

# Charge!

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Fast play battle rules for the ancient era by  
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Special thanks to Tim Bancroft

## Introduction

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The design ethos behind the creation of this game is to provide easy to use rules for fighting large battles that don't a whole weekend to play through. The emphasis here is on handling LARGE battles, so for smaller games the rules are likely to be too simplistic and the battles themselves over very quickly.

In Charge! armies are made up of stands, which is the term used for a number of models of the same type grouped together on a single base. A unit is the name given to stands of the same type that are formed together, allowing them additional benefits. The minimum number of bases required to qualify for a unit is 2 and though there is no fixed upward limit, reasonable discretion should be employed. Eight is a good maximum, with a maximum of four stands wide, but if the participating armies are significantly large this maximum can be increased so long as both players are in prior agreement. ,

Units need to be arranged with stands touching and properly aligned. The unit then remains in this "form" for the rest of the battle, only changing in certain circumstances.

The exact measurements and numbers of models for stands is unimportant so long as both sides stands are the same size, otherwise one side may gain a significant advantage.

The game is written with 25/28mm miniatures in mind and all distances are in inches, though with some minor modification other scales can be incorporated.

## The Turn

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Each turn is divided into four distinct phases, Initiative, Movement, Shooting, and Combat. In each of these phases both sides are able to perform appropriate actions before moving onto the next phase.

Aside from in the Initiative phase one player will take actions for his whole army in one phase before the second player carries out his own. This sequence is repeated in subsequent phases. In the Ranged and Combat phases the fighting is

considered to be simultaneous, so casualties are only removed after both of the sides have acted.

## Initiative Phase

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At the beginning of each turn it is necessary to establish the order of play between the players. This is done by rolling a D6 and adding the Leadership scores of the respective generals. Whoever scores highest (re-roll draws) has the initiative and then decides whether himself or his opponent will act first in each of the phases for that turn. This cannot be altered in subsequent phase. In this way the player can decide whether it is tactically better for himself or his enemy to make the first move.

Each general or hero also rolls in this phase to determine how many command points he has available to spend during the turn. Heroes are described in detail in the Heroes and Leaders section.

## Movement Phase

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At the beginning of each Movement phase units engaged in fighting need to check morale for any possible breaking, see Morale section.

Units may select a formation, with which they are aligned for the rest of the turn. Each unit may only select one formation and once selected the formation cannot be changed until the movement phase of the next turn.

In this phase a unit who has suffered casualties may fill the holes in its line with troops from its second rank, if it has one. This should be announced before any "Overruns".

## Formations

**Formed** (or effectively "No Formation")

This is the standard formation for the unit. It may act as normal without any special restrictions or benefits, moving a number of inches equal to their Movement characteristic. A unit that is being flanked by an enemy may attempt to re-form to face the flanking enemy by making a successful Morale test.

## Charge

The unit prepares to attack the enemy, running at them full pelt. Each stand in the unit gains +1 Attack in the Combat phase, and may move an additional 1D6+1 inches if infantry or 2D6 inches if cavalry. Roll once for the unit.

A unit may not charge an enemy unit if that unit's Break Value is twice or more of that of the charging unit. See Morale for details.

### Shield Wall

The unit sets up a defensive stance with shields used in conjunction with one another to provide additional protection. The unit gains +1 Defence in the Shooting and Combat phase but is not allowed to move during the Movement phase.

### March

The unit moves at an increased rate. Each stand in the unit is able to move double its normal distance.

### Overrun

The unit breaks formation to better attack an enemy unit. This formation is described in detail in the Combat phase.

### Flee

This formation is not selected but forced on a unit that fails a Break test. The unit moves an additional 1D6+1" (away from any enemy) and suffers a -1 Defence penalty.

### Rally

A fleeing unit may attempt to rally if not within 8" of an enemy stand. A rallying unit may turn to face the nearest enemy but may not otherwise move or select any other formation. Refer to Morale for details.

### Withdraw

A unit may attempt to leave a combat by making a Morale test. If successful the unit may move away from the enemy according to its Movement characteristic. Note that they are likely to be eligible to be charged by the very enemy they have withdrawn from.

### Terrain

On the characteristic profile of each troop type there is the Movement ability, which states how far that troop type is allowed to move in inches in this phase.

The distance a stand is able to move is subject to what terrain it is moving over, with the more difficult the terrain the less distance the stand will actually be able to move across. The below table lists the various terrain types and the penalties to the move distance incurred by crossing it.

Terrain	Movement
Even Ground	Standard
Unfavourable	¾"
Difficult	½"
Very Difficult	¼"
Road	+¼"

For example: *A stand of Roman Legionnaires is passing through some dense woodland (Difficult) where the move penalty is ½". The Legionnaires can move 6" normally, but in the woodland they may only move ½" for every inch*

*of movement, or only 3". After leaving the woods the unit finds themselves on a road, here they move 1 ¼" for each inch of movement, for a total of 7 ½".*

## Shooting Phase

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Any stand equipped with missile weapons is allowed to use them against the enemy. Whether a troop type has any missile weapons will be stated in that troop's characteristic profile.

This game doesn't make allowances for numerous different missile weapons and their cultural variations, but instead recognises three main types. Javelins, bows and slings. Roman pila, for example, will fall into the javelin category. The ranges for these weapons are listed below.

Weapon	Optimal	Maximum
Javelin	8"	12"
Bow	24"	36"
Sling	12"	18"

Some artillery stands may only have a single range figure: where this is so, this is the Optimal range and the maximum range combined.

The first distance is the optimal range up to which the stand may fire without penalties. If the target stand is over this optimum the stand receives +1 Defence, making them harder to kill. If the stand is further away then the Maximum range then do not roll as all firing is said to be ineffective.

For each stand roll a D6 and add any Attack bonus. If the number is equal to or greater than the Defence characteristic of the target stand, that stand has been killed and is removed at the end of the phase.

Each troop type has an Attack ability which is used in the Combat phase, if the troop type has missile weapons they will have a second value in brackets which is the bonus they add to a D6 when shooting.

For example: *Roman Legionnaires have Attack +1 (+0), the +1 is used when fighting in the Combat phase while the +0 is used in the Shooting phase.*

Once all the shooting has been completed remove casualties. A controlling player may select which stands a unit loses, as it can be said that other stands in the unit automatically move to replace the fallen.

## Combat Phase

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Stands are allowed to attack one another if they are in base to base contact. Stands cannot be moved into base contact to fight in this phase.

Models in base contact fight one another by rolling a D6 and adding their Attack modifier. If the result is equal to or greater than the enemy stand's Defence score the enemy stand has been killed and is removed at the end of the phase.

Units who begin a turn involved in combat cannot select formations (they are too busy fighting), but a unit that was performing a Shield Wall still receives the +1 Defence modifier, but only for those stands who were in the front rank in the last turn. Stands who move forward to take the place of removed stands do not benefit from the unit's formation.

Large blocks of infantry with deep ranks are better at absorbing casualties than thin lines of soldiers. Therefore the front stands of a unit receive a +1 Defence bonus if they have another stand directly behind them. A unit that is counter-charged loses this rank bonus.

### Counter-Charge

If a unit has been charged, but the charging unit fails to reach them they are eligible to perform a counter-charge if the charging unit is within their normal movement range. By doing this counter-chargers lose any benefits from a previous formation but gain a +1 Attack modifier as though they had taken the charge action.

For example: A unit of 8 stands of German Warriors charges a unit of 4 Roman Legionnaires 10" away. The German Warriors move 7" as standard plus 1D6+1" for charging. However, the unit only moves 9" in total, 1" less than the distance required to reach their foes. As a result the Roman Legionnaires perform a counter-charge, breaking their Shield Wall. They lose the +1 Defence from the Shield Wall formation and gain +1 Attack from counter-charging. The German Warriors lose the +1 Attack bonus they had from charging.

### Flanking

If a unit is attacked in either of its flanks or the rear the attacking unit receives +1 Attack modifier and denies any stands in base contact the benefit of having a rank bonus or lending a rank bonus to another stand.

### Overrun

Stands in the front rank of a unit may perform the Overrun formation if there is a space directly before them in the opposing unit's front line. If this formation is taken the stand is moved forward to take the place of the dead stand in the opposing unit. A friendly stand from the second rank can move forward to replace the overrunning stand.

A stand that has Overrun can now wreak havoc. It can attack any stand in base contact with it, meaning that it counts as flanking, receiving a +1 Attack modifier and denying any stands in base contact the +1 Defence modifier for having an extra rank. The downside to this is that the overrunning

unit is likely to be able to be attacked by more than 1 stand.

### Sample Combat

*The unit of 4 Roman Legionnaire stands has counter-charged the German Warriors. All 4 Legionnaire stands are in base contact so the Roman player makes four attacks rolling a D6+2 for each stand (+1 for charging, +1 for their normal attack bonus). Each Warrior stand has Defence 4 as standard, which under normal circumstances would be Defence 5 because the Warrior stands have an additional rank. However, because they have been counter-charged they lose this bonus and so only have Defence 4. The Legionnaires therefore need to roll 2's to kill them.*

*The 4 Roman Legionnaires attack rolling a 2,3,3 and 5 which with their +2 gives them 4, 6, 6 and 7. These results are compared against the German's Defence of 4: all four stands of Warriors are killed. The Warriors attack back, rolling D6+1 four times (their normal attack bonus). The Legionnaires have a defence of 5, so with rolls of 1,3,3 and 4 (giving 2,4,4 and 5) only 1 stand of Romans is destroyed. Now that both sides have attacked, the 4 stands of Warriors are removed as is the 1 stand of Legionnaires.*

### Morale

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Each stand has a Morale characteristic representing how likely to rout the troop type is, the higher the Morale the less likely it will run. A Morale test is made by rolling a D6 and adding the Morale characteristic of the stand the unit is comprised of. If this roll is equal to or greater than 6 the test has been passed, if not it has been failed.

Add together the Morale's of each stand in a unit to get that unit's Break value.

For example: A unit of 4 Roman Legionnaires has a Break value of 12 (3x4). A unit of 4 German Warriors has a Break Value of 8 (2x4).

A unit that wishes to charge an enemy unit cannot do so if the enemy unit's Break Value is twice its own unless it first makes a successful Morale test. A unit that fails this test counts as being formed and remains stationary, refusing to sacrifice themselves against such a mighty foe.

For example: The unit of 8 stands of German Warriors has a total Break Value of 6 (8x2). The unit of 4 Roman Legionnaires has 12 (3x4). Even though there are twice as many Germans as Romans, the Legionnaires do not have to test as their Break Value is more than half of that of the German Warriors.

At the start of the Movement phase the Break Value for units involved in combat is worked out. AS before if a unit's break value is half or less of the enemy it's fighting it needs to make a Morale test. If it fails it is forced to take the Flee formation.

## Troops

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In the Army Lists section the characteristic profiles of a number of different troop types are given. This is by no means a comprehensive list of all ancient warriors, but serves to demonstrate how certain troop types perform in these rules and forms a standard to which other troops can be designed.

Apart from the characteristics already mentioned (Movement, Attack, Defence and Morale) a stand may also have one or more special abilities, as described below.

### Special Abilities

#### Artillery

Stands targeted in the Shooting phase do not receive +1 Defence bonus for using the Shield Wall formation.

#### Blood Lust

When charging the stand receives +2 Attack when instead of the normal +1.

#### Ferocious

When performing a charge the stand moves an additional +1"

#### Heroic

Can always charge irrespective of the Break Values.

#### Mounted

Cannot perform Shield and gains no benefits from a second rank. When charging moves +2d6" instead of 1d6+1"

#### Light Troops

May not select the Shield Wall formation, but may elect to Flee when charged. They will have to rally as normal in the next Movement phase

#### Loners

Do not receive +1 Defence for ranks and cannot perform Shield Walls. Cannot form into units. A stand may be part of a unit of different troops but only in a ratio of 1 stand of Loners for every 2 stands of other troops.

#### Throwing Weapons

Each stand may make one Shooting attack during the battle, but only when they have performed a Charge. Use distance charged as range.

#### Highly Trained

When performing a Shield Wall, unit may move at half rate.

#### Tortoise

As Highly Trained, plus receives +2 Defence in the Combat phase when performing a Shield Wall against an enemy who has just charged from the front, instead of +1.

## Heroes and Leaders

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As well as standard troop types an army will include at least one hero stand in the shape of its general. Hero stands may operate independently or as part of another unit.

The general, and other heroes, have three unique characteristics, Leadership, Inspiration and Command.

Leadership is used by the army general to decide who has the initiative and is also used by any other heroes for the same thing should the general be killed.

Inspiration is the range at which any friendly stands receive +1 Morale. No stand can receive this benefit from more than one hero at a time. If the army general is slain all stands are subject to -1 Morale.

Command is the number of +1 modifiers that a hero has to spend during the turn. Each +1 modifier increases a single characteristic for a single stand and only for a single phase. No single stand can except more one +1 modifier in a phase.

For example: *The Roman General has 1d6+1 Command and he has 4 Command points to spend this turn. He uses all 4 to increase the Defence values of a unit of Legionnaires for the Combat phase.*

As the name implies, heroes are more proficient than normal troops. To represent this the army general stand typically has a +1 bonus to each of its characteristic values. Other heroes may only have this bonus to some of its characteristics.

## Army Lists

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### The Romans

This sample army list provides troops for the Early Imperial Roman period

**Roman General** **Points: 34**  
Move 6" Attack +2 (+1) Defence 6 Morale 4  
Special Abilities: *Tortoise, Throwing Weapon (Pilum)*.  
Ld 1D6+3 In 12" Cmd 1D6+1

**Roman Hero** **Points: 29**  
Move 12" Attack +2 (+1) Defence 6 Morale 3  
Special Abilities: *Mounted*.  
Ld: 1D6+1, In: 6", Cmd: 1

**Roman Legionnaire (Elite)** **Points: 19**  
Move 6" Attack +1 (+0) Defence 5 Morale 3  
Special Abilities: *Tortoise, Throwing Weapon (Pilum)*.

**Roman Legionnaire** **Points: 17**  
Move 6" Attack +1 (+0) Defence 5 Morale 3  
Special Abilities: *Highly Trained, Throwing Weapon (Pilum)*.

**Roman Cavalry** **Points: 21**  
Move 12" Attack +1 (na) Defence 6 Morale 3  
Special Abilities: *Mounted*

**Roman Auxiliary** **Points: 11**  
Move 7" Attack +0 (+0) Defence 4 Morale 2  
Special Abilities: *Light Infantry*.

**Roman Auxiliary Archer** **Points: 12**  
Move 7" Attack +0 (+1) Defence 3 Morale 2  
Special Abilities: *Light Infantry, Bows*.

**Roman Ballista** **Points: 18**  
Move na Attack na (+1) Defence 6 Morale 3  
Ballista Range 30"/45"  
Special Ability: *Artillery*.

**Roman Scorpio** **Points: 24**  
Move na Attack na (+2) Defence 6 Morale 3  
Catapult Range 36"  
Special Ability: *Artillery* .

**Roman Onager** **Points: 25**  
Move na Attack na (+2) Defence 6 Morale 3  
Catapult Range 40"  
Special Ability: *Artillery* .

### Barbarian Horde

The troops list below represents generic barbarians, the likes of which would be found at the fringes of the Roman Empire. Germanic tribes, Celts etc.

**Barbarian Warlord** **Points: 29**  
Move 7" Attack +2 (+1) Defence 5 Morale 3  
Special Ability: *Ferocious, Heroic*  
Ld 1D6+1 In: 12" Cmd 1D3+1

**Barbarian Berserker** **Points: 17**  
Move 7" Attack +1 (na) Defence 5 Morale 3  
Special Ability: *Ferocious, Blood Lust, Loners*

**Barbarian Warrior (Elite)** **Points: 13**  
Move 7" Attack +1 (na) Defence 4 Morale 2  
Special Ability: *Ferocious*

**Barbarian Warrior** **Points: 11**  
Move 7" Attack +0 (+0) Defence 4 Morale 2  
Special Ability: *Ferocious*

**Barbarian Skirmisher** **Points: 10**  
Move 7" Attack +0 (+0) Defence 3 Morale 1  
Special Abilities: *Ferocious, Light Infantry, Throwing Weapons (Spears)*.

