

SPECIAL STANDS

This section covers the rules for uncommon stands. These rules are used in specific scenarios and will usually be included in the scenario play sheet.

Elephants

Rules for Elephants in different eras and wars.

Pyrrhus of Epirus vs Rome

Elephants 7SP and 7 Impact. Impact and SP stay equal.

Roman stands cannot charge Elephants.

Any Roman combat stand contacted by Elephants will disorder.

-1D6 from any Roman stand in melee combat with Elephants.

Maximum 1SP loss from an Elephant stand if it is fighting foot stands.

Pyrrhus of Epirus vs Carthage

Elephants 7SP and 7 Impact. Impact and SP stay equal.

Stands cannot charge Elephants.

Any Cavalry combat stand contacted by Elephants will disorder.

Maximum 1SP loss from an Elephant stand if it is fighting foot stands unless they are long spear or pike armed.

Elephants vs Late Republican or late Punic War Armies

Elephants 6SP and 6 Impact. Impact and SP stay equal.

Roman stands cannot charge Elephants.

Any Roman cavalry stand contacted by Elephants will disorder.

Maximum 1SP loss from an Elephant stand if it is fighting foot stands.

Legionaries conduct order test if charged frontally by Elephant. If pass the Elephant gets no impetus [to simulate opening ranks to let the Elephants pass].

General Elephant Rules

Elephants charging from flank or rear where they started behind the front face line get +2D6 and can cause up to 3SP damage in victory.

Elephants get no impetus vs Sk, LI, Aux charged frontally. Skirmishers can choose to stand and fight without automatic destruction.

Elephants beaten in close combat always retreat 4H.

Elephants forced to retreat through HI, HC, MC cause 1SP damage to each stand retreated through.

Elephants forced to retreat through LSp with 2 ranks or Pike with 2+ ranks or WB with 2 ranks causes 2SP damage.

Some elephant crews are armed with javelins and can fire at their SP like normal javelin armed stands.

A disordered stand gets impact as for its non disordered strength. Eg a 6SP elephant stand that is disordered would get 6D6 minus one D6 for its SP in battle, but still get 6SP impact for a total of 11D6.

Light Cavalry

Light Cavalry horse archers can fire in any direction.
They can move once and fire without penalty.
They can only fire defensively if contacted from the 2 front hexes.

War Chariot

SP and Impact are equal.

A war chariot that moves a second time in a turn automatically becomes disordered.
A disordered stand gets impact as for its non disordered strength. Eg a 5SP War Chariot stand that is disordered would get 5D6 minus one D6 for its SP in battle, but still get 5SP impact for a total of 9D6.

No impact charging chariots.

Legionaries conduct an order test if charged frontally by War Chariot. If they pass the War Chariot gets no impetus [to simulate opening ranks to let the War Chariot pass].

Veteran Roman Legions – Combat relief

A legionary stand that is directly behind a stand of Roman legionaries, auxiliaries or archers which is in combat can move into the hex displacing the combat stand and can take over the combat itself. The following conditions apply.

- Both stands must be facing the same direction.
- The stand in combat must only be fighting enemy stands to its front, not flank or rear attacks
- The legionary stand which moves in must not be disordered. If it starts the move disordered it may try to recover before starting to move.
- The stand moving in gets its impact bonus and pilum, the stand it is attacking cannot throw pilum or use defensive fire.
- The stand being displaced can fight first then be displaced.
- Both stands are considered to have made their full move and are marked as moved.
- The legionary stand conducting the relief can move or turn then conduct the relief as long as it is not disordered.

Stands with this ability will be specified in scenarios. It would normally only be available to veteran troops who have been operating together for extended periods such as the Punic War veterans of Scipio Africanus or the veterans of Caesar's Gallic War.