

Roman v Celt Battles

Turn Sequence: Shoot, Move (enemy shoot at chargers), Combat, Recover.

Unit	Move	Combat	Notes
Roman Legionaries	6"	5	-2 v chariots, -2 in rough ground, +1 for 2 nd rank
Roman Auxilia	8"	3	-1 v chariots
Roman Bows	8"	3	12" range, -1 in close combat,
Roman Psiloi	8"	1	12" Range, Light Troops
Roman Cavalry	12"	3	+1 if charging, Can Evade, -2 in rough ground
Celt Warband	8"	3	+1 if charging, -1 v cavalry, must pursue.
Celt Javlines	8"	2	4" Range, Light Troops
Celt Slingers	8"	1	12" Range, Light Troops
Celt Light Cavalry	14"	2	4" Range, -1 in rough ground, Light Troops
Celt Chariots	12"	3	4" Range, can Evade, -1 in rough ground, +1 charge

Movement

Rough terrain (woods, steep hills, etc) halves move rate. *Obstacles* cost half move. Celts are unaffected by woods.

Passing through unengaged units costs half a move for both units, except when Light Troops are involved.

Moving outside of front 45° costs half movement allowance. *Light troops* are not affected by any move deduction.

Evading may move away from charge in enemy turn, but lose next move. All Light Troops can Evade.

Command

Unit may charge or evade enemy within move range using own initiative, before first command roll.

Rash units always charge enemy in reach with Initiative.

Roll under or equal to Leadership rating with 2D6. Leader can't command if in hand to hand combat.

No more commands once first Leadership roll is failed. A group is up to 4 units touching along at least one edge.

-1 Unit or whole group is more than 12" from Leader, or not in his LOS.

-1 Unit or any part of group in rough terrain.

-1 Unit (or any unit in group) has damage.

Combat and Shooting Modifiers

<i>Combat</i>	<i>Shooting</i>	<i>All</i>
+1 Defending uphill, obstacle, etc	-1 Target is Light troops	-1 Each hit taken
+1 Each overlapping support	-1 Target in cover	
+1 Each unit contacting enemy flank	-1 If raining or snowing	
+1 if Leader with unit		

Combat Procedure: Add 1d6 to modified combat score, highest is the winner.

Shooting Procedure: Roll under modified combat score with 1d6 to win, (1

always hits, 6 always misses).

Outcome : Winner is side with highest modified dice score. Loser recoils unless -

- Light troops may opt to Flee rather than Recoil, they don't cause hits to friends they flee through.
- Cavalry and Chariots may opt to Flee rather than Recoil, but cause a hit to any friend they flee through.

Winner may advance into the losers ground, keeping in contact with a Recoiling enemy. Units that Flee lose their next move in the same way as Evading.

Units are Destroyed if they accumulate a number of hits equal to their combat score. Recoiling or Fleeing units take 1 hit. Recoils face enemy and push back friends, Fleeing units face away from enemy and pass through friends causing 1 hit to them (unless light troops). If friends are in combat the fleeing/recoiling unit is destroyed and the friends take a hit.

Panic: When a core unit Flees or is Destroyed, test friendly units within 6" of start point, who also have enemy within 6" and LOS. Roll 1D6 (+1 if Leader within 6"), if more than current Combat score the unit Flees, which may cause more tests.

Multiple Combats: When fighting more than one opponent add combat scores together and roll only one dice per side. Loser takes one hit for each enemy in contact.

Flank Charges: Must charge from behind flank line or an unengaged target can turn to face.

Recovery: Units 12" away from enemy may recover one hit if they stand for a turn and their leader is within 12".