

DE BELLIS ANTIQUITATIS

Playsheet 3000 BC - 1900 AD.

Movement (Paces)				Combat Factors	
Troops	In Good Going	In Bad Going	On Roads	vs Foot	vs Mounted
Artillery (Range 500 p)	200	n/a	300	+4	+4
Auxilia	300	300	400	+3	+2
Blades	200	200	400	+5	+3
Bows (Range 200 p)	300	300	400	+2	+4
Camelry	300	200	400	+3	+4
Cavalry	400	200	400	+3	+3
Cannon (Range 1000 paces)	200	n/a	300	+4	+4
Dragoons (Range 200 paces)	400	300	400	+2	+2
Elephants	300	200	400	+4	+5
Jäger (Range 300 paces)	300	300	400	+2	+2
Knights	300	200	400	+3	+4
Light Horse	500	200	500	+2	+2
Muskets (Range 200 paces)	200	200	400	+4	+4
Pikes	200	200	400	+3	+4
Pistols	300	200	400	+3	+3
Psiloi	300	300	400	+2	+2
Rifles (Range 400 paces)	300	300	400	+4	+5
Scythed Chariots	400	200	400	+4	+4
Shot (Range 100 paces)	200	200	400	+4	+4
Spears	200	200	400	+4	+4
War Wagons	200	n/a	300	+4	+5
Warband	200	200	400	+3	+2
Camp Followers				+1	+1

If a single element or leading a Column; and Crossing a river

100 paces

REAR SUPPORT

In close combat Pikes add +3, Muskets add +2, and Spears, Shot, Rifles, Warband or Pistols +1 if supported by another such element which is contiguous behind and facing in the same direction, and neither is in bad going or attacking a Camp, nor is being shot at by or has just moved into contact with Bows, Artillery or Cannons. Shot, Muskets or Rifles cannot claim support if they have just moved into contact with mounted troops. Spears or Blades fighting mounted troops or attacking a camp add +1 if supported by an element of Psiloi.

TACTICAL FACTORS:

- +2 if Camp Followers or other foot and occupying a camp.
- +1 if Shot just contacted by mounted but flanked or supported by Pikes.
- +1 if the general's element and in close combat or shot at.
- +1 if in close combat and either uphill or defending a river bank, except at a ford or bridge.
- 1 if in open ground and shot at by Cannons within 300 paces, Rifles or Jäger
- 1 for each flank overlapped, and/or each enemy element in contact with flank or rear, or each 2nd or 3rd element aiding a shooting enemy. A camp has no flanks and can overlapped only by Bows.
- 2 if any but Auxilia, Dragoons, Jäger, Rifles or Psiloi and in, or mounted in contact with enemy in, bad going on or off road.

COMBAT OUTCOME :

If Its Total Is The Same As The Enemy's:

Scythed Chariots Destroyed

If Total Is Less Than That Of The Enemy But More Than Half:

Elephants Destroyed by Psiloi, Auxilia, Light Horse, Artillery, Jäger, Rifles, Cannons, or if in bad going. If not, recoil.

Scythed Chariots Destroyed.

Knights Destroyed by Elephants, Scythed Chariots or Light Horse, or by Bows, Rifles or Cannons they have moved into contact with this bound, or if in bad going. If not, recoil.

Other mounted Destroyed by Cannons or Rifles they have contacted this bound or if in bad going. If not, recoil.

Dragoons Destroyed by Knights, Scythed Chariots or Rifles if in good going, or by Warband. If not, flee 600 paces.

Shot Destroyed by any mounted in contact or by Rifles if in good going, or by Warband. If not, recoil.

Blades Destroyed by Scythed Chariots or Rifles if in good going or by Warband. If not, recoil.

Auxilia Destroyed by Knights if in good going. If not, recoil.

Bows Destroyed by any mounted in contact. If not, recoil.

Warband Destroyed by Elephants, Knights, Rifles or Scythed Chariots if in good going. If not recoil.

Psiloi, Jäger Destroyed by Knights if in good going. If not, recoil.

Muskets, Rifles Destroyed by Knights or Scythed Chariots if in good going, or by Warband. If not, recoil.

Artillery, Cannons Destroyed by any in contact. If not, recoil.

War Wagons Destroyed by Artillery, Cannons or Elephants.

Camp Followers Abandon camp defences and flee.

Pikes, Spears Destroyed by Knights, Pistols, Rifles or Scythed Chariots if in good going or by Warband. If not, recoil.

Combat Outcome : If Total Is Half Or Less:

Light Horse, Dragoons Destroyed by mounted, War Wagons, Muskets, Rifles, Cannons or Bows, or if in bad going. If not, flee 600 paces.

Psiloi, Jäger Destroyed by Knights, Cavalry or Light Horse if in good going or by Auxilia, Dragoons, Jäger or Psiloi. If not, flee 600 paces.

Others Destroyed.

INTERPENETRATION.

Mounted can pass through Psiloi, Dragoons or Jäger, or Psiloi, Dragoons or Jäger can pass through through any friends, or Shot can pass through and be passed through by Shot, Pikes, Blades, Psiloi or Dragoons, which are facing in the same or opposite direction if there is room beyond the first element met.

Mounted can recoil through any friends except Pikes, Muskets or Elephants, Blades or Rifles recoil through Blades, Rifles or Spears, or Pikes, Muskets or Bows recoil through Blades or Rifles, but only if facing in the same direction.