

BRONZE EAGLES

Version II

Wargaming rules for the age of the Caesars



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Scales

- 1 figure equals 20 troops
- 1 mounted figure equals 5 cavalry or their equivalent troop type.
- 1 move equals approximately 10 minutes real time.
- 1 inch equals approximately 20 yards.

Game Turn Sequence

1. Initiative

Both players roll one dice for 'initiative'. The highest dice roll allows the winner to move one command first.

2. Movement

The loser then moves one command in response. The process continues until all movement is completed.

3. Shooting

Both players shoot at any target within range with bows that moved up to half their maximum move distance or cross bows that remained stationary. Stationary Siege engines, catapults etc may fire. Troops may not fire into combat.

4. Combat

Units moving into base-to-base contact during the movement sequence are deemed to have entered in to combat by charging.

5. Morale

Units that lose the combat sequence have their morale tested. Units that have failed a morale test and have as not yet recovered their morale, test again.

Troop types:

Horse

Knights including Cataphracts – Lance, Hand weapon, Heavy armour, Shield, Heavy horse with barding.

(These are deemed to be 'trained close order' troops)

Cavalry – Spear, Armour, Shield, Hand weapon, or bow (these are 'open order' troops)

Scouts – Spear, Horse, Shield or bow (these are 'open order' troops)

Foot troops

Trained Close Order troops - Heavy armour, Shield, Throwing weapon, Hand weapon.

Trained Open order troops – Armour, Shield, throwing or shooting weapon, Hand weapon.

Warband – Shield, some armour, hand and throwing weapons.

Levies – Hand weapons, shooting weapons, some with small shields.

Figures and basing

Close order infantry and Warbands should be based on a 60mm frontage base with 4 figures per base.

Open order troops should be on a 60mm frontage base, with 3 figures per base.

Levies should be on 60mm frontage base with 2 figures per base.

Horse should be on individual bases with 20mm frontages.

Base depths should suit the figures used.

Army composition

Players start the game with six commands on the table.

For each infantry command they roll a further 1D6 for trained troops and 2D6 for untrained troops or Warbands. This is the number of troop bases each command may have.

The Roman player may elect to make one of his infantry commands horse. Middle Eastern armies may chose up to half as horse and eastern armies up to a quarter. Gallic and German armies may chose two commands as either cavalry or scout. Britons may chose two commands as horse one of which may be chariot the other scout or cavalry.

Movement

All movement is measured from the CENTRE of the unit's base. A unit that pivots or wheels to change direction makes no deduction from their movement allowance, except as described in the rules below.

Cavalry = 20 inches) Horse must be lead across bad going on foot

Scouts = 25 inches) Movement penalty equals 2D6 inches

Knights = 5 inches)

Chariots = 20 inches but may not enter bad going

Trained Close Order infantry = 6 inches) Movement penalty over bad going -1D6 inches

Trained Open Order infantry = 8 inches)

Untrained levies =10 inches) No movement penalty over bad going

Warbands = 8 inches)

- All troops may change their facing without penalty while remaining stationary.
- All trained troops may change their facing while moving, without penalty.
- Untrained troops may change their facing while moving but reduce their move distance by half.
- All troops may break off from an engagement provided they can move a greater move distance than their opponents. A continuation of combat into a second game turn does not constitute being charged. Units may always attempt to break off combat if they have the movement allowance to do so. For example, a warband may always break off combat from Roman auxilia (trained open order infantry) in bad going because they can move faster through it.

Combat

Troops must move into base-to-base contact in order to engage in combat. Shooting is not permitted into or out of combat. Any troops making base-to-base contact are deemed to have charged.

During the first turn of combat, opposing commands must align all their troops base to base, corner to corner, then any extra bases must form a second rank behind the first, starting at the centre of the front rank. No overlapping or outflanking is permitted in the first round of combat from bases within the same command.

NOTE: Commands may not voluntarily hold back bases from making contact with enemy bases. All bases must make frontal contact in the first move of a charge if at all possible. Only those bases that cannot make contact are retained as a second rank of bases behind the centre of their command.

Fight or flight?

There are situations when units instinctively realise that to stand their ground in the face of an enemy is suicide. Commands always have the option of fleeing before a charger makes contact. This is attempted before an enemy command makes contact with any base in the defender's command. If a command chooses to flee before an enemy, that enemy command is deemed to have seen this before they move and may elect to pursue, not move, or redirect their charge at another enemy within range.

Fight each set of opposing bases in base-to-base contact as a separate combat. For each figure on the bases in contact roll 1D6 and apply the following modifiers.

- Any dice rolls of an adjusted '6' immediately result in an opposing figure being immediately recorded as a casualty.
- Casualties cannot be replaced during the game, although under strength commands can be amalgamated into a new command.
- Casualties must be recorded against bases in base-to-base contact immediately to the rear of the fighting base. This is to simulate casualty replacements being brought forward from rear ranks and sub-units.

If a second round of combat occurs in the next move, between the same units, the owning players may move any second rank bases to a flanking position if they wish. If the defender has a second rank of bases, they must be immediately deployed against the overlapping attacking bases. No movement penalty is incurred by the defender for this redeployment.

When engaged, bases must always attempt to face an attacking base unless they have been contacted by another enemy base first. At the point two bases come into contact all further movement of those bases ceases.

Basic Combat Dice rolls

- Trained close order troops roll 4 dice per troop base in each round of combat.
- Trained open order troops roll 3 dice per troop base in each round of combat.
- Warbands roll 4 dice per base of troops in each round of combat.
- Levies roll 2 dice per base of troops in each round of combat.
- Horse roll 1 dice per model in each round of combat.

Combat Bonuses

- Foot troops charging foot troops receive a 'charge bonus' of +1 per dice.
- Trained troops fighting untrained troops add +1 on their dice roll.
- Figures fighting across an obstacle subtract -1 on their dice roll.
- Knights charging other horse add +1 to their dice roll.
- Horse charging frontally engaged foot in the flank or rear, in the open add +1 dice per figure.

Notes:

- Horse cannot charge into bad going.
- Troops receiving a charge in their flank reduce their dice roll by -1.

- Troops being charged in the rear reduce their dice roll by –2.
- Only the greatest penalty reduction is applied once to the combat result. A unit attacked from the flank and rear only subtracts a –2 from their dice roll, not –3.

Combat Results

Combat is adjudicated between opposing bases. Each remaining figure on a base rolls one combat dice. Any adjusted '6' rolled by a figure immediately removes one opponent's figure in base-to-base contact. The base scoring the highest single dice rolled for that combat is the winner. If there is a draw, then the combat continues in the next game turn. If one player rolls one '6' and the other two '6's', the player rolling the two '6's' is the winner. When casualties occur, mark the base accordingly and reduce any subsequent combat dice roll of the affected base by the number of casualties. I.e. a four-figure base suffering 2 casualties will reduce the number of dice rolled by 2.

Where horse attack infantry and receive an extra dice roll in the first round of combat, the second dice roll can be used to cause casualties in the same manner as the first dice roll. The higher of the two dice rolls is then chosen to determine the combat winner.

Once a winner has been established, compare the winners highest dice roll with the losers lowest dice rolled and subtract them from each other. This number is the amount in inches the loser has been pushed back in the combat. The winner and loser move that distance, directly to the rear, and remain in contact. The loser now takes a break test.

If both sides draw the dice number totals rolled in combat, they remain locked in combat. However, if one side has a greater movement allowance than the other, it may choose to break off combat, even though its side does not have priority for that game turn. The 'break off combat' move takes place immediately the decision to do so is made. The breaking off player tests rolls the standard movement dice numbers and moves accordingly. The unit(s) breaking off combat can be pursued by the opposing unit(s), provided they are not crossing bad going or they have a sufficient basic movement allowance to make contact. For instance, if a cavalry unit manages to roll a '6' or less in its break off attempt, an opposing infantry unit with a movement allowance of 6 inches may attempt to pursue. Any unit base that is contacted by the pursuer is immediately destroyed. This may mean that some bases are contact and others not. Those that are not escape.

Push Back

In some cases bases are pushed back into other bases that appear to obstruct their movement. Bases are by definition inflexible, which it not the case with formations of actual troops. Where a base is pushed back into other friendly bases, not acting in direct support, the base being pushed back is deemed to flow past the friendly base to the nearest clear space and then stop at the calculated push back distance. Where two bases are one behind the other, with one in direct support, they are both pushed back.

Attacking bases will immediately follow up and remain in contact. Units that may be involved in attacking a base from the flank will maintain that position if there is clear space to do so. If there is not, they will immediately fall in behind the nearest friendly base pushing the defeated enemy base backwards.

Where bases are pushed back into unengaged enemy bases, they must immediately engage in a round of 'collision' combat and if they lose, take an immediate morale test. The results of this morale test override all other push back results. If they win this 'collision' combat, they take whatever casualties are inflicted (if any) and continue with the original push back. The enemy bases they collided with, remain where they are and take no further part in the move.

Setting Command Morale Ratings

At the beginning of the game, players may alter the basic morale value of each command. Each player rolls one dice. The difference between the two dice rolls is either added or subtracted from the base morale figure, according to which player wins the roll off.

Example: The Roman player rolls a '1' while their opponent rolls a '6'. The Roman player ADDS +5 to their unit morale rating. If this is a 'Trained Open Order' unit, (Limitanei or Auxilia for instance), their base morale rating would rise from '8' to '13'. In other words they would fail any morale test they were required to make. If on the other hand, the dice roll was exactly opposite and the auxilia unit reduced its morale rating by -5, the unit would be almost unshakable at '3'

Markers need to be placed beside units to denote their current morale rating.

Basic Morale Ratings

Trained Close Order (usually veterans) =7

Trained Open Order (may be veterans) =8

Warbands =7

Untrained levees =8

Roll 2D6 and add each figure lost from the testing unit as a casualty to the total scored. The dice total scored must be equal to or greater than the adjusted figure. So a trained close order troop base would require a '7' or better to pass a morale test. But if it has two figures taken as casualties it would add +2 to that roll. It would then require '9' to pass the test.

Pursuit after winning a combat, or pursuing a fleeing unit.

Winning troops may elect to pursue and destroy a fleeing combatant. Losers immediately take a flight test. Horse roll 2D6 and foot troops roll 1D6. The number rolled is the number of inches they flee towards their original start line. Foot may not pursue horse and close order troops may not pursue open order troops or Warbands. Levies are automatically routed from the field and deemed to have been destroyed.

If a pursuing unit makes contact with troops in flight, all the troops in the routing command are destroyed, whether or not all the pursuing bases have come into base-to-base contact with every base in that command.

Shooting

Ranges

Crossbows = 12 inches

Bow = 8 inches

Slings = 4 inches

Troops may not shoot into combat

Only figures actually firing a bow, crossbow or using a sling may fire. Each figure may fire at one target in range and sight per game turn. Each firer rolls 1D6 and any '6' rolled results in the target figure being removed from the game as a casualty.

Shooting may only be at targets with a clear line of sight between the shooter and target figure. Troops shooting may fire while in base-to-base contact with a single rank of their own infantry to their front. Troops may never shoot into or out of combat.

Any '6' rolled by troops shooting at a figure immediately removes that figure as a casualty. If a target is hit while in or behind cover, a saving roll of '4', '5' or '6' will indicate the firer has hit the cover rather than the target. The owner of the casualty will roll for the save!

Firers may move up to half their maximum move and fire. Crossbow may not move and fire.

Army Commanders in Battle

Commanders may opt to join in battle with their troops by making base-to-base contact with any base in a command in base-to-base contact with an enemy command. The Army Commander is therefore exposed to the risk of becoming a casualty! The opposing player immediately makes one casualty roll for the enemy Army Commander joining battle. Roll two dice and any double rolled results in the immediate death of the Army Commander. This roll is made at the beginning of each round of combat the enemy Army Commander remains in base-to-base contact with the command he has joined in battle.

The Army Commander has the effect of adding +1 to each dice roll of each of the bases from the command he makes base-to-base contact with during any round of combat. In addition, the morale rating of that command is reduced by -2 while the Army Commander is in direct base-to-base contact with it.

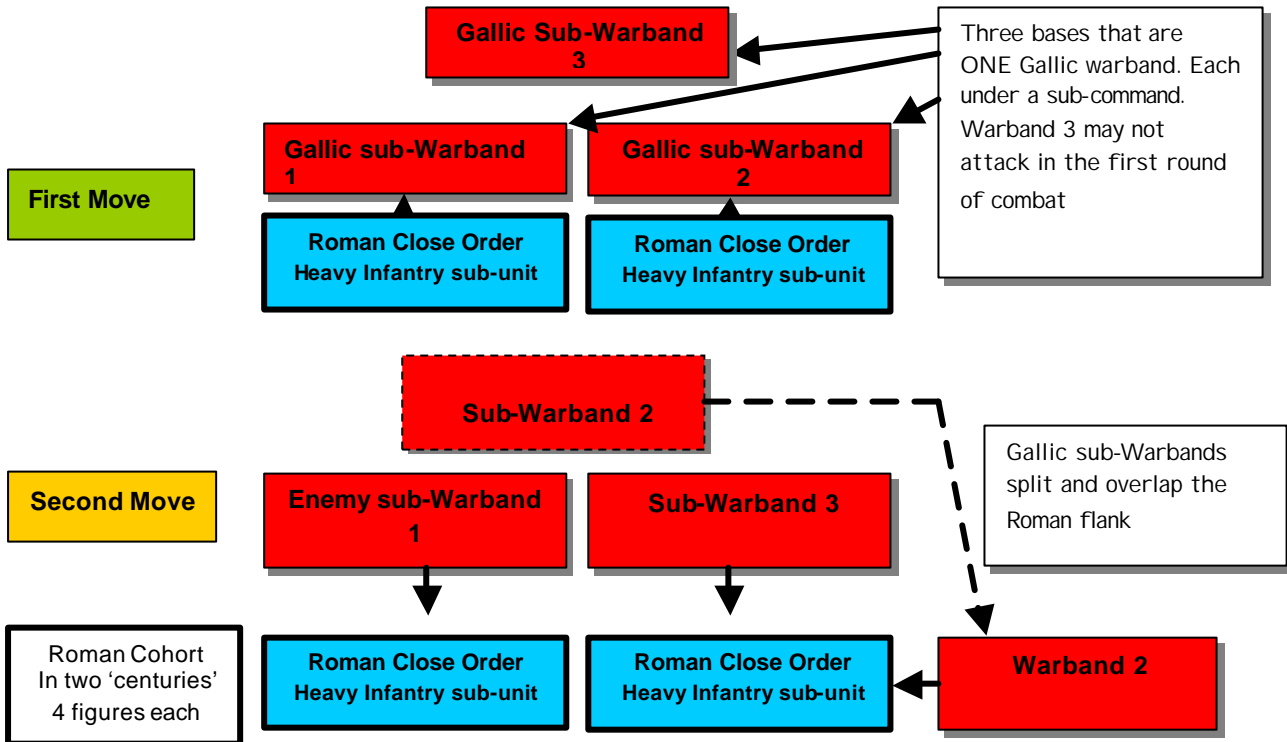
If the Army Commander is killed in combat while with one of his commands, there will be a single dice roll off between the two opposing commands. If the dead Army Commander's command wins they become enraged at the loss of their Army Commander and immediately attack the opposing enemy command with +1 on all dice rolls regardless of any tactical disadvantages (outflanked, surrounded, fighting over bad going etc.) for the following game turn.

If they lose the dice roll they become demoralised and suffer a -1 on all combat dice rolls for the next game turn and suffer a +2 on their morale rating in the next game turn.



I just had to add these pictures of Andy Gorman's beautifully painted HaT Assyrians and Late 3rd Century Romans. This is a great example of what can be done with the inexpensive plastic figures available these days.





In the first round of combat 4 figures on each base roll off and the loser will test for morale. A '6' rolled by any dice immediately removes a casualty from the opposing player's base, or any base in direct support. Once all dice have been rolled add each sides' dice rolls to get a total. Subtract the lower number from the higher and half this amount is the number of inches the loser is pushed back. Ensure the dice remain in place until the pushback phase is decided.

In the second move, should the loser pass their morale test and remain in contact with the winner, the winner of the initiative roll off would have the option of flowing round the flanks of the enemy unit with a base of troops immediately behind the first. If no second base exists in the unit, this option is not available. Troops must move to the flanks first and then if a third round of combat occurs, may move to the rear of the enemy unit, provided there is a third base to do so.

Warbands and untrained levies may not attack more than one enemy command at a time, unless two enemy commands are in edge-to-edge contact with each other. Warbands and untrained levies may always defend themselves against all attackers.