

DE BELLIS SOCIETATIS ANTIQVORVM - PLAY

SET-UP

Both players dice. The high scorer nominates 2 adjacent board edges to be represented by 5 and 6, then dices for his base edge, deploys first within 600p of it, moves second.

SEQUENCE OF PLAY

The two sides take alternate bounds. During each side's bound:

- (1) It dices, and makes tactical moves with up to that number of elements or groups. Any unused die points each add 200p to a road move that includes the general.
- (2) Any elements of both sides that are in contact with the enemy fight and make outcome moves, in an order decided by the player whose bound it is.

TACTICAL MOVES

A tactical move can be by a single element or by a group of elements. Elements moving as a group must each be touching another of its elements. Each must move parallel to, or follow, the first of them that moves, and move the same distance or wheel through the same angles. A group move cannot be by road or cross bad going or a river unless in column, or contract except to do so, or expand or retire. No element can move further than:

- 500p if light horse off-road in good going.
- 400p if cavalry off-road in good going, or any troops moving by road.
- 300p if knights or elephants off-road in good going, or auxilia or shooters off-road.
- 200p if other foot moving off-road, or any mounted troops off-road in bad going.

Shooters can pass through any friends, mounted through shooters or blades through foot a single element of foot, but only if both start facing in the same direction and there is room.

COMBAT

This happens when an element has moved into, or remains in, full base to base contact with an enemy element. An element not already in combat must turn to face without this counting as a move. Each player dices for his element, and adds its combat factor as follows:

Blades +5 v foot, +3 v mounted. Elephants +4 v foot, +5 v mounted. Spears +4. Knights or pikes +3 v foot, +4 v mounted. Cavalry or warband +3. Auxilia +3 v foot, +2 v mounted. Light horse or shooters +2. Elements level with and overlapping an enemy or contacting its flank count only as a tactical factor.

Pikes add +3 or spears +1, if supported by an identical element contiguous behind in good going. Blades or spears add +1 if fighting mounted or attacking camp similarly supported by shooters.

Add to or subtract from scores for each of the following tactical factors that applies:

- +2 if foot occupying a camp.
- +1 if the element includes your general.
- +1 if defending a river bank except at a ford or against shooters, or if uphill
- 1 for each flank overlapped, and/or each enemy element in contact with flank or rear.
- 2 if any troops in bad going on or off-road except auxilia or shooters.

COMBAT OUTCOME

An element with less than or half the total of any opponent must make an immediate outcome move, which depends on its own type and that of the most dangerous opponent in contact (but not overlappers). Recoilers move straight back without turning. If they meet friends facing the same way they pass through them if they can, else push them back. Recoilers that meet friends not facing the same way, enemy or impassable terrain or recoil off-board are lost. Supporters are destroyed with those supported.

If its total is less than that of the enemy but more than half:

- Elephants. Destroyed by shooters, or if in bad going. If not, recoil 200p.
- Knights. Destroyed by elephants, shooters or light horse, or in bad going. If not, recoil 200p.
- Other mounted. Destroyed if in bad going. If not, recoil 200p.
- Blades. Destroyed by warband. Held by light horse or shooters. If not, recoil 100p.
- Auxilia. Destroyed by knights unless in bad going. If not, recoil 100p.
- Shooters. Destroyed by knights unless in bad going. If not, recoil 100p.
- Warband. Destroyed by elephants or knights. If not, recoil 100p.
- Other foot. Destroyed by knights or warband. Held by light horse or shooters. If not, recoil 100p.

If its total is half that of the enemy:

- Light horse. Destroyed by any mounted, or if in bad going. If not, recoil 600p.
- Shooters. Destroyed by mounted if in good going, or by auxilia or shooters. If not, recoil 600p.
- Other troops. Destroyed.

WINNING AND LOSING

The 1st side to lose its general, its camp or 4 elements loses the game.