

Chandragupta

Great Battles of the Mauryan Empire

India, 319-261 BC

RULES OF PLAY

TABLE OF CONTENTS

1. Introduction.....	2
2. Components and Terms	2
3. Sequence of Play.....	6
4. Leaders.....	7
5. Leader Activation and Orders.....	11
6. Movement.....	14
7. Facing and Zones of Control	18
8. Missile Combat.....	19
9. Shock Combat.....	21
10. Special Units.....	26
11. Effects of Combat	29
12. Fortification.....	31
13. Army Withdrawal	35
14. Optional Rules	35

(1.0) INTRODUCTION

Chandragupta brings the art of war in ancient India to GMT's Great Battles of History series. It covers the brief but rapid rise of the Mauryan Empire, from the Emperor Chandragupta's first victories over the Nanda clan to the expulsion of the Seleucids from the Indus river valley, and finally the conquest of the last independent kingdom on the subcontinent, Kalinga, by Chandragupta's grandson Ashoka.

The battles simulated here illustrate the traditional "four-fold" division of the Indian military system, with the elephant corps reigning supreme in prestige (though not always effectiveness), and the lightly armed infantry regarded as little more than fodder for chariots' wheels and trampling elephants. Though anachronistic, chariots still play a prominent role on the Indian battlefield, while the modestly armored cavalry is afforded a tentative importance at best. And in *Chandragupta*, players will grapple with the unique aspects of the Indian military "classes"—the loyal Maulas, the mercenary armies, as well as the unpredictable tribals and the powerful but independent trade guilds—and glean what were to be the seeds of the Mauryan Empire's eventual demise.

Chandragupta includes historical notes so you can see what questions of military history arose from the individual battles, as well as design notes that explain the thinking behind some of the game's design decisions, and play notes with tips or comments about how to play the game. There is the usual section on terminology for your use in becoming oriented to the different unit types and major game terms. Finally, the Scenario Booklet contains the orders-of-battle, setup instructions, and victory conditions for each of the battles featured in the game, as well as estimates of how long the battles take to play and how well-balanced (in terms of having a chance to win) they are. Though based upon playtest input, your own experiences may differ.

A Note for Players: *Chandragupta*, while not an overly difficult game to learn or understand, uses a tactical system that rewards those who know what their units can do and how to exploit the capabilities of even the worst of them. This is an archery-oriented style of warfare, with the elephant corps taking center stage in terms of battlefield prominence, a major departure from contemporary Western systems in which infantry largely reigned supreme.

For Those Who Have Never Played a Historical Simulation Before: Your main challenge will be that war gaming has its own language. Also, the rules use a "sectional" approach that, while reading them may be a somewhat disjointed process to the uninitiated, does help you find things quickly when you need them. Above all, this is supposed to be fun, so peruse the rules, open up one of the battlefield maps, and push some counters around to get a feel for simulation gaming. We suggest you start with the Pataliputra scenario—set it up (put the designated counters in their assigned "starting" hexes"), turn to the rules section called Sequence of Play (3.0) on page 6, and simply start doing what the sequence tells you to do, referring to the rules as needed. After about 30 minutes or so, you'll be good to go.

For Those Who Have Not Played the System Before: Even if you are quite familiar with simulation gaming, we suggest you set up the Pataliputra scenario and push the counters around for a turn or two before actually starting a game. This will reveal the various tactical strategies available, how the different types of weapons systems may be best used and how to best (try to) protect against them. The one thing to remember is that the more you know about your units and how they act/interact, the better commander you will be.

For Those Who Have Played the System: *Chandragupta* uses a system similar to *Great Battles of Alexander Deluxe* (GBoH Vol. I), with rules modifications and additions that portray the leadership and command hierarchies (called "grades" in the game) that are unique to the Indian military system of the era. We have also modified the Chariot rules to something more historical and congruent to the Indians' use of this weapon system. Since Elephants are so prominent here, you'll notice some changes and additions to how the pachyderms have been treated in earlier volumes. There are also new rules that extensively treat terrain features such as fortifications and cities. As always, a thorough review of the Charts & Tables is heartily recommended.

If you have any questions about these rules, we'll be glad to (try to) answer them. You can find our contact information at www.GMTgames.com. You also reach us at www.ConsimWorld.com in the various gaming sections.

(2.0) COMPONENTS AND TERMS

The *Chandragupta* components include:

- 2 22" x 34" map sheets (back-printed)
- 1 22" x 17" map sheet
- 3 counter sheets (840 counters)
- 1 Rules Book
- 1 Scenario Book
- 4 player aid cards
- 1 ten-sided die
- plastic counter storage bags

(2.1) THE MAPS

Each battle uses one or more game maps on which is overlaid a hexgrid to regulate movement and combat. The effects of the different types of terrain on the map are covered in the rules and charts.

The battles of Kalinga and Magadha use one map plus a half-map extension. The battles of Pataliputra, Takshashila, Gandhara, along with the Revolt in the Provinces use one map. Malayaketu and the Suppression of the Khashas are played on a 1/2 sized map.

(2.2) THE PLAYING PIECES

There are three types of playing pieces, or counters: combat units, representing the various types of fighting troops; leaders, the individuals who command the troops; and information markers used to note specific pieces of information necessary for play.

(2.21) Combat units come in two sizes: square (single) and rectangular (double-size), the latter representing larger, linear formations such as the feared, but rather rigid, Macedonian Phalanx. Each combat unit is a specific Type and, possibly, Grade or Class (as illustrated below), depending on its weaponry and armor/protection. All combat units are rated numerically for their Size, Troop Quality (TQ) and Movement capability. Units that are capable of firing missiles also have a Missile Indicator indicating the type of missile weapon used (J=javelin; A, A* = arrow; S=sling) with Artillery classified by type (Yantra, etc.). The Missile Table gives the Ranges for these missiles. Each combat unit has two sides.

For most units, the ratings are the same on both sides of the counter. The reverse side is used to indicate that the unit has "Moved" at least once that game turn. The reverse side of some Chariot units indicates that the occupants have dismounted and are now fighting

on foot (separate “Moved” markers are supplied to indicate that these units have moved).

(2.22) Each combat unit is divided into Type, Class (not all units), or Grade (Indian units only):

TYPE: A unit’s Type—e.g., Heavy Infantry (HI), Elephant (EL), etc.—is used to determine its relative Superiority (see 9.17) against other types of units.

CLASS: Sometimes a Type is further subdivided by Class, e.g. Heavy Infantry comes in two classes, Hypaspist (no indicator) and Hoplite (HO). A unit’s Class allows for any variation of effectiveness within the Type.

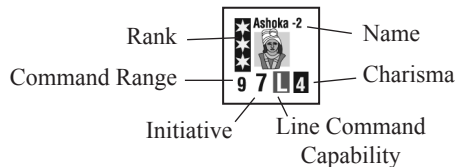
GRADE: Indian units are also distinguished by their military “grade” as identified by italic letter, e.g. an Indian Light Infantry (LI) unit will be either of the Maula (m), Bharta (b) or Sreni (a.k.a. “Guild”) (s) grade, or will be designated as a Tribal (t). Grade designation is important in terms of command and combat effectiveness within type, and other special characteristics. Note that counter coloring and unit symbols also differ among grade to aid in identification.

DESIGN NOTE: Only Indian units have a grade designation. These grades (called “classes” in military treatises of the era) placed Indian units in a command hierarchy that distinguished substantial differences in their training, abilities—and loyalty. Not all grades defined in the period texts are present in the game. For purposes of streamlining the rules, some of the less common classes have been subsumed into the Bharta and Tribal grades used here.

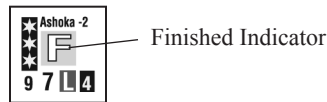
(2.23) Examples of Leader Counters

Leaders have a variety of ratings used to rate their Initiative and Command. Indian Guild Chiefs and Tribal Chiefs have slightly different counters to reflect the different command systems they use. Leaders and Leader Activation are discussed in 4.0 and 5.0.

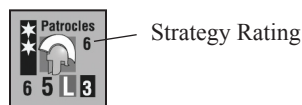
Sample Overall Commander - Front (Activated Side)



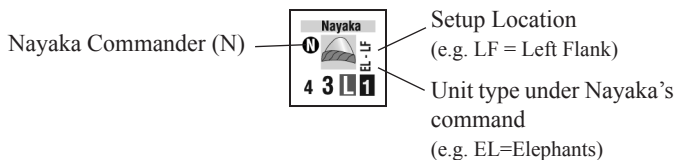
Rear (Finished Side)



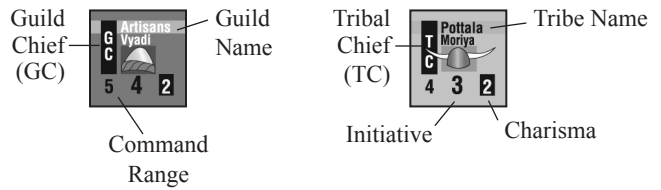
Subordinate Commander



Nayaka Commander

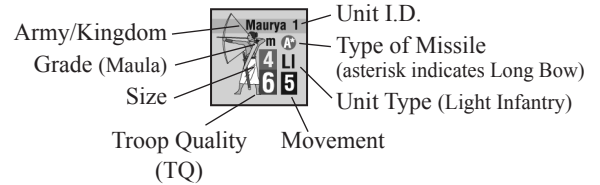


Guild and Tribal Chiefs

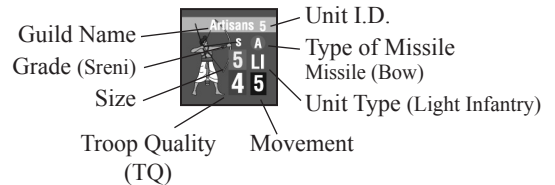


(2.24) Examples of Combat Units

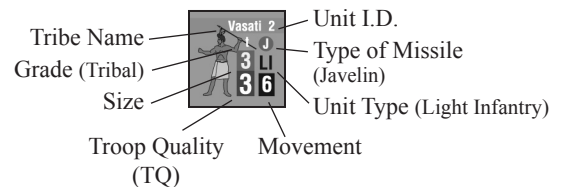
Sample Maula Unit



Sample Sreni (Guild) Unit



Sample Tribal Unit



	Medium Infantry (MI) <i>Maula grade (m)</i>
	Light Cavalry (LC) <i>Bharta grade (b)</i>
	(BACK) White stripe: Unit has Moved. <i>Sreni (Guild) grade (s)</i>
	Light Infantry (LI) <i>Tribal grade (t)</i>
	Lancer Cavalry (LN)

	Chariot (CH) <i>Armed w/ Bow (A)</i>
	Heavy Chariot (CH*) <i>Armed w/ Javelin & Bow (J/A)</i>
	Heavy Infantry (HI) Hypaspist
	Heavy Infantry (HI) Hoplite (HO)
	Phalanx (PH)
	Heavy Cavalry (HC) <i>Cataphracted (CAT)</i>
	Elephant (EL) <i>Armed w/ Javelin & Archer Screen (J/a)</i>
	Skirmisher (SK) <i>Armed w/ Sling (S)</i>
	Artillery (AT) Yantra

	Must Shock No TQ Check (7.34)
	Missile Low (8.19)
	Out of Missiles (8.19)
	Wounded Leader (9.15)
	EL Screen Missile Low (10.11)
	Fired Once (10.52)
	Cohesion Marker (11.1)
	Breach/Destroyed (12.31,12.32)
	Damaged (12.32)

(2.25) Examples of Information Markers. Information Markers, such as “1s,” “2s” (representing Cohesion Points lost), “Routed,” “Finished,” etc., are used to record certain game functions, as discussed below.

	OC Restricted (4.55)
	Trumped (5.4)
	In Column (6.5)
	Must Shock Check TQ (7.33)

(2.3) CHARTS, TABLES AND THE DIE

There are several Charts & Tables player aid cards. The use of each chart/table is explained in the rules, below.

All tables use a ten-sided die; the ‘0’ is treated as a ‘0’ (not a ‘10’), and is less than ‘1’.

(2.4) TERMINOLOGY

We have included two sections. The first is a general definition of most-used terms in the game system. The second is more in the way of historical background, hopefully providing some insight into what units were and how they were used.

Game Terms

Activated Leader: The leader who is giving orders to his troops. Only one leader may be active at any one time.

Class: Subcategory within “Type”, used to differentiate between various weapons/armor systems within a type. EXAMPLE: Hoplites (HO), a class of Heavy Infantry (HI).

Cohesion: A unit’s ability to remain in an organized, fighting formation. Combat results are in the form of Cohesion “hits” causing reductions to a unit’s Cohesion level (see Troop Quality).

DR: Acronym for die roll; the roll of a single ten-sided die

DRM: Acronym for die roll modifier; a number added to or subtracted from the result of a DR (die roll).

Finished Leader: A previously activated leader who is “Finished” with his actions, and (normally) may not be activated again. Leaders may be Finished for other reasons, such as failure to Trump, etc.

Grade: A classification of Indian (only) combat unit. Grade designates an Indian unit’s place in the Indian military command hierarchy. From highest prestige (and also status) to lowest, the hierarchy encompassed the grades Maula, Bharta, Sreni, and Tribal.

Inactive Leader: A leader who has yet—and is still eligible—to be activated.

Individual Order: An order by a leader to an individual unit to move, attack, etc.

Leader: Leaders were the kings, rajas, generals, guild and tribal chieftains who commanded/influenced the troops.

Line: All units of specified Type(s) which are eligible to move under a single Line Command.

Line Command: The ability of certain leaders to move large sections (Lines) of troops at once.

MA: Acronym for a unit’s basic Movement Allowance. It also represents a unit’s maneuverability compared with the other units in the game.

Missile Volley: Friendly units throwing javelins, slinging stones, or shooting arrows at enemy units.

Momentum: The mechanic by which a leader can undertake more than one Orders Phase in a turn.

MP: Acronym for Movement Points. Terrain has a cost in Movement Points to cross or move through.

Orders Phase: The period during a turn when a Leader gives orders to his troops to move and fight.

Shock Combat: Hand-to-hand, (and, often literally, eyeball-to-eyeball), hack and thrust, slash and crash, push and shove melee.

Size: Representing not only the number of men in that unit but also its density and formation.

Superiority: The relative capabilities of the opposing weapons/armor systems which will help determine who will take fewer/more Cohesion Hits in combat.

TQ: Acronym for the all-important Troop Quality rating. The TQ Rating is, by far, the most important number a combat unit has, and it will be consulted constantly throughout play—at almost any time a unit does something that will endanger its cohesion.

TQ Check: A frequently-used game mechanic by which the unit’s TQ is compared against a die roll; the difference between TQ and DR often results in Cohesion Hits.

Trump: The mechanic by which an enemy leader can stop a friendly leader from undergoing an Orders Phase and transfer that phase to him. It can also be used by a friendly leader to go before another, but lower-rated, friendly leader.

Type: General, categorical description of a combat unit, usually used to determine combat effectiveness and results, as per the various combat charts. EXAMPLES: LI (Light Infantry), EL (Elephants), etc.

Wing Command: The ability of certain Indian (generally Mauryan) leaders to activate large sections of an army through the use of subordinate “Nayaka” commanders.

Zone of Control (ZOC): The hexes—usually directly to the front of a unit—into which that unit exerts, by its presence, enough “influence” so as to inhibit freedom of movement by an enemy unit.

Combat Units/Terms

Archers: The most prevalent weapon among Indian infantry. Two types of bows are present in *Chandragupta*, the common bow “A” used by Sreni, Tribals, and foreign armies, and the long bow “A*”. The long bow (familiar to players of the Hydaspes scenario of *Deluxe Great Battles of Alexander*), made of bamboo, wood, and possibly laminated with sinew and other materials, was particularly large—72” long was considered best – and required foot-bracing to draw.

Artillery (AT): Though the terms varied in use and definitions weren’t exactly fixed, for game purposes yantra refers to the lighter scorio-like device, and jamadagnya is equivalent (more or less) to the ballista. A sarvatobhadra is a catapult.

Bharta: The second tier of the Indian military hierarchy, the grade Bharta comprised the large mercenary corps stationed at hand and ready to march at a king’s orders. Bharta generally paid for their own weapons and armor; their quality was reasonably good but their loyalty was in proportion to their pay—not an issue for the wealthy Mauryas.

Cataphracted (CAT): From the Greek *kataphraktos*, meaning “armored” or clad in mail or leather. Effective as protection against missiles, most “cataphracting” in Indian armies was reserved for the elite of the elephant corps.

Chariots (CH): Chariot corps still enjoyed great prestige in most of the Indian kingdoms of the era, and the Mauryas maintained them at great expense. An asterisk (“CH*”) indicates this “heavy” four-wheeled (and cataphracted) variety. The Elephant Chariot (“elCH”) is—yes—an elephant-pulled chariot.

Elephants (EL): The crème-de-la-crème of the Indian military, elephants were considered the “victory of kings in battles” and the implicit faith in their military effectiveness did not truly fade until the advent of firearms. Particularly useful for trampling and scattering enemy infantry (or friendly troops when enraged), they were also handy for battering down camp gates and walls. Many elephant units, particularly of the Maula grade, were cataphracted.

Heavy Cavalry (HC): Cavalry trained and armed for shock combat, and invariably foreign, as the Indians did not adopt them (why bother when one has elephants?). Wearing some armor, their shock capability often came from their fighting formations rather than their weaponry.

Heavy Infantry (HI): A Type that includes Hoplites and hypaspists. The basic foot infantry of the Seleucids, usually protected by 30+ lbs of armor (helmet, breastplate and, maybe, leg armor), shield and both a short sword and a seven-foot (or more) spear.

Hoplite (HO): The “grunts” of classical-era Greek warfare, a class of Heavy Infantry.

Hypaspist: Macedonian hypaspists, an elite Hoplite group, were somewhat lighter (in armor) than Hoplites and thus more mobile. They also (probably) carried a shorter spear.

Lancers (LN): Light cavalry units trained to use a lance for attack. They have no missile capability (a simplification for game purposes.)

Light Cavalry (LC): Mounted archers and javelinists whose great plus was their mobility. They rarely carried armor/protection or any other weapon.

Light Infantry (LI): A generic term applied to foot units with little or no body armor, and possibly a light shield and sword. Indian infantry of the era was almost exclusively light infantry, heavily missile-oriented and valued for mobility. Since they were not given to close formations anyway, their cohesion was less vulnerable to broken terrain—though this also made them more vulnerable to trampling elephants.

Maula: or “hereditary” troops, these were the professional soldiers and thus considered the top grade of the Indian military hierarchy. They were the best trained, their equipment was paid for by the state, and they were unfalteringly loyal to the king. They also had a higher morale than the other grades (rent-free lands and tax exemptions no doubt were factors here).

HISTORICAL NOTE: Though “hereditary” likely indicated that the privileged soldierly status of the Maula was passed from father to son, they were not exclusively of the Kshatriya warrior caste.

Medium Infantry (MI): Units with some armor (usually chest mail) and heavier weapons (usually spears and swords) than Light Infantry, and were trained for Shock combat.

Phalanx (PH): A formation of shoulder-to-shoulder Hoplites used in Greek warfare and perfected by the Macedonians, who relied on an extremely long spear (the 16–18 foot Macedonian sarissa) that enabled the middle ranks to help present a truly formidable and demoralizing frontage when advancing.

Skirmishers (SK): A generic term applied to types of Greek troops that wore no armor and used missiles: javelinists, archers and slingers. They did not fight in strict formation and were generally not capable of or trained for Shock. They were intended to harass and annoy the approaching enemy. The Indians did not employ skirmishers (that’s what Tribals were for).

Sreni: Sreni or srenibala were analogous to trade guilds, and their troops were something of a corporate militia, contracted in the royal army—usually during threat of invasion—to defend trading centers and caravans, or to protect temples and shrines. The troops of this grade were led by their own chiefs and often followed their own agendas—and thus not high on the king’s “loyalty” scale. Also referred to as “Guilds” in the game.

Tribals: Also known as atavibalam or atavika, the Tribals were a myriad of independent clans from the vast forests and inaccessible mountain areas of India. Though undisciplined, kings nonetheless employed them to scout out rough terrain, harass an enemy’s flanks, or—if the king was in a vindictive mood—they were set loose to plunder the enemy’s countryside.

(2.5) GAME SCALE

Each point of Size denotes either 150 infantry or 100 cavalry. Tribal infantry were perhaps 200 infantry per size point because their formations (if you would call it that) were denser. Each chariot Size Point equals from 6–7 chariots, and each elephant Size Point is one elephant. Foot skirmishers are an exception; their size—always ‘1’—reflects not their numerical strength but their dispersed type of formation.

HISTORICAL NOTE: Most modern historians agree that “exact” numbers are almost impossible to divine, but the best historical data are derived from the Arthashastra, the famous military treatise written during the Mauryan dynasty. Based on the treatise’s descriptions of rank depths and frontages, the recommended distances between units standing abreast in formation, and other details, we have managed to come up with what we feel are good “guesstimates.”

Each hex is approximately 60–70 paces (yards) from side to side. Each game turn covers, rather loosely, 15–20 minutes of real time, although gamers should not take this too literally.

(2.6) GAME LENGTH

Most battles consist of an indeterminate number of Game Turns. Since battles are usually fought until one side withdraws, there is usually no need to keep track of how many turns have passed. Some battles, however, do keep track of time, so we’ve provided you with a Turn Record Track with the Charts and Tables.

(3.0) SEQUENCE OF PLAY

Players activate each of their leaders in the order determined by their Initiative Rating, as per 5.1. When a leader is activated he gives Individual Orders (or, if eligible, Line Commands or Wing Commands) which allow units within his Command Range to move and conduct combat. After all leaders have been activated and are “Finished,” each player checks for Rout and Recovery and Army Withdrawal, after which the game turn is concluded.

A. Leader Activation Phase

1. The player with the lowest-Initiative-rated leader, who has not yet been activated, activates that leader. If that leader is eligible for, and wishes to use, a Line or Wing Command, he rolls—when necessary—for that ability at this point.
2. Non-Momentum Trump attempts (5.41 & 5.42) may be made here.

B. Orders Phase

1. Movement and Missile Fire Segment.
 - a. For each Individual Order issued by an activated leader, the player may perform any one function listed in 5.22 with one combat unit, **OR**
 - b. For leaders with Line Command capability (4.3), an entire Line of units may Move and/or Missile Fire, **OR**
 - c. If Wing Commanders (4.5) are present, they may issue Wing Commands to subordinate Nayaka Commanders in range.

The moving player places a “SHOCK—Must Check TQ” marker on top of each moving “heavy” unit the instant it moves adjacent to an enemy unit (7.31).

Units capable of Orderly Withdrawal (6.6) and/or Reaction Fire (8.2) may do so throughout this segment.

2. Shock Combat Segment. After a leader has finished issuing orders, eligible units engage in Shock combat (9.0), using the following sequence:
 - a. Shock Designation: all non-moving, eligible units that choose to Shock are given “SHOCK—No Check” markers.
 - b. The Charge (Pre-Shock TQ Check).
 - c. Resolution of Possible Leader Casualties.
 - d. Resolve Shock Combat.
 - e. Check for possible Collapse and Rout.

C. Momentum Phase OR Return to “A”

1. The player whose leader was activated in the immediately preceding Orders Phase may attempt a Momentum (5.3) die roll to give that leader another Orders Phase (Phase “B”), or, play returns to Phase “A” for any leaders that have not been activated.
2. If the player attempts a Momentum die roll, the opposing player may attempt a Momentum Trump (5.42[2]).

D. Rout and Recovery Phase

1. Remove “Rallied” markers.
2. Rout Movement: Routed units must undergo Rout Movement (11.22). Check for Tribal Flight (11.4).
3. Reload Segment: Eligible missile units may get more missiles (8.110).
4. Resolve Breach Attempts (12.3).
5. Flip all “Moved” units and “Finished” leaders to their front sides.

E. Camp Orders Phase

Artillery units and individual units that are “out of command” but inside camps may move, fire, and then Shock attack. See 12.17.

F. Withdrawal Phase

Each Player totals his Rout Points (13.10) to see if his army has left the field. If either army has, the game is over with victory going to the player whose army remains on the field. Otherwise, at the conclusion of Phase “F,” that game turn is concluded and another game turn begins.

(4.0) LEADERS

Combat units may not move or fire missiles without getting an Individual Order or a Line or Wing Command from a leader. Those combat units that received such orders during a turn, or that are within Command Range of that same leader, may conduct Shock Combat. Each leader counter has two sides: “Active” and “Finished.” A leader who has not yet been or is now activated uses his Active side. A leader that has concluded his activation is flipped to his Finished side.

(4.1) LEADER COUNTERS

Each leader possesses several ratings:

Command Range: Denotes his overall presence on the battlefield as well as the presence of his aides and the effectiveness of his abilities; the range in hexes over which that leader may exert his Initiative.

Initiative: Denotes his basic ability to control forces and make rapid decisions. Initiative is used to determine the order of leader activation and the chances of that leader being able to use Momentum. It also defines the number of Individual Orders that leader may issue per Orders Phase. The higher the rating, the better the leader.

Line Command Rating: Leaders capable of issuing Line Commands have an “L” printed adjacent to their Initiative Rating. When designated by the scenario, Indian Leaders may issue a Line Command or if eligible may issue Wing Commands to their Nayaka commanders (see 4.4 and 4.5). Indian Guild and Tribal Chiefs (as well as Greek leaders) cannot issue Wing Commands.

Movement Allowance: MA for leaders is not printed on the counter. The number of Movement Points any non-Tribal Leader may expend in an Orders Phase is nine (9), and they use Cavalry costs on the Movement chart unless riding an Elephant or Chariot in which case the cost is for those unit types instead. The MA for Tribal Leaders is six (6) Movement Points. Tribal Leaders use Infantry costs on the Movement chart. Leaders do not incur cohesion hits.

Charisma Rating: Denotes a leader’s ability to spur his troops on to greater efforts in combat. The rating is used to adjust the die roll on the Shock Combat Results table in his favor for combat units with which he is stacked.

Strategy Rating: For Subordinate leaders only; expresses the ability to issue Line Commands on their own Initiative.

PLAY NOTE: There are no Elite Commanders in Chandragupta.

(4.2) LEADER CAPABILITIES: INDIVIDUAL ORDERS

(4.21) A leader may give Individual Orders to a friendly combat unit within his Command Range, which is measured by tracing an unobstructed path of hexes equal to or less than the range between leader and unit. Count the unit’s hex, but not the leader’s. A path is obstructed by hexes occupied by enemy units, a hex in an enemy Zone of Control (ZOC) unoccupied by a friendly unit, or terrain a leader could not cross or enter using his method of conveyance (see 6.16). Friendly units negate enemy ZOCs for purposes of tracing order paths. All other paths are considered unobstructed. Command Ranges are calculated at the instant the Individual Order is given.

(4.22) An Individual Order allows a friendly unit to conduct movement and/or missile fire, etc., as per 5.22. Without an order, a unit may not move voluntarily. In a given Orders Phase, a leader may issue a number of orders equal to his Initiative Rating. Once a leader can give no more Orders and cannot be activated again, flip him to his Finished side.

(4.23) A leader (other than an Overall Commander – see 4.4) in an enemy Zone of Control may not issue Orders (or Line Commands, for that matter) either to combat units or to himself... and thus may not move out of that enemy ZOC ... unless and until he is moved out of that ZOC by an Order from the Overall Commander. See also 5.27.

(4.24) A leader who is “Finished” (5.15) may not issue Individual Orders (or Wing or Line Commands). However, he may move—but only if ordered by an Overall Commander to do so.

(4.3) LEADER CAPABILITIES: LINE COMMANDS

This section applies only to those leaders with an “L” printed adjacent to their Initiative Rating.

PLAY NOTE: Indian Tribal Chiefs and the majority of Guild Chiefs do not use Line Commands. Greek leaders do have the ability to issue Line Commands.

(4.31) A leader with Line Command Capability, instead of issuing any Individual Orders, may issue one Line Command to all the units in a Line (4.33), if he is eligible to do so (4.4). The allowable Lines are listed in the Line Command Eligibility section of each scenario.

(4.32) Line Size. There is no limit to the number of units in a Line that may be so ordered—other than 4.33—and all the eligible units in a Line do not have to take part. Units in a Line do not have to stay together when they move ... although to do otherwise is to court organizational disaster.

(4.33) Line Composition.

Infantry Lines. In order for Infantry units to be eligible for a Line Command:

1. The units must be all the same Type/Class as listed in that scenario’s Line Command Eligibility Chart. The Indian infantry Grades Maula and Bharta may be considered part of the same line.
2. The units must be either flank-to-flank or (but not “and”) front-to-rear (see Facing, 7.1) to be in the same line.
3. The units in the line must be adjacent; any space—even an occupied space—between eligible units ends the line.
4. An Infantry Line may be of any length regardless of Command Range.
5. Indian Maula and Bharta Light Infantry can be combined with Elephant or Chariot units to form Combined Elephant/Infantry and Chariot/Infantry lines (see below).

Cavalry/Chariot Lines. In order for Cavalry or Chariot units to be eligible for a Line Command:

1. The units must all be of the same Type/Class listed in that scenario’s Line Command Eligibility Chart. The Indian Maula and Bharta Grades may be considered part of the same line.
2. The units must all be within half the leader’s Command Range, rounded up. They do not have to be adjacent or flank-to-flank, etc. Units outside that Range are not in that Line, even if they are adjacent to units that are.
3. Macedonian LN (Lancer) units are generally considered to be of a separate type for Line Command purposes, however, Indian LN units are not, i.e. Indian LN and Indian LC units may be part of the same line.
4. Combined Chariot/Infantry lines are treated separately (see below); Cavalry never combine with any other Type.

Elephant Lines. To be eligible for a Line Command, Elephant units may be in either a linear (as with infantry) or non-linear (as with cavalry/chariots) formation:

1. To be in the same line, the Elephant units must be either flank-to-flank or front-to-rear, adjacent with no intervening spaces. The line may be of any length without regard to command range, **OR**

They do not have to be adjacent, flank-to-flank etc. if they are within the leader’s Command Range. Units outside the Command Range in this case are not in the line, even if adjacent to units that are.

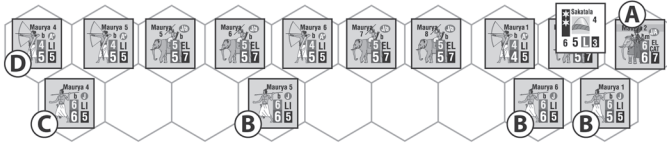
2. No combining of the two formations is allowed—an Elephant line must be either “infantry style” or “cavalry style.”
3. The Indian Grades Maula and Bharta may be considered part of the same line.
4. Combined Elephant/Infantry lines are treated separately (see below).

PLAY NOTE: Note that Cavalry Command Ranges for Line Command purposes are one half their printed Range, rounded up. Those for Elephants are not halved.

DESIGN NOTE: The treatment of elephant lines in Chandragupta is a departure from previous games in the GBoH series by combining the stricter Elephant formations defined in Deluxe Alexander with some aspects of the looser formations allowed in later games and modules. We believe that this greater latitude in command and control more accurately reflects the elephant’s status as the preeminent corps of the Indian military system.

Combined Elephant/Infantry and Chariot/Infantry Lines. Indian (only) Light Infantry (LI) units may be eligible for a Line Command in combination with friendly Chariot or Elephant units (any Types) when the following criteria are met:

1. All units in the Combined Line must be either Maula or Bharta grade (or both); no other grades are eligible.
2. Light Infantry (LI) are the only infantry that can be part of a Combined Line.
3. A Combined Line may be comprised of Light Infantry and Chariot or Light Infantry and Elephant units; Chariot and Elephant units cannot be in the same Line.
4. The units must be either flank-to-flank or (but not “and”) front-to-rear (see Facing, 7.1) to be in the same line.
5. All eligible units in the Combined Line must be adjacent to one another; any space, even if occupied by an ineligible unit, ends the Line.
6. Light Infantry units in the front rank of a flank-to-flank Combined Line cannot be adjacent; they must be separated by at least one intervening Chariot or Elephant unit (note that this applies to front rank only).
7. A Light Infantry unit in a hex immediately behind the front rank of a flank-to-flank Combined Line may move as part of that Line if it is in a rear hex of an eligible Elephant or Chariot unit and facing the same direction (see Facing, 7.1).
8. Units in a Combined Line must stay together when they move (this is the disadvantage to Combined Lines—and an exception to 4.32).
9. A Combined Line may be of any length, without regard to command range.



EXAMPLE: The units above are part of a Combined Elephant/Infantry Line commanded by Subordinate Commander Sakatala (who is stacked atop an Elephant unit). They are all Bharta with the exception of the EL unit (A), which is Maula and therefore is eligible. The LI units “following” in the rear hexes of adjacent Elephant units (B) are eligible. The LI unit (C) is not “following” an EL unit and therefore is not eligible; and (D) is not eligible because it is adjacent to the flank of another LI unit.

PLAY NOTE: The idea here is that the Infantry in a Combined Line are following the Elephant or Chariot units into battle. Rules should be interpreted with this in mind.

DESIGN NOTE: The Combined Line illustrates both the preeminence of the Elephant and Chariot in the Indian military system as well as the distinctly subordinate role of the Infantry, which often served as little more than support for the Elephant corps and Chariot-mounted knights.

(4.34) For Infantry lines, “infantry-style” Elephant lines, or Combined Lines, a leader must start his Orders Phase within two (2) hexes of at least one unit in that “line” with NO intervening combat units. He must have a clear LOS (8.14, and interpreted liberally in the case of disagreements) to that unit (Elephants do not block LOS). Nayaka leaders are an exception in that they must be stacked with a unit in the line.

(4.35) Command Restrictions. Certain leaders who may issue Line Command may do so only to the Type of units specified in the scenario instructions or on their counters. Command Restrictions do not apply to Individual Orders (**Important Exception:** Sreni and Tribal leaders and units, see 4.6).

DESIGN NOTE: While Line Commands are a more efficient way to move large numbers of units, such “efficiency” comes at a cost, mostly as these leaders were not truly “professionals.” For example, a leader issuing a Line Command to move may not rally units in that Orders Phase.

(4.4) COMMAND HIERARCHY

There are five types of commanders in *Chandragupta*: Overall Commanders, Wing Commanders, Subordinate Commanders, Nayaka Commanders, and Guild/Tribal Chiefs. This section describes the general features of command system used by all the armies present in the game. Section 4.5 details the Mauryan Command System while 4.6 covers Guilds and Tribes.

(4.41) Overall Commanders. Overall Commanders (OC) are those leaders that command the entire army, as designated in each scenario. Every army has an Overall Commander. OCs function like other leaders except that, when activated, OCs can:

1. Leave enemy ZOCs by issuing an Individual Order to themselves.
2. Issue Orders to other, friendly leaders (one per leader per Orders Phase) to move them. If the leader to be moved starts in an enemy ZOC, it costs the OC two (2) Orders to move that leader. Note that an OC in an enemy ZOC may not issue an Order to move another leader; he must first leave that ZOC.

3. Issue Individual Orders to friendly combat units of any type, within range, for any purpose the game allows. An OC, however, cannot issue Individual Orders to Sreni or Tribal units (see 4.6).

4. Issue a Line Command (if eligible to do so) to any line as per the Line Composition rules (4.33) in any Order Phase. An OC that issues a Line Command cannot do #1–3 above.

5. Can be used by Subordinate and Wing Commanders to automatically issue Line/Wing Commands per 4.43 and 4.54.

PLAY NOTE: Some armies have more than one “Overall” commander. The individual scenarios cover this situation.

(4.42) Subordinate Commanders. Subordinate Commanders (SC) are the second command tier leaders of the non-Indian armies and in Indian armies those leaders assigned to command a small section of the army independent of the Wing Commanders. SCs function like other leaders except that, when activated, SCs can:

- Issue Individual Orders to any units in his range (Sreni and Tribal units excepted).
- Issue a Line Command to a line as per the Line Composition rules (4.33) in an Initial (non-Momentum) Orders Phase if:
 1. it is the first game turn of the scenario, or
 2. the SC starts the phase within his Overall Commander’s range, or
 3. the SC is not within the Overall Commander’s Range or the player chooses not to use his OC as above, but the player rolls a die, and that die roll is the same as or lower than the leader’s Strategy Rating. If it is higher, he may issue only Individual Orders.

DESIGN NOTE: This limitation has much to do with chain-of-command “red tape” vs. individual initiative (the die roll).

- In a Momentum-generated Orders Phase, issue a Line Command if the SC issued a Line Command in the Initial Orders Phase as per #1 or #3 above.

(4.43) Important Momentum Limitation: Subordinate commanders that used their proximity to their Overall Commander to issue a Line Command may not attempt/roll for Momentum.

PLAY NOTE: Why, pray tell, is that? Well, it takes far more time and energy to use the chain of command than to call on one’s initiative.

(4.5) THE MAURYAN COMMAND HIERARCHY

DESIGN NOTE: The Mauryans utilized a multi-tired command system necessary for fielding their often-enormous armies. This is expressed in a command hierarchy using the device of the Wing Commands and Nayaka subordinate commanders, as variously described in the Mauryan military treatise Arthashastra. A Nayaka was something of a brigade-level commander. For game purposes (and also due to the fog of Indian history) we have somewhat abstracted this, giving the Nayaka a function similar to the legionary Tribune or a Contingent Commander in previous GBoH volumes.

PLAY NOTE: The Mauryan Overall Commander controls the Center and Wings of his forces through his Wing Commanders. When a Wing Commander (WC) is activated he may, if the Nayaka Commanders (NCs) under his command have passed, issue a Wing Command allowing for an entire wing of the army to move at the same time. In order to efficiently control a Wing, the NCs must be within command range of their Wing Commander or the OC—and the Line Composi-

tion rules must be adhered to. As Players will learn, keeping their forces together after battle is joined is not easy to do.

(4.51) The Mauryan army is led by an Overall Commander (OC). The OC subordinates command of his army's sections, or wings, to a Wing Commander (WC). The Wing Commander, in turn, subordinates command of his wing to his Nayakas (NCs) by issuing a Wing Command.

1. Wing Commanders may affect/lead only those Nayaka assigned to his wing(s), as designated in the scenario. Note that some OCs also serve as Wing Commanders; e.g. in Kalinga scenario, Ashoka commands EL center and EL rear Nayakas.
2. Each wing is comprised of lines of one or more of the "four-fold" Indian army constituents, e.g. Infantry, Cavalry, Chariots, Elephants, or a combined EL/Infantry or CH/Infantry lines.
3. One or more of these lines, in turn, may be commanded by a Nayaka.
4. Guild (Sreni) or Tribal troops in the Mauryan army get orders from their own Guild Chiefs or Tribal Chiefs, never a Nayaka, SC, or OC (unless an exception is called for in the scenario).

HISTORICAL NOTE: Though the Mauryans perfected this command system, they did not invent it out of whole cloth—they inherited it from the Nandas. So other Indian armies undoubtedly used a similarly hierarchical system. To reflect this, we have allowed the Nandas and Kalingans, in their respective scenarios, limited use of Nayakas and Wing Commanders.

(4.52) Wing Commanders are those leaders that command a wing or section of the Mauryan army. These commanders acted as quasi-Overall Commanders for their assigned wings. WCs function like other leaders except that, when activated in any non-Momentum generated Orders Phase (see 5.1), a Wing Commander may do one of the following:

1. Issue Individual Orders to friendly combat units of any type, within range, per 4.2. A SC, however, cannot issue Individual Orders to Sreni or Tribal units (see 4.6).
2. Issue a Line Command to a line as per the Line Composition rules (4.33).
3. Issue Orders to one of his Nayaka Commanders to move them. If the Nayaka Commander to be moved starts in an enemy ZOC, it costs the WC two (2) Orders to move him.
4. Issue a Wing Command (4.54[1]) to any one Nayaka Commander under his command (as designated by the scenario) and in his Range.
5. Issue Wing Commands to multiple Nayaka Commanders under his command, and in his Range. See 4.54[2] and 4.54[3].

When activated, in any Momentum generated orders phase (see 5.3) a WC may do one of the following:

- Issue Individual Orders as in 4.52 #1 above.
- Issue a Line Command to a line as per the Line Composition rules (4.33).

The Greek/Macedonian armies and Guild/Tribal armies do not use Wing Commanders.

(4.53) Nayakas. A Nayaka Commander may give Line Commands only to the unit type specified on its counter (e.g. "Inf" for Infantry units, "Cav" for Cavalry units, "EL" for Elephant units, etc.). Nayakas assigned specifically to cavalry or infantry may only give

Line Commands or Individual Orders to Cavalry or infantry units, respectively (no combination with other unit types). Nayakas assigned to Elephants or Chariots may combine infantry with the Chariots or Elephants as part of a line. The counter designation "left flank," "right flank" etc. is for setup purposes only.

When activated in any non-Momentum generated Orders Phase (see 5.1), a Nayaka may do one of the following:

1. Issue Individual Orders to eligible friendly combat units, as per 4.2.
2. Pass (place a "Passed" marker on this leader). A Nayaka that has Passed is still eligible to be used for a Mauryan Wing Command (see 4.54) when so activated by his Wing Commander. See also 5.15.
3. Issue a Line Command if inside the camp per 12.17.

When activated by a Wing Command (see 4.54 below), a Nayaka that "Passed" or is not Finished and is not currently in an enemy ZOC may issue a Line Command to eligible units comprising a Line (see 4.33). A Nayaka must be stacked with one of the units in that "line" in order to issue a Line Command.

A Nayaka may NOT:

- issue Line Commands without activation by a Wing Commander unless inside the camp (12.17)
- Pass in a Momentum-generated Phase
- use Momentum when activated by a Wing Command
- be used for Trumping

PLAY NOTE: This means that in a Momentum Phase Nayaka Commanders are limited to Individual Orders.

Clarification: CH and EL Nayaka can issue Individual Orders to LI if the Nayaka are eligible to command a mixed CH/LI or EL/LI line in that particular scenario.

(4.54) Wing Commands. Wing Commands are orders that "activate" the Nayakas under the Wing Commander's control and within his Command Range. Nayakas that are Finished or in an enemy ZOC may not be activated. "Passed" Nayakas may be activated. When so activated, each Nayaka may then immediately issue a Line Command as part of that Orders Phase.

A WC may activate one of his Nayaka Commanders with a Wing Command (4.52[4] above). However, he is restricted as to his ability to activate more than one Nayaka:

1. First Turn Automatic: in the first turn (only) of any scenario a Wing Commander may automatically issue Wing Commands to all Nayakas in his range; doing so does not restrict his OC.
2. Starting with second turn of game, if he is within the OC's Range he does not need a die roll to activate multiple Nayakas. However, if he uses the OC to avoid rolling the die, the OC is immediately "Restricted" (see 4.55).



3. Starting with second turn of game, if he is not within his OC's Range, or the player chooses not to use the OC, he rolls the die for each additional Nayaka in his Range. The die roll must be the same as or lower than the WC's Strategy Rating to activate the Nayaka. **If the die roll is higher, the Nayaka is Finished.**

EXAMPLE: Vitasoka is out of Ashoka's (his OC) range, and has activated his Left Flank EL Nayaka. To activate any other Nayakas under his command, he must roll against his Strategy Rating.

If the wing Commander issues Wing Commands to multiple Nayaka (4.52 #5), each Nayaka issues its Line Command and moves/fires its units separately. The Shock Segment commences after all the activated Nayaka have issued their Line Commands and moved/fired their units.

(4.55) OC Restriction. If an OC is used to enable one of his Wing Commanders to effect Wing Commands on multiple Nayakas without a die roll, the OC is immediately Restricted. Place a "Restricted" marker on the OC. When a restricted OC is activated, the only functions he may perform are:

- Rally and Recovery.
- Movement, but with half (rounded up) his Movement Allowance.
- He may attempt Momentum.

He may NOT Trump, nor may he move other units, including other leaders. Restricted OCs may NOT use their range to affect Shock for units already in ZOCs, as per 7.32[2]. A Finished OC may NOT be used to allow a Wing Commander to activate multiple Nayakas.

(4.6) INDIAN GUILD ("Sreni") and TRIBAL CHIEFS

The trade-guild militias, or Srenibalam, were usually contracted as levies to the king and enlisted under their own chiefs; independent chieftains also led the tribals. Units under the Sreni and Tribal grades are therefore activated by and receive orders from their own commanders.

(4.61) Guild Chiefs are identified by the "GC" label on their counter, Tribal Chiefs by "TC."

(4.62) Guild and Tribal Chiefs may command only those units in their Command Range who are members of their Guild or Tribe (as indicated by the Guild name or Tribal name printed on their counters). Likewise, Sreni and Tribal units cannot take orders from any other leaders (e.g. OCs, WCs).

(4.63) Neither GCs or TCs are eligible for Momentum or Trumping; their Initiative Ratings are used for activation and Individual Orders only.

(4.64) In Combat, Charisma die roll modifiers (if any) apply only to that leader's Tribe or Guild (see 9.17[3]).

(4.65) Guild Chiefs that are eligible to issue Line Commands (see 4.3) are treated as Subordinate Commanders for their Guild. Such GC's use their Initiative Ratings as their Strategy Ratings for purposes of 4.42, Section 3.

(4.66) To be eligible for a Line Command, Guild infantry units must merely be within their Guild Chief's Command Range; they are not constrained by the infantry Line restrictions of 4.33. Units outside the Command Range are not in the line.

(4.7) LEADERS and MOVEMENT

(4.71) Leaders move under the following circumstances:

- They issue an Individual Order to themselves, which counts against the number of orders that leader may issue that Orders Phase.

- They may move—without expending an Individual Order—with any combat unit with which they are stacked and to which an Individual Order has been issued by that leader. The leader must remain stacked with the combat unit.
- They receive an Individual Order from their Overall Commander.
- They may—not must—move as part of a Line or Wing Command. The leader does not have to stay with the line.

(4.72) Leaders do not have—or need—any Facing (7.1).

(4.8) LEADERS and COMBAT

This section covers general rules relating to leaders and enemy combat units.

(4.81) Leaders may enter enemy ZOCs only if stacked with a friendly combat unit (see 4.23) or that ZOC already contains a friendly combat unit. Like combat units, leaders must cease movement for that Order (or Line Command) upon entering an enemy ZOC. A leader may leave an enemy ZOC by itself only if it receives Orders from the Overall Commander or, if applicable, a Wing Commander; see 4.41 and 4.53.

(4.82) The instant any combat unit moves adjacent to a leader, or if a combat unit is adjacent to an enemy leader after combat, whether he is alone in a hex or stacked with a friendly combat unit, that leader can undertake an Orderly Withdrawal (see 6.6). If the leader is not stacked with a combat unit and does not—or cannot—withdraw, because he is surrounded by enemy units, ZOCs and/or impassable terrain—that leader is eliminated (captured/killed). A leader stacked with a combat unit that uses Orderly Withdrawal may withdraw with the unit.

(4.83) Leader casualties may occur as a result of combat. See 8.111 and 9.15 for Missile and Shock Combat, respectively. There are no Replacements for eliminated leaders.

(5.0) LEADER ACTIVATION AND ORDERS

Combat units may move and fight only when ordered to do so by their leaders. Leaders issue Orders or Line/Wing Commands in the Orders Phase.

- Leaders may not issue any Individual Orders or Line/Wing commands until they are activated.
- Players may use the Momentum rule to give an activated leader up to two additional Orders Phases.
- They may also use the Trump Option to activate a Leader sooner than usual.

An Important Note: For the sake of brevity, the word "order" will also mean a Line Command (LC), unless the rule specifically uses the term Individual Order to distinguish it from a LC.

(5.1) HOW TO ACTIVATE LEADERS

(5.11) All leaders start the turn Inactive. Each leader has the opportunity to become Activated and issue orders. After they complete issuing orders, they are then Finished. In a rare occurrence (5.33[1]) Finished leaders may be Re-Activated.

(5.12) Each game turn starts with one player activating one of his leaders. Leaders are activated in the order of their Initiative rating, starting with the lowest to highest. The lowest possible Initiative Rating is a 1. In case of ties, roll a die; high roll goes first, with players then alternating among the remaining, similarly-rated leaders. If two leaders on the same side have the same Initiative Rating, the owning player decides which one goes first.

(5.13) Only Inactive leaders that have not previously been activated in that turn are eligible for activation with the exception of the Momentum Rule (5.3) or Reactivation (5.33[2]).

EXAMPLE: At Gandhara, Chandragupta (6), Vidudhaba (5), and Ghosa (4), plus Seleucus (6) and Patrocles (5) are the available, inactive leaders. After Ghosa has been activated and finished giving orders, Patrocles and Vidudhaba would roll the die to see which of the two goes first.

(5.14) A leader may be activated a maximum of three (3) times in succession in a single game-turn (using Momentum for the last two times). **Exception:** Reactivation (5.33[1]).

(5.15) A leader is Finished when one of the following occurs:

1. The leader has completed an Orders Phase and does not (or cannot) make a Momentum attempt; or
2. The leader is Trumped by an enemy leader; or
3. The leader fails a Trump or Momentum attempt.

A Nayaka that Passed is NOT Finished. When a leader is Finished, flip his counter over to so indicate. A Finished leader cannot undertake any further Orders Phases that turn. **Exception:** see 5.33[1].

(5.2) THE ORDERS PHASE

(5.21) Once activated, a leader can give a number of Individual Orders equal to his Initiative rating to units within his Command Range; OR, he can issue Line or Wing Commands, as per 4.3 and 4.54. Thus, when Chandragupta (#2) is activated he can issue up to six (6) orders for that activation. He may choose to issue less (or none); he may not issue more in that Orders Phase. Alternatively, Chandragupta could issue a Line Command instead of issuing orders. When Ghosa is activated, he may, if eligible, issue one Line Command, one or more Wing Commands, or he may issue four Individual Orders.

(5.22) Each Individual Order allows the player to

1. Move any one unit. Missile units may also fire at any time during their movement (8.1); or
2. Individual Missile Fire with any one missile unit without movement; or
3. Remove two Cohesion Hits, as per 11.13; or
4. Attempt to Rally a Routed unit, as per 11.3.

(5.23) Each Line Command allows all the units in one Line to

1. Move any/all units in that line. Moving units capable of firing missiles may do so; or
2. Any/all units in that line may Missile fire without movement.

Note: Leaders may not use a Line Command for Order #s 3–4, above.

(5.24) Each Wing Command allows a Wing Commander (only) to activate one or more of his subordinate Nayaka Commanders. The activated Nayaka Commander(s) may then issue Line Commands to the unit type specified on its counter and within the Nayaka's Range. See 4.53[2].

(5.25) Although a given combat unit may be ordered to move more than once per Game Turn, it may not move (or Missile Fire) more than once per Orders Phase. (See 6.12 and 6.13).

EXAMPLE: (Revolt of Malayaketu) A combat unit ordered to move by Rakshasa may not be ordered by Rakshasa to move again in that Orders Phase. It may, however, be so ordered in a subsequent phase (in the same turn) by, say, Malayaketu, or even by Rakshasa if he gets a second (Momentum) activation.

(5.26) Orders are not used to directly precipitate shock combat, which occurs in a subsequent segment. They can be used for Missile Fire (however, see 8.1). Reaction Fire (8.2) does not require orders; it occurs in response to enemy movement.

(5.27) Any leader—other than the Overall Commander—who starts an Orders Phase in an enemy ZOC may not issue orders (as per 4.23). However, his Command Range may still be used to designate units to engage in Shock Combat in that segment of the Orders Phase (see 7.32[2]), so he is not entirely useless. In addition, he may still use his Charisma rating. He is not Finished simply because he is in an enemy ZOC; however, he is Finished—and unable to be activated—if:

- He comes under 5.15, or
- He has used his Command Range to allow units to engage in Shock.

If neither of the above occurs, and he becomes eligible to issue orders, the player must activate him before any higher-rated leaders. However, a leader so activated may not use Momentum.

EXAMPLE: If Ghosa started the Orders Phase in a ZOC he could not issue any orders, but he is still able to allow Shock. In either case, Ghosa is Finished at the conclusion of the phase.

(5.28) After a leader has issued all of the orders he wishes (or can), friendly units engage in Shock in the ensuing Shock Combat Segment, as delineated by the introduction to 9.1.

(5.29) After Shock combat has been completed that Orders Phase is finished. Two things may now happen:

1. The player may attempt a Momentum Orders Phase (5.3) with the same leader who was just activated; or
2. The next, eligible leader with the lowest Initiative Rating is activated (subject to Trumping), returning to Phase “A”.

(5.3) MOMENTUM

PLAY NOTE: Momentum (and Trumping, below) are highly useful and powerful gambits, especially for the Player with superior leadership. However, they have a good chance of backfiring, and if they do, they often provide the opponent with major possibilities.

(5.31) At the conclusion of the Orders Phase, if the leader who issued orders for that Phase:

- Is not in an enemy Zone of Control, and
- Was not previously Trumped or Bypassed (5.44), and
- Did not use his OC to issue a Line Command,

the player may attempt to undertake an additional Orders Phase with that same leader. In order to do so, that leader must pass a Momentum die roll.

(5.32) The player rolls the die and compares the result to the leader's Initiative Rating. If it is the same or less than the rating, that leader starts another Orders Phase (Phase B); if it is more than the rating that leader is Finished for the game turn.

EXAMPLE: Thus, Chandragupta (#2) would need a die roll of 0–6 to gain Momentum; a 7, 8, or 9 would Finish him.

(5.33) The Dieroll of Doom. If the Momentum die roll is a ‘9’, then the die is immediately rolled again.

1. If the second die roll is a ‘0’ or ‘1’, Re-Activation is possible. Play immediately transfers to the opposing player who may activate any one of his leaders, regardless of whether they are Finished or not! Such a Re-Activated leader may not use Momentum himself.
2. If the second die roll is a ‘2–8’ the leader attempting Momentum is Finished. Go Back to Phase “A.”
3. If the second die roll is a ‘9’ the leader has had a Crisis of Faith (or “Second Thoughts”). All friendly combat units within one-half his range, rounded up, must Withdraw two hexes, even if they are in an enemy ZOC. Withdrawing units observe the requirements of 6.63[1] and [3]. The leader also Withdraws and is now Finished.

(5.34) Momentum die rolls apply only to a leader who has just completed an Orders Phase. You may not apply Momentum to a leader who was Finished several phases ago or who was Reactivated, as per 5.33[1].

(5.4) THE TRUMP OPTION

DESIGN NOTE: This is a game mechanic that is intended to simulate the effect of superiority in the area of command. As such, it is likely to be used by the player with better leaders (such as Ashoka). The “inferior” player will often find that, for him, its best application is when it backfires on his opponent. For that reason, players should be aware that this option should not be used indiscriminately.

Prior to each leader’s activation, both players are given one option to trump that leader’s activation.

(5.41) Active Player Trump Option. The Active player may, instead of activating his lowest-rated leader, attempt to activate any of his other, inactive leaders with a higher Initiative rating. To do this, the player must roll the latter’s Initiative rating or less on the die. If successful, that leader is now activated; if unsuccessful, the originally designated leader is activated and the one who is attempting the Trump is Finished.

EXAMPLE: In Magadha, the Mauryan player, instead of activating Vairodhaka could attempt to activate Parvataka by Trumping. If he rolled a 0–5 he would be successful; a 6–9 and the Trump attempt fails, Vairodhaka is activated and Parvataka is Finished.

(5.42) Inactive Player Trump Options. The opposing player has two Trump options, each usable under different circumstances:

1. **Trumping the Trump.** If—and only if—the Active player is successful with his trump (5.41) the opposing player then has the option of attempting to trump that first trump activation with his own leader—if that leader has an equal or higher Initiative rating. If successful this leader is immediately activated and the Trumped leader is Finished; if unsuccessful the initial trump-activated leader goes and the leader attempting the trump is Finished.



EXAMPLE: Using the leaders in 5.41, the Mauryan player is successful in activating Parvataka instead of Vairodhaka. The Nandan Player now attempts to trump-the-trump by rolling for Bhadrasala (Initiative=5). However, he rolls a ‘7’, so Parvataka remains the activated leader and Bhadrasala is Finished for the turn.

2. **Momentum Trump.** If the active player is successful attempting a Momentum die roll, the opposing player may attempt to trump in the same fashion as Trumping the Trump, above.

EXAMPLE: Still following the above examples, the Mauryan player is successful in his attempt to undergo a Momentum Orders Phase with Vairodhaka. The Nandan Player attempts to trump Vairodhaka’s Momentum Phase with Sahalya (Initiative=4). He rolls a ‘3’ and, instead of Vairodhaka going, it is now Sahalya’s Orders Phase—and Vairodhaka is Finished.

After the successfully Trumping leader has finished his set of Orders, play reverts back to the standard, lowest-available-leader-goes procedure ... with one major exception, as per 5.44.

(5.43) Each side is allowed only one Trump attempt per leader activation.

(5.44) A leader who fails a Trump attempt, or has been Trumped when trying for Momentum, is Finished. An inactive leader who is passed over by a successful Trump—a Bypassed leader—is still eligible for activation (he’ll probably still be next in line as the lowest-rated leader), but he may not use Momentum that turn. Use the “Trumped / No Momentum” markers to indicate this. There are, thus, two basic premises:

- A Trumped leader is Finished.
- A Bypassed leader (one who had the same or lower Initiative rating as a leader who successfully Trumped) is still eligible to “go”, but he may not use Momentum.

EXAMPLE: Still following the examples above, note that Vairodhaka could only have made the Momentum attempt if Parvataka had failed his Trump attempt, otherwise Vairodhaka would have been Bypassed and thus denied the Momentum opportunity.

PLAY NOTE: The No-Momentum restriction means that if Ambhi attempted to gain Momentum and did so, but was then Trumped by Chandragupta, not only would Ambhi be Finished, but all remaining Greek (and Mauryan) leaders who had yet to go would get only one Phase (after Chandragupta completed his turns). They could not attempt Momentum! This is an important consideration when one is formulating game tactics.

(5.45) A leader may be activated only once per game turn, although that activation may be extended by Momentum (5.44 and 5.33 are exceptions). Finished leaders may not be activated again that game turn, except by Re-Activation (5.33[1]).

(5.46) A leader that successfully Trumps cannot pass. He must issue an order to a unit to move or missile fire or he must use his Command Range to have units Shock attack. A unit is considered to have moved for the purpose of this rule if it ends the phase in a hex different from the one in which it started.

(5.47) A leader that is in an enemy ZOC may attempt to Trump. However, if successful, he must obey 5.46, otherwise the trumping action is considered to have never occurred.

(6.0) MOVEMENT

(6.1) MOVEMENT ALLOWANCES

DESIGN NOTE: Movement Allowances simulate not only the time it takes a unit to move from point 'a' to point 'b' but also its maneuverability relative to other, different-type units as well as the tactical doctrines applied to deploying those units.

(6.11) A combat unit's printed Movement Allowance is the basic allowance for a single Order. A combat unit receiving an Order may move up to its printed MA. Most units may move less than the printed MA.

(6.12) There is no limit to the number of times a combat unit may move in a single game turn; however, it may move only once per Orders Phase. Note that changing facing is considered movement.

(6.13) After the first time a unit moves in a turn, flip it to its "Moved" side. "Moved" units may use their full MA. However, each time a "Moved" unit is moved, it earns a Cohesion Hit (see 11.1). This Hit penalty does not apply to Orderly Withdrawal (6.6) or Advance After Combat (9.2).

PLAY NOTE: Thus, a combined Infantry-Elephant line ordered by Chandragupta to move in Chandragupta's first Orders phase may move again; but, to do so, it must wait for an order from either a different leader or from Chandragupta in a subsequent, Momentum Phase.

(6.14) Leaders may move any number of times in a turn or Orders Phase, but they may not exceed their MA per phase; see 4.23. All other restrictions and allowances apply, including the ability of leaders to use Orderly Withdrawal before any opposing unit. Each different time a leader moves requires an order. Leaders have no facing and do not pay any cost to change facing.

(6.15) Tribal Chiefs have a movement allowance of 6 MA per phase; all other leader types have the standard 9-point MA.

DESIGN NOTE: Tribal leaders are apt to have moved by foot, along with their horde, thus the lower MA for Tribal Leaders.

(6.16) An Indian (only) leader that begins the game stacked with an Elephant or Chariot unit is considered to be either mounted atop an Elephant or riding a Chariot, respectively, for the duration of the game. The leader's "mode of conveyance" is used to determine which hexes/hexsides a leader can enter/cross with the exception that Leaders may always enter any hex within a city or camp. All such leaders have a movement allowance of 9, regardless of their "conveyance."

PLAY NOTE: Leader conveyance also has a specific impact on Indian Charisma and Rout/Rally (see 9.17[3] and 11.23).

(6.2) TERRAIN

There is always a cost in Movement Points to enter/cross each type of terrain. In addition, there may be a possible Cohesion Hit penalty to do so, depending on the unit and/or terrain type.

(6.21) A unit expends Movement Points for each hex it enters and for some hex sides crossed. Most units also pay extra Movement Points to move into a hex of different elevation. Units also pay movement point costs (and possible cohesion penalties) to change facing; see 7.1.

(6.22) A unit may incur Cohesion Hits whenever it changes elevation or enters certain kinds of terrain. Some units may also incur Cohesion Hits for changing facing. All Hits due to movement (including all advances after combat) and facing changes are applied the instant they occur. Leaders never incur cohesion hits.

(6.23) There are limitations on the levels of elevation that may be changed at any one time:

1. Cavalry and Chariots may never change more than one elevation level at a time; i.e., they may not move directly from a level-1 hex to a level-3 hex (treated as a "Steep Slope"), or vice versa.
2. Only Skirmishers (SK) and Tribal LI may change three levels in any one hex move (with a concurrent 3-point cohesion penalty).

(6.24) The term "Rough" terrain, used throughout, applies to any non-Clear hex outside a City, Camp, or Stronghold.

(6.25) A hex containing two types of terrain uses the "majority" terrain. Thus hex 1716 in Khashas is a level-4 Clear hex, although there is some level-5 in the hex.

(6.26) A moving unit must have enough MPs to pay the terrain cost of entering a hex; if it doesn't, it cannot enter that hex.

(6.27) Terrain also affects shock combat results by adjusting the column under which the players roll to determine losses, as per the Shock Combat Results Table. Units in Forest also gain some protection from enemy Missile fire; see (8.17).

(6.28) Camps and Cities. Camp and City terrain are treated with considerably more detail than in most other games in the series. See sections 12.1 and 12.2, respectively.

(6.29) The Movement Costs Chart. This chart gives the Movement and Cohesion Penalty costs for each type of unit moving (or changing facing in) into/across a specific type of terrain.

(6.3) MOVEMENT PROCEDURES

(6.31) As a unit moves, it traces a path of contiguous hexes through the hex grid, paying the cost of each hex entered. One unit's movement must be completed before another can begin, even if both started in the same hex.

(6.32) A unit may be moved in any direction or combination of directions. However, a unit may only enter a hex that is to its front. In order for a unit to change direction it must first change facing (7.1) by pivoting in the hex it occupies.

(6.33) Double-sized units do not change facing within a hex; they do so by pivoting as per 6.43. Double-sized units incur an extra cost when pivoting.

(6.34) Forest movement. Due to their size and training (even in peace time elephants worked in forests) Indian Elephant units do not automatically suffer a 1-point Cohesion Hit when entering a Forest hex if they are moving at a slow pace.

Before moving the Elephant unit, the player must declare his intention to avoid the Forest Cohesion Hits. The Elephant may then expend no more than one-half or less (rounded down) of its printed Movement Allowance and does not incur any Cohesion Hits for entering the Forest hex(es). This restriction applies for that Orders Phase. All other cohesion penalties apply.

(6.4) DOUBLE-SIZED UNITS

HISTORICAL/DESIGN NOTE: The double-sized units reflect formation and tactical use, as exemplified by the Macedonian Phalanx although not all double-sized units are Phalanxes in the game sense, nor are Phalanxes in the game 'Macedonians' per se. At its height during Alexander, the Phalanx system was still potent when deployed by Seleucus and Eudamus against Chandragupta.

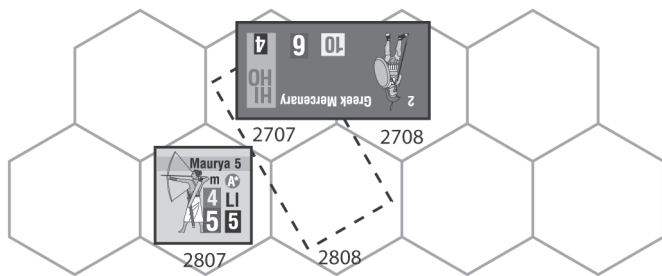
(6.41) There are two Types of double-sized units, Phalanxes and Hoplite Heavy Infantry. Because of the nature of the geometric shape of the counters, these units have some special rules.

(6.42) When a double-sized unit moves and enters two hexes of different terrain/elevation it expends the greater of the two possible terrain costs both for movement and cohesion. Whenever either half of the unit would incur a Cohesion Hit because of the terrain entered then the entire unit suffers the effects.

(6.43) Front-to-Flank Maneuver. A double-sized unit can either go forward with both halves of the unit entering new hexes, or one half of the unit can enter a hex while the other half pivots in the space it occupies, in essence changing the facing of the unit. This is also called Pivoting. For each hex entered while undertaking this Front-to-Flank maneuver, the unit incurs one (1) Cohesion Hit, in addition to any other terrain-induced costs.

(6.44) The Reverse-Face Maneuver. At a cost of 3 MP, a double-sized unit may be re-faced in the opposite direction (180°) in the same two hexes. There is no cohesion penalty for this maneuver, but it may not be performed if any part of the unit is in an enemy ZOC or in Rough terrain.

(6.45) The Wheeling Maneuver. If one side of a double-sized unit is in an enemy ZOC the other side may still move forward in essence, using front-to-flank, as per 6.43. However, because of the difficulty in performing such a wheeling maneuver, the unit incurs the one Front-to-Flank Cohesion Hit and then, after completing the pivot (even in an advance after combat), the player performs a TQ check. If the die roll is higher than the TQ, the unit takes Cohesion Hits equal to the difference, with a minimum penalty of 1 additional Hit, regardless of die roll.



EXAMPLE: (Takshashila) A Mauryan unit is in 2807. A Greek mercenary Hoplite HI unit is in 2707/2708, with the part that is in 2707 in the Mauryan ZOC. That Hoplite may pivot 2708 to 2808 (while the 2707 portion remains in place), paying 1 Hit for pivoting plus whatever movement costs apply. The Hoplite (with a TQ of '6') then undergoes a TQ check. If the die roll were an '8', it would take two Hits.

(6.46) Augmented Movement. The following movement capability is available only to Phalanxes. Because of their lighter armor and better training, the Phalanxes could move somewhat faster than their (double-sized) Hoplite counterparts—although this added rapidity sometimes created cohesion problems. Therefore, the Greek player may increase his phalangite MA to '5' in any Movement order. If he does so the first time the unit moves in a turn, the unit must undergo a TQ check at the end of the increased movement. If the die roll is greater than the Phalanx's TQ, the unit incurs one Hit. If a "Moved" Phalanx uses its 5 MA in any subsequent move it incurs two (2) Cohesion Hits (as opposed to the one Hit if it uses its MA of 4).

HISTORICAL NOTE: The armies of the "Yavana"—the Indian's term for the Greek ("Ionian") invaders—were not "Greek" per se. They used the Macedonian Phalanx system perfected by Alexander the Great, and were a mix of Macedonians, Greeks, and mercenaries recruited from the Hellenic Near East to Bactria (including Indians).

(6.5) COLUMN MOVEMENT

DESIGN NOTE: On the battlefield, formed combat units moved in a battle formation that would, in later centuries, be called a "Line." They were capable, however, of using much looser, more mobile formation (in modern terms, "Column") for more rapid movement. Because the units in this "column" formation were not in an extended line that constantly needed dressing to be effective, the effects of movement upon a unit's "cohesion" were not as drastic.



(6.51) On being given a move order, a combat unit that is not in an enemy ZOC may change to (or from) "Column" at the conclusion of its movement. There is no cost in Movement Points to change formation. In order for a unit to use Column Movement it must start the Orders Phase In Column. Use the "In Column" markers to indicate this status. A unit may not change into Column if such a change would cause the unit to rout (see 6.55 below).

Exception: Skirmishers (SK), Tribal LI, and Routed units may not use Column Movement.

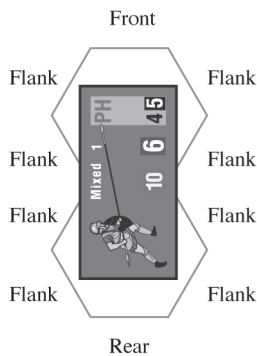
(6.52) Column Benefits. Foot (only) units In Column increase their MA by one. Terrain Cohesion Hit costs for any unit In Column are decreased by one (-1) to a minimum of '0'.

EXAMPLE: Normally a unit would incur two Cohesion Hits for moving across a River into a Forest hex; In Column it incurs only one Hit.

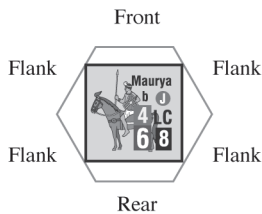
PLAY NOTE: Phalanxes use the higher of their two MAs, so their In Column MA would be '6'.

(6.53) Column Facing. Units In Column must face the hexside (not the vertex) and only the hex directly in front of them is frontal. The change in facing is effected when the change to (or from) In Column status is announced.

Double-Sized Units:



Single-sized Units:



When changing formation from column to normal for double-sized units, the unit is not moved in any way. Thus, a Phalanx that is In Column that changes to normal is now facing in the direction indicated by the “top” (name) of the counter. The unit may only be moved/refaced during a subsequent Orders Phase.

When changing formation from In Column to normal for single-sized units, adjust the unit 30 degrees to the left or right (your choice) so that it faces a vertex.

(6.54) Column Movement Procedure. Column units move into either their frontal hex or the flank hexes adjacent to the frontal hex. Movement into the frontal-flank hex is not considered a change of facing. In Column units wishing to move into a rear-flank hex, for example, must change facing. Double-sized units may not change facing in place; they may only move. All flank/rear combat penalties apply.

(6.55) Combat Penalty. Units In Column have their TQ ratings temporarily reduced by two (-2). Units In Column may not Shock attack or fire missiles. The only thing they do is move. If Shock attacked by an enemy unit, the attacking unit is automatically Attack Superior, regardless of Position or Weapon system.

(6.56) If an In Column unit is Shock attacked, at the conclusion of that Orders Phase the unit automatically goes back to its noncolumn formation (i.e. remove the In Column marker) at the cost of one additional Cohesion Hit—even if that hit were to cause it to Rout. Double-size units don’t reface, but single-size units must be adjusted 30 degrees to the left or right (owner’s choice) so that it faces a vertex.

(6.57) Column Restrictions. In Column units may not use Orderly Withdrawal (6.6) or be part of a Combined Line (4.33).

(6.6) ORDERLY WITHDRAWAL

Orderly Withdrawal is a form of retreat carried out during the Movement Segment, in the face of an approaching enemy, in which “lighter” but faster and more maneuverable units can avoid getting crushed.

DESIGN/PLAY NOTE: Orderly Withdrawal (OW) is an extremely valuable maneuver; particularly for units facing heavier-but-slower attackers (e.g. elephants or Phalanxes). Therefore, we have gone to great lengths to explain this rule; the extended example at the end should help clarify any (unintended) opaqueness. See 4.82 for OW rules for Leaders.

(6.61) During an enemy Movement/Missile Segment, any friendly (unrouted) combat unit that is not in an enemy ZOC (7.2) may avoid contact with an enemy unit (even a Rampaging elephant—and that applies to friendly Cavalry/Chariots about to be trampled by a friendly elephant; see 10.14) the instant it moves within two hexes of the friendly, “defending” unit—or if it starts movement two hexes distant—as long as the “defending” unit has a higher movement allowance than the attacking combat unit.

(6.62) To undertake OW, the defending unit withdraws up to a number of Movement Points (not hexes) equal to the difference between the units’ Movement Allowances away from the advancing unit. Withdrawal must occur the instant the enemy unit moves into the two-hex range (stop moving the enemy unit temporarily), or the option is lost. Regardless of how many hexes they may actually move, double-sized units use their ‘4’ MA for purposes of MA comparisons for Orderly Withdrawal. See also 6.57.

Exception #1: Skirmishers may Orderly Withdraw up to two hexes before any units whose MA is the same or less (i.e., all foot units), regardless of the MA differential.

Exception #2: Chariots may Orderly Withdraw 1 MP before an Elephant unit even though they have the same Movement Allowance.

EXAMPLE #1: an EL unit (MA of ‘7’) approached by a Phalanx (MA of ‘4’) may Withdraw up to three Clear hexes (7-4 = 3 MP).

EXAMPLE #2: A Bharta LI unit with an MA of ‘5’ may not Withdraw up-level when approached by double-sized HI (MA of ‘4’), because it would cost the LI 2 MPs to so move—and it is only allowed a 1 MP withdrawal.

PLAY NOTE: Yes, it says within two hexes, so any (eligible) friendly unit can withdraw if an enemy moves within two hexes—even if that unit doesn’t actually move in his direction. Thus the friendly player must make his decision to withdraw before the moving enemy makes his full intentions clear!

(6.63) The withdrawing unit maintains its original facing throughout withdrawal at no “facing change” cost in Cohesion Hits or Movement Points. It does, however, pay any of the usual movement and cohesion costs for movement. At the completion of withdrawal, if it changes facing it pays any cohesion penalties inherent in such change. There are three (possible) additional penalty situations:

1. Withdrawing foot units and Chariots receive an immediate and automatic one (1) Cohesion Hit after moving. Withdrawing Skirmishers, Cavalry and Elephants do not suffer this automatic penalty.
2. If the withdrawing unit was being approached from a rear or flank hex it incurs one (1) Cohesion Hit before withdrawing. This is cumulative with #1.

Exception: The penalty applies to Skirmishers only when approached from the rear—not their flank.

3. At the conclusion of the withdrawal, a withdrawing unit (including the units excepted in #1) must undergo an immediate TQ check. If the die roll is higher than the TQ the unit receives one (1) Cohesion Hit.

HISTORICAL/PLAY NOTE: Orderly Withdrawal is a “retreat” in the face of an approaching enemy, long before that enemy can close. This is why the withdrawing unit can return to the original facing (with minimum cohesion cost) it had before the enemy approached. In play/game terms, you simply move the counter backwards.

(6.64) If a withdrawing unit reaches its TQ Rating in Cohesion hits it Routs; see 11.21.

(6.65) A unit may withdraw an unlimited number of times during a game turn. The 6.63 penalties apply each time, however.

(6.66) A unit may not withdraw into an enemy ZOC or a Rough hex, and a withdrawing missile unit may not fire as it withdraws. Stacking restrictions (6.7) apply during withdrawal.

Exception: Cavalry and Chariot mounted archers may fire as they withdraw. The range is always treated as two (2) hexes and they use the +1 die roll modification for firing while moving (to account for the haste). A withdrawing Cavalry/Chariot unit is limited to one missile fire per triggering unit per Orders Phase.

(6.67) Orderly Withdrawal takes place during the opposing player’s Movement/Missile Segment—a unit may not withdraw in the Shock Combat Segment. The moving unit may continue to complete its movement in the face of such withdrawal.

Exception: Cavalry/Chariot OW in the face of rampaging elephants may take place at any time.

(6.68) Cavalry Line Withdrawal. An entire Line of Cavalry as allowed by 4.33 and the Line Command Eligibility Chart may have all its units withdraw at the same time. Standard OW rules apply, but here, if an enemy approaches, the entire Line may withdraw. All units in the Line must withdraw; the player may NOT pick and choose. Once a single unit in the line uses an individual OW, the line is NOT eligible for Line Withdrawal.

(6.7) STACKING

Stacking refers to having more than one unit in a hex at any one time, whether during movement or at the completion of movement. There are two principles involved in the Stacking rules: Voluntary Movement, which means combat units moving under Orders or Orderly Withdrawal; and Mandatory Movement, which is Rout movement. See 11.21–11.24 for Rout movement.

(6.71) The basic rule is: one combat unit per hex. One half of a double-sized combat unit counts as one unit. Leaders and informational markers do not count for stacking purposes; a hex can contain any number of leaders/markers. There are three exceptions to this rule:

1. Indian Tribal LI units—more horde than “formation”—may stack two per hex if they are of the same tribe (see 6.73 below).
2. Greek Skirmisher units, trained in avoidance and dispersal tactics, have certain advantages over other units in this area, namely in terms of moving into/through other friendly units.
3. An Artillery unit may be stacked with any single-hex infantry unit. There may never be more than one Artillery unit in a hex.

(6.72) A unit may never move into or through a hex containing an enemy unit.

Exception: See Elephant and Chariot Pass-Through, 10.13 and 10.26.

(6.73) Indian Tribal LI units may voluntarily stack together if they are of the same tribe at the cost of +2 MPs in addition to cost of entering the hex. No more than two Tribal LI may be stacked together in a hex. Stacking occurs at the end of movement only.

Exception: There is no stacking in City or Stronghold hexes.

PLAY NOTE: In other words, the units may not move together as a stack. This means that if you want to keep two Tribal LI stacked after movement, one of the two units must move and stop (become the “stationary” unit), and the following unit must then move into the hex (the “moving” unit) and pay the +2 MP.

DESIGN NOTE: Why? Remember, the Tribals were not trained or disciplined to move or fight together as coherent formations. This aspect of the Tribal LI stacking rule reflects the inevitable jostling and “traffic jams” that would occur.

(6.74) It takes two Individual Orders to move two Tribal LI units stacked in the same hex. The stacking order (who’s on top) of two Tribal LI units in the same hex be switched only by an Individual Order; it may NOT be part of movement. If the player desires to move only one unit from a stack, only the TOP unit may move. A Tribal unit moving into a hex to stack is always placed on the bottom.

(6.75) Both Tribal units stacked in a hex must have the same facing. If one unit has to change facing to do this, it must (and pay cohesion costs to do so). This does not apply to a unit passing through an occupied hex, nor does it apply to Artillery stacked with a foot unit.

(6.76) Stacking has the following effects on combat:

1. Stacked Tribal units combine Size when using Shock.
2. Only the top unit in a Tribal stack may fire; Artillery and any stacked foot may both fire.
3. Enemy Fire affects only the top Tribal unit in a stack, unless the fire is through the rear hexes, in which case it affects only the Tribal bottom unit. Enemy fire always affects the foot unit when stacked with Artillery.
4. For Tribal units, Shock Hits are distributed per 11.12, with the “odd” hit going to the top Tribal unit unless the attack is from rear, in which case the “odd” goes to the bottom unit. All Shock Hits are applied to the foot unit when stacked with an Artillery unit.
5. If the top Tribal unit Routs, so does the bottom. If the bottom unit Routs, the top unit undergoes a TQ Check and Routs if the die roll is greater than the unit’s TQ. If the foot unit stacked with an Artillery unit Routs, the Artillery unit is eliminated. If the Artillery Routs, the stacked foot undergoes a TQ check and Routs if the die roll is greater than its TQ.

(6.77) Combat units may enter a hex containing only a leader—and vice versa—at no movement or cohesion cost. A combat unit stacked with a leader may use Orderly Withdraw (6.6) together, or the leader may withdraw (4.82) and the combat unit remains. If they withdraw together, they must stay together.

(6.78) The restrictions, allowances, and penalties for stacking are all given in the two Stacking Charts. The actual chart used depends on the type of movement—Voluntary or Mandatory (see above)—being undertaken by the moving unit. The following premises and terms are used:

Basic: All units other than Greek Skirmishers, HI or PH infantry, or Indian Tribal LI of the same tribe. Tribal LI of different tribes use the Basic line.

Tribal LI: If the unit involved is a stack of two Tribal LI of the same Tribe, the “Basic” line is used.

PH or HI Infantry: If either the moving or stationary unit(s) are Greek Phalanx or Heavy Infantry, voluntary stacking is prohibited.
Exception: Skirmishers may move through a PH/HI unit.

PLAY NOTE: If you are reading the rules for the first time, we strongly suggest you take a look at this important chart.

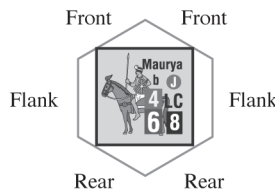
The chart lists what type of unit is moving. However, the effects apply to both moving and stationary units, unless otherwise specified.

(7.0) FACING AND ZONES OF CONTROL

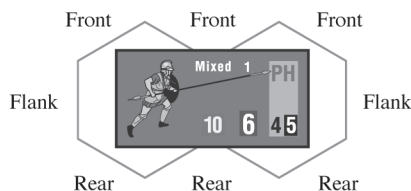
(7.1) FACING

(7.11) All combat units—except those In Column; see 6.5—must be faced in a hex so that the top of the unit (the side with its name) faces into the vertex of the hex (between two hexsides, as below). The two hexes to the front (3 for double-sized units) are called the Front hexes; those to the side, the Flank, and those behind, the Rear. A unit may only move into a hex to its front. Facing does not apply to Leaders or Artillery units.

Single-sized Units:



Double-Sized Units:



(7.12) In order for a single-hex combat unit to change its facing it must pivot within its hex. It costs one Movement Point for each vertex shifted. See 7.25.

Exception #1: Skirmisher units pay 1 MP regardless of the number of vertices changed.

Exception #2: Elephants, Heavy Chariots, and Cataphracted Heavy Cavalry pay two (2) MPs per vertex to change facing ... reflecting the difficulty these units had in maneuvering effectively. In addition, see 7.15.

Exception #3: Elephant Chariots (elCH) pay three (3) MPs per vertex (see Kalinga scenario special rule).

(7.13) Double-sized units do not “change facing”; they can only change the direction in which they are facing by moving (and paying any costs for so moving) one side of the counter forward, thus pivoting the counter (see 6.4).

(7.14) As changing facing is “movement”, any such change in a Rough terrain hex incurs one (1) Cohesion Hit for changing facing.

Exception: Tribal LI and Skirmishers do not pay the Rough terrain penalty.

(7.15) Chariots may not change more than one vertex in any given hex while moving. They may change more than one vertex in a hex (with appropriate costs), as long as that hex is either the hex in which the Chariot starts or finishes.

DESIGN NOTE: Chariots were unwieldy in terms of maneuver, mostly because they operated with fixed axles.

(7.16) **Reaction Facing Change.** Any single-sized unit (not double-sized units) may change facing one vertex per Orders Phase when an enemy unit moves adjacent to it. It may not do so if it either began the Movement/Missile segment in an enemy ZOC or is in a ZOC of another enemy unit at that instant. After changing facing, the owning player rolls the die. If the DR is higher than the unit’s TQ, apply the difference (DR–unit’s TQ) as Hits to the reacting unit. If the reacting unit doesn’t Rout, it may conduct Entry Reaction Fire if eligible (see 8.21).

Exception: Cavalry changing facing in reaction to infantry movement do not have to make the TQ check.

(7.2) ZONES OF CONTROL (ZOC)

ZOCs are those hexes, other than the hex occupied, over which units exert a control, forcing enemy units to cease movement and to precipitate combat.

(7.21) Depending on their Type, all combat units exert a Zone of Control:

- Skirmishers exert a ZOC into their front and flank hexes—except when out of missiles (Missile No), in which case they exert a ZOC only into their front hexes.
- All other combat units exert a Zone of Control only into their front hexes.
- Routed units, Artillery units, and leaders do not exert ZOCs.

(7.22) ZOCs do not extend into a hex into which movement is prohibited.

(7.23) **Stops Movement.** A unit must cease movement the instant it enters an enemy ZOC. A unit that begins movement in an enemy ZOC can move out of the enemy ZOC only if:

1. It is a combat unit that can receive an order to move, has at least one unoccupied front hex, and the unit’s Movement Allowance is greater than the MA of the enemy unit exerting that ZOC. For this purpose, Phalanxes use their extended MA of ‘5’; OR,
2. The unit is the Overall Commander issuing an Individual Order to himself; OR,
3. The unit is a leader who has been issued two Individual Orders by the OC.

(7.24) ZOC to ZOC Movement. A unit leaving an enemy ZOC may immediately enter another enemy ZOC but would then cease movement again. Units leaving a Missile unit's ZOC are subject to Retire Reaction Fire (8.22).

(7.25) ZOCs and Facing. A unit that begins the Movement Segment in the ZOC of an enemy unit may use up to one half its MA (rounded up) in facing changes if:

- It is in the ZOC of only one enemy combat unit, and
- It does not move out of that hex that Phase.

A unit that changes facing in this manner may not use 7.23 #1 to leave that ZOC. See also 9.22.

(7.26) If opposing units extend a ZOC into the same hex they are both considered to “control” that hex.

(7.3) SHOCK REQUIREMENTS

The requirement that a combat must attack an enemy unit usually depends both on unit Type as well as whether it moved or not, Shock being a question of inertia more than weaponry.

(7.31) Must Shock. In the Shock Combat Segment, all combat units marked with an plus sign (+) on the Shock Superiority Chart—units whose Shock capabilities depend mostly on “mass x inertia”—that moved during the current Orders Phase must undertake a Shock Attack against all enemy units in their ZOC.

(7.32) May Choose to Shock.

1. All other “light” units—no plus (+) sign—that moved may choose to undertake Shock.
2. Any unit issued Fire (only) orders, or a unit that changed facing per 7.25, or those simply within the activated Leader's command range, may choose to attack all enemy combat units in their ZOCs. See the introduction to 9.1.

(7.33) Procedure. The moving player places a “SHOCK—Must Check TQ” marker on top of each unit that must Shock attack in the ensuing Shock segment, as per 7.31, or that moved and chose to Shock attack, as per 7.32[1]. “SHOCK—Must Check TQ” markers are placed the instant the moving unit moves adjacent and delineate which units will have to undergo a pre-Shock TQ check, as per 9.14.



(7.34) Non-moving units, as per 7.32[2] are given a ‘SHOCK—No TQ Check’ marker, to indicate they are going to Shock attack but do not have to check for pre-Shock TQ. Use this marker also for units who do not have to check for Shock; cf. 9.14, et al.

(7.35) Only those units with “SHOCK” markers may Shock attack, and such delineations must be made before the end of the Shock Designation Segment, although units which moved in the current Orders phase will already have “SHOCK—Must Check TQ” markers on them.

EXAMPLE: A Mauryan elephant unit that moves adjacent to a chariot (CH) unit has a “SHOCK—Must Check TQ” marker placed on top of it because it has to attack, as per 7.31. A Mauryan LI unit moving adjacent to a Greek HI unit does not have to shock attack (7.32[1]); however, the moving player must state his decision on whether or not to do so as it finishes movement. If he wishes it to attack, he must place a “SHOCK—Must Check TQ” marker on top.

(8.0) MISSILE COMBAT

(8.1) MISSILE VOLLEY

HISTORICAL/DESIGN NOTE: Professional foot soldiers (i.e. Maula and Bharta) were known to carry large bows which when strung were up to 72” in length. Though somewhat unwieldy (they had to be anchored against the foot to be drawn), these bows packed quite a punch, as Alexander discovered in Hydaspes. The long bow, denoted as ‘A’ (‘A’ with an asterisk) in this game, will be recognized by players of Deluxe GBA.*

(8.11) Units with missile capability (see sample units) may use Missile Fire. There are four types of missile units in *Chandragupta*: Bow (A), Long Bow (A*), Slingers (S), and Javelinists (J); see, also, Artillery (10.5). When given an order an individual missile unit can fire at any time before, after, during—or instead of—forward movement. However, each unit may fire only once per Orders Phase, although the firing of the missile does not cost any Movement Points.

Exception: Long Bow (A*) units may not move and fire in the same Orders Phase (though they may move then engage in Reaction Fire). Long Bow units may change facing and still fire.

EXAMPLE: A mounted archer may move four hexes forward, fire at an enemy unit two hexes distant, and then use its remaining MPs to ride away. A Mauryan LI archer with Long Bow (denoted with asterisk, A), on the other hand, may move OR fire in a given Orders phase, but may not do both.*

(8.12) Virtually all Fire takes place in the Movement and Fire Segment, although there may be Reaction Fire by the non-phasing player in the Shock Combat Segment.

Missile Fire may occur:

- As an Order or Line Command, or
- As Reaction Fire, or
- During Withdrawal (Cavalry/Chariot archers only; see exception to 6.66).

Missile units must fire individually; they may not combine fire.

PLAY NOTE: Cavalry/Chariot archers are the only units that may fire while moving “backwards.” Why? Try throwing a javelin while back-pedaling.

(8.13) A Missile unit may fire (volley) at any single target that is within its Missile Range and to which it can trace a Line of Sight (8:14). A unit's Missile Range extends through its front hexes, with the following exceptions:

- For Skirmisher (SK) units, Missile Range extends through its front and/or flank hexes;
- For Chariot units, Missile Range extends through any of its hexes, front, flank, or rear.

(8.14) A missile unit can shoot a missile volley only at an enemy target unit to which it has an unobstructed Line Of Sight (LOS). A LOS is calculated by tracing a path between the center of missile unit's hex to the center of the target unit's hex, through the hexes of the firing unit's Missile Range arc (see 8.13 above). LOS is blocked by Forest, most City/Camp terrain, Strongholds, and combat units, unless they are in hexes at a lower elevation than the firer and the target. LOS is also blocked by a hex on an elevation level higher than both firer and target.

(8.15) If the firing unit and target unit are on different levels, the basic premises are:

- If firing unit is higher than target, LOS is blocked when blocking terrain is closer to target;
- If firing unit is lower than target, LOS is blocked when blocking terrain is closer to firer.

Exactly “halfway” is treated as blocking.

(8.16) If the LOS is blocked, missiles may not be fired.

Exception: Missile units may always fire into adjacent hexes

PLAY NOTE: Missile LOS should be interpreted strictly. If the LOS goes down a hexside between blocking/non-blocking, consider it blocked.

(8.17) The Missile Range and Results Chart is used to determine the effect of Missile volleys. For each volley, a die is rolled. If the die roll is equal to or less than the strength of the missile unit at that range, then the target unit receives one (1) Cohesion Hit (but see the adjustments below).

The following die roll adjustments are made:

- **Movement:** If the missile unit is any type other than foot javelin and it moved/will move, add one (+1) to the die roll.
- **Terrain:** If the target unit is in a Forest hex, add one (+1) to the die roll. For Camp and City terrain effects (including Strongholds), see those charts 12.12 and 12.21.

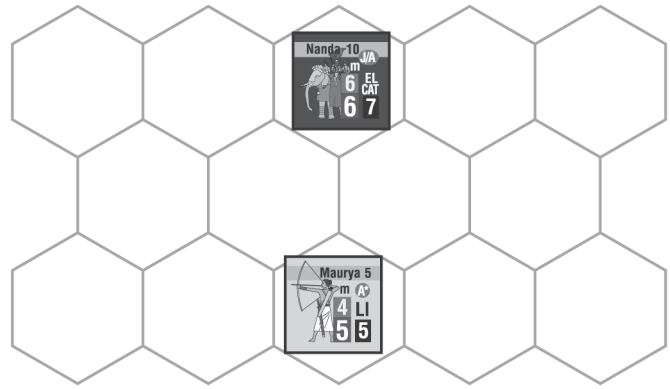
Firing and Target Types:

1. When Long Bow (A*) archers, javelin, or slingers are firing upon Cataphracted (“Cat”) Cavalry or Elephants, Heavy Chariot (CH*) or Elephant Chariot (elCH) targets, add one (+1) to the die roll.
2. When Bow (A) archers are firing upon Cataphracted (“Cat”) Cavalry or Elephants, Heavy Chariot (CH*) or Elephant Chariot (elCH) targets, add two (+2) to the die roll.
3. If the target is Heavy Infantry (HI) or a Phalanx (PH), add one (+1) to the die roll (this represents the heavier armor protection of such units). This does not apply to fire from Long Bow (A*) archers.
4. If the target is Heavy Infantry (HI) or Phalanx (PH), and a slinger or an archer unit is firing at a range of one hex (adjacent) through the frontal hexsides of the infantry, add three (+3) to the die roll. This does not apply to javelins or artillery. This modifier is not cumulative with #3 above.

HISTORICAL NOTE: This represents the fact that missiles were most effective against the formidable shield-wall and body armor of the Hoplites when firing “from above” into the body of troops; at close range, they could not do that.

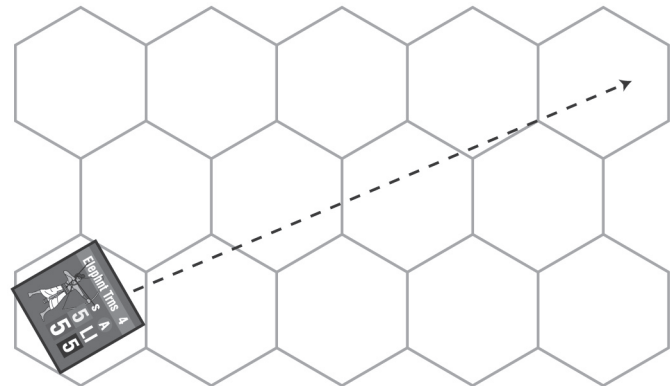
5. If the target unit is a Skirmisher (SK), add two (+2) to the die roll.
6. If the target is an Elephant, it receives two (2) Cohesion Hits for every successful missile volley.

All combat effects from Missile Fire are immediate and occur before any other unit is moved.



EXAMPLE: A Mauryan LI Archer (A*) unit is two hexes distant from a Nanda Cataphracted Elephant unit. At a range of ‘2’, the Mauryans’ long bow Missile Strength is “6”. The Mauryan player volleys against the Nanda Elephant, rolling a ‘2’. He adds one to the die roll (because the Elephant is cataphracted), making the adjusted roll a ‘3’. The Elephant takes two Cohesion Hits. If he had rolled a ‘6’, on the other hand, the volley would have had no effect. If he had rolled a ‘9’, it would have had no effect and he would have had to place a MISSILE LOW marker (see 8.19) on the Mauryan Archer.

(8.18) When a missile unit fires at a target unit on a lower elevation, its range is increased by one hex. When firing at that Extended Range, a die roll of ‘0’ is required for a hit.



EXAMPLE: A Sreni LI Archer of the Elephant Trainers’ Guild, with a normal maximum range of ‘4’ (Foot Archer), is in Kalinga West map hex 3412, could fire at an enemy unit five hexes away in 2913. However, it would need a natural die roll of ‘0’ to hit.

(8.19) **Missile Supply.** Missile Units may keep firing until they run out of Missiles. Each different missile type has its own availability levels:

1. Archers and slingers become Missile Low whenever there is a die roll of ‘9’ when firing, at which point place a “Missile Low” marker on it, indicating it has one volley remaining. This includes Elephant Screen archers (denoted with lower case and javelin, ‘J/a’), who have their own Missile Low counters. See 10.11 and 10.12.
2. Javelinists become Missile Low whenever there is a die roll of ‘7’, ‘8’ or ‘9’ when resolving any Missile Fire, at which point place a “Missile Low” marker on it, indicating it has one volley remaining.

3. If any “Missile Low” unit fires flip the marker over to its “Missile No” side to indicate there are no missiles left to fire.
4. Artillery units never run out of Missiles.
5. Any javelin-armed unit that is involved in Shock Combat is automatically Missile NO on completion of the Shock combat.



DESIGN NOTE: Players may notice that the Indian Long Bows (A) in Chandragupta are not given the javelinists’ missile availability, as were their Indian LI Archer “predecessors” in Great Battles of Alexander. The sources are fairly clear that these archers carried two quivers of arrows. They also likely did not have as high a rate of fire, which would offset some of the missile depletion.*

(8.110) A missile unit may Reload during the Reload Segment of the Rout and Recovery Phase, bringing it up to full missile capability. Any friendly “Missile Low” or “Missile No” unit that is

- Not in an enemy ZOC, and
- Not within Missile Fire Range (and LOS) of an enemy unit (who is not Missile No)

may Reload in the Reload Segment of the Rout and Recovery Phase by removing any Missile Low/No markers.

(8.111) If a leader is in a hex that has been fired upon and the Missile Fire die roll was a ‘0’ (before modifiers), there is a possibility that the leader has been hit. See 9.15 for resolution.

(8.2) REACTION FIRE

Inactive Missile units may fire in reaction to certain enemy movements into (Entry Reaction) and out of (Retire Reaction) their ZOCs, and against enemy units that use Missile Fire against them (Return Fire).

(8.21) Entry Reaction. Whenever a friendly unit enters the ZOC of an enemy missile-capable unit, including Advance After Combat, that missile unit may immediately fire at the entering unit (range is one hex) before the moving unit’s Missile Fire occurs. All effects from this Missile Fire occur immediately. When using Line Commands, all movement is completed before Entry Fire takes place.

Exception: Ramping Elephants do NOT draw Reaction Fire (of any kind).

(8.22) Retire Reaction. Whenever an unrouted unit leaves the ZOC of an enemy missile unit, that missile unit, if it has a fire range of two or more hexes, may fire at the moving unit prior to its leaving the ZOC. Any results are applied before the unit moves. Retire Reaction Fire is always resolved at a range of two (2) hexes.

(8.23) Return Fire. Any non-phasing unit may Missile Fire “back” at an enemy unit that has fired at it. The target of Return Fire must be within range and LOS. The phasing unit’s fire is resolved before the return fire; they are not simultaneous. **The non-phasing player cannot use both Entry Reaction and Return Fire at the same unit.**

(8.24) Reaction Fire does not require an order. A unit may perform Reaction Fire any number of times during enemy movement, as long as it has missiles available.

(9.0) SHOCK COMBAT

DESIGN NOTE: This section is the heart of the game, and thus we have gone to great lengths to explain how it works. It is longer and more detailed than other sections and may, at first glance, appear somewhat daunting. Take heart: in practice/play, most of the mechanics become self-evident and, after a few trial runs, the resolution of Shock will become second nature.

PLAY NOTE: The Shock system relies on the interaction of the units’ weapon types, armor protection, size, angle of attack and quality (TQ) to produce a single result. While no factor is unimportant, the rating to pay closest attention to is the TQ, for that rating determines the ability of a unit to withstand the rigors of shield-to-shield ancient warfare.

(9.1) SHOCK COMBAT PROCEDURE

Shock Combat takes place in the Shock Combat Segment. Shock is part of a leader’s Orders Phase, and all Shock created by that leader is resolved before the next leader may be activated (or Momentum attempted). All units with a ‘Shock’ marker—see 7.33 and 7.34—must Shock Attack.

Important Note: Each Shock combat is conducted as a series of steps performed in order for all units participating in Shock combat—before the next step of Shock combat is conducted. See 9.13 for the sequence of steps. We suggest undertaking each separate step from left to right, across the map. Players may use any system they wish to note what has happened up-and-down the lines of attack.

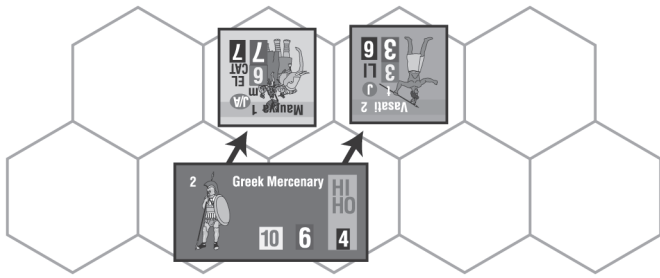
DESIGN NOTE: It would be easier to resolve each separate combat as one “piece”. However, to do so creates a “blitzkrieg” type of effect, wherein the attacker gets to choose which attacks he wants to do first so that he can achieve “breakthroughs”. Despite its simplicity, this would be so far from reality as to render the system—and the game—inaccurate. However, isolated shocks can certainly be resolved as a piece, if doing so would not affect other attacks. The method you choose should keep this intent in mind.

(9.11) Shock Designation Segment. This is used to place “SHOCK—No Check” markers on non-moving units that Choose to Shock as per 7.34.

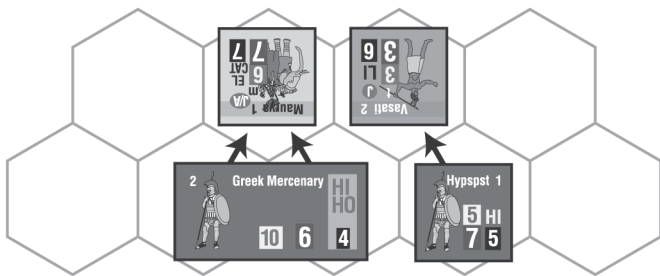
(9.12) The Basic Pre-Shock Procedure. Units that attack by Shock must attack all units in their ZOCs, unless that defending unit is being attacked by another, friendly unit in that Shock Combat Segment. The attacker determines which units will be involved in each, individual combat resolution, within the restrictions that follow:

1. A friendly unit may attack more than one unit, as long as the targeted defenders are all in the attacking unit’s ZOC.
2. An attacking unit (even a two-hex unit) may not split its attack capabilities, although two (or more) units may combine to attack one defender.
3. If more than one unit is defending and/or attacking, total the Sizes.
4. Each unit may attack only once per Shock Combat Segment.
5. A defending unit may be Shock attacked only once per Shock Combat Segment.

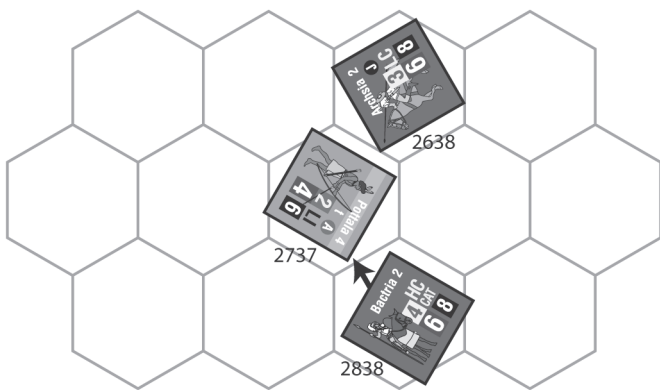
Other than the above restrictions, the attacking player may divide his attacks amongst his units as he sees fit.



EXAMPLE #1: (Gandhara) A two-hex Greek Hoplite unit in 2710/2711 faces a Mauryan Cataphracted Elephant unit (Maula class) in 2611 and a Tribal Javelinist LI from the Vasati tribe in hex 2612. It must attack both defending units as one unit; the Mauryan player uses his Elephant unit to determine Superiority—here, none.



EXAMPLE #2: Same as above, except a Greek Hypaspist is in 2712 and capable of attacking the Tribal LI in 2612. The Greek Hoplite can now engage only the Mauryan Elephants, while the Hypaspists beat up on the poor Tribals. Or, unless the Hypaspists had a “Must Shock” marker, they could sit this one out while Hoplites took care of everyone. While the former will produce better results, the latter may be necessary if the Hypaspists are close to their TQ limit in hits.



EXAMPLE #3: A Bactrian Heavy Cavalry unit in 2838 is “charging” a Tribal LI (Pottala tribe) in 2737. Unfortunately for the Pottalas, there is also an Arachosian LC contingent in 2638. The Greek player may either combine the two Cavalry units in the attack, or have the HC attack and the LC sit by and watch.

(9.13) An Overview of the Shock Combat Resolution Procedure. Sections 9.14 through 9.19 are descriptions of the sequence and procedure used to resolve Shock Combat. Each step must be completed for all units involved before proceeding to the next step. While extensive in narrative terms, players will soon realize that these steps are:

1. *Charge:* “SHOCK—Must Check TQ” marked units and their defenders check TQ to see if troops will attack in an ordered manner [9.14]
2. *Check for any Leader casualties* [9.15]
3. *Resolve the Shock*
 - a. Use Clash of Spears Chart to determine what column on the Shock Combat Results Table will be used [9.16]
 - b. Determine Weapon and Position Superiority [9.17 #1]
 - c. Determine Size Ratio Difference [9.17 #2]
 - d. Determine whether terrain and/or leaders will have any effect, then resolve the Shock using Shock Combat Results Table [9.17 #3]
 - e. Apply results from the Shock CRT [9.17 #4]
 - f. Push of Shields/Breakthrough [9.18]
4. *Check for Collapse* [9.19]

(9.14) The Charge. All units with a “SHOCK—Must Check TQ” marker and their intended targets undergo a Pre-Shock TQ check by rolling the die for each unit, all such checks being simultaneous. If any of the attackers “Must Check,” then the defender(s) must check.

Exceptions: The following units are NOT required to make the Pre-Shock TQ Check:

- If all defenders are Routed, or are all Skirmisher (SK) units, the attackers need not make a TQ check. The intended targets still do, however (and remember, Routed units have a TQ of 1).
- Defending Phalanxes (PH) and Heavy Infantry (HI) that are attacked frontally by Light Infantry (LI).
- Attacking Chariots with “SHOCK—Must Check TQ” markers (note that their defenders must undergo a TQ check; see below).

Attacking units with “SHOCK—No Check” markers and their defenders do not undergo this TQ check.

The Pre-Shock TQ Check is resolved as follows:

1. If the die roll is higher than a unit’s TQ, it takes a number of Cohesion Hits equal to the difference between the die roll result and its TQ.
2. If the defender has taken sufficient Cohesion Hits to be equal to or greater than its TQ Rating it immediately Routs (see 11.21) and the attacking unit advances into the vacated hex (where it may change its facing one vertex, if desired, if it is not in the ZOC of another enemy unit). See 9.2 for the effects on the advance.
3. If the attacker Routs from its TQ check, the defender stays put (if not Routed).
4. If both units would Rout from their TQ checks, defender retreats as per Rout rules, but attacker stays in place (although he is still routed).

The following units have their Pre-Shock TQ check die roll adjusted:

- If the attacker is an Elephant, add one (+1) to the defender's die roll.
- If the attacker is a Chariot that moved four (4) or more hexes during the Movement Phase, add one (+1) to the defender's die roll.
- If a Phalanx or Heavy Infantry unit is attacked by a Chariot, subtract one (–1) from the defender's die roll.

After the TQ check, if the attacker and the defender did not rout, go to the next step.

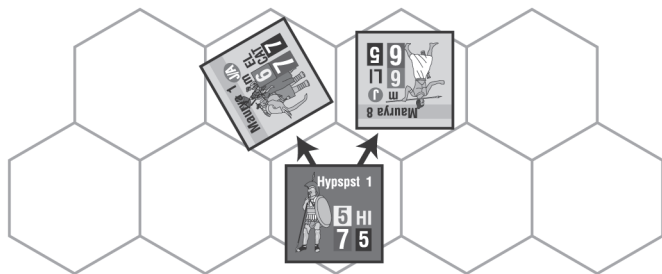
(9.15) Leader Casualties. Casualties to Leaders are determined prior to resolving the actual Shock. If either or both sides has a leader stacked with one of the units involved in combat the player rolls the die for each such leader. If the die roll is a '0' the leader has been Wounded. The player then rolls a second time; if that die roll is greater than the leader's Initiative Rating, the leader has been Killed instead.

- If a leader is Wounded, he is immediately Finished. For the remainder of the game, subtract one (–1) from all numeric ratings (i.e. there is no effect on the leader's Line Command ability), to a minimum of '0'. See 9.45.
- If Killed, time to settle those Karmic accounts ... our hero is now dead, to be reborn another day. Dead leaders are immediately removed from play and are not replaced. A leader who has been Killed as part of Shock combat has a negative effect on that combat; see 9.17[3].

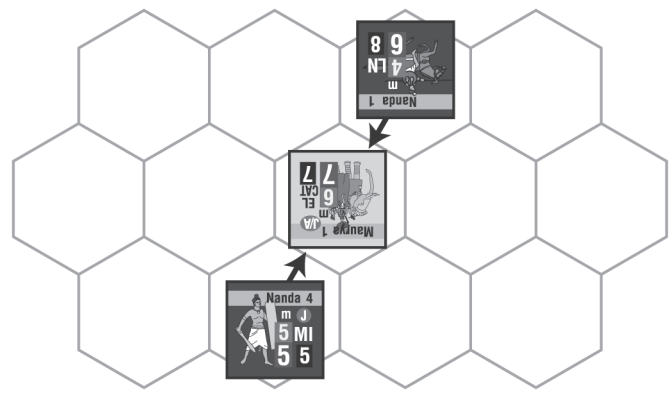
(9.16) The Clash of Spears and Swords. The Clash of Spears and Swords Chart is now consulted to determine under which Shock CRT column the battle will occur (prior to any adjustments):

- If there is more than one type of defending unit, the defender chooses which type will be used for determination.
- If there is more than one type of attacking unit, the attacker determines the Type he will use. If a unit is being attacked through the vertex between different facings, that defender gets the benefit of the most advantageous facing.

Clarification: In cases where a player has more than one unit is involved, the player picks the unit (not Type) that will be used in the determination. This choice determines the angle of attack.



EXAMPLE #1: A Greek HI Hypaspist is attacking two units at once, one Elephant (EL) through its flank, and one Light Infantry (LI) frontally. The defender gets to choose the unit type; here he chooses the Elephant, even though it is being attacked through its flank. Why? Firstly, using the Clash of Spears Chart, we will see that using the EL produces a '8' CRT column, while the LI would allow attacker to use the '9' column. And, regardless of whom the defender chose, the attacker has Attack Superiority (either because of type-heavy infantry vs. light infantry—or angle of attack—attacking the elephant through its flank).



EXAMPLE #2: A Mauryan elephant unit is attacked by two Nanda units—one Medium Infantry (MI) from the front, and one Lancer (LN) through the rear. The Nanda player would use the LN attacking EL from the rear to gain the more advantageous column "10" versus the MI's "3". However the Lancer, since it is a Cavalry unit, does not gain Position Superiority against the Elephant (see 9.17 exception #2 below).

(9.17) The Hand-to-hand Struggle. Players now determine the effect of any advantages either side has and then resolve the shock combat:

1. Determine Superiority: There are two (2) "types" of Superiority:

- **POSITION SUPERIORITY:** Results when one side's angle/position of attack is from the flank or rear.
- **WEAPON SYSTEM SUPERIORITY:** The weapons system and armor/protection of one side is so superior to the other that it will result in a marked increase in "losses" to the inferior side.

Either one side or the other may (but not must) gain Position or Weapons Superiority, either as: Attack Superior (AS; the most common), or Defense Superior (DS). Players determine Superiority using the Shock Superiority Chart. In many instances there is no Superiority.

Superiority is determined as follows:

A.If a friendly unit is attacking an enemy through its flank or rear it is considered Attack Superior to the defender. If a single unit is attacking two defending units, the defender chooses which unit to use for Position determination. However, if the attacker is attacking with more than one unit, and such attack is coming from more than one "angle", the attacker chooses the angle of attack most advantageous to him. In either case, whichever unit the attacker or defender uses to determine Position Superiority must also be used to determine the Shock Column on the Clash of Spears and Swords Chart, as per 9.16.

Exception #1: An attacking unit does not gain Position Superiority if it's in the ZOC of any other enemy unit, and that enemy unit is not being attacked by a different friendly unit.

Exception #2: Elephants, Cavalry and Chariots never achieve Position Superiority over Elephants; see 10.15.

B.If no Position Superiority is attained, the opposing units check their weapon class relationship (see the Shock Superiority Chart, 9.42) to determine if either weapon system is superior (either AS or DS) to the other. If more than one unit type is involved on any one side the players chose which of their units to determine Shock column on the Clash of Spears Chart.

PLAY NOTE: Many different types of permutations and combinations are possible, in terms of unit types and multiple attack angles. The two precepts above should cover virtually all of these possibilities. If they don't, try to attain a result that best fits in with the general principles. If that doesn't work, try casting the OC's horoscope.

2. Determine Size Ratio Difference: Players now compare the relative difference in size between attacker and defender.

Size Ratio Difference (SRD) is expressed as a simple ratio. For example, two units with Size Rating of 5 each (a total of 10) attacking one unit with a Size of 5, would have a two-to-one (2:1) size ratio difference; a single unit with a Size Rating of 3 attacking three units with a combined Size of 12 would have a negative SRD of one-to-four (1:4).

For each level of Size Ratio Difference (SRD) greater than one-to-one (1:1), the Shock Results Table is adjusted by one Column. The attacker adjusts to the right, the defender to the left.

EXAMPLE: Continuing with the example above, the 2:1 attack would result in a one-column shift to the right—an advantage to the attackers. Meanwhile, the 1:4 attack would result in a three column shift to the left ... a definite advantage to the defenders.

Reduce all size ratios to a #:1 (or 1:#) expression, rounding off as follows:

If any attacker moved to affect the shock, round off in favor of the attacker! Thus a 5 Size unit attacking a 4 Size unit is 2:1, a 4:5 becomes 1:1.

If no attacker moved, round off in favor of the defender. Thus a 5 Size unit attacking a 4 Size unit would be 1:1, while 4:5 becomes 1:2.

Exception: In any Shock combat involving either Elephants vs. non-Elephants, Chariots vs. non-Chariots, and/or Skirmishers vs. Chariots, Size is not taken into consideration; there is no SRD. However, in Elephant vs. Elephant, or Chariot vs. Chariot, size IS taken into consideration.

EXAMPLE: Attacking at 10 vs. 5 (or 2:1 odds) adjusts the Shock Table one column to the right. Likewise, a moving attack at 5:3 also produces a one column adjustment to the right, but if the attacker did not move, there would be no adjustment.

DESIGN NOTE: The "rounding off" rules reflect the advantage of "momentum."

3. Adjust Columns and Resolve: To resolve the Shock Combat, the attacker consults the Shock Combat Results Table, determines the "base" column and adjusts that column for any Size Ratio Difference, Unit Type, and Terrain effects. All adjustments are cumulative, except where noted.

- a. **Size Ratio Difference:** If applicable, the Shock Results Table is adjusted, attacker to the right and the defender to the left, as determined by SRD (#2 above).
- b. **Terrain Adjustments:** Use best position available to defender.
 - If all defenders are in Forest hexes, shift one column to the left (1L).
 - If all attackers are attacking across a River hexside, shift two columns to the left (2L).
 - If any defender is on a higher terrain level than the attacker(s), shift one column to the left (1L).

- If all defenders are on a higher terrain level than the attacker(s), shift two columns to the left (2L). This is not cumulative with the preceding modifier.
- If any defenders are in a Stronghold hex, shift two columns to the left (2L).
- If all defenders are on a lower terrain level than the attacker(s), shift one column to the right (1R).
- City and Camp Shifts (see 11.12 and 11.22).

c. Unit Adjustments:

- If any of the attackers are Cataphracted Cavalry (Cat HC), Cataphracted Elephants (Cat EL), Heavy Chariot (CH*), or Elephant Chariot (eICH), shift two columns to the right (2R).
- If any of the defenders are Cataphracted Cavalry (Cat HC), Cataphracted Elephants (Cat EL), Heavy Chariot (CH*), or Elephant Chariot (eICH), shift two columns to the left (2L).
- For each supporting Phalanx when a Phalanx is attacked frontally by moving enemy unit, shift two columns to the left (2L).

The attacking player then rolls the die, modifying the die roll by the Charisma Rating of any one leader (of the player's own choice) stacked with the units of either side as follows:

- For example, if Chandragupta were leading the attackers and Bhadrasala the defenders, the net die roll adjustment would be +1 (Chandra's 5 minus Bhadrasala's 4).
- If a leader has been killed, as per 9.15, that side suffers a reverse die roll adjustment equal to that leader's Charisma Rating.

EXAMPLE: Vairodhaka is killed while leading an attack. The attacker will subtract '2' from the die roll (Vairodhaka's '2' Charisma).

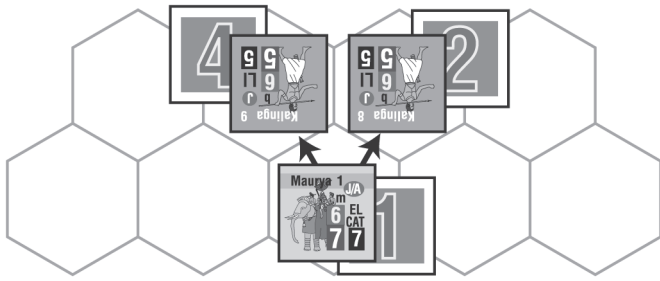
Indian Charisma: When resolving Shock involving an Indian Overall Commander (OC), a special variant of the above Charisma rules apply. If the OC is stacked with a Maula unit, the OC's Charisma applies to that unit and all adjacent Maula units. If the OC is being conveyed atop an Elephant (EL) unit (see 6.16), his Charisma is applied to the stacked Maula unit and all adjacent units regardless of Class.

HISTORICAL/DESIGN NOTE: This is a variant on the "Heroic Charisma" rules found in other game in the series. The office of the king was as much an inspiration to "greater efforts" by Indian troops—particularly the "hereditary" Maula class—as was the king himself. This status was enhanced by the ultimate symbol of royal prestige and power ... the king atop his elephant.

4. Apply Results. Results on the Shock CRT are Cohesion "hits" for both attacker and defender. The # in parentheses is for the defender. If the attacker was superior (AS) then double the defender's result. If the defender was superior (DS), then triple the attacker's result. If more than one unit (of the same player) was involved in that combat, cohesion hits are distributed as per 11.12.

(9.18) The Push of Shields/Breakthrough. After the shock has been resolved, each unit that has accumulated three or more times cohesion hits than any individual enemy unit in that combat takes two additional cohesion hits. If more than one unit on a side is involved, treat each unit individually, and, in such instance, if one unit has '0' hits, treat as if it had '1'.

Clarification: A unit's total accumulated hits is used in the determination, not just the hits incurred in that Shock combat.



EXAMPLE: An attacking Mauryan Elephant has 1 Hit, while two defending Kalinga Bharta Light Infantry units have accumulated 2 and 4 Hits, respectively. The LI with 4 Hits is given another 2 Hits for Breakthrough and, thus, routs (the 6 hits exceed his TQ of '5'). The other Kalingan unit is unaffected.

(9.19) The Collapse. All units that have Cohesion Hits equal to or greater than their TQ automatically Rout (11.2); then:

1. Units that are within one Cohesion Hit of automatic Rout and in an enemy ZOC must roll the die. If this die roll is less than their TQ, reduce the unit's Cohesion Hits by one; otherwise, the unit routs.
2. Attacking units must advance into any vacated hex (see 9.2).

Exception: Double-sized units that Stand (10.64) do not make this check. Likewise, units that stand in place instead of routing, as indicated in special scenario rules (e.g. Guild Rout in "Revolt in the Provinces" and Strongholds in "Suppression of the Khashas"), do not make this check.

(9.2) ADVANCE AFTER COMBAT

(9.21) Attacking units must advance into any hex vacated by enemy units as a result of Shock (only), including Pre-Shock TQ check rout. This does not require an Order, but the advancing unit incurs all Cohesion Hits engendered by such a move (e.g. Reaction Fire, 8.21). If the advance would Rout the moving unit, it still advances but does not Rout; it retains a number of Cohesion Hits equal to its TQ minus 1.

Exception: Units that cause an enemy to vacate a hex because of Pre-Shock TQ check (not the actual shock) and are in an enemy ZOC at the time may not advance.

(9.22) Advancing single-hex units may change their facing one vertex upon finishing the advance, even if they are in an enemy ZOC. This is an exception to 7.25.

(9.23) Advancing Phalanxes may change the direction in which they are facing only if they can move, as per 6.43 (and remember 7.14). An advancing Phalanx may combine straight-ahead advance with a Wheeling Maneuver, if opportunity for such presents itself—as long as it pays all cohesion costs inherent in such advance.

(9.24) If there was more than one attacking unit, the unit that had Superiority (if any) must advance. If no such unit, the one with the highest TQ must advance. Tie? Player chooses.

(9.25) There is no advance after Missile Fire alone, regardless of what the target unit does.

(9.3) HARASSMENT and DISPERSAL (H&D) TACTICS

(9.31) Missile-armed Light Cavalry (LC) and Javelin or Slinger armed Light Infantry/Skirmishes units may use H&D tactics against

any enemy unit that has a lower Movement Allowance. H&D comprises a unit's entire action for that turn. Skirmisher units cannot be targets of H&D, nor may foot Archers use H&D.

Exceptions: Light Cavalry may use it against Cataphracted Cavalry even though their Movement Allowance is not lower. Phalanx units use the higher of the two Movement Allowances when determining eligibility.

(9.32) Light Infantry (LI) and Skirmisher (SK) wishing to use H&D must start within two (2) hexes (but not adjacent to) the target unit. Light Cavalry (LC) must start within four (4) hexes (but not adjacent to) the target unit.

(9.33) Units using H&D may not start in an enemy ZOC, and they must be able to trace a path of hexes clear of enemy units and their ZOC unless that ZOC is adjacent to the target. The path may not be traced through friendly units, a Rough terrain hex, or across a Rough terrain hexside. It may cross a stream, but not any type of river.

PLAY NOTE: *Incurring Cohesion Hits for movement does not apply here.*

(9.34) Procedure. If the unit satisfies the above, it may fire its missiles against the enemy target without moving. The procedure is:

1. Note which unit is using H&D.
2. Note the target, as per above.
3. Fire the missiles as if they were being fired at one-hex range (this is a moving attack).
4. The target may use Entry Reaction Fire against the firing unit. Treat all fire as simultaneous.
5. All of this occurs without moving the firing unit.

DESIGN NOTE: *Well, it is moving (to the target and then back to whence it came). We just eliminated the counter-fiddling.*

(9.35) Light Cavalry may use H&D against Elephants, however, the restrictions in 10.15 apply. Therefore, H&D attacks are not allowed through an Elephant's Front hex. Greek Cavalry conducting H&D through an Elephant's flank/rear hex earn two Cohesion Hits which are applied prior to any Missile Fire.

(9.4) THE COMBAT TABLES

All of these tables are printed on the Player Aid Cards.

(9.41) The Missile Range and Result Chart. This table is used to determine the strength of a missile unit firing at a given range.

(9.42) The Shock Superiority Chart. This chart is used to compare the superiority (if any) of one type of unit compared to another, depending on which side is attacking or defending. Always read down the column from the attacker's point of view. Superiority is used to augment Cohesion Hits.

(9.43) Clash of Spears and Swords Chart. This chart is used to determine which Column will be used on the Shock Combat Results Table (subject to adjustments).

(9.44) Shock Combat Results Table. This Table is used to resolve shock combat in terms of Cohesion "hits" to both attacker and defender. See 11.11.

(9.45) Leader Casualty Chart. This is used to determine the severity of casualties to leaders from Missile Fire and being involved in Shock.

(10.0) SPECIAL UNITS

The special unit types all perform like other combat units, except for the rules given below.

(10.1) WAR ELEPHANTS (Hasti)

HISTORICAL NOTE: The crème-de-la-crème of Indian military. Considered terrible, wild beasts in Vedic era (1500–600 BC), there was no mention of their use in war until they were domesticated in post-Vedic times. By the time of Alexander they were the most important arm of the military, and everywhere there was an implicit faith in their military effectiveness. “The victory of kings in battles,” remarks Kautilya, “depends mainly upon elephants.” Often cataphracted and employing towers for both archers and javelinists, hundreds of the pachyderms were deployed to the battlefield. Those bred in the southeast—such as Kalinga—were said to be among the best of the beasts.

(10.11) Elephant Screens. Elephants were quite vulnerable to missile attacks, and to protect against this each elephant was surrounded with its own light screen of skirmishers, usually archers (represented by the small “a” on the counter). Elephant Screens have the ability to fire arrows—but as Entry Reaction Fire only—using the special section on the Missile Chart for Elephant screen (they also have their own missile supply markers). They may not fire as part of an Order. The firepower is much less than normal archer units, to account for the size of the screen and its tactical use. Elephants are not treated as Skirmishers; the screen is part of the elephant counter. In addition, because of their screens, elephants can be Missile Low/No on either or both javelins and/or arrows. Use the appropriate marker to so indicate.

HISTORICAL NOTE: Warriors in the Indian elephant corps were known to be armed with both javelin and bow. Though the use of elephant “screens” is not explicitly mentioned in the sources, they were probably used. Consider the Bow designation in this case to also encompass a small elephant screen.



(10.12) Warriors atop elephants were armed with javelins (with elephant screen, “J/a”) or with a combination of Javelin and Bow (“J/A”). Treat EL as Mounted Javelins for Missile Range purposes. As Entry Reaction Fire, an elephant unit may both throw Javelins and fire its arrows (either “a” as screen per 10.11 above or as Bow “A”). However, the player rolls separately for each such Missile Fire.

GAME NOTE: Due to counter mix limitations we aren’t able to provide separate “Elephant A” Missile Low/No markers. Players therefore may use the “Screen Low/No” markers to keep track of their tuskers’ Bow ‘A’ ammo supply.

PLAY NOTE: Elephants with Bow (“A”), unlike elephant “screens” (“a”), are not restricted to Entry Reaction Fire only.

While inside a city, an Elephant unit may not Missile Fire when activated. An Elephant unit inside a city may use Reaction Fire.

DESIGN NOTE: The narrow streets limited the ability to use their missile offensively.

(10.13) Pass-Through Attacks. After completing their Shock combat, if the Elephant unit has not Rampaged (10.14) and the defending unit is still in place, the attacking Elephant is placed in one of the defender’s vacant Rear hexes, maintaining its attack facing. Thus, an Elephant in 3022 (Pataliputra map) attacking into 2921 would end up in either 2821 or 2822. If there are units occupying both rear hexes, the elephant unit immediately shock attacks the unit(s) in one of those hexes.

PLAY NOTE: If an elephant fails to “dislodge” a second-row defender, it would still be placed behind those “second-row” units. Essentially, the elephant keeps on attacking each occupied row, until it passes through to an unoccupied rear hex.

HISTORICAL NOTE: Why is there no “Pass-through Avoidance” for the Indians? Simply put, their infantry, valued mainly for its numbers and missile fire, was not trained to perform such organized antics in the heat of battle (it probably would have been deemed unmanly, anyway). The sources mention nothing whatsoever of such maneuvers. Apparently, neither had the “Yavana” yet developed the tactic (as seen in SPQR).

(10.14) Rampaging Elephants. Any time an Elephant unit incurs enough hits that would produce a Rout, the Elephant instead of routing, goes on a Rampage, charging anyone in sight. Each time an Elephant unit Routs, the owning player rolls one die and follows the instructions below:

- 0:** the Elephant heads in the direction of the nearest friendly unit.
- 1–6:** the Elephant heads in the direction indicated on the Compass on the map, an example of which is given below. Note that geographical direction is represented at the vertex; the direction in which the elephant is to rampage is by hexside.
- 7–9:** the Elephant’s mahout has been successful in stopping the rampage by driving a wedge into the beast’s brain; the unit is eliminated.

Elephant Rampage is always resolved immediately, before any other game mechanic is addressed... except for Orderly Withdrawal in face of the rampaging elephant (6.61).



EXAMPLE: The above diagram shows the elephant unit (originally heading N) refaced and now heading N/NE, after a Rampage die roll of “1”. This is just an example; use the compass on the map for each battle.

A Rampaging elephant always attempts to move three (3) hexes per directional die roll in the indicated direction (as per Rout Movement, 11.22) until it either moves off the map or is otherwise eliminated, as below. If a rampaging Elephant unit would enter a hex occupied by a unit—whether it be friend or foe—the elephant stops in the adjacent hex and the “target” unit(s) takes

- One (1) Cohesion Hit (each) if the elephant would have entered frontally, or
- Two (2) Cohesion Hits (each) if it would have entered from the flank or rear.

Regardless of angle of rampage, Cavalry and Chariots always take two (2) Hits when so attacked.

If there is a Leader in the hex (alone or stacked with a unit), and he cannot withdraw, he is tragically impaled on the elephant's tusks, tossed high in the air, and then crushed to death under its feet. All that without a die roll!

The player now rolls again, as above, repeating the process until

1. the Elephant exits the map,
2. the Elephant is eliminated (7–9 mahout die roll),
3. the Elephant is at least eight (8) hexes from the nearest unit, in which case it is eliminated, or
4. if none of the above, after the 4th consecutive Rampage die roll, the Elephant is eliminated.

Rampaging elephants have no ZOC, and they may not be rallied. Each "Rampage" is undertaken until its conclusion, so there may never be more than one rampaging Elephant at any one time. And remember that Cavalry/Chariot withdrawal can take place at any time (see exception in 6.67).

PLAY NOTE: When an elephant rampages, play stops dead and the Rampage is resolved before anything else occurs.

DESIGN NOTE: Historically, the mahouts were trained to use "the wedge" on any berserk elephants. With each counter representing 5–6 elephants, the rule represents the 1 or 2 elephants they could not dispatch immediately.

(10.15) Cavalry and Chariot units may never voluntarily move into the ZOC of an enemy Elephant unit. Indian Cavalry (including Indian units in the Greek armies) and Chariots may move into or through an Elephant's flank or rear hexes with no penalty; non-Indian (i.e. Greek/Macedonian) Cavalry units, however, do so at the cost of two Cohesion Hits for each such hex entered. Cavalry and Chariots may never Shock attack enemy Elephants through the latter's frontal hexes; they may Shock attack through the Elephants' flank or rear hexes, but they do not gain the usual Attack Superiority for such position attack.

HISTORICAL NOTE: This reflects Indian horses' exposure to elephants and the training of Indian cavalry with the ubiquitous elephant corps, an advantage the Greeks did not enjoy (horses generally dislike elephants intensely).

(10.16) If an Elephant moves adjacent to an enemy Cavalry or Chariot unit, that unit must attempt Orderly Withdrawal, if possible. If they cannot so withdraw, they undergo an immediate TQ check. If the die roll is higher than the unit's TQ, it takes Cohesion Hits equal to the difference between its TQ and the die roll. If the unit is non-Indian, the minimal result (even if the die roll is less than the TQ) is one (1) Cohesion Hit. If the Cavalry is already Routed, it is automatically eliminated without any Hits for the Elephant (other than those earned through movement).

(10.17) TQ Check Modifier. Whenever an Elephant is Shock attacking and a TQ check is required, any defending unit adds one (+1) to its TQ Check die roll. There is no TQ Check die roll for Rampaging elephant attacks.

(10.18) Cataphracted Elephants. These units have special combat modifiers as noted in sections 8.17 and 9.44.

(10.19) Elephant Rampage Table. See Charts and Tables.

(10.2) CHARIOTS

DESIGN NOTE: Though by this time abandoned by Western armies, many Indian kingdoms still favored the chariot, and the Mauryans maintained them at considerable expense. The war chariots in the Mauryan era had grown quite large—four-wheeled affairs, drawn by at least four horses. The "heavy" variety carried up to six warriors (two shield-bearers, two archers, and two drivers/javelinists). Because of their fixed axles and lack of suspension they were notoriously difficult to maneuver and had a tendency to tip over if turned too sharply—a weakness mitigated (well, somewhat) by the multi-axle models.

Two types of Chariots are used in *Chandragupta*, the lighter "standard" two-wheeled variety (CH), and a larger multiple-axle (and cataphracted) model. The latter are designated "heavy" for game purposes, denoted by the asterisk on the counter (CH*).

(10.21) Chariots operate under the following movement and terrain restrictions. Chariots may change facing only one vertex per hex if moving. Chariots earn Cohesion Hits for entering certain types of terrain per the Movement Costs chart. Furthermore, Chariots may not move up or down more than one level in any one Orders Phase.

(10.22) Chariots may use Orderly Withdrawal, but they incur one Cohesion Hit each time they withdraw.

(10.23) TQ Check Modifiers. Chariots do not make a Pre-Shock TQ check when they "Must Shock". Any unit attacked by a Chariot unit has one (+1) added to its pre-Shock TQ Check if the attacking Chariot has moved four (4) or more hexes during the Movement Phase. All Phalanx or Heavy Infantry units have one (–1) subtracted from their Pre-Shock TQ Check when attacked by Chariots.

(10.24) Routed Chariots are immediately removed from the game—eliminated.



(10.25) Heavy Chariots (CH*). These units have special combat modifiers as noted in sections 8.17 and 9.44.

(10.26) Pass-Through Attacks. After completing their Shock combat (but see 10.24), if the defending unit is still in place, the attacking chariot unit is placed in one of the defender's vacant Rear hexes, maintaining its attack facing. If units occupy both rear hexes, the chariot must immediately shock attack the unit(s) in one of those hexes if able to do so. If not, the attacking chariot remains in its hex.

(10.27) Pass-Through Avoidance. If a Greek unit is about to be attacked through a front hexside (only) by Chariots, prior to resolving that Shock, the Greek player rolls the die and compares it to the unit's TQ. If the die roll is higher, normal Shock takes place. If the die roll is the same as or lower than the TQ, the defending units have parted ranks, and the Chariots have passed-through (as per 10.26) without causing any harm, other than an automatic, one (1) Cohesion Hit for the defending unit (the penalty it pays for disrupting its formation).

If both rear hexes are occupied, the Greek Player rolls for both units, as above. If both "pass," the Chariots keep on going through. If one fails, the Chariot attacks, as per 10.26.

HISTORICAL NOTE: From Alexander's experience with the Persian chariots a generation earlier, Macedonian/Greek infantry trained to avoid their headlong charge by simply breaking ranks and letting the onrushing chariots pass through.

PLAY NOTE: Pass-Through Avoidance cannot be used by Indian units in Greek armies.

(10.28) Chariot Dismount. Indian Chariots may dismount as foot in the Movement/Missile Segment if located inside a camp or Takshashila. Dismounting costs the entire unit's Movement Allowance and cannot be done in an enemy ZOC. Flip the counter to its reverse, foot side. The unit may be faced in any direction.

Dismounting is a permanent action—once dismounted, CH may never “re-mount.”

(10.3) SKIRMISHERS

(10.31) Javelin- or slinger-armed Skirmishers (SK) may use H&D tactics against any enemy unit that has a lower Movement Allowance. See 9.3 for restrictions and procedure.

(10.32) Skirmishers (SK) have reduced effectiveness in combat, offset by enhanced withdrawal abilities. The following apply to Skirmishers only:

- Skirmishers may only Shock attack Chariots.
- All non-SK units shock attacking solely SK units do not have to make a pre-Shock TQ Check, even if they must charge.
- When firing any missile at an SK unit, add two (+2) to the die roll (this adjustment applies only to the combat effect, not the Missile Availability).
- Skirmishers may Orderly Withdraw up to two hexes before any units whose MA is the same or less (i.e., all foot units), regardless of the MA differential.
- Skirmishers do not Rout; they are eliminated instead.

DESIGN NOTE: Players will also notice that chariots and skirmishers have an unusual (albeit inimical) relationship: they each are Attack Superior to the other when attacking. This is not a misprint. It reflects the fact that chariots were susceptible to the tactics of aggressive skirmishers, who were trained in (literally) pulling the riders from the chariots.

(10.4) SPECIAL CAVALRY CAPABILITIES

(10.41) Missile-armed Light Cavalry (LC) may use H&D tactics against any enemy unit that has a lower Movement Allowance. See 9.3 for restrictions and procedure.

Exception: Light Cavalry may use H&D Tactics against Cataphracted Heavy Cavalry (Cat HC), even though their MA is not higher.

(10.42) Cataphracted Cavalry. These units have special combat modifiers as noted in sections 8.17 and 9.44. These units pay a two (2) MP cost to change facing per vertex.

(10.5) ARTILLERY

DESIGN/HISTORICAL NOTE: Camps, particularly forts and cities, were defended by the jamadagnya and yantra. While Indian artillery was quite diverse, the term yantra was largely generic, simply meaning “machine” (the definition of “scorpio” by the Romans was not so firm, either, for that matter). For game purposes yantra refers to a moveable, scorpio-like device, and the jamadagnya is a larger (and sometimes stationary) bolt-throwing, ballista-like device.

(10.51) Artillery units are missile firing engines with built-in crews, so they do not have to be manned. The crews are treated as LI if attacked. Artillery cannot Shock attack and their only offensive combat capability is to Fire. Indian Artillery units do not have a Grade (e.g. Maula, etc.) designation.

(10.52) Yantras may fire twice during a single Orders Phase (not turn); a Jamadagnya may fire once per Orders Phase. The units may fire at any time during the phase, even in the midst of enemy movement! They do not need Orders or LCs, nor do they have to be “in command.” The first time a Yantra fires, place a “Fired Once” marker on it. The second time it fires, or each time a Jamadagnya fires, flip the counter over to its “Fire Done” side. Artillery units do not use Reaction Fire.



(10.53) Artillery have no “facing”; they may fire in any direction, regardless of which direction the actual counter is pointed. They may not fire over walls or ramparts of any kind, unless they are in Towers.

DESIGN NOTE: Most ancient artillery were “low trajectory” weapons with little ability to raise the angle of fire.

(10.54) Artillery may move (as per their MA) in the Camp Orders Phase only, even if they are not in a camp. Units that are on their “Fired” side may not move. In certain scenarios the Jamadagnyas are immovable.

(10.55) Artillery units incur Cohesion Hits from Fire and Shock only if alone in a hex, otherwise, the unit stacked with the Artillery incurs all hits. See 6.7 for stacking effects. An Artillery unit that Routs is eliminated.

(10.56) Sarvatobhadras. Historical sources describe these as “carts on wheels” with a turnstile that revolved rapidly, “throwing stones in all directions.” In other words, a catapult. The Sarvatobhadra has the following capabilities/restrictions:

- When moving by road, the Sarvatobhadra uses Column Movement benefits, i.e. increase of its MA by one (see 6.52).
- The Sarvatobhadra may fire only once per Game Turn (not phase).
- A Sarvatobhadra may be used to Breach a City Gate (see 12.32).

(10.6) PHALANX AND HOPLITES

(10.61) In any Shock Resolution in which a non-Phalanx unit moves and Shock attacks a Phalanx frontally, the Shock column is adjusted two to the Left (2L) for each flank of the Phalanx that is covered either by another Phalanx unit or a Phalanx ZOC (enabling echelon to work).

DESIGN NOTE: This reflects the remarkable defensive capabilities that the Phalanx had, especially with its wall of 16–18 foot spears (known as the sarissa). Once inside the sarissa, the attackers stood a better chance of cracking the Phalanx.

(10.62) Square. Phalanx and Hoplite Heavy Infantry (Size 10) units may form “square” to give it “all around” protection. To form or leave Square, an active unit must expend all of its Movement Allowance and not be in an enemy ZOC. Use a Square marker to indicate its new “formation”.

The Movement Allowance of a unit in Square is 1 MP. The unit can move in any direction but never adjacent to any enemy unit. All hexes adjacent to the unit in Square are front hexes (the unit has no flank/rear hexes). A friendly combat unit can never enter a hex containing a unit in Square. A unit in Square may not initiate Shock combat although it may move adjacent to an enemy unit. A unit in square retains all of its normal Shock table relationships. However, ignore the Size Ratio modifier.

(10.63) Phalanxes (PH) and Heavy Infantry (HI) that are attacked frontally by Light Infantry (LI) do not have to undergo a pre-Shock TQ Check ... although the LI still does. The reverse is not true; Phalanx and Heavy Infantry do undergo a pre-shock TQ check when attacking Light Infantry.

(10.64) Phalanx Rout. Phalanxes and Hoplite/Heavy Infantry (Size 10 only) do not Rout like other units. If these units incur Hits greater than or equal to its TQ, the player rolls the die. He adds to that DR:

1. A number equal to the amount by which accumulated Hits exceeds TQ (thus, a Phalanx unit with a TQ of 7 that has incurred 9 hits would have +2 added to the Rout die roll); and
2. Three (+3), if the Phalanx or Hoplite/Heavy Infantry unit was attacking at the time.



Exception: If the Hits were a result of Position Superiority by the enemy then the unit automatically Routs; there is no die roll.

STANDS: If the adjusted DR is equal to or less than the unit's TQ, the unit Stands, in place, with hits equal to TQ minus 1.

ROUTES: If the adjusted DR is greater than the unit's TQ, the unit is Routed and retreats two hexes (as it would normally do when routing). The unit may not be rallied. In the Rout Movement segment of the Rout and Recovery Phase, all routed Phalanx and Hoplite/Heavy Infantry units are eliminated—immediately removed from play.

PLAY NOTE: The single hex Greek Heavy Infantry hypaspists Rout as other units.

(10.7) GUILDS (Sreni) and TRIBALS (Atavibalam)

(10.71) Guild (Sreni) and Tribal units may only take Orders or Line Commands issued by their respective Guild ("GC") or Tribal ("TC") Chiefs (see 4.62).

(10.72) Guild Enmity. Guild units and their leaders are prohibited from stacking with one another and cooperating in combat:

HISTORICAL NOTE: Indian guild levies of this period were notorious for their parochial loyalties and—and sometimes violent—brawls with one another. "Machiavellis" such as Chanakya, fearing their independence, made a point of keeping the guilds at odds with one another.

1. Guild Chiefs may not voluntarily stack with or move through a hex containing a Chief from a different Guild. If forced to do so as a result of Retreat or enemy movement, the Chief forced to move is immediately Finished.

2. Guild combat units may not voluntarily move through a hex containing a combat unit from a different Guild. If forced to do so as a result of retreat, the moving unit is immediately routed and the stationary unit suffers an immediate one Cohesion Hit and must undergo a TQ check die roll (see 11.15 and 11.2).

3. Routed Guild units treat other Guild units—even if controlled by the same player!—as enemy units for retreat purposes (in other words, they must find an alternate retreat path or they are eliminated).

4. A Guild unit may not perform Shock Combat against any enemy unit that is in the ZOC of a unit from a different Guild. This restriction does not apply to missile fire. Guild units can of course always Shock or fire missiles at any units controlled by the opposing player (Guild or otherwise).

(10.73) Tribal units are restricted as to their movement in friendly camps—see 12.11 and individual scenario rules.

(10.74) Tribal units may stack two to a hex if they are units of the same Tribe, and not in a City or Stronghold hex. See 6.73.

(10.8) MAULA UNITS

(10.81) Maula Rout. When stacked with their Overall Commander and defending against a Shock attack, Maula class units do not Rout like other units. Each time such a unit incurs Hits greater than or equal to its TQ, the player rolls the die. He adds to that die roll a number equal to the amount by which the incurred hits exceeds the unit's TQ.

Exception: If the enemy has Position Superiority then the Maula unit automatically Routs; there is no die roll.

STANDS: If the adjusted die roll is equal to or less than the unit's TQ, the unit stands in place, with hits equal to TQ minus 1.

ROUTES: If the adjusted die roll is greater than the unit's TQ, the unit Routs per 11.21.

(11.0) EFFECTS OF COMBAT

Units suffer cohesion penalties (called "hits") from disruptive and/or excessive movement and/or combat. Too many Cohesion Hits produce a Rout. Routing units retreat, for the most part, towards their Retreat Edge of the map as identified in the scenario rules. A routed unit can be Rallied under certain circumstances.

(11.1) COHESION

Cohesion is a measure of how organized and effective a unit is at any point during the battle. The loss of cohesion is measured in Cohesion Hits, which are applied against a unit's Troop Quality—sometimes automatically, sometimes after a die roll. The Cohesion Hit and TQ Check Chart (11.15) summarizes when these occur.

(11.11) Cohesion Markers. Each time that a unit receives a cohesion hit place a Cohesion # Marker—representing the total number of hits taken—on (or under) the unit.

(11.12) If there are multiple units involved in a single combat resolution, hits must be divided as equally as possible amongst these units, with any extra hits being given to the unit that was

- 1st: used to determine Superiority;
- 2nd: used to determine the Shock CRT column;
- 3rd: player's Choice.

This rule applies even if it means that a unit will have to Rout.

Exception: If a double-sized unit is attacking two single-hex units, the attacker chooses how any Cohesion Hits will be distributed among the defenders. Such distribution may be uneven, if so desired. This does not apply when double-sized units are defending.

(11.13) **Recovery.** During an Orders Phase, any unrouted unit which is not adjacent to an enemy unit, nor within range and LOS of an enemy missile unit that is not Missile No, and is in "Clear" terrain may remove two (2) Cohesion Hits by being given an Individual Order to do so. A unit may not remove more than two Cohesion Hits per Orders Phase, and neither Line nor Wing Commands may be used to do this. A unit that has "Recovered" may not do anything else that Order Phase. Units that have Rallied this game turn may not have Cohesion Hits removed.

(11.14) Cohesion Hits do not affect a unit's combat strength or capabilities in any way, other than to show how close it is getting to falling apart. Thus, a unit with a TQ of 6 and 4 hits has the same combat effect as one with no hits. It is just more likely to Rout.

(11.15) **Cohesion Hit and TQ Check Chart.** This chart lists the times during the game when a unit must undergo a TQ Check. A TQ Check consists of rolling the die and comparing it to the unit's printed TQ rating. The Cohesion Hit and TQ Check Chart lists the results, usually one or more Cohesion Hits when/if the die exceeds the rating.

PLAY NOTE: As a reminder, units In Column have their TQ reduced by -2 (see 6.55) and Routed units have a TQ of "1" (see 11.28).

(11.2) ROUT and RETREAT

HISTORICAL NOTE: Routing units usually ran away, with infantry often throwing away their equipment in a futile effort to speed their exit—which usually precluded their being of much future use in the battle.



(11.21) When a unit has absorbed Cohesion Hits equal to or more than its Troop Quality Rating it Routs.

Exception #1: Chariots, Skirmishers, and Artillery units do not rout when their TQ is exceeded. They are, instead, eliminated.

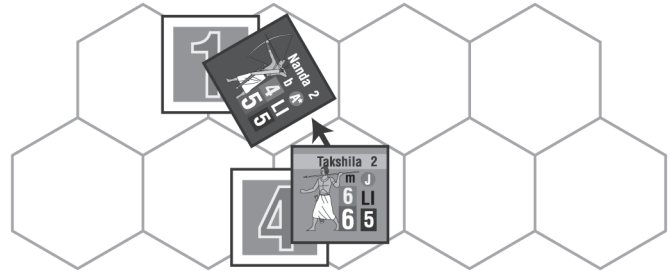
Exception #2: Elephants do not rout, but Rampage (10.14) instead.

If, as a result of Cohesion Hits from Shock, ALL attacking and defending units would Rout, the following occurs:

1. Attacker adds to his total Hits the number of Hits—if any—that he would incur were he to advance after combat.
2. The side that has the unit with the greatest discrepancy between Hits and TQ rating Routs. If the defender is not Routed, it remains in place; if the attacker is not Routed, he advances (if eligible).

The unit that does not Rout has Cohesion Hits equal to its TQ minus one (-1).

3. If the difference between the Hits and TQ is the same for both sides, the defender Routs and the attacker advances after combat (if allowed) and has Cohesion Hits equal to its TQ minus one (-1).



EXAMPLE: Ambhi's Takshashila javelinists Light Infantry with 4 hits, attacks one of the Nanda's archer Light Infantry, TQ of '5', with one hit. The Nanda LI is in clear terrain, no elevation. The Shock Result is 2(2), but the Nanda's hits are doubled because the Takshashila LI is Attack Superior due to a flank attack. This means the Takshashila LI now has 6 hits (TQ=6) and the Nanda LI has 5 hits (TQ=5). There would be no added hits were the Takshashila Light Infantry to advance as the terrain is clear and level. They both have reached their "Rout" level, but, in this case, only the Nanda Light Infantry Routs. Ambhi adjusts his unit's hit level to '5' (TQ minus 1) and advances after combat. The Ambhi Player would have to roll for possible "Collapse" for the unit if after the advance it is in another enemy unit's ZOC.

(11.22) **Rout Movement.** A unit which has Routed is immediately moved two (2) hexes toward its Retreat Edge (as defined in scenario rules, but usually the one behind his original deployment).

Exceptions: Elephant Rampage, see 10.14; Phalanx Rout, see 10.64; and Maula Rout, see 10.81.

No Movement points are expended, but the unit must take the most direct path towards his Retreat Edge that is not blocked by enemy units, enemy ZOC (unless occupied by a friendly unit), or impassable terrain, even if this means moving into and/or through friendly units. However, when given a choice, it will take the path of least resistance (see below). The unit's facing is changed—at no cost—so that it faces the direction it is going to go at the instant of Rout. If it cannot retreat the full distance it is eliminated (see 11.23, and note 11.24). Place a "Routed" marker on that unit when it finishes its retreat.

The Path of Least Resistance is as follows:

1. Vacant hex not in an enemy ZOC (even if terrain is not Clear); then,
2. Friendly-occupied hex not in an enemy ZOC; then,
3. Friendly-occupied hex in an enemy ZOC.

The routing unit will always enter '1' before '2', etc., always with an eye towards the Retreat Edge.

PLAY/DESIGN NOTE: Routing units have one thought in mind: getting out of the area as quickly as possible. If there are people standing in their way, that's their problem. Therefore, routs in ancient warfare often took other troops with them. While routing/retreating units usually move directly towards the rear of their lines, instances will occur where that is not feasible or even possible. In such instances,

common sense, along with the knowledge that these units are trying to get away from the enemy, should guide your movements.

(11.23) Cascade Rout. If an Indian OC or WC is conveyed by an Elephant or Chariot unit that Routs, the rout may spread or “cascade” to adjacent friendly units:

- If a Wing Commander or Overall Commander is atop an Elephant or Chariot unit that routs, all adjacent friendly units immediately make a TQ check die roll (as per 9.14).
- Furthermore, if the routing unit is an Elephant (EL) conveying an Overall Commander, all units adjacent to any units that have routed as a result of #1 above must also perform an immediate TQ check die roll (as per 9.14).

Cascade Rout applies only when initiated by the Elephants and Chariots while stacked with Indian OCs or WCs conveyed by that type. Cascade Rout affects any adjacent units as described above, regardless of the unit’s Grade.

(11.24) In the Rout Movement Phase all routed units are moved their full, printed Movement Allowance in the same direction and manner as in 11.22—even if they moved previously during the turn. Routed units use normal movement rules, except that they may not enter enemy ZOCs unoccupied by friendly units. They do not suffer Cohesion Hits from Rout/Retreat movement.

(11.25) A unit that either moves off the map (for whatever reason) or cannot complete its Rout movement because of the presence of enemy units/ZOCs or impassable terrain is permanently removed from play and considered eliminated for Army Withdrawal purposes. Note that Routed units may NOT rout across a River hexside.

(11.26) [The movement of Routing units through or into other units is covered on the Stacking Charts \[6.78\]. The main premise is that routed units may not stack. If a routed unit were to finish its rout movement in a friendly-occupied hex, instead, and as per the chart, it continues on one more hex. If that additional hex is also occupied, the routed unit is automatically eliminated. The non-moving unit in that hex incurs the penalties indicated on the chart.](#)

(11.27) If a Leader is stacked with a routing/retreating unit that leader may Rout Move/Retreat along with that unit. He is otherwise unaffected by the Rout/Retreat.

(11.28) Restrictions on Routed Units:

1. Routed units retain their Size and Movement Allowance .
2. They have a TQ of ‘1’. If a Routed unit fails a TQ check, it is eliminated.
3. Routed foot missile units are automatically “Missile No” (this does not apply to mounted missile units).
4. Routed units may not receive or use Orders or Commands (other than to Rally) nor may they fire missiles for any reason.
5. [Routed units that incur any additional cohesion hits are immediately eliminated and removed from play.](#)

(11.3) RALLY

(11.31) During an Orders Phase a leader may attempt to Rally any Routed unit which is stacked with him or within his Command Range, and is not adjacent to an enemy unit nor within LOS and missile range of an enemy missile-capable unit that is not Missile No. Follow the normal restrictions of 4.21 when determining Command Range.

Exception: Elephants can never Rally (they Rampage instead; see 10.14), nor do double-size Phalanxes and Hoplite/Heavy Infantry

(see 10.64), Chariots (10.24), or Skirmishers (10.32). All these units are eliminated if/when they Rout.

(11.32) An individual leader may attempt to rally a given unit only once per Game Turn. The limitation applies to the leader, not the unit (a unit may be rallied by another leader in that turn, as long as the unit is within that leader’s Command Range). Rally is conducted as an Individual Order only.

(11.33) Procedure. A leader may automatically Rally any eligible (per 11.31) unit with which he is stacked. For an eligible Routed unit with which he is not stacked, but which is within his Command Range, he makes the attempt by rolling the die:

1. if the leader is Indian and conveyed by Elephant (see 6.16), subtract one (–1) from that leader’s Rally attempt. Then,
2. if the die roll is the same as or lower than the Leader’s Initiative Rating +1 (which represents the routed unit’s TQ), the unit is Rallied.
3. if the die roll is higher than the “Initiative +1,” the unit Rout Moves (11.22), unless the die roll was also higher than the printed TQ in which case it is instead eliminated.

(11.34) Units that have been successfully Rallied have their Rout Marker flipped to its “Rallied” side. The unit is now given Hits equal to one-half its printed TQ, rounded down.

PLAYNOTE: Yes, a leader may move around the map during his turn, stopping to issue Individual Orders for Rally and then moving on.

(11.4) SRENI and TRIBAL FLIGHT

(11.41) At the conclusion of the Rout Movement segment, each player checks to see whether any of his Sreni or Tribal contingents have Fled. If the Guild/Tribe has no routed or eliminated units, the Guild/Tribe is unaffected.

(11.42) To determine if a Sreni or Tribal contingent has Fled, the owning player rolls a die, adding to the roll the number of that Guild’s/Tribe’s units that are Routed or have been eliminated. If the adjusted die roll is greater than that Guild’s/Tribe’s Flight Level as given in the scenario instructions, that Guild/Tribe has Fled. Remove all units in the Tribe/Guild from play—they are eliminated.

(12.0) FORTIFICATIONS

(12.1) CAMPS

The Gandhara, Malayaketu, and Magadha scenarios use the Camp Extension map. The map contains all the classical elements of an Indian military camp of the era as described (in some detail) in the *Arthashastra*. As one can see, there are several “layers” of defensive walls, berms, and other enclosures protecting the royal encampment at the center. A unit’s access to these enclosures may be restricted by the unit’s type and/or grade.

DESIGN NOTE: The camp here is rendered as close as possible to the descriptions of military camps provided in the *Arthashastra*. Camps were large and contained everything from provisions to prostitutes, vendors, priests, and other non-combatants. The crowded conditions are simulated by camp terrain movement costs.

(12.11) Indian fortifications were built with four concentric enclosures, each bounded by different terrain:

Fourth Enclosure: An outer perimeter of the camp, normally defended by Tribal units, comprised of a Berm/Ditch—essentially a

ditch and earthen wall, perhaps 6–8 feet in height, which provided a basic defensive line. Non-infantry may not cross a Berm/Ditch hexside.

Third Enclosure: The camp proper. Sreni and Bharta units, as well as elephants were camped within this enclosure. Elephants, Chariots, and Cavalry may enter this enclosure only through Gate hexsides. Friendly Tribal units may not voluntarily enter this enclosure; they may only enter it (through a Gate hexside) as part of Rout movement (see 11.24). Enemy Tribals are not under this restriction. The third camp enclosure consisted of several terrain items, including:

Wall—what surrounded the “camp” per se, a palisade of wooden posts. Non-infantry units may not cross a Wall hexside other than via Gate.

Gates—served, obviously, as the means of crossing the Palisade. These were actual hinged gates, barricaded from inside against the enemy.

Moat—a (usually) water-filled ditch that surrounded the wooden palisade. It was frequently augmented with sharpened spikes, etc.

Towers—were built at various intervals along walls to act as strong points and to guard the entrances. Higher than the walls they supported, they were used for missile firing troops and Artillery.

Second Enclosure: This enclosure contained the armory and the encampment of the Senapati (Wing Commanders). Maula and Bharta units camped here, as well as Cavalry and Chariot units. The Second enclosure was bounded by Thorns. A form of ancient “concertina wire,” shrubs variously known as “dog’s tooth” for their large thorns were gathered to form a defensive barrier. Non-infantry units may not cross a Thorns hexside.

First Enclosure: This was the enclosure of the Royal Encampment, and also contained the royal stables, the encampment of the priests, the field treasury, and the harem (none of which have any effect on movement). Friendly non-Maula units may not voluntarily enter this enclosure if any Maula units are inside. The First Enclosure was bounded by Wagons, which were (probably) buried up to their axles in the upcast soil of a shallow defensive trench. Non-infantry may not cross a Wagons hexside.

(12.12) Camp Effects Chart. Each of the above has its own MP and Cohesion costs to cross, as listed on the chart. It is usually easier to cross a fortification hexside from within the camp than from the outside. Movement through Gates is most efficiently accomplished In Column (see 6.5).

(12.13) Camp Walls and Camp Towers may be destroyed by Elephant units (see 12.31 and 12.32).

(12.14) Units may not Retreat, Rout, or Withdraw across a fortified hexside. Cavalry, Chariots, and Elephant units may not cross any fortified hexside other than a Camp Gate. These unit types cannot enter a Camp Tower. Moreover, if a unit does not have the necessary MPs to cross a given fortified hexside, it may not do so.

(12.15) Units outside a fortification hexside do NOT extend a Zone of Control (7.2) across/through fortification hexsides of any type.

Exception: Missile-armed units that are not “Missile No” DO exert a ZOC across Thorn and Wagon hexsides.

(12.16) Units inside fortifications exert a “Fort ZOC”: they affect movement like standard ZOCs, but they do not require Shock against units moving into them. All units inside fortifications that are facing

adjacent to Walls, Berms, etc., exert Fort ZOCs into adjacent hexes outside the fortification.

(12.17) Nayaka inside camps may issue LCs without being given a Mauryan Wing Command by their WC. An SC or WC may issue a Line Command inside a camp without being in the range of the OC. Individual combat units inside a camp’s Third Enclosure or lower (i.e. within the palisade walls) and without a leader (they have no leader inside the camp) may move as if they were given orders, as long as they do not leave the camp and have not previously Moved during that turn. For this purpose—specifically and alone—there is a Camp Orders Phase. It occurs after all other units have gone. They may move adjacent to enemy units, fire and/or shock, as if they were given orders.

PLAY/DESIGN NOTE: Units defending inside a camp would rely mostly on time-honored drill, training and dogma ... as well as their lower-level leaders ... to defend the camp.

(12.18) Missile Fire in and out of fortifications carries die roll modifiers because of sighting problems. All camp fortification hexsides other than the Moat block Line of Sight (LOS) (see 8.14) with the exception that a missile unit adjacent to a fortification hexside may fire and be fired at. Towers hexes block LOS, however, missile units may fire into/from such hexes. The following die roll adjustments are applied, per fortification type:

Wall: Slingers suffer a +1 die roll adjustment; archers suffer a +2 adjustment; javelinists a +4 adjustment.

Gates: Gates are treated as Walls (above). However, a missile unit firing across a Breached Gate hexside from a range of greater than one hex may only fire into the adjoining hex and no further (and the die roll adjustment for Walls still applies).

Towers: Units firing from Tower hexes (inside-to-outside) do not suffer the above die roll adjustments; they gain a benefit of subtracting one (–1) from all die rolls. Archers and slingers firing at units in Towers suffer a +1 adjustment; javelinists have a +2 die roll adjustment when doing so.

Missile units, including Artillery, in Tower hexes increase their Missile Range by one hex. At the “Extended Range” they need an (adjusted) ‘0’ to obtain a Hit.

(12.2) CITIES (TAKSHASHILA)

Takshashila—known as “Taxila” by the Greeks—was the ancient capital of the kingdom of Gandhara and strategically located at the crossroads of major trade routes from Pataliputra in the east, the north-western route into Bactria, and from Kashmir in the north. The walls of the city were of heavy mud bricks reinforced with timber. Typical of a city of that era, it did not enjoy the benefits of urban planning—the buildings were small and crowded one atop another over the generations, separated by lanes in which two people could barely walk abreast, and its streets were “haphazard, narrow and tortuous.”

DESIGN NOTE: For Takshashila and its surrounding terrain, we used the excellent topographical map provided in Marshall’s A Guide to Taxila. Other than the city walls and portions of the main avenue (revealed through Marshall’s excavation), the interior of the city as portrayed is largely conjectural.

(12.21) City Effects Chart. The city of Takshashila has the following features for game purposes, each having its own MP and Cohesion costs to enter/cross, as listed on the chart:

City Walls—units cannot move across City Walls.

City Gate—the city has four which provide access through the City Wall.

City Block—the built up areas of the city; its buildings and dwellings.

City Street—the major thoroughfares inside the city.

City Square—open areas within the city; a form of “Street” terrain.

Temple/Palace—the key city buildings; a form of “Block” terrain.

(12.22) Units inside the city are located either in Street terrain (including City Squares) or in Block terrain (including the Temple and Palace). Only foot units may enter Block terrain (except double-sized units, which are prohibited).

Exception: Elephants may Shock Attack into and Advance after Shock into a Temple/Palace hex but may not enter in the Movement Segment.

(12.23) A unit may use Street movement by entering a Street hex directly from another Street hex, but only if traversing a hexside that is crossed by the Street symbol (e.g. from 2430 to 2529). However, if entering a Street hex from a non-Street hex or across a hexside that is not traversed by the Street terrain symbol, it is subject to Block movement costs/restrictions.

EXAMPLE: A Mauryan LI-A is in hex 2428 and wants to move towards the Square in 2628 (it is in normal formation, not In Column). It may thus move to hex 2528 by using the Street from 2429 to 2528, expending a total of 4 MPs along the way (2 MPs per Street hex); it cannot move to the Square this Movement Phase because it does not have enough of its MA remaining. Alternately, the unit may move directly into the adjacent hex 2528, but will use Block terrain costs at 3 MPs; since it has 2 of its MA remaining, it could then move from 2528 and into the square in hex 2628.*

(12.24) Elephants, Chariots, and Cavalry may only move into Street terrain, including City Squares (note exception in 12.22). The Street movement of Elephant units, furthermore, is restricted to the main thoroughfare that runs north to south (the “wider” street on the map from hex 2426 to hex 2939).

HISTORICAL NOTE: Excavations show this main thoroughfare to average about 22 feet in width, not much to be sure, but enough for a pachyderm in single-file with some screen archers (nervously) trotting alongside. The other streets, however, appear to have been from 9–12 feet in width—too tight a squeeze for an elephant.

(12.25) Movement through Gates and along Streets is most efficiently accomplished In Column (see 6.5). Chariots and Elephants must be In Column to enter a Street hex. Units in Street or Square hexes observe normal Facing rules and thus must move into their frontal hexes per 6.53 or 7.11.

PLAYNOTE: Note that Chariots and Elephants must be In Column to enter (i.e. move into) a Street hex; they do not have to be In Column if they are stationary.

EXAMPLE: Repeating the example above, say there is a Mauryan EL unit in 2428, heading towards the same Square in 2628. The Elephant is In Column (it must be to use Street movement), and has more than enough MA to reach 2628. At the conclusion of its movement, the EL unit reverts from Column to normal formation and is faced 30 degrees to the vertex with hexes 2629/2728 (per 6.53).

Because EL units are prohibited from moving into Block terrain, the unit could not have entered 2528 directly from 2428; it had to traverse the Street through hex 2429.

(12.26) Units in Block, Temple or Palace hexes are considered to have “all-around” facing and may move into any adjacent hex by expending the appropriate MP cost (see the City Effects Chart 12.21). Units in Block, Temple or Palace hexes cannot be In Column.

(12.27) ZOCs do not extend into City Block, Temple, or Palace hexes. Likewise, units in a City hex do NOT exert a ZOC into another City hex, and therefore cannot use Entry or Retire Reaction Fire against enemy units (see 8.21 and 8.22).

(12.28) Units outside the City Wall/Gate hexside do NOT extend a Zone of Control (7.2) across/through these hexsides. Only Missile-armed units inside the city and adjacent to a Wall/Gate hexside, that are not “Missile No”, exert a ZOC across these hexsides.

(12.29) Units in a City Block, Temple, or Palace hex may fire missiles in any direction. City Walls and Gates are blocking terrain for LOS purposes (8.14). LOS, however, is not blocked to/from a unit adjacent to a City Wall/Gate. City Block, Temple, and Palace hexes block LOS. Missile Fire can be directed into such hexes but not through them. City Streets and Squares do not block LOS. Thus a Missile unit in a Palace hex could fire across the street at a unit in a Temple hex. A Missile unit in a Street/Square hex may fire down a row of City Street hexes if that route is a straight line (no shooting around corners). Thus, an Archer in hex 2530 (Takshashila map) could fire along the street into hexes 2631 and 2731, but not into 2732.

(12.210) Units in a City Block, Temple, or Palace hex may Shock attack any, all, or none of the enemy units adjacent. Shock is never mandatory for units in a City hex, nor are “Heavy” units required to Shock if they move adjacent to an enemy unit in a City hex. A unit cannot Shock attack into or across a hex/hexside it cannot enter.

(12.211) There is no Pre-Shock check for any Shock combat conducted inside the city; skip this step in the Shock procedure. Shock attacking into/from most City terrain has an adverse column shift as noted on the City Effects Chart. An attacking unit may never gain Position Superiority against a unit in a City Block, Temple, or Palace hex.

(12.212) A unit that Routs while inside the city is automatically eliminated. The Player may Recover Hits in a City hex; treat as clear for purposes of 11.13. Missile unit range/LOS do not prevent Recovery for units in City Block, Temple, or Palace hexes, nor do adjacent enemy units prohibit Recovery in those hexes.

(12.213) Units may not retreat, rout, or withdraw across a City Wall hexside. Gate hexsides may be crossed by either player if Breached. If not Breached, the Gate hexside can be crossed only by the controlling player. The player who controls the Gate is the player who has a unit in an adjacent hex inside the city, or was the last player to occupy that hex. Control of Gates at beginning of game is defined in the scenario instructions.

(12.214) Leaders can only issue Individual Orders to units within the city. Leaders may only issue a Recovery order to a unit in the same hex. Leaders may enter any City hex regardless of conveyance.

(12.3) BREACHING FORTIFICATIONS

(12.31) Breaching Camp Walls/Gates. Indians specifically trained Elephants for this purpose—although it is not an easy task:

1. The Elephant unit must begin the (non-Momentum) Orders Phase with the camp wall in its front hexside(s), and cannot move or change facing for the entire Phase. If it does so the Breach attempt fails.
2. During the Resolve Breach Attempts segment in the Rout and Recovery Phase, roll the die for each eligible unit. If the “target” is a Camp Gate, it is breached on a roll of 0–4; if target is a Camp Wall, it is breached on a roll of 0–2.
3. If the Wall or Gate is successfully breached, place a Breached marker in the Elephant unit’s hex, with the arrow pointing towards the breached hexside (attacker’s choice if more than one adjacent hexside). The “breached” status remains for the duration of the game.

(12.32) Destroying Camp Towers/City Gates is a special case, requiring two successful attempts by the Elephant unit:

1. Breaching Camp Towers/City (Takshashila) Gates requires that the Tower/Gate first be Damaged, then Destroyed/Breached. This requires two non-Momentum Orders Phases (Phases do not have to be consecutive).
2. The Elephant unit must begin its Orders Phase adjacent to and facing the Camp Tower hex, or (if the target is a City Gate) with the City Gate in its frontal hexside. It cannot move or change facing for the entire Phase. If it does so the Damage/Destroy/Breach attempt fails.
3. During the Resolve Breach Attempts segment in the Rout and Recovery Phase, roll the die for each eligible unit. On a roll of 0–3 the Tower/City Gate is Damaged; if it has already been Damaged, then it is Destroyed/Breached. Place a “Damaged” or “Destroyed” (Tower) / “Breached” (City Gate) marker, as applicable, on the target hex. This status remains in effect for the duration of the game.
4. Only Camp Towers can be destroyed; Takshashila City Walls cannot be destroyed. Any units occupying a Camp Tower when it is destroyed are automatically Routed.

(12.33) More than one Elephant unit can attempt to Breach/Destroy the same target hex(side) at the same time. Each such unit would perform a separate die roll during Rout and Recovery Phase. The results upon the target gate/wall/tower are cumulative.

(12.34) Elephant units may fire missiles while conducting a Breach or Damage/Destroy attempt with no penalty. During a Momentum Phase, an Elephant unit may fire its missiles but it cannot use that Phase to enable a Breach/Destroy attempt.

(12.35) A Sarvatobhadra may be used to Breach a City Gate (only). The Sarvatobhadra must be issued an Individual Order to do so by a commander—Nayakas are not eligible. The procedure is:

1. The Sarvatobhadra must fire from a range greater than one hex—it cannot do so from an adjacent hex.
2. The player must announce that he is firing his Sarvatobhadra upon a gate. On a roll of 0–4 the gate is Damaged; if it has already been Damaged, then it is Breached. Place a “Damaged” or “Breached” marker, as applicable, on the target hex.

3. On any roll equal to or less than the number indicated on the Sarvatobhadra line of the Missile Results Chart, all units in a hex adjacent to the Gate hexside—including friendly units!—must immediately make a TQ check. Units that fail take 1 Cohesion Hit. Combat units are otherwise unaffected.

(12.36) Breach Table. See Charts and Tables

(12.4) RETIRE TO CAMP

Indian forces had a predilection for fighting within close range of their camps in order to retreat to the camp’s safety if “fate” was not treating them well. This rule is used only in scenarios where the Indian Camp, the city of Takshashila, or the Khasha strongholds are in use.

(12.41) Retire to Camp applies only to the Indian army that controls the camp, Takshashila city, or the Khashan mountain strongholds at the beginning of the game; the opposing (or any foreign) army cannot use Retire to Camp.

(12.42) To initiate a Retire to Camp, the Overall Commander of the side controlling the camp/city/stronghold, must be within twice his Command Range, in hexes, of a respective city gate, camp gate, or the main Khasha stronghold (hexes 3309 or 3410). At the start of his OC’s activation, the player declares that his army will Retire to Camp. Once made, the declaration cannot be rescinded.

(12.43) Retire to Camp is triggered as follows. Having made his declaration per 12.42, on this activation and at the start of each subsequent OC activation, the player must roll against his OC’s Initiative, adding to the die roll the following:

- If the OC is present inside a “Retire Target Area” add one (+1) to the die roll. The Target Area is any hex within the camp’s First Enclosure, one of the two Palace hexes of Takshashila, or the main Khashas stronghold (hexes 3309–3410 on the Khashas map), respectively.
- Add one (+1) for every ten friendly Rout Points accumulated

If the adjusted die roll is higher than the OC’s Initiative, Retire to Camp is triggered. If equal to or lower than his OC’s Initiative, the OC is immediately Finished for the remainder of that Game Turn.

(12.44) When Retire to Camp is triggered the following occurs:

1. The OC is restricted to Individual Orders only. One of the Individual Orders issued by the OC must be used to either move himself, or a unit with which he is stacked (see first and second bullets of 4.71), towards one of the Target Areas defined in the first bullet of 12.43, above. The OC, or the unit with which he is stacked, must expend the full MP allowance until the OC has reached the Target Area. The path taken must be as direct as possible, barring impassable terrain or enemy units (e.g. no dilly-dallying or stopping at the bawdy house). This is considered a retreat by the Overall Commander, and the spirit of the Retreat rules in 11.22 should be observed.
2. Once reaching his OC target hex, the Overall Commander is released from the command restriction of #1 above, though 12.214 applies to leaders inside Takshashila. However, for the remainder of the game, the OC may NOT leave the confines of the Target Area.

Once the OC has reached his Target Area, the Victory Conditions for the opposing player now change. To win the game, the opposing player must now control the respective camp/city/stronghold as defined in the scenario special rules. The “retiring” player’s victory conditions do not change (i.e. he still must cause his enemy to Withdraw).

DESIGN NOTE: Originally this optional rule had been designed as a form of mandatory Pre-Arranged Withdrawal. We believe the rule as now written is more elegant and makes for more interesting play. The player must now consider the timing and positioning of his troops before making his declaration, and will be forced to reposition his units according to the new circumstances of his opponent’s changed victory conditions.

(13.0) ARMY WITHDRAWAL

(13.11) A player wins by causing his opponent’s army to Withdraw. An army will withdraw when it has reached its Withdrawal Level (as given in the scenario instructions) at the end of the turn. During the Withdrawal Phase, each player totals the number of Rout Points that army/player has garnered from his eliminated units—this includes units that have Fled (11.4) or have Routed off the map, as well as any Killed leaders.

(13.12) In general, a unit is worth RPs equal to its TQ, with the following exceptions:

- All Indian Tribal combat units are worth one (1) RP.
- All Indian Sreni (Guild) combat units are worth two (2) RPs.
- Skirmisher (SK) units are worth two (2) RPs.
- All Indian Maula and Bharta Light Infantry are worth one-half their TQ, rounded up.
- Phalanx and Hoplite/Heavy Infantry (Size 10) are worth twice (2X) their TQ in Rout Points.
- Artillery units are worth zero (0) RP.
- Sreni, Tribal, and Nayaka Leaders are worth their Initiative Rating in RP, all other Leaders are worth five times (5x) their Initiative Rating in RP.

(13.13) If an Army’s RP total is the same or higher than the Withdrawal Level for that army in that battle, it has surrendered the battlefield and that player has lost the battle.

(13.14) If both sides reach Withdrawal Level at the end of the same turn, the player with the least number of RPs above that level wins (but just barely). If both sides are exactly the same, it’s a draw.

Clarification: EL units are worth RPs equal to their TQ.

(14.0) OPTIONAL RULES

(14.1) DHARMAYUDDHA

HISTORICAL NOTE: Dharmayuddha, or “just” warfare, was a military code approaching laws of war. It essentially prohibited flanking attacks or attacks by units of one arm of the military against units of a weaker or “lesser” (in the hierarchy) arm. Observing Dharmayuddha—or violating it when one has pledged to abide by it—may raise or lower a player’s Withdrawal Level.

(14.11) Only Indians may adopt Dharmayuddha. Foreign armies (e.g. Greek) may not do so.

(14.12) Before play begins, the player(s) controlling an Indian Overall Commander must indicate, in secret, whether he will abide by Dharmayuddha. The player simply writes “yes” or “no” on a scrap of paper, folds it so that it cannot be read by his opponent, and sets it aside. Note that if both players control an Indian OC both must make this choice.

(14.13) Until the player’s “pledge” is revealed, all of his forces, regardless of class, must abide by the following combat restrictions:

- Units that undertake Shock combat or fire missiles may do so through an enemy’s front hexsides only; they may not Shock from (or fire missiles through) a unit’s rear or flank hexes even if the unit is in their ZOC (note this exception to 9.12). Normal ZOC rules still apply.

Exception: Cavalry and Chariots may Shock and Missile Fire at Elephants through the EL’s flank hexes.

- Orderly Withdrawal is not allowed with the exception that Cavalry and Chariots may withdraw if approached by an Elephant per 10.16.
- Furthermore, Shock combat may not be initiated by a friendly unit against a “subordinate” enemy unit, as per the table below:

		<i>Attacker Type</i>				
		<i>EL,elCH</i>	<i>Cavalry</i>	<i>Chariot</i>	<i>MI</i>	<i>LI</i>
<i>Defender Type</i>	<i>EL,elCH</i>	A	A	A	A	A
	<i>Cavalry</i>	P	A	A	A	A
	<i>Chariot</i>	P	P	A	A	A
	<i>MI</i>	P	P	P	A	A
	<i>LI</i>	P	P	P	P	A

A = Attack allowed

P = Prohibited

** = See Exception #2 below.*

Exception #1: Units are prohibited from initiating Shock with a subordinate unit, but are not exempt once they have already been Shock attacked by a subordinate unit, and they still remain in that (“inferior”) unit’s ZOC.

PLAY NOTE: In other words, if in the ZOC of a subordinate unit that has attacked it in the preceding Combat Phase, the “superior” unit may conduct Shock against it (use a “Shock—No Check” counter to keep track). Once the subordinate unit has moved away, the exception is rescinded.

Exception #2: Infantry that are part of a combined EL/Infantry or CH/Infantry line (4.33) are not treated as “Infantry LI” for purposes of Dharmayuddha. Instead, treat them as EL or CH, respectively.

(14.14) A unit that “Must Shock” per 7.31 may only move into a hex adjacent to a Prohibited enemy unit (i.e. that is “P” for it on the Dharmayuddha table) by expending an additional two (+2) Movement Points to enter that hex. It ignores the Must Shock requirement for any “P” units that are in its ZOC. The +2 MPs are not cumulative to the number of enemy “P” units adjacent.

(14.15) A player’s Dharmayuddha “pledge” may be revealed voluntarily, during the Orders Phase of any one of his activated leaders. The pledge cannot be revealed on the first turn of the game. Once he has revealed his “pledge” to his opponent, the player is free from the restrictions of 14.13 (though he may incur penalties for violating them; see below).

(14.16) If he has not voluntarily revealed his pledge, a player must reveal his pledge during the Withdrawal Phase that his forces reach their Withdrawal Level (per 13.11).

(14.17) When a player reveals his pledge, the following awards or penalties apply:

- If during his leader's Orders Phase (per 14.15) a player reveals he has pledged "yes" to Dharmayuddha and then (or any time thereafter) proceeds to violate the restrictions of 14.13, his Withdrawal Level is reduced by 10% (rounded up) at the subsequent Withdrawal Phase, after Rout Points of his eliminated units have been tallied.
- If a player who has obeyed the restrictions of 14.13 reaches his Withdrawal Level, and reveals that he had pledged "yes," his Withdrawal Level is increased by 15% (rounded up), after Rout Points are tallied.
- A player that has pledged "no" gains no penalty or Withdrawal Level benefit.

PLAY NOTE: A player may pledge "no," observe the restrictions of Dharmayuddha nonetheless, and yet never have to reveal his pledge (because his opponent reaches Withdrawal Level first). Bluffing is encouraged.

(14.18) Tribal units are altogether exempt from Dharmayuddha. Tribal units (only) may voluntarily conduct Shock free from the restrictions of 14.13 and have no impact on the owning player's commitment to the pledge.

HISTORICAL NOTE: Though mentioned from the Epic period through to the Mauryan era, it is not certain to what extent Dharmayuddha was practiced. It least with some Indian leaders—and among the kshatriya caste—obeying the rules of "just war" was a matter of personal pride akin to the Roman concept of battlefield "honor." At any rate, confrontation with foreigners and the imperial ambitions of the Mauryans tended to endorse its opposite—"Kutayuddha," or "unjust" war.

(14.2) RANDOM SELECTION OF GUILDS (SRENI) and TRIBALS

DESIGN NOTE: While specific military guilds (e.g. Artisans, Silk Weavers, etc.) are mentioned frequently in the sources, which guilds fought for which side in which battle simply is not known. It is likely that independent guilds of the same trade were found among all the kingdoms and city-states of India, and their loyalties were parochial. The situation is the same for the Tribals—we have tribe names and know the part of the country they lived in, but no telling on whose side they may have fought. It's likely that they changed sides, or avoided fighting altogether, according to expediency (i.e. survival). This rule allows the players to "choose their own" Guilds and Tribes—a method not much more informed than the designer's.

(14.21) Before the game begins, all available Guild and Tribal Chiefs from the counter mix are placed in a cup. Players draw counters from the cup, rolling the die to determine who goes first. Whatever Chief the player draws, that is the Guild or Tribe available to him for the game. The players repeat, alternating their draws until a number of Guilds and/or Tribes equal to the OOB have been drawn for each player. If a player's OOB lists Guilds only and no Tribes, and he draws a TC, he returns the TC to the cup and draws again until he selects a Guild Chief (and vice-versa, if he has Tribes only). If a player has no Guilds or Tribes in his OOB, he does not draw.

(14.22) Use a "free setup" for Guilds when this optional rule is used. The player(s) may choose to set up their Sreni units and leaders anywhere on the map on or behind the forward-most hex row (facing the opponent) of the scenario's original deployment scheme.

(14.23) Variant. The player controlling Chanakya (if Chanakya is in play) may demand a re-draw if he does not like the selection he (or his opponent) has made. Roll against Chanakya's Charisma Rating; if the die roll is the same or lower, all Chief counters are returned to the draw cup and then re-drawn, per 14.21. If higher, there is no re-draw and Chanakya is Finished for the entire first Game Turn. Limit is one re-draw attempt per game.

Fin.