

### USING UNIT TILES

Unit tiles are the game's playing pieces. Each one represents a unit of soldiers.

Most units represent formed or densely-packed soldiers, and a single tile represents about 500 men. Some units represent thin screens of light troops, and these tiles represent about 200-300 men.

Each unit has a **type**, and has **values** and **traits**. Values are numbers that directly express the unit's performance in the game. Traits are words that indicate some special ability, usually with the effect of modifying a value.

### UNIT FOOTPRINT

Each unit tile has a "footprint." This refers to the physical space it occupies on the board, either while sitting still or while moving. A unit's footprint can be important, because it is used to determine whether the unit moves through other units or through certain kinds of terrain, or whether there is enough physical space for it to occupy a particular spot on the board.

## UNIT TYPES

There are five unit types, each noted by an abbreviation:

- M.I.**     **Massed Infantry.** Soldiers who fight shoulder-to-shoulder in ranks and files.
- L.I.**     **Light Infantry.** Skirmishers or other soldiers who fight as a screen or in some sort of loose array.
- M.C.**     **Massed Cavalry.** Disciplined cavalry that uses shock and fights in formations.
- L.C.**     **Light Cavalry.** Light cavalry and other irregular or tribal horsemen.
- Ele**     **Elephants.** The elephants and the soldiers mounted upon them and/or escorting them.

### CORE UNITS

Each army has one or more kinds of "core units." They are always massed infantry, and the titles on their unit tiles are in a **yellow background**. This distinction plays no role in the basic game. It is used only in the advanced game when building fictional armies for club games, and in *The Crisis* campaign.

## VALUES AND TRAITS

### VALUES

A unit has two values:

- All units have a **movement allowance**.
- All units have an **elan** value, which is a number between 1 and 6. It is symbolized by a number of swords.

### TRAITS

Each unit is rated for certain traits, which modify its performance in the game. It is possible for a unit to have no traits. Each trait is noted by a symbol that appears on that unit tile.

Each trait will be explained in detail in the appropriate chapter, but it is useful to summarize them briefly at this time:



#### ARMOR

A unit may have one or more armor symbols, or none at all. The more armor symbols it has, the greater is its protection from enemy shooting. Each of the four nationalities has a different shield for its armor symbol. The one illustrated at left is a Roman shield.



#### MISSILE

This unit has missile weapons and thus may shoot. Some units have the symbol in **red**, meaning that they are massed, trained archers and have superior shooting ability.



#### HESITANT

This unit is poorly armed and unwilling to charge into combat against enemy massed units.



#### AGILE

This represents a massed unit that is tactically flexible and able to operate in rough terrain. It does not suffer penalties when fighting in difficult terrain.



#### ESCAPE

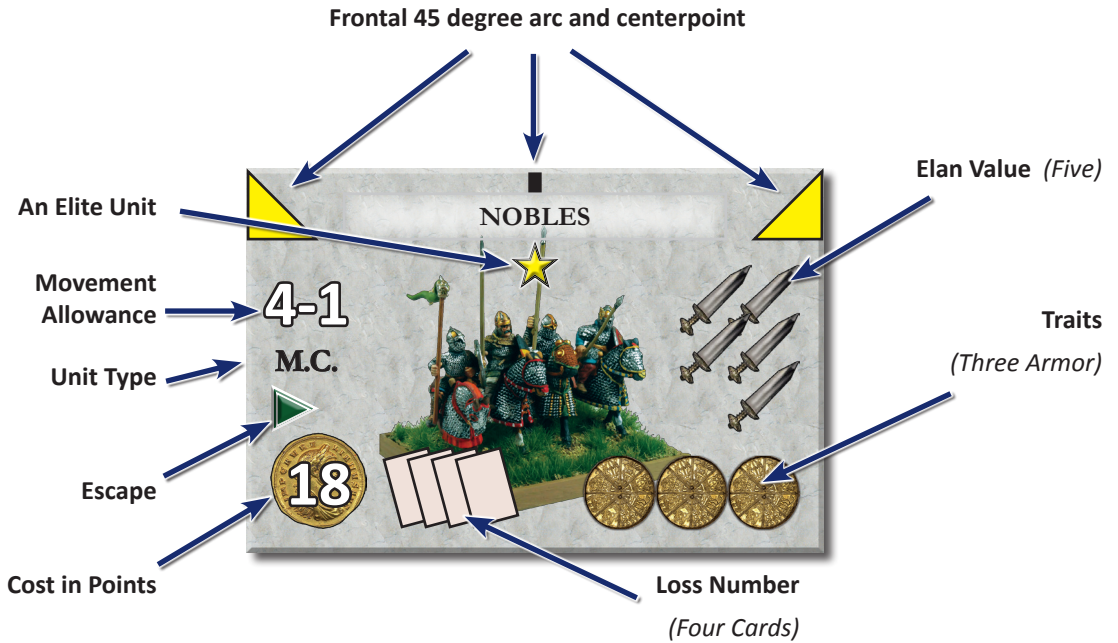
A cavalry unit has the ability to escape a bad combat outcome with minimal disruption under certain circumstances. The number of symbols indicates which opponents it may escape from. See Chapter 9.



#### ELITE

*(Advanced Game Only)*. This unit has limited availability during *The Crisis* campaign and may not easily be replaced if lost.

## ANATOMY OF THE UNIT TILES



### Unit Colors

The national color of a unit is shown by the two triangles that denote its forward arc. In the example above, these triangles are yellow. That means this is a Sarmatian unit.

### CENTERPOINT

If you hold a unit tile up to your face, the top edge is its front edge. In the center of that front edge is a small rectangular black mark called the centerpoint. It is used for various measurements during movement, shooting, and combat.

### FRONTAL ARC

The front corners of each unit tile have colored triangles. These display the unit's 45-degree frontal arc. When shooting or charging, it is important to know whether a target lies within a unit's frontal arc. These triangles allow you to measure that angle in a simple and clear way. The color of the triangles tells you at a glance the unit's nationality.

## COST IN POINTS

Each unit has a “cost” in army points. This is used in the advanced game when building armies.

## ELAN

All units have one or more sword symbols, indicating their elan value. The number of swords is the unit’s elan value, which is used as a modifier in combat.

## LOSS NUMBER

When units break, the owning player must remove a number of cards. The number of cards is shown on the unit tile and is known as its loss number. *For example, if a unit has a loss number of four, then when that unit breaks, its player must remove four cards from the game.*

## FRONT, FLANKS, REAR

At various points in the game you will need to trace imaginary lines from a unit to determine its position relative to other units.

Trace two lines along the unit tile’s flank edges, extending indefinitely straight ahead. Anything that falls within those two lines is said to be “**directly in front**” of your unit.

Trace two lines from the unit’s front corners, extending at 45-degree angles. The unit tiles make this easy by giving you 45-degree triangles in these corners.

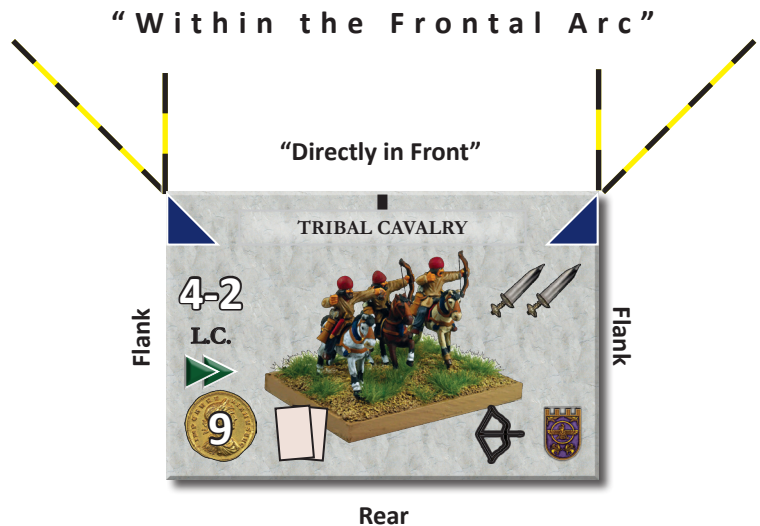
Something that falls within those two diagonal lines is “**within the frontal arc**” of your unit.

Obviously, anything that is directly to the front of a unit is also within its frontal arc, but the reverse is not always true.

## MOVEMENT ALLOWANCE

Each unit has a **movement allowance** that is expressed in an X-Y format, in which X is its simple movement allowance — the allowance it may use when making only simple moves — and Y is its difficult movement allowance, the allowance it uses in all other cases.

The movement allowance is explained in detail in Chapter 8.



## MARKERS

The basic game uses up to three types of marker: the disruption (DISR), objective, and baggage markers. The advanced game uses several more types of marker.

Markers are not units. They have no footprint, no facing, and no limits on stacking. They never obstruct shooting, nor get in the way of movement. They cannot be attacked or shot at.

## DISRUPTION (DISR) AND BREAKING

The game includes several markers for **disruption** (hereafter abbreviated: DISR). A DISR marker is a square, numbered 1-4 on its four edges.

Units acquire DISRs in combat and when shot at, and sometimes due to other situations. DISR is cumulative. A unit with 1 DISR that takes another, now has 2 DISRs, and so on.



The DISR marker should be placed on top of a unit tile, with the correct number facing the unit's front edge. If DISRs change, the marker can be rotated to show the new correct number.

DISR can be reduced by **rallying** a unit.

### BREAK POINT

Each unit has a break point, which is the number of DISRs at which it is **broken** and removed from the game. Unless specified otherwise by special rule:

- A massed or elephant unit may take up to 4 DISRs. The fifth one breaks it.
- A light unit may take up to 3 DISRs. The fourth one breaks it.

A unit is broken and removed from the board immediately, at the moment it reaches its break point, regardless of how or when.

### Ancient Units, Ranks, Files, and Numbers

Ancient sources are often unclear with regard to numbers and formations. The period of *Aurelian* also represents something of a black hole for primary sources. Some modern authors have imposed anachronistic words such as "regiment" in an attempt to standardize terminology.

Vegetius indicated that a Roman regiment might fight in as few as four ranks, while Maurice's *Strategikon* indicated as many as sixteen. If we take a median position and imagine ten ranks, then a unit of 500 men would be five times as wide as it was deep. A literal representation of this on a table would be impractical for all but the tiniest miniatures. Rather, we will use a practical rectangle shape that allows us to display the figures in an attractive way while getting the right basic "feel" and look of ancient units.