that has fired at it. The active unit’s fire is resolved before the return fire; they are not simultaneous. The inactive unit may not use both Entry Reaction fire and Return Fire against the same unit.

(7.4) Missile Fire Charts & Tables

(7.41) Missile Range and Results Table: This table is used to resolve each individual missile fire.

**Design Note:** Yes, the missile ranges are shorter. This is due to the increased scale and an assessment of the effectiveness (or lack thereof) of the bows and slings at long range.

(7.42) Fire vs. Armor Effects Chart: This chart provides die roll modifiers to the Missile Range and Results Table based on the effectiveness of the armor worn/carried by the target, or the benefits of its formation compared to that of the missile being fired.
(8.0) Shock Combat

(8.1) Shock Combat Procedure

Play Note: The Shock system relies on the interaction of the units’ weapons, armor protection, angle of attack, overall training and quality (TQ) to produce a single result. While no factor is unimportant, the rating to play closest attention to is the TQ, for that rating determines the ability of a unit to withstand the rigors of toe-to-toe warfare.

Design Note: The Shock System has undergone some significant changes—mostly to how it is resolved—since the days of Alexander and SPQR.

At the completion of the Movement and Missile Fire Segment of an Orders Phase, Shock combat occurs. Shock is part of the Orders Phase, and all shock is resolved before the next AM is drawn.

IMPORTANT: Each Shock combat is conducted as a series of steps performed in order for all units participating in Shock combat—before the next step of Shock combat is conducted. See 8.13 for the sequence of steps. We suggest undertaking each separate step from left to right, across the map. Players may use any system they wish to note what has happened up-and-down the lines of attack.

Design Note: It would be easier to resolve each separate combat as one “piece”. However, to do so creates a “blitzkrieg” type of effect, wherein the attacker gets to choose which attacks he wants to do first so that he can achieve “breakthroughs”. Despite its simplicity, this would be so far from reality as to render the system—and the game—inaccurate. However, isolated shocks can certainly be resolved as a piece, if doing so would not affect other attacks. The method you choose should keep this intent in mind.

(8.11) Shock Designation Segment: The active player designates which active unit with Shock capability may/must Shock attack as follows:

- A Shock capable unit that moved adjacent to an enemy unit from a non-adjacent hex (this includes Pivoting) during the current Orders Phase, must Shock attack. Place a Shock-No TQ Check marker on the attacking unit. However, if the unit changes facing in anyway after moving adjacent to defender, place a Shock-Must Check TQ marker instead.
- Activated Shock capable Engaged units (10.3) must SHOCK. Place a Shock-No TQ Check marker on units that are required to Shock.
- Activated non-Engaged Shock capable units that remained adjacent to an enemy unit throughout the Orders Phase may Shock (player’s choice), but must make a Pre-Shock Resolution TQ check to do so. Place a Shock-Must Check TQ on units where the player chose to attack.

As an exception to the above, if the defenders are either Routed units or Skirmishers, replace any Shock-Must Check TQ markers with Shock-No TQ Check markers instead.

IMPORTANT: Light Infantry Archers and Light Cavalry Archers are not Shock capable and cannot nor are they ever required to Shock attack. Skirmishers are only Shock capable against Chariots. They cannot nor are they required to Shock attack any other unit type.

Play Note: This procedure differs from most of the earlier games in the series. Attackers that Must Shock (bullets #1 and #2 above) do not make a Pre-Shock Resolution TQ check—they are already committed; units that have the option to attack do make this check to determine if they commit.

(8.12) The Basic Pre-Shock Procedure: Units that attack by Shock must attack all units in their Front hexes (6.91), unless that defending unit is being attacked by another, friendly unit in that same Shock Combat segment. The attacker determines which units will be involved in each, individual combat resolution, within the restrictions that follow.

- A single attacking unit may attack defending units in more than one hex, as long as the targeted defenders are in the attacking unit’s Front hexes
- Two or more attacking units in different hexes may combine to attack a single defending unit
- A unit may Shock attack only once per Shock Combat segment
- A defending unit may be shocked attacked only once per Shock Combat segment

Other than the above restrictions, the attacking player may divide his attacks amongst his units as he sees fit.
1. Check to see if units that Shock-Must Check TQ will actually attack 8.14[1].
2. Check all defending units, except those that are Engaged, to see how they will react to the “threat” of such an attack 8.14[2].
3. Resolve any leader Personal Combat (8.3) and/or check for leader casualties (8.15).
4. Resolve the Shock:
   a. Use Comparative Weapons System Chart to determine which column on the Shock CRT will be used (8.16).
   b. Determine Weapon, Position, and Numerical Superiority (8.17[1]).
   c. Determine whether terrain and/or leaders will have any effect (8.17[2]).
   d. Resolve the Shock using Shock Results Table (8.17[3]).
5. Check for Collapse (8.18):
   a. Combatants whose Cohesion Hits equal or exceed their TQ rout.
   b. Combatants whose Cohesion Hits equal their TQ minus 1 check for rout.
   c. Attackers advance after combat and Engaged markers are placed, retained or removed.

(8.14) Pre-Shock Resolution TQ Checks:
1. First, all attacking units with a Shock-Must Check TQ marker (8.11) undergo a TQ check. The attacking player rolls the die for each such unit:
   • If the DR is the same a or lower than the printed TQ, that unit will Shock attack.
   • If the DR is higher than the TQ, the unit will not Shock attack… and incurs one (1) Cohesion Hit.
2. Then, all units other than those that are Engaged (10.3), that are the target of Shock attacks (remember, a Must Check unit that fails its TQ check is no longer attacking) must undergo a TQ check.
   • if the DR is higher than a unit’s TQ, it incurs a number of Cohesion Hits equal to the difference between the die roll result and its TQ.
   • if the DR is the same as or lower than the printed TQ, that unit is unaffected.

Exception: A Hoplite Phalanx unit attacked exclusively by Light Infantry (LI) through its Front hexes—not something one would see happen too often—do not make the above check. This exception does not apply to attacking Peltasts (PL).

A unit attacked by a Chariot (CH) unit that moved adjacent to it has one added (+1) to the die roll.

If the defender has taken sufficient Cohesion Hits to be equal to or greater than its TQ rating, it immediately routs (10.14) and the attacking unit advances per 8.2. A Routed unit that fails this check is eliminated.
IMPORTANT: See 8.21 for what happens to units incurring Cohesion Hits when they advance.

After the TQ check, if the attacker is still eligible to attack and the defender did not rout, go to the next step.

Example: (Mycale) ~ Continuing the example that began in 8.12, the Persian player has the leader Artayntas involved in one of the Shock combats. The Greeks do not have a leader involved in the same Shock combat, so there is no Personal Combat. The Persian player must roll to see if his leader becomes a casualty. He rolls a ‘3’ so Artayntas is unaffected. If a ‘0’ had been rolled, Artayntas (Capability=1) would have been Wounded, and if the second roll was a ‘2’ or more, he would have been Killed instead.

(8.16) The Comparative Weapons System: The Comparative Weapons System chart is now consulted. Cross-index the attacker’s Type with the defender’s Type to determine the base column on the Shock Combat Results Table (CRT) to be used (prior to any adjustments) to resolve the combat. If there is more than one Type of defending unit, the defender chooses which Type will be used for the determination. Similarly, if there is more than one type of attacker, the attacker chooses the Type for the attack.

Play Note: Unlike other GBoH games, the angle of attack is not a factor when using the Comparative Weapons System chart.

Example: (Mycale) ~ Continuing the example that began in 8.12, both attacks are HO vs. LI so the base column on the Shock Combat Results Table is ‘10’. Since there are two defenders involved in the Hoplite Phalanx attack, the Persian player gets to choose the Type. Here both have the same type, so no help, but if one of the units had been a MI instead, the Persian could have chosen that Type to improve the base column to a ‘9’.

(8.17) The Hand-to-Hand Struggle: Players now determine the effect of any advantages either side has and then resolve the Shock combat:

1. Determine Superiority: There are two “types” of Superiority: Position Superiority and Weapon System Superiority. Either one side or the other may (but not must) gain superiority, either as: Attack Superiority (AS) or Defense Superiority (DS). Players determine Superiority using the Shock Superiority Chart. In many instances there is no Superiority. Superiority is determined as follows:

A. A friendly unit attacking an enemy through its Flank or Rear hex side has Position Superiority and is Attack Superior (AS) to the defender (Light Cavalry have No Superiority in certain situations; see 9.15). However, whichever unit the attacker uses to determine Position Superiority must also be used to determine Shock Column on the Comparative Weapons System Chart. An attacking unit does not gain Position Superiority if it’s in the Front hex of any other enemy unit. A Hoplite Phalanx that is attacking a unit through both a Front and Flank hex does not gain Position Superiority.
B. If no Position Superiority is attained, the opposing units check their weapon type relationship (see the Shock Superiority Chart, 8.42) to determine if either weapon system is superior—either Attack Superior (AS) or Defense Superior (DS)—to the other. If more than one unit type is involved on any one side, the players use the units they chose to determine Shock column on the Comparative Weapons System Chart.

**Play Note:** Many different types of permutations and combinations are possible, in terms of unit types and multiple attack angles. The two precepts, above, should cover virtually all of these possibilities.

**Example:** (Mycale) – Continuing the example that began in 8.12, neither Hoplite unit has Position Superiority, so the players check the Shock Superiority Chart to determine if either side has Weapons System Superiority. Here, the Hoplites (HO) are Attack Superior to the LI, so will cause double the hits in the attack.

**Example #2:** A Hoplite Phalanx is attacked by two Persian units, one Medium Infantry through its front and one Light Infantry through its Flank. The Persian player has Position Superiority due to the Light Infantry, so is Attack Superior. The Shock Superiority Chart is ignored. Since the Light Infantry was used to gain Position Superiority, the LI type is used on the Comparative Weapons System Chart to determine the base column, here a ‘2’ (LI vs. HO). The Persian player cannot use the MI to achieve a better base column.

**Example #3:** If, in Example #2, the unit with Position Superiority was a LC, the attack would not be Attack Superior per 9.15. So the Persian would be better off using the MI since the base column would be a ‘4’ versus a ‘2’ and the defender hits would not be halved.

2. **Adjust Columns and Resolve:** To resolve shock, the attacking player starts from the base column on the Shock CRT (8.16) and adjusts that column for the following:

- **Numerical Advantage:** If one side has more combat units (counters) in the combat than the other, that player receives a two (2) Column Shift for each unit it has more than the other side. Such a shift would be to the right for the attacker’s benefit, to the left for the defender’s benefit. A Hoplite Phalanx is counted as two units if involved in combat with any number of single-sized units. See also 9.61/9.62.

- **Terrain:** See the Terrain Adjustments section of the Shock Combat Results Table. If more than one defending unit is involved, use the most advantageous terrain available to defender.

All adjustments are cumulative.

The attacking player then rolls the die, modifying the die for the presence of leaders (4.21/4.22), the effects of Run (6.24), and Locked Shield-Wall Formation (9.7).

3. **Apply Results:** Results on the Shock CRT are Cohesion Hits for both attacker and defender. The # in parentheses is for the defender.

- If the attacker was superior (AS), double the defender’s result.
- If the defender was superior (DS), triple the attacker’s result.
- If the defender is not Shock capable, halve (round down) the attacker’s result. The halving does not apply when Skirmishers are attacked exclusively by Chariots.
- If the attacker is Light Cavalry and the defender is a Hoplite, Heavy, or Medium Infantry type, halve (round down) the defender’s result. This does not apply if the defender is Routed.

If more than one unit (of the same player) was involved in that combat, Cohesion Hits are distributed per 10.13.

**Play Note:** If a unit has Hits in excess of its TQ, it does not rout at this time—it will rout during the Collapse step after all the designated Shocks have resolved via 8.17.

**Example:** (Mycale) ~ Continuing the example that began in 8.12, there is no Numerical Superiority in either attack (recall that a Hoplite Phalanx is counted as two units here) and there are no Terrain effects, so the attacks will both be resolved using the ‘10’ column. However, there are die roll modifiers applicable to both attacks. The Hoplite Phalanx attack has a +2 DRM since the unit advanced at the Run, but the Persian player has a Formation leader involved for a –1 DRM.
yielding a net +1 DRM for that attack. The Marine Hoplite also advanced at the Run for a +2 DRM. The Greek player resolves the Hoplite Phalanx attack first and rolls a ’7’ which is modified to a ’8’. A DR of ’8’ using the ’10’ column on the Shock Combat Results Table gives a ’2(4)’ result. The Hoplite Phalanx receives 2 Hits (3 Hits total), while inflicting 8 Hits on his opponents—recall the Hoplites are AS to LI, so the printed result is doubled. Generally, Hits are divided evenly when more than one unit is involved on a side, but when a Hoplite Phalanx attacks, the owning player can distribute the Hits as he sees fit. Here he decides to go with an even split anyway, and applies 4 Hits to the TQ=6 LI (5 total Hits) and 4 Hits to the TQ=5 LI (5 total Hits).

The Greek player resolves the second attack rolling a ’0’, which is modified to a ’2’ for a ’2(2)’. The Marines receive 2 Hits (6 Hits total) and inflict 4 Hits on the Sardis LI (4 Hits total). Three units have reached their TQ thresholds, but do not rout at this time.

(8.18) Collapse: The players now determine the effects of the accumulated Cohesion Hits on the units involved in Shock combat.

1. Units involved in the combat that have Cohesion Hits equal to or greater than their respective TQs, rout. If all units involved would rout, compare the attacking unit with the greatest difference between its hits, plus any hits it would incur by advancing after combat (8.2), and its TQ, to the defending unit with the greatest difference between hits and TQ. All units on the side with the greater difference rout, those units on the opposing side do not rout but instead have their Cohesion Hits set at their TQ –1. If the differences are the same, the defender routs.

The effect of rout varies with unit type:

- Chariot and Skirmisher units are eliminated.
- For a Hoplite Phalanx, the owning player rolls the die, adding to that DR the number of hits the unit has incurred in excess of its TQ, and an additional two (+2) if that unit was an attacker in the combat. If the modified result is higher than the unit’s TQ, the unit routs and moves per 10.21, otherwise, the unit does not rout but stands in place with its Cohesion Hits set equal to its TQ minus-1. However, if the unit was a defender and the attacker had Position Superiority, the preceding DR is not made; the unit rout moves per 10.21.
- All other units rout move per 10.21.

If units on both sides will rout move, move the attacking units first.

Play Note: Hoplite Heavy Infantry rout like all other single-sized units.

2. Units involved in the combat that have Cohesion Hits equal to one less than their TQ are now checked for rout if still adjacent to any opposing units involved in the same combat. However, Hoplite Phalanx units who passed the check in 8.18[1], do not make this check. To make the check, the players roll the die for each affected unit. If the DR is the same or lower than the unit’s TQ, remove one of its Cohesion Hits. If greater, the unit routs. Use the procedure in 8.18[1] to determine the effect of the routs.

3. Attacking units advance into hexes vacated by enemy units per 8.2. Remove Engaged markers from any unit that rout moves or advances; however, a Hoplite Phalanx that advances only one hex (i.e., pivots; see 8.23) retains its marker. If either all defending units or all attacking units rout moved, advanced, or were eliminated, remove all Engaged markers from the other side’s involved units. If both attackers and defenders have units that remained in their hexes, place (or retain) Engaged markers on those units.

Example: (Mycale) ~ Continuing the example that began in 8.12, the players now determine the effects of the Cohesion Hits on their units, starting with Hoplite Phalanx attack. The Phrygia LI (TQ=5) has 5 Hits while the other Phrygian LI and the Hoplite Phalanx are under their thresholds. The Phrygia LI routs per 10.21 so the Persian player moves the unit two hexes in the direction of the Persian retreat edge with Artayntas going along for the ride. Moving onto the Greek Marines combat, both units have hit their rout threshold. The Marines unit would incur no additional hits if it advanced so the Sardis LI has exceeded its threshold by more than the Greek Marines. The Sardis LI unit routs and the Marines have their Hits set to ’5’. The Persian player moves the Sardis LI two hexes toward its retreat edge.
Continuing to the next step in 8.18, the remaining Phrygian LI is within one Hit of rout and adjacent to the Hoplite Phalanx, so must check for rout. The Persian player rolls a ‘3’, so the Phrygian unit has its Hits set to ‘4’.

Moving to the last step, the Hoplite Phalanx must advance by pivoting into the hex vacated by the routed Phrygian (see 8.23 for the whys) performing a Wheeling Maneuver. The Hoplite Phalanx incurs 1 Hit and with a DR of ‘8’ incurs another for a total of 5 Cohesion Hits. An Engaged marker is placed on both the Hoplite Phalanx and the Phrygian LI unit. The Marine unit advances into hex 5018 where the Greek player decides to change its facing by one vertex to set up a future flank attack on the Sardis #3 LI. No Engaged marker is placed.

(8.2) Advance After Combat
(8.21) Attacking units and leaders stacked with them must advance into any hex vacated by enemy units as a result of Shock combat (8.14, 8.18). However, attacking units do not advance into a hex vacated due to a Pre-Shock Resolution TQ check (8.14) if they are also in the Front hex of another enemy unit. Advancing after combat does not require an order, but the advancing unit pays all Cohesion penalties engendered by such a move. If the advancing unit incurs Cohesion Hits such that it would rout, ignore the excess hits and set its total hits equal to the unit’s TQ minus 1.

Design Note: This and its sister rule (8.18 when all units would rout) was a point that both designers discussed for some time: the victorious unit that is just about at the end of its line. After much internal debate, we decided that the immediate intangibles of victory would be enough to keep the unit from disintegrating.

(8.22) Advancing single-hex units may change their facing one vertex upon finishing the advance even if they are adjacent to an enemy unit.

(8.23) An advancing Hoplite phalanx must move forward with both halves of the unit into hex(s) vacated by enemy unit(s) provided that its able to do so. If the unit cannot move forward as a whole, it does not advance. However, if there is an enemy unit in either its left or right front hex (not both), and the only vacated hex was its center front, the Hoplite Phalanx must instead pivot using the Wheeling maneuver (6.43) into the vacated center front hex paying all the associated cohesion costs from that maneuver. If it would rout, 8.21 applies. If the Hoplite Phalanx was able to move forward and advanced as a whole, it may then perform a Wheeling maneuver, if the opportunity for such presents itself—as long as it pays all cohesion costs associated with that maneuver. In this case if the unit would rout, it rout moves per 10.21.

(8.24) If there are more attacking units than vacated hexes, the unit(s) that had Superiority (if any) must advance. If no such unit(s), those with highest TQ must advance. If a tie, the
advancing player chooses. If there were more vacated hexes than attacking units, the advancing player chooses the hex(es).

(8.25) The opposing player cannot use Orderly Withdrawal (6.61) in response to the advance, but may change facing per 6.94/6.95 and/or use Entry Reaction Fire 7.34 if eligible.

(8.26) There is no advance after Missile Fire, alone, regardless of what the target unit does.

(8.3) Personal Combat

Personal Combat occurs whenever opposing leaders are involved in the same Shock combat (8.15). If a player has more than one leader involved in the Shock combat, the leader with the higher Charisma/Capability rating is used for Personal Combat. If the leaders have the same Rating, the owning player chooses which to use.

(8.31) To resolve Personal Combat, each player rolls one die, to which he adds the Charisma Rating (OC) or Capability Rating (FC) of his leader. The player with the high total (DR + Rating) subtracts his opponents total and consults the Personal Combat Differential section of the Leader Casualty Chart to see what has happened to his opponent’s leader. If both totals are the same, there is no effect on either leader.

(8.32) Killed leaders are immediately removed from play. See 4.24/4.25.

(8.33) If a leader is Wounded, he remains in play but all his ratings (including the leader’s MA) are reduced by two (–2), to a minimum of ‘0’. A leader who has already been wounded before and is wounded again is, instead, killed.

Example: (Cunaxa) ~ Cyrus (Charisma=3) and Artaxerxes (Charisma=2) are both involved in the same Shock combat. Both player’s roll a die and add their leader’s Charisma Rating to their respective rolls. The Rebel player rolls a ‘5’ for Cyrus, giving him an ‘8’. The Persian player rolls a ‘7’ for Artaxerxes giving him a ‘9’. The Persian player subtracts the Rebel player’s total from his to yield a ‘1’ and consults the Personal Combat Differential section of the Leader Casualty Chart to determine the effect on Cyrus. Cyrus is merely stunned so there is no other effect other than his Charisma rating will not be used to adjust the Shock Resolution DR.

(8.4) The Shock Combat Charts & Tables

(8.41) Comparative Weapons System Chart: This chart is used to determine which Column will be used on the Shock Combat Results Table (subject to adjustments).

(8.42) The Shock Superiority Chart: This chart is used to compare the superiority (if any) of one type of unit compared to another, depending on which side is attacking or defending. Always read down the column from the Attacker’s point of view (reading across, by row, gives a “false” result). Superiority is used to (possibly) augment Cohesion Hits.

(8.43) Shock Combat Results Table: This Table is used to resolve Shock combat in terms of Cohesion Hits to both attacker and defender.

(8.44) The Cohesion Hit and TQ Check Chart: Use this as a summary of when Cohesion Hits are applied and when TQ checks take place.

(8.45) Leader Casualty Chart: This chart summarizes the Leader Casualty and Personal Combat checks.

(9.0) Special Units & Rules

This section summarizes the key characteristics of the specialized unit types and additional rules for specific unit types. These special unit types all perform like other combat units, except for the rules given below.

(9.1) Light Troops

(9.11) Skirmishers: The following are the main capabilities/liabilities of Skirmishers (SK); they

• may face in any direction at a cost of 1 MP (6.92),
• are Shock capable only against Chariots—they are not Shock capable against any other unit Type,
• may use H&D Tactics per 7.2 if armed with javelins or slings,
• may Orderly Withdraw (6.61) up to 2 MP before any units whose MA is the same or less regardless of the MA differential,
• incur Cohesion Hits when using OW only if being approached from the rear (6.62[2]),
• attackers do not make a Pre-Shock TQ check if all defenders are Skirmishers (8.14[1]),
• are eliminated if they rout, and
• when Skirmishers are the defending unit Type in Shock combat, halve (round down) the Cohesion Hits inflicted on the attackers. This does not apply when all attackers are Chariots.

Design Note: Skirmisher units were truly ill-suited to Shock combat; they were, in fact, trained to avoid it. As noted above, skirmishers had little (if any) armor protection, and the only weapons they carried were their bows, slings or javelins. They fought dispersed in “open” formation, and their intent was to delay, harass and screen, although they were quite effective against chariots. They had virtually no training—or interest—in Shock attack.

(9.12) Light Infantry Archers: Light Infantry Archers are not Shock capable and thus cannot and are never required to Shock attack. When Light Infantry Archers are the defending unit Type in Shock combat, halve (round down) the Cohesion Hits inflicted on the attackers. When active in an Orders Phase, they may either move or fire, never both.

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(9.13) Peltasts: Peltasts (PL) may use H&D Tactics (7.2).

(9.14) Light Cavalry Archers: Light Cavalry Archers are not Shock capable and thus cannot and are never required to Shock attack. When Light Cavalry Archers are the defending unit Type in Shock combat, halve (round down) the Cohesion Hits inflicted on the attackers.

Light Cavalry Archers may use H&D Tactics (7.2) and Withdrawal Fire (7.32).

(9.15) Light Cavalry: Non-Archer Light Cavalry (LC) are Shock capable but have certain limitations when involved in Shock combat with Hoplite, Heavy, or Medium Infantry:

- A LC attacker that gains Position Superiority over any of the above types is not considered Attack Superior (AS) in that combat. Treat as No Superiority instead.
- When a LC is the attacking Type, halve (rounding down) the Cohesion Hits inflicted on the defending units.

The above two bullets do not apply if the defender is Routed.

Design Note: As you can see from the above and the various Shock Charts, Light Cavalry can Shock but are not particularly good at it. They can be useful when making flank/rear attacks against shaken heavy units or chasing down routed units of any kind.

(9.2) Chariots

Design Note: Chariots were still loved by the eastern armies who had great, flat expanses over which to use them. However, because they had fixed axles (and no suspension), they were extremely difficult to maneuver. In truth, even at this early date, they were an outmoded form of military technology. The chariot rules herein are much less detailed than those in Chariots of Fire, mostly because there are so few chariots.

Play Note: The Chariot rules are necessary only for the Ephesus and Cunaxa battles.

(9.21) The following are the main capabilities/liabilities of Chariots (CH); they

- pay 2 MP per vertex to change facing (6.92),
- may not change facing more than one vertex in any one hex unless they remain in that hex for the duration of that Orders Phase (6.93),
- may not move up or down more than one level in any one Orders Phase,
- may use Orderly Withdrawal, but incur an automatic 1 Cohesion Hit 6.62[1],
- may use Withdrawal fire (7.32),
- may fire in any direction (7.13), and
- are eliminated if they Rout.

Design Note: Players will notice that Chariots and Skirmishers have an unusual (albeit inimical) relationship: they each are Attack Superior to the other when attacking. This is not a misprint. It reflects the facts that: (a) chariots were an attack system, not a defense system; and (b) they were very susceptible to the tactics of aggressive skirmishers, who were trained in literally pulling the riders from the chariots.

(9.22) Chariot Pass-Through Attacks: At the completion of Shock combat, if the defending unit is still in place, the attacking Chariot unit is placed in one of the defender’s vacant Rear hexes, maintaining its attack facing. Thus, a chariot in 3022 charging into 2921 would end up in either 2821 or 2822. If there are units occupying all rear hexes, the Chariot unit immediately shock attacks the unit(s) in one of those hexes. If the Chariot unit fails to “dislodge” this second row defender, it would be placed behind the “second-row” unit instead. Essentially, the Chariot unit keeps on attacking each occupied row until it passes through to an unoccupied rear hex or routes, and is thus eliminated.

(9.3) Cavalry Charge Formations

Historical Note: Cavalry “charges” in this era were not the same thing as those of, say, the Napoleonic period… if, alone, because stirrups were not in use. So, how did cavalry achieve its “shock” effect? It appears they did so from the “charge” formations they adopted, the shape of the formation allowing the moving mass of cavalry to have the desired power. Such formation fighting, however, required a great deal of training and discipline and was thus not widespread.

Play Note: This rule is necessary only for the Ephesus and Cunaxa battles.

(9.31) Shock attacking Heavy Cavalry of any type may not gain Shock Superiority (8.42)—regardless of what the charts say—against any unit type other than Skirmishers (SK) unless they are in Charge Formation. Charge Formation is not required to gain the benefits of Position Superiority.

Historical Note: Most formations were wedge-shaped; the Thessalians used an unusual rhomboid (diamond) formation.

(9.32) The HC unit pays 4 MP to assume Charge Formation. The unit may not be adjacent to an enemy unit. Use the Charge Formation markers to indicate.
(9.33) Effects on Movement/Missile Fire: Units in Charge Formation:
- pay 2 MP per vertex to change facing,
- may not change facing more than one vertex in any one hex, unless they do not move that Orders Phase,
- may not enter any Rough terrain hex or cross a hexside with a cohesion cost,
- may not change elevation more than one level per Orders Phase,
- may not use Orderly Withdrawal, and
- when a target of Missile Fire, subtract one (–1) from the Missile Fire DR.

(9.34) Effects on Shock Combat: For units in Charge Formation, all Weapon System Superiority (AS/DS) effects listed on the chart now apply with the following addition: Heavy Cavalry units are automatically Attack Superior against all other cavalry that is not in Charge Formation.

(9.35) Leaving Charge Formation: Heavy Cavalry may leave Charge formation voluntarily at a cost of 2 MP. After any Shock combat, the unit is automatically out of Charge formation.

(9.4) Cavalry Pursuit

Play Note: This rule is necessary only for the Ephesus and Cunaxa battles.

(9.41) Cavalry units in Charge Formation that cause the defender to rout may pursue if they are Shock attacking and have moved to affect that Shock attack. In all other cases, there is no pursuit.

(9.42) Pursuit Die Roll: To see if a cavalry unit pursues, the player rolls a die and adds two (+2) to the result. If the adjusted DR is greater than the unit’s TQ, that unit pursues. Otherwise, it advances after combat normally. If the defending unit was eliminated—either from the Shock combat or during its rout move, there is no pursuit. The cavalry advances per 8.2.

Play Note: The presence of a leader has no effect on the Pursuit die roll, although the leader is free to tag along.

(9.43) Pursuit Procedure: Pursuing cavalry, essentially, chases the fleeing unit. After the Routened unit is moved, the pursuing cavalry moves, following the same path as the fleeing unit. It stops only when it moves adjacent an enemy unit. It will not pursue a fleeing unit off the edge of the map; it will stop at the edge, ending pursuit.

(9.44) When the pursuing unit has stopped it will, if possible, Shock attack any/all enemy units to which it is adjacent. Resolve the Shock attack executing steps 8.16 through 8.18—there are no Pre-Shock Resolution TQ checks during a pursuit. If any defending units rout, repeat 9.42-9.44.

(9.45) Cavalry pursuit is resolved when the unit would advance after combat (8.2), and before any other combat is resolved. The Heavy Cavalry unit retains its Charge Formation while in pursuit.

(9.46) Pursuing cavalry pays all terrain Cohesion Hit costs; they do not pay any MP costs from their MA.

(9.5) Square

Hoplite units may form “square” to give it “all around” protection. To form or leave Square, the unit must expend all of its MA. Use a Square marker to indicate its new “formation.” Square formation has the following effects:
- The MA of a unit in Square is 1 MP. The unit can move in any direction.
- All hexes adjacent to the unit in Square are front hexes—the unit has no flank/rear hexes.
- A friendly combat unit can never enter a hex containing a unit in Square.
- A unit in Square may not initiate Shock combat although it may move adjacent to an enemy unit.
- A unit in square retains all of its normal Shock table relationships.
- Hoplites Advancing to Combat (6.2) cannot form Square.

(9.6) Theban Double Depth & Massed Phalanx

Design Note: Starting in around 424 BCE, the Thebans, under the leadership of Pagondas, started to increase the depth—the number of rows—in their hoplite phalanx. The usual number of rows was from 8 to 12, with some going as high as 16. Pagondas, however, at Delium, in order to increase the crushing power of whatever wing his Theban phalanx was on, increased the number of rows to 25. By the mid-4th century, Epaminondas would field a gigantic Phalanx with 60 rows of hoplites! This individual unit contained ca. 10,000 men—with a front row of some 175-200 yards, which meant 175 men, and 60 rows, do the math—and the front row units were often the members of The Sacred Band (the elite, homosexual group of 300 or so men... ) In the push-and-crush of 4th century BCE warfare, wherein the Greeks had little effective cavalry and disdained missile-armed units and their use, the Theban phalanx was something of a super-hero, even if it had obvious maneuverability problems.

(9.61) Theban Double Depth Phalanx: We have provided a special Hoplite Phalanx counter to represent an early version of the Theban deep phalanx. This counter has a TQ rating of ‘8’ and a “2” in its lower left corner. The unit is treated as a Hoplite Phalanx for all purposes with the exception that it is counted as two units when determining Numerical Advantage (8.17[2]) regardless of the type of units involved. Thus, the Double Depth Phalanx would receive a two column shift when in combat with another Hoplite Phalanx.

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(9.62) The Theban Massed Phalanx: We have provided the large 2x3 square unit counter to represent the Theban phalanx made famous by Epaminondas. The unit is treated as a Hoplite Phalanx except that:

- it may use Front-to-Flank (6.42) but not use the Wheeling Maneuver (6.43),
- it may not use the Reverse Face Maneuver (6.44), but may reverse face to rout move (10.21),
- it may not use Column Movement (6.5), or enter Square (9.5) or Locked Shield Wall Formation (9.7),
- all terrain induced Cohesion Hits are doubled,
- it may never move through a friendly unit nor may friendly units move into/through it under any circumstances, and
- it is counted as four units (as a reminder there is a “4” in the lower left corner of the counter) when determining Numerical Advantage (8.17[2]) regardless of the type of units involved. Thus, the Massed Phalanx would receive six column shifts when in combat with another Hoplite Phalanx.

(9.7) Locked Shield-Wall Formation

**Design Note:** This covers an area of much speculation amongst ancient warfare historians. We refer to the ability of hoplite formations—entire phalanxes (but not the massed Theban Phalanx)—to form an obviously beneficial and strong defensive formation by having the front line kneel down, locking shields together (to present a wall of shields) and then having the ranks behind them extend their spears outwardly, resulting in a strong-walled pin-cushion that, historically, when confronted, most oncoming attackers simply stopped and avoided. Why wasn’t it used more often? In any case, we give you the opportunity to try it and see how it works, maybe discerning some answers to the Whys (within the parameter of this being a game and within the Designers’ theories thereunto).

**Historical Note:** This was a defensive formation used much throughout later history; cf. Hastings 1066, as just one of many, many instances.

(9.71) A Hoplite unit with a move order may enter Locked Shield-Wall Formation (LSWF) by expending all its MP. As part of entering LSWF, a Hoplite Heavy Infantry unit may change facing by one vertex. The unit must be at least two hexes distant from any enemy combat unit, and it does have to be In Command (it is our opinion that such decision would arise from on high, not from local, command-level leaders). Place a LOCKED SHIELDS marker atop such unit.

(9.72) Hoplite units in LSWF cannot do anything except defend. That includes not being able to move or change facing. However, the following defensive/positive effects are in place:

- Add two (+2) to all missile fire DRs that are fired through the LSWF unit’s Front hexes.
- The LSWF unit is Defense Superior against any/all shock attacks by Persian Heavy and Medium Infantry (HI/MI), but not if any attacking unit is doing so from a flank or rear. (There’s the rub; inability to move makes this an eventual defensive problem).
- In situations where the LSWF unit is Defense Superior anyway (i.e., against LI), the attacker’s Shock Resolution DR is reduced by three (–3).

(9.73) A unit with a move order may leave LSWF by expending all its MP. It does not have to be In Command to do so, and the presence of enemy is immaterial (although it may not do so if Engaged). Simply remove the marker.

**Play Note:** The Persian Medium Infantry used LSWF at Mycale (and are allowed to do so in that scenario) to considerable effect for a short while.

(9.8) Loose Formation

**Design Note:** As one can see from the above rules, there is some (more than some) disagreement as to exactly how hoplites fought in battle. This rule represents a further view and possibility, one that shows the many uses hoplite formations could undertake... and one based on several reports and details of fighting (here, usually non-hoplite enemies).

**Play Note:** This rule is relevant only to Plataea.

(9.81) At the start of a scenario, a player—if he has the units available, here only at Plataea—may decide to use his Hoplites in “Loose” formation. To this end, each Hoplite Phalanx counter has two corresponding, single-sized “loose” formation Hoplite counters, each with a TQ lower than that of its phalanx formation. However, that lower TQ does allow some advantages, as below.

(9.82) Any “Loose” HO unit may stack with a SK unit that is either a Javelinist or Slinger (but not archer), and the two are considered to be one unit for all purposes.

- The MA and the facing of the two units are that of the HO.
- There is no cost in MP to stack, unstack, or for the SK to change facing to conform to the Hoplites facing.
• The stacked SK may conduct a special missile fire attack prior to the Shock Resolution DR when attacking or defending and even if Engaged. Use the procedure in 7.15 to resolve the fire. Furthermore, 7.16 bullets #1-#3 apply, however, bullet #4 does not. The SK player chooses the target which must be involved in the same Shock combat. The target cannot use Return Fire. Regardless of the outcome, the Shock fully resolved through the Collapse step.

• The SK unit adds nothing to the Shock value of the units in any way nor does it incur Hits in the usual way while stacked.

• If the stacked units suffer two or more Cohesion Hits in any combat, after applying the first Cohesion Hit to the Hoplite unit, the player may, if he wishes, take any additional Cohesion Hit by eliminating the SK unit. However, the SK unit may not be used to incur the “final Hit” that would rout the unit. The SK unit is eliminated if the Hoplite unit is eliminated or rout moves per 10.21.

### (10.0) Effects of Combat

Units suffer cohesion penalties (“hits”) from excessive movement and/or combat. Too many cohesion losses produce a rout. Routing units run away and head for the Retreat Edge (see specific scenario instructions) of the map. A Routed unit can be rallied under certain circumstances.

### (10.1) Cohesion

Cohesion is a measure of how organized and effective a unit is at any point during the battle. The loss of cohesion is measured in Cohesion Hits, which are applied against a unit’s Troop Quality rating, sometimes automatically, sometimes after a die roll. The Cohesion Hit and TQ Check Chart summarizes when these hits occur.

#### (10.11) TQ Checks: The Cohesion Hit and TQ Check Chart lists the times during the game when a unit must undergo a TQ Check. These instances have also been noted throughout the rules. A TQ Check consists of rolling the die and comparing it to the unit’s printed TQ rating, and applying the result given on the chart—usually one or more Cohesion Hits if the die exceeds the rating. Note that Routed units have a TQ of 1.

#### (10.12) Cohesion Hit Markers: Each time that a unit incurs a Cohesion Hit place a numeric marker, representing the total number of hits taken, on (or under) the unit counter. Cohesion Hits do not affect a unit’s combat strength or capabilities in any way, other than to show how close it is getting to falling apart. Thus, a unit with a TQ of 6 and 4 hits has the same combat effect as one with no hits. It is just more likely to rout.

### (10.2) Rout

**Historical Note:** Routing units usually ran away, with infantry often throwing away their equipment in a futile effort to speed their exit, which usually precluded their being of much future use in the battle.

#### (10.21) A unit that must rout move is immediately faced and moved two (2) hexes towards its side’s Retreat Edge as defined in the scenario rules for each battle. The unit must take the most direct path towards its Retreat Edge that is not blocked. A rout path is blocked by:

• an enemy occupied hex, or

• a hex occupied by a friendly Engaged unit, or

• impassible hexes or hex sides, or

• a hex adjacent to enemy unit, but only if the rout move was a direct result of Shock (i.e. the unit routed during step 8.18), and that enemy unit was involved in the Shock combat with the routed unit.

When given a choice of unblocked hexes, the unit will take the path of least resistance in the following order:

1. Vacant hex not adjacent to an enemy unit; then

2. Friendly-occupied hex not adjacent to an enemy unit; then

3. Vacant hex adjacent to an enemy unit, then

4. Friendly-occupied hex adjacent to an enemy unit.

The routing unit will always enter ‘1’ before ‘2’, etc., always attempting to move closer to its Retreat Edge. If the potential paths have the same priority, the owning player chooses.

A Hoplite Phalanx must either maintain its current facing or reverse face in a direction that would bring it closer to its Retreat Edge when it moves. If that direction is blocked, it proceeds in the other direction. In either case, the unit must go two hexes in that direction by moving both halves of the counter into new hexes. It cannot pivot to get around blocked hexes or friendly units. If the unit cannot move two hexes in the established direction, it is eliminated.
For all other units, if both hexes in the direction of its Retreat Edge are blocked as described above, the player adjusts the facing of the routing unit in either direction by one vertex at a time until the unit can move into an unblocked hex. If there is no such hex, the unit is eliminated.

At the conclusion of the retreat, place a Routed marker on the unit to indicate this status and remove any hit markers.

Play Note: Routing units have one thought in mind: getting out of the area as quickly as possible. If there are people standing in their way, that's their problem. Therefore, routs in ancient warfare often took other troops with them, especially if they were rear echelon troops of minimal value. While routing/retreating units usually move directly towards the rear of their lines, instances will occur where that is not feasible or even possible. In such instances, common sense, along with the knowledge that these units are trying to get away from the enemy, should guide your movements. So, if a routed unit has to first move away from the Retreat Edge due enemy units, friendly Engaged units, or impassible terrain, that's the way it's done. However, don't take this as an invitation to meander around the map trying to avoid the Retreat Edge.

Example: (Plataea) ~ It is the Collapse step of a Medized Greek Shock Combat segment. The Macedon Hoplite Phalanx is locked in combat (Engaged) with the Megara #1 Hoplite Phalanx. The Thessaly Peltasts had joined the attack and did not start the combat Engaged. The Macedon Peltast attacked the Platea Hoplite from behind, while the Boeotia Light Infantry did the same to the Megara #2 Hoplite. The two Boeotia LCs attacked the Athens archers. The Platea Hoplite and Athens LI Archers have incurred 6 Hits and will rout move. The two Megara Hoplites are within 1 hit of rout. For clarity, the Hit markers are not shown on the Medized Greek units.

The Platea Hoplites rout move first. Their direct path to the retreat edge is blocked by the Macedon Peltast and the hex adjacent to it since it was in combat with the Hoplites. The Hoplites are forced to move into 4209, which is the only unblocked hex, and then into 4210. Note that Engaged units block the path.

The Athens LI archer's direct path is also blocked, as is hex 3904 and 3906 since they are adjacent to units that were in combat with the archers. The only unblocked hex is 4005. The unit moves there and then into 4004 since it is an unblocked hex closer to the Retreat Edge.

During step #2 of the Collapse step, both Hoplite Phalanx units have routed, failed to stand, and now must rout move. Megara #1 has a clear path to its retreat edge. The Boeotian LI and Macedon Peltasts were not in combat with the Hoplite Phalanx so their adjacent hexes do not block its rout path. The Megara #2 Hoplite cannot move toward its retreat edge since hex 4005 adjacent to the Boeotian LI is a blocked because that unit was in combat with the Hoplites. It must therefore move straight ahead two hexes.

After these rout moves, the Medized Greek units would then Advance after Combat per 8.2.

(10.22) Routing units may move through friendly units, but they may not end their movement stacked with a friendly unit under any circumstances.

- A unit that is moved through by a routed unit undergoes a TQ check. If the DR is higher than a unit’s TQ, it incurs a number of Cohesion Hits equal to the difference between the die roll result and its TQ with a minimum of one (1) Cohesion Hit regardless of the die roll. However, if the unit moved through is already Routed, it is eliminated without the need for the DR.
- If forced to stack and the end of its retreat, the routing unit moves through, as above, and continues moving one more hex. If all those hexes are blocked, the unit is eliminated. If that additional hex is also occupied by a friendly unit, the routed unit is eliminated and the non-moving unit in that hex incurs the effects given in the bullet above.

(10.23) In the Rout Movement segment of Phase D, all Routed Hoplite Phalanx units are eliminated. All other Routed units are moved their full, printed MA in the same direction and manner as in 10.21 (i.e., face toward the Retreat Edge and then move toward it)—even if they moved previously during the turn. Routed units do not pay movement costs for facing changes, but do pay all other terrain and stacking MP costs, but do not incur Cohesion Hits from this movement.
(10.24) A unit that either moves off the map (for whatever reason) or cannot complete its rout movement because its path is blocked is eliminated and removed from play.

(10.25) If a leader is stacked with a routing unit, that leader may rout move along with that unit. He is otherwise unaffected by the rout.

(10.26) The following effects apply to Routed units; they
• have a TQ of ‘1’—their MA is unaffected,
• are automatically “Missile No” unless they are Light Cavalry or Chariots,
• may not receive or use orders other than to Rally; nor may they Shock attack,
• do not incur Cohesion Hits due to terrain effects,
• are immediately eliminated and removed from play if they incur any Cohesion Hits.

(10.3) Engaged

(10.31) Units become Engaged due to Shock combat (see 8.18). An ENGAGED marker is placed on each unit to indicate its status. Engaged units, when their Commander conducts an Orders Phase:
• cannot Missile Fire,
• cannot move or change facing unless their Formation Commander successfully undertakes a Disengage (see 10.32),
• must Shock (if able and capable; see 8.11) if they do not Disengage.

Engaged units cannot be the target of missile fire at any time. An ENGAGED marker can be removed because of unit eliminations, advances, and rout moves during the Collapse (8.18) step, because of a successful Disengage attempt (10.34), or at any time when an Engaged unit finds itself with no enemy Engaged units in its Front hexes and is not itself in the Front hex of an Engaged enemy unit.

Play Note: This means that an Engaged unit stays put in the same orientation and can do nothing but Shock until the ENGAGED marker is removed.

(10.32) Disengage: When a Command conducts an Orders Phase and some or all of its units are Engaged, the player may attempt to Disengage those units (so that they do not have to Shock). However, the non-Engaged units in the Command cannot take any action; they cannot do anything in that Orders Phase.

(10.33) Disengagement is a function of command ability not unit TQ. It applies to all Engaged units within their leader’s Command Range. To successfully Disengage, the player rolls one die and compares it to the Capability/Initiative Rating of the units’ leader.

If that leader is stacked with or adjacent to the Overall Commander, or if the leader is the OC, add the OC’s Charisma Rating to the Capability/Initiative Rating:
• if the DR is the same as or lower than the leader’s (adjusted) Capability/Initiative Rating, all Engaged units must Disengage,
• if the DR is higher than the (adjusted) Capability/Initiative Rating, the units stay Engaged.

Play Note: Disengagement is not easy, for obvious reasons.

(10.34) If the Disengage DR is successful, all affected units move (retreat) one hex away from the Engaged enemy unit. They do not change facing and they may not move adjacent to an enemy unit (or into prohibited terrain). There is no cost in MP or Cohesion Hits to do so, but if they cannot Disengage when ordered they stay where they are, Engaged. The ENGAGED marker is removed from the retreating unit if it is able to retreat the one hex. Additionally, the ENGAGED marker is removed from any Engaged enemy unit that was adjacent to the retreated unit, unless that enemy unit is also adjacent to another Engaged friendly unit.

(10.4) Rally & Recovery

(10.41) Recovery: A player may remove up to two (2) Cohesion Hits from a unit if the unit’s Command is under Move/Fire Orders and the unit neither moves or fires during that activation. Hits cannot be removed under any other orders. To be eligible for Recovery, the unit must be:
• In Command, and
• in Clear terrain, and
• not adjacent to an enemy unit nor within range and LOS of an enemy missile that is able to fire effectively (has missiles, not Engaged, DRMs preclude the possibility of a hit).

If not adjacent to an enemy unit, In Command, and in Clear terrain, one (1) Cohesion Hit may be removed regardless of the presence of non-adjacent enemy missile units.

Historical Note: This is a departure from the prior games in the series and can be retrofitted if so desired. The feeling here is that long range fire would have less of an impact on a unit’s ability recover.

(10.42) Rally: A player may attempt to Rally Routed units whose Command is under Rally orders. A Routed unit is eligible for Rally if within range of its Formation Commander and:
• in Clear terrain, and
• not adjacent to an enemy unit nor within range and LOS of an enemy missile that is able to fire effectively (has missiles, not Engaged, DRMs preclude the possibility of a hit).

To Rally a Routed unit the player rolls the die for each eligible unit:
• if the DR is the same as or lower than the Formation Commander’s Charisma (for the OC) or Capability Rating (all other leaders), the unit is Rallyed. Place a RALLIED marker on the unit. The player then rolls the die again,
and halves (round up) this DR. If this result is the same or more than the unit’s TQ, the unit is eliminated; otherwise, the unit’s Cohesion Hits is set to the result.

- if the DR is higher than that leader rating, the unit is eliminated if a Hoplite Phalanx or if that DR is also higher than the unit’s TQ, otherwise the unit routs per 10.21.

Rallied units may not do anything until the next Game Turn; however, they may be refaced at no cost in MP or Cohesion Hits when rallied. Rallied units retain their missile availability status, thus foot units will be Missile NO and mounted units will have whatever missiles they had when routed.

Example: (Plataea) ~ The Greek player decides to have Pausanias (Charisma=3) Rally a routed Lacedaemon Hoplite Phalanx (TQ=7) and a routed Spartan Helot (TQ=6). For the Hoplite Phalanx, if the die roll is ‘4’ or more, the unit is eliminated. The Greek player rolls a ‘3’, so the Hoplite Phalanx is rallied. The Greek player rolls again and applies half the DR rounded up, here ‘2’, in Hits to the Hoplite unit. For the Spartan Helot, the Greek player rolls a ‘5’ so the Helot remains routed and rout moves. If the die roll had been ‘7’ or more, the Helot would have been eliminated instead.

(11.0) Army Withdrawal & Victory

**Design Note:** The Army Withdrawal levels in the scenarios reflect the realities of each army’s capabilities. Play balance may be adjusted by changing those levels, although this is something that should not be done until you are familiar with both the game and your opponent.

A player wins by causing his opponent’s army to withdraw. An army will withdraw when it has accumulated Rout Points (RP) equal to or greater than its Withdrawal Level as given in the scenario. In the Withdrawal Phase, each player totals the number of Rout Points he has accumulated from his eliminated units—this includes combat units that have Routed off the map.

In general, a unit is worth RPs equal to its TQ, with the following exceptions:

- All Skirmishers (SK) are worth 1 RP
- Chariots (CH) are worth 2 RP
- Hoplite Phalanx units are worth twice (2x) their TQ rating
- The Theban Massed Phalanx is worth three times (3x) its TQ rating
- Overall Commanders are worth five times (5x) their Charisma Rating
- Formation Commanders are worth their Capability Rating

If a player’s/Army’s Rout Point total is the same or higher than the Army Withdrawal Level, that army withdraws and that player has lost the battle. If both sides reach their Withdrawal Level at the end of the same turn, the player with the least number of RP above that level wins (but just barely). If both sides are the same, it’s a draw.

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INDEX
Terms and main entries are in bold. Primary references are listed in bold type.

Activation & Orders - 5.0
Activation markers: 5.21
Activation procedure: 5.2
Commands 5.22-23
In Command: 5.41, 5.44, 5.51-52, 6.11, 6.68, 6.71, 9.71, 9.73, 10.41
Initiative Determination: 5.1, 5.22
Leaderless Commands: 5.51
Multiple Commanders: 5.52
Orders: 5.4
Out of Command: 2.21, 5.41, 5.44, 5.45, 5.51, 6.11, 6.28

Cohesion Hits - 10.1
Cause Rout: 10.14, 6.63, 8.14, 8.18
Cohesion markers: 10.12
Distribution of: 10.13
From Facing Change: 6.31, 6.92, 6.94-95, 10.23
From Missile Hits: 7.15
From Movement: 6.13, 6.31, 6.42-43
From Orderly Withdrawal 6.62
From Rally: 10.42
From Shock combat: 8.14, 8.17[3], 8.43
From Stacking: 6.83
Recovery From: 10.41
TQ Checks: 10.11
Engaged - 10.3
Block rout movement: 10.21
Cannot move or change facing: 10.31
Disengage: 5.44, 5.51-52
Effect on Command Range: 5.43
Effect on Movement
Must Shock: 8.11
No Pre-Shock Resolution TQ Check: 8.14
Prevents Missile Combat: 7.12, 7.22
Prevents Missile Reload: 7.17
Prevents reactions: 6.61, 6.71, 6.94-95
Prevents Trump: 5.33
Engaged status gained: 8.18[3]
Engaged status lost: 10.31

Facing - 6.9
Advance after Combat Change: 8.13, 8.22
Changing: 6.92, 6.96, 9.36, 9.71, 9.82, 10.31, 10.34
Chariots: 6.93, 9.21
Cohesion Hits for Changing: 6.31, 6.92, 10.23
Effect on Missile Fire: 713, 7.23
Effect on Shock combat: 8.11
During Orderly Withdrawal: 6.62
During Rout Moves: 10.21
Hoplite Phalanx units: 6.42-6.44
In Column Units: 6.53
Leaders: 4.14
Orientation: 6.91
Rallied Units: 10.42
Reaction to enemy movement: 6.94-95
Stops Movement: 6.96

Leaders - 4.0
Adjacent to enemy combat unit alone: 4.23
Casualty: 7.18, 8.15, 8.31
Capability Rating: 4.12, 5.24, 5.51, 7.18, 8.15, 8.31, 10.33, 10.42, 11.0
Charisma Rating: 4.11, 4.22, 8.31, 10.33, 10.42, 11.0
Command Range: 4.11-12, 5.24, 5.32, 5.41-43, 5.51, 6.73, 10.33
Initiative Rating: 4.11, 5.1, 5.24, 5.32, 7.18, 8.15, 10.33
Killed: 4.24-25, 7.18, 8.15, 8.32
Personal Combat: 8.3
Trumping: 5.3
Wounded: 7.18, 8.15, 8.33

Missile Combat - 7.0
Advance After: 8.26
Against Leaders: 7.18
Cohesion Hits from: 7.15
Die Roll Modifiers: 7.15
Entry Reaction Fire: 6.94, 7.34, 7.35, 8.25
Firing During Movement: 7.11
H&D Tactics: 7.2, 7.34, 9.11, 9.13-14
Line of Sight: 7.14
Missile Reload: 7.17
Missile Supply: 7.16, 10.41-42
Reaction Fire: 7.3
Retire Reaction Fire: 7.31
Return Fire: 7.35
Terrain and: 7.15
When Missile Units Fire: 7.12, 10.31
Withdrawal Fire: 6.66, 7.32-33, 9.14, 9.21

Movement - 6.0
Cohesion Hits From: 6.13, 6.31, 6.42-43, 6.83
Column Movement: 6.5
Drift to the Right: 6.29
FACING and Movement: 6.15, 6.92
Hellene Law of Inertia: 6.28
Hoplite Advance to Combat: 6.2
Hoplite Phalanx Movement: 6.4
Leader Movement: 5.46
Movement Allowance: 4.13, 6.11, 6.24-26
Restrictions: 6.12, 6.33-34, 6.82-84
Stopped by Enemy Front hexes: 6.96
Terrain: 6.3

Orderly Withdrawal - 6.6
Advancing Hoplites restricted: 6.23
Cavalry Command Withdrawal: 6.68
Charging Cavalry cannot use: 9.33
Cohesion Hits from: 6.62
Facing: 6.62
In-Column units restricted: 6.57
Leaders: 4.23
Missile Fire During: 6.66
Pre-Arranged Withdrawal: 6.7
Procedure: 6.61-62
Terrain Restrictions: 6.65

Rally & Recovery - 10.4
Recovery: 5.44, 10.41
Rally: 5.44, 10.42

Rout - 10.2
Cavalry pursuit: 9.4
Effects of Rout: 8.13, 9.15, 10.26
Eliminating units from Rout: 6.83, 8.18[1], 10.21-22
Initial two-hex Rout: 10.21
Retreat Edge: 10.21, 10.23
Rout from Orderly Withdrawal: 6.63
Rout from Shock: 8.14, 8.18
Rout Movement: 10.23
Rout Procedure: 10.21
Stacking: 6.83, 10.22
When units Rout: 10.14

Shock Combat - 8.0
Advance after Combat: 8.2
Against In Column Units: 6.55-56
Cohesion Hits from: 8.14, 8.17[3], 9.15
Collapse: 8.18
Die roll Modifiers: 4.21-22, 6.24, 9.72
Leaders: 4.21-22, 8.15
Non Shock Capable units: 8.11, 9.11-12, 9.14
Numerical Advantage: 8.17[2], 9.61, 9.62
Pass-Through Attacks: 9.22
Pre-Shock Procedure: 8.12
Pre-Shock Resolution TQ Check: 8.14, 9.11, 9.44
Resolution Procedure: 8.13
Shock Capable Light Cavalry: 9.15
Superiority: 8.17[1], 8.42
Terrain: 8.17[2]

Special Units & Rules - 9.0
Chariots: 6.62[1], 6.92-93, 7.13-14, 7.32, 8.14, 8.17, 8.18, 9.11, 9.2, 10.14, 10.26, 11.0
Cavalry Charge Formation: 9.3
Cavalry Pursuit: 9.4
Light Cavalry Archers: 7.21, 7.23, 7.32, 8.11, 9.14, 10.26
Light Cavalry (non-Archer): 9.15, 10.26
Light Infantry Archers: 7.11, 8.11, 9.12
Light Infantry (non-Archer): 8.14
Locked Shield-Wall Formation (LSWF): 9.7
Loose Formation: 9.8
Peltasts: 7.11, 7.21, 8.14, 9.13
Skirmishers: 6.43, 6.61-62, 6.92, 7.11, 7.15, 7.21, 7.23, 8.11, 8.17-18, 9.11, 9.31, 10.14, 11.0
Square: 6.29, 9.5
Theban Double Depth Phalanx: 9.61
Theban Massed Phalanx: 9.62

Stacking - 6.8
General Rule: 6.81
Loose Formation: 9.8
Move through friendly units: 6.83