

COMMAND AND COLORS : ANCIENTS

Special unit rules

SPECIAL UNIT BLOCKS

This expansion introduces the concept of special units, the elite units of the Ancient World such as Alexander's Companion Cavalry or the Persian Immortals. When special units are present in a battle, they will be labeled on the battlefield, and the scenario instructions will specify that a Special Unit block will be placed in each special unit's hex. The special rules will provide the increased abilities for each special unit.

The Special Unit block moves with the unit. It does not count as a block that can be removed to satisfy losses. This block is not transferable to any other unit. If the special unit is eliminated, this block is removed from the map along with the last block of the unit.

THE SPECIAL UNIT RULES ARE HEREAFTER CLASSIFIED BY ALPHABETICAL ORDER

AM SPARTACUS' SLAVE PLAYER RULE

In any battle where Spartacus is present, if the Slave player plays the 'I Am Spartacus' Command card, he will roll dice 'equal to command' plus 2 additional dice, to order units. The Roman player receives no bonus if he plays the 'I Am Spartacus' card.

ARGIVE 1000

The Elite Argive 1000 unit is a Heavy Infantry unit of 5 blocks. As with the Bronze Spartan Hoplites, the additional block provides more staying power in combat, but the unit still battles with only 5 dice in melee.

BAGGAGE WAGON



A Baggage Wagon is similar to a leader. Both are not units, but both may be ordered by specific cards. A Baggage wagon cannot be ordered by an I Am *Spartacus* card.

When Baggage Wagon Rule is in effect:

- A Baggage Wagon is a single block, laid down in a hex with the Baggage Wagon side face up.

Movement:

- A Baggage Wagon may be ordered and move up to 2 hexes as part of the play of a Section card or an Order Mounted troop card.
- When ordered as part of a Mounted Charge card, it can move up to 3 hexes.
- Normal terrain movement restrictions for Mounted units apply.
- A Baggage Wagon may not move onto a hex with a unit or unattached leader and may not move if a unit or unattached leader occupies its hex.
- Any unit or leader moving onto a hex with a Baggage Wagon must stop and may not move any further on that turn. Exception: if a Baggage Wagon occupies a Fortified Camp Hex, no unit or leader may enter the hex.

Battle:

- A Baggage Wagon may not battle.
- A unit on a hex with a Baggage Wagon rolls one fewer battle dice than usual when it battles.

Line of Sight: A Baggage Wagon will block line of sight.

Special: An enemy Baggage Wagon may be destroyed at the start of the player's turn, before a Command card is played, when your unit occupies a hex with an enemy Baggage Wagon and no enemy units are in an adjacent hex. The Wagon block is removed and you collect a Victory Banner for destroying the Baggage Wagon. The Victory Banner cannot be lost.

CALTROPS RULE

When the Caltrops rule is in effect, a light foot unit (light infantry, light bow infantry and light sling infantry) that announces it is evading an attack from a mounted enemy will strew the ground with caltrops (spiked balls). When the mounted unit is rolling its attack dice against the evading unit, each sword rolled will score one hit on the attacking mounted unit. Other evade rules remain the same. Block losses for both units are removed simultaneously. Any swords rolled are converted into mounted unit block losses and any green circles are converted into block losses for the evading unit (*Fortunes of war — sometimes the infantry is ridden down; sometimes both sides take losses; sometimes the caltrops wreak havoc before the horsemen ever reach the infantry*). If a leader is attached to a mounted unit losing one or more blocks to Caltrops, perform the standard Leader casualty Check with two battle dice if the mounted unit has not lost its last block to Caltrops, or one battle die if Caltrop losses eliminate the mounted unit. The evading unit must still complete its evade even if the attacking mounted unit is eliminated.

CARTHAGINIAN SACRED BAND

This unit is found in the Crimissos River Battle Scenario.

It was an elite unit, so if you wish to replay this battle scenario with a more historically accurate Sacred Band, use the special abilities outlined below:

On the battlefield, the Sacred band is the heavy infantry unit directly below the hex containing the Hasdrubal leader. Place a Special Unit block in the hex with the Sacred Band unit to distinguish it from other Carthaginian units.

Sacred Band special abilities:

- The Sacred Band will score one hit for each leader symbol rolled in close combat. A leader does not have to be attached or in an adjacent hex to confer this benefit.
- The Sacred Band may ignore one flag.
- The Sacred Band retains these special abilities until the last block of the unit has been removed from the battlefield.

GREEK COMPANION CAVALRY

A Companion Cavalry unit will ignore 1 sword symbol in Close Combat and may ignore 1 flag.

GREEK SILVER SHIELDS

The Silver Shields unit is available for retrofitting into Expansion #1 battles. Players may still place a Special Unit block in this unit's hex, or allow the distinctive silver color to denote Special Unit status. The Silver Shields will score a hit for each leader symbol rolled in close combat and may ignore one flag.

HOPLITE INFANTRY

All Hoplite units are Medium Infantry units and function as all other Medium Infantry units do with one exception: When the Hoplite Infantry Rule is in effect, any friendly Hoplite Infantry unit may also be ordered when a Mounted Charge or an Order Mounted Command card is played, subject to command limits. The ordered Hoplite unit may battle in place or move one hex and battle. When ordered by a Mounted Charge, the Hoplite unit will also battle with 1 additional die in Close Combat.



Spartan
Allied Medium
Hoplite Infantry



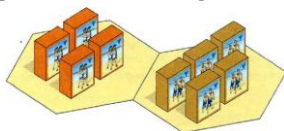
Spartan
5 block Medium
Hoplite Infantry



Greek
Medium
Hoplite Infantry

Spartan Bronze Block Medium Hoplites

There are two types of Medium Hoplite Infantry units in the Spartan Army: The Spartan Allied Medium Hoplite units, each composed of four orange blocks, and the Spartan Medium Hoplite units, each composed of five bronze blocks.



The Bronze Block Spartan Medium Hoplites are special units. They have five blocks to give them more staying power in combat, but each Bronze Spartan Hoplite unit still battles in melee with only the four dice allowed for Medium Infantry units. Players may still place a Special Unit block in each unit's hex, or allow the distinctive bronze color to denote Special Unit status.

IMPERIAL LEGIONS RULE

When the Imperial Legions Rule is in effect, all Roman Heavy infantry and Roman Medium infantry units are armed with pilum and sword. These units are considered both close combat and missile weapon capable units and must follow the rules for Ranged Combat when utilizing the Range Combat capability. An Imperial Legion unit has a range of two hexes and will roll 1 battle die when it holds or moves one hex. As with other missile weapon capable units, an Imperial Legion unit may not perform both Ranged and Close Combat in the same turn. In game terms, the Imperial Medium and Heavy infantry units have regressed to where their capabilities are similar to the older Marian legions.

JULIUS CAESAR RULE



When the Caesar leader is attached to any Roman unit, that unit will battle with one additional battle die in Close Combat (including battling into or out of terrain hexes that reduce the normal number of dice used). When attached to a Roman foot unit (except for War Machines), that unit may move two hexes and Close Combat against an enemy unit.

JULIAN LEGIONS RULE

When the Julian Legions Rule is in effect, all Roman Heavy infantry (red square symbol) and Medium infantry (blue triangle symbol) units are armed with pilum and sword and will follow the rules for Ranged Combat units, per the Marius Legions Rule. The unit has a range of two hexes and will roll 1 battle die when it holds or moves only one hex. It may not use Ranged Fire if it moves two hexes.

In addition, all Roman Heavy infantry (red square symbol) and Medium infantry (blue triangle symbol) units may move one hex and close combat as normal, or may move 2 hexes and not battle.

MARIUS LEGIONS RULE

Starting with Aquae Sextae and all later battles in this expansion, Medium Roman Infantry units are armed with pilum and sword.

These units are now missile weapon capable units and must follow the rules for Ranged Combat units. The unit has a range of two hexes and will roll 1 battle die when it holds or moves only one hex.

PERSIAN IMMORTALS

Persian Immortals are considered both close combat and missile weapon capable units and must follow the rules for Ranged Combat when utilizing the Ranged Combat capability. A Persian Immortal unit has a range of three hexes and will roll 2 battle dice when it holds and 1 battle die when it moves. As with other missile weapon capable units, a Persian Immortal unit may not perform both Ranged and Close Combat in the same turn.

PRAETORIAN GUARD

The Praetorian Guard is a special unit. Place a special unit block in the same hex as the Praetorian Guard unit to distinguish it from the other units. The Praetorian Guard will score a hit for each leader symbol rolled in close combat. The Praetorian Guard may ignore one flag. These special abilities are retained until the last block of the unit is removed from the battlefield.

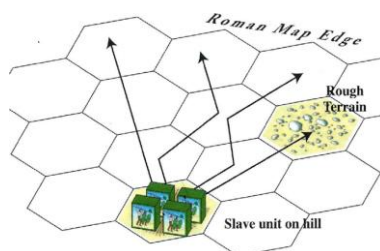
ROLLING FIRE RULE

When allowed by scenario instructions, Slave foot units may attack with large, flaming logs — rolling fire.

- The attacking Slave foot unit must occupy a hill terrain hex when ordered.
- Any qualifying Slave foot unit may be ordered. The Slave foot unit does not have to be missile-capable.
- The Slave army commander may order one or more Slave foot units to conduct a Rolling Fire Combat when he plays a non-Tactic Command Card that would allow those units to move and/or battle normally (the seventeen Tactic Command Cards are listed in the basic rules, and on the back page of the Reference Card).
- An ordered Slave foot unit on a hill terrain hex has the option to move and/or combat normally, or to remain on the hill terrain hex and combat down the hill with Rolling Fire —but cannot do both on the same turn.

Rolling Fire Procedure

- Rolling fire is considered Ranged Combat with a maximum range of three hexes. A defending unit, even when adjacent to the Slave unit attacking with Rolling Fire, may not battle back.
- Rolling Fire will travel from the hill hex containing the Slave foot unit toward the Roman edge of the Battlefield (each of the three connected hexes entered must move closer to the Roman edge).
- Rolling Fire will travel through any units and leaders.
- Rolling Fire may not enter hill terrain hexes.
- Rolling Fire may enter a hex with other terrain types, but must stop in that terrain hex and move no further.



ROLLING FIRE EXAMPLE: The Slave unit on the hill hex can release fire logs towards the Roman map edge. It travels three hexes or until it enters another terrain type (Rolling Fire cannot enter another hill hex).

SPARTAN SKIRITAE

The Skiritae unit is a special Spartan ranger unit. The Skiritae unit may move two hexes and still battle. It will also score a hit for each leader symbol rolled in close combat (even when a leader is not attached or adjacent), and may ignore one flag.

TENTH (X) LEGION SPECIAL UNIT ABILITIES

Caesar's Tenth Legion was his personal favorite. It was a superb veteran unit that was fiercely loyal to Caesar, and never failed him in battle. Even though it was equipped as a standard Marian legion, The Tenth, possesses special abilities to reflect their elite status.

- The Tenth Legion is a heavy infantry unit (red square symbol) armed with pilum and sword. The Tenth Legion will follow the rules for Ranged Combat units, per Marius Legions Rule. The unit has a range of two hexes and will roll 1 battle die when it holds or moves only one hex.
- The Tenth Legion may move one hex and close combat with 5 dice as normal. In addition, it may move 2 hexes and not battle. The Tenth Legion still retreats only one hex.

THEBAN SACRED BAND

A Theban Sacred Band unit will score a hit for each leader symbol rolled in close combat (even when a leader is not attached or adjacent), and may ignore one flag.

VETERANS OF XENOPHON'S TEN THOUSAND

The veterans of Xenophon's Ten Thousand are two special units. These two veteran units, in the same hex or in an adjacent hex to the Herippidas (leader block), will battle with one additional die.

WAGON LAAGER



A Wagon Laager is similar to a leader in that both are not units.

When Wagon Laager Rule is in effect:

- A Wagon Laager is a single block laid down in a hex with the Wagon Laager side face up.

Movement:

- A Wagon Laager may not be ordered or moved.
- Any unit or leader moving onto a hex with a Wagon Laager must stop and may not move any further on that turn.
- Any unit or leader that leaves a hex with a Wagon Laager may only move onto an adjacent hex regardless of its normal movement allowance.

Battle:

- A Wagon Laager may not battle, but units on a hex with a Wagon Laager may battle.
- **Close Combat:** A foot unit on a hex with a friendly Wagon Laager rolls its normal number of battle dice, and may disregard one sword symbol and flag rolled against the unit.
- **Ranged Combat:** A foot unit on a hex with a friendly Wagon laager may disregard one flag rolled against the unit.
- A Wagon Laager offers friendly foot units protection against attacks from all sides.

Note: All mounted units receive no Close Combat, Ranged Combat or protective benefit from a Wagon Laager.

- Any unit on a hex with an enemy wagon laager rolls one fewer battle dice than usual when it battles. In addition the unit may not disregard one sword symbol and flag rolled against it in Close Combat or one flag in Ranged Combat.

Line of Sight

- A Wagon Laager will block line of sight.

Special: An enemy Wagon Laager may be destroyed at the start of the player's turn, before a Command card is played, when your unit occupies a hex with Wagon Laager and no enemy units are in an adjacent hex. The Wagon Laager block is removed and you collect a Victory Banner for destroying the Wagon Laager. The Victory Banner cannot be lost.