

ARS BELLUM

The Rules

1. Generals

In this game, 1 hexagon represents approximately 200 m, 1 combat unit from 500 to 2000 men, 500 to 1000 cavalry, 10 to 20 elephants, 100 to 300 combat chariots.

It is always the scenario that defines the scales of time and terrain and trumps the rules.

A 6-sided die is called d6.

The map represents the battlefield, the different terrains, possibly field fortifications, entrenchments, cities, camps.

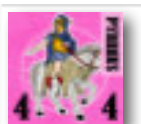
No unit may be stacked, never, unless the scenario specifies otherwise.

2. Counters

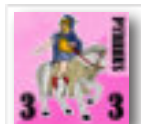
2.1 Leaders

A leader counter represents a leader, his staff, and a close guard or unit that he directs. It is composed on the front of a silhouette, a name, a first number representing its command capacity ; a second number representing its movement allowance (see rule 3). On the back of the counter, the Leader counter is said to be "Disorganized" (see rule 6.3.c) and has diminished characteristics.

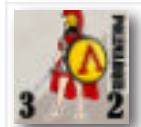
Clarification : the command ability of a leader counter determines its combat value if attacked, and its ability to modify a morale check (see rule 6.3c).



Leaders



Disorganized Leaders



2.2 Combat units

A combat unit counter is composed on the front of a silhouette, of a first number in combat points (noted CP) representing its combat value (together designating its nature, its number of fighters, the power of its weapons) ; a second number representing its movement potential or movement points, notes MP (see rule 3) ; finally an asterisk recalling a possible shooting capacity.

On the back of the counter, the Combat Unit is said to be "Disorganized" (see rule 6.3.c) and has reduced characteristics.



Cavalry

Shooters

Elephants

Disorganized units

2.3 Markers

The markers are counters that help the playability of a game by recalling information necessary for the game. A distinction is made between the turn counter marker and the Skill/Competences markers (see rule 2.4).



Skill/Competences markers

2.4 Skill/Competences

Skills/Competences are specific abilities of certain units defined rules 7 for general skills/competences, and in the scenario for specific skills/competences. They are specified by Skill/Competences markers which are placed on the combat unit counters and removed when necessary ; it is the scenario that specifies their use.

3. Organisation of a game turn

A game takes place over a number of game turns defined by the scenario. The two players start by placing their units according to the guidelines of the scenario, then carry out each turn the following different phases :

1. Determination of initiative (see rule 4)
2. Activation phase of player A units (player who wins the initiative)
Movements, then fires, then melee
3. Activation phase of player B units
Movements, then fires, then melee
4. Verification of victory conditions each end of turn

4. Determination of initiative

All Leaders in an army have a command value. At the start of each turn, the player adds up all the command values of the Leaders in his army, then adds to the result the score of 1d6 rolled; the player with the highest total score has the initiative and can start the turn or, if he wishes, let his opponent start. In case of a tie, roll the d6 again.

5. Movements of counters

5.1 Generals

Any counter can move in any direction. To do this, he moves on the map, from hex to hex, by spending the movement points (MP) noted on his counter. The Terrain Table below determines the cost in MP of the terrain as well as their possible impact on combat.

5.2 Special situations

When a combat unit, during a movement, comes into contact with an opposing unit, i.e. in one of its adjacent hexes, it must stop for the turn and may, without obligation, engage in combat (rule 6.)

This rule of contact does not apply if a river, a forest, a village, an entrenchment, a wall, a line of relief (which marks the passage to an elevation) separates the two units.

To disengage from an enemy unit in contact, a unit must pass a Morale Test (rule 6.4) and expend +1MP. If the test succeeds, it can then retreat into one of its adjacent hexes in the opposite direction (mandatory) and free of any enemy presence. If it fails, it is disorganized and cannot retreat.

Table of Terrains and their effects

Terrains	Cost in MP by hex	Effects on combat	Effects on firing (to d6)*
Plain, Camp	1	-	-
Road	0.5	-	-
Village, Bridge	1	-2 to attack d6*	-2/+1
Elevation of level 1	1	-2 to attack d6*	-1
Forests, Dunes	2	-1 column attacking*	-1
Entrenchments	1	-1 column attacking*	-1
Elevation of level 2	2	-2 columns attacking*	-2
Swamps	2	-2 columns attacking*	-
Walls	1	-2 columns attacking*	-2
Ford	1	-1 column attacking**	+1
Little river	2	-	+1
River	impassable	impossible	-

*The Defender is in a hex of affected terrain and not the attacker.

**The Attacker is in or behind a hex of affected terrain.

5.3 Off-map movements

A unit that leaves the map during a move is considered eliminated.

Units can enter the map at any time during a scenario through one or more hexes indicated in the scenario ; if these hexes are occupied, they enter through an adjacent hex (except impassable terrain) otherwise a combat is resolved then any movement carried out.

6. Combat resolution

6.1 Generals

A combat is a confrontation between two combat units. There are 2 types of combat actions: shooting (ranged combat) and melee (hand-to-hand combat).

Terrain has an impact on combat (see table on pages 4).

6.2 Firing

a) Generals

Firing is a fight using throwing weapons (slingshots, javelins, plumbatae, axes, bows, crossbows, catapults, ballistae etc...). Some combat units have a fire rating shown by an asterisk above their combat value ; this combat value therefore indicates the maximum firing distance of the unit in hexes, and its firing bonus.

To fire, a unit must see its target, i.e. it must be able to trace a fictitious line from its hex to its target uncut by natural obstacles (forest, elevations, etc.) or constructions.

A firing unit may fire over an adjacent friendly unit.

A firing unit in the contact area of an enemy unit cannot fire, it can however, if the player wishes, fight in melee.

Attention : take into account rule 5.2 !

A firing unit cannot target a distant unit while an opposing unit is in one of its adjacent hexes.

Remind : several units can fire one after the other on the same target.



The Roman Velites unit A cannot fire on Gauls 1 and 2 because it cannot see them, the forest is an obstacle.

The Velites B unit cannot fire on the Gauls 2 because it is in contact with it.

The Velites C unit can shoot at the Gauls 2 with a penalty due to the forest, and at the Gauls 3, over the Roman Princ. units.

b) Firing resolution

Shooting is always resolved before melee.

When a unit fires, the player designates his target then rolls 1d6 and adds his shooting bonus to the score obtained:

- on a result of **6 or 7**, the targeted enemy unit must retreat 1 hex (see rule 6.4) ;
- on a result of **8 or +**, the targeted enemy unit must retreat 1 hex then test its morale (see rule 6.3c).

A target in a higher terrain hex (elevation, walls) assigns a **-1** penalty to the d6.

Consult the table on page 4 for the influence of terrain on firing.

Remind : a firing unit separated from an enemy unit by a line of elevation can fire on this enemy unit ; it is not considered in contact (see rule 5.2).

6.3 Melee

a) Generals

A melee is a combat between 2 adjacent units. A distinction is made between the attacker and the defender.

To resolve this combat, the attacking player :

- designates its target, an adjacent enemy unit called the defender ;
- performs the ratio of combat values of the attacking unit and the defending unit ;
- reads the result of the report on the combat resolution table (see below).

A unit can only attack in melee or be attacked in melee once.

A unit cannot attack several units at the same time ; it attacks a single unit that can be supported (see rule 6.3.b).

Clarification : a cavalry unit cannot attack an enemy elephant unit or provide support against enemy elephants.

b) Supporting units

An attacking or defending unit may be supported by one or more adjacent friendly units; the player then designates the attacking unit and those supporting.

To support in attack or defense, a unit must **not have any other enemy unit adjacent** to it (except the target of the attack).

For each unit supporting in attack / defense, the player adds:

- +1 to its combat strength if the supporting unit is an infantry unit whose combat value is **less than or equal to 3**;
- +2 if the supporting unit is **cavalry and elephants** (simulates a flank or rear attack), or an **infantry** unit whose combat value is **strictly greater than 3**.

Remind : cavalry cannot attack or support elephants.

Any supporting unit in attack or defense suffers combat results in the same way as the attacking or defending unit.

Remind : a melee is always mandatory between two adjacent units unless otherwise specified in the scenario or a separation (elevation, walls, ...).



All Roman (R1,R2 and R3) or Epirote (E1,E2, E3, E4, E5 and E6) units can lead a combat.

Not all Roman units can benefit from any support. If the Epirote E6 unit attacks, it cannot benefit from any support. If E1 attacks R1 she can be supported by E2 and E3. If E2 attacks R1, she can benefit from the support of E3. If E3 attacks R1, she can benefit from the support of E2. If E4 attacks R1, she can benefit from the support of E3 and E2. If E5 attacks R3, she can benefit from the support of E6.



Roman R2, R3, R4 units are attacking ; R1 can't attack because the cavalry can't attack the elephants, nor can it support R2 who would attack the elephants. A level 1 elevation line separates the Carthaginian units C1, C2 and C3 from the Roman units R2, R3 and R4, C1 and C2 are therefore free to move, as are these Roman units. However, C3 or R1 must pass a morale check to disengage from enemy contact.

c) Melee results

Resolution table of melee								
1d6	1/3 ou -	1/2	2/3	1/1	3/2	2/1	3/1	4/1ou +
1	AE	AD	AD	AT	AR	DR	DR	DT
2	AD	AD	AT	AR	DR	DR	DT	DT
3	AD	AT	AR	DR	DR	DT	DT	DD
4	AT	AR	AR	DR	DT	DT	DD	DD
5	AR	AR	DR	DT	DT	DD	DD	DE
6	AR	DR	DR	DT	DD	DD	DE	DE
7	AR	DR	DT	DD	DD	DD	DE	DE
8	AR	DT	DT	DD	DD	DE	DE	DE

A = attacker D= defender

R = Retreat : the unit(s) (supports) move back 1hex

D = Disorganization : the unit(s) (supports) are flipped to their back

E = Elimination, the unit(s) (supports) are removed from the map

T = the unit(s) (supports) immediately perform a morale test

Note : for each ratio greater than 4/1, add +1 to d6, negative scores are equivalent to 1; ratios like 5/2 are equivalent to 2/1 (reduction favorable to the defender).

d) Disorganized units

A disorganized unit of combat counter, after a failed combat or morale test, is flipped to its back side.

e) Advance after melee combat

When, following a melee combat result, the defender or the attacker frees the hex he occupied by retreating or because he is eliminated, his opponent can choose to occupy this hex by his attacking/defending unit but not by a supporting unit.

Reminder : for any unit of elephants that advances after combat, enemy units that have become adjacent must test their morale.

f) Retreat after a firing or melee combat

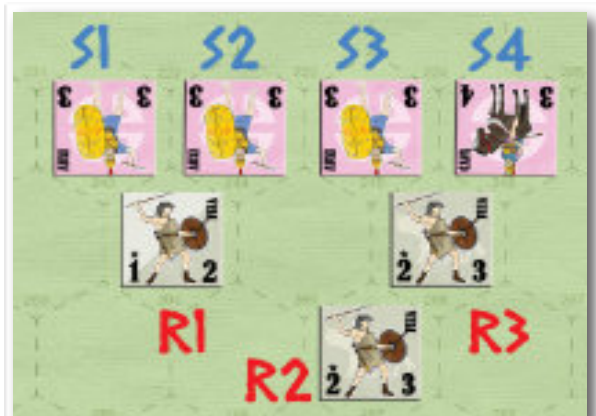
A retreat is a movement in one of the 2 hexes in the opposite direction of the attack ; it is performed by the player owning the unit.

A retreat result is imposed on the attacking or defending unit and **its possible supports**.

Any unit that cannot retreat following a combat result by firing or melee (occupied retreat hex, impassable terrain, leaving the map), in support or not, is immediately disorganized.



Samnite units S1, S2, S3 and S4 attack Roman units R1, R2 and R3. To try to benefit from a maximum of support, S2 first attacks R2 : at 3/2 and obtains 3 on the d6 ; R2 must retreat to hex 286 or 287, the player chooses hex 287. S2 does not pursue R2. Then S1 attacks R1 supported by S2, at 3+1 (support) against 2, the player rolls 5 on the d6, R1 is disorganized.



Similarly, S3 attacks R3 supported by S4, i.e. 3+2 against 2 equals 5 against 2 reduced to 2/1 ; the player rolls the d6 and gets 6, R3 is disorganized. If the player had chased R2, he wouldn't have been able to get so much support.

Warning : some units are sometimes, depending on the scenario, forced to continue and occupy the hex.



6.4 Morale test

a) Generals

A unit must pass a morale test to disengage from an enemy unit in contact, or following a fire, or following a combat (see rule 5.2).

To pass a morale test, the player rolls 1d6: on a score less than or equal to the combat value of the unit, the test is successful ; on a higher score, the test fails.

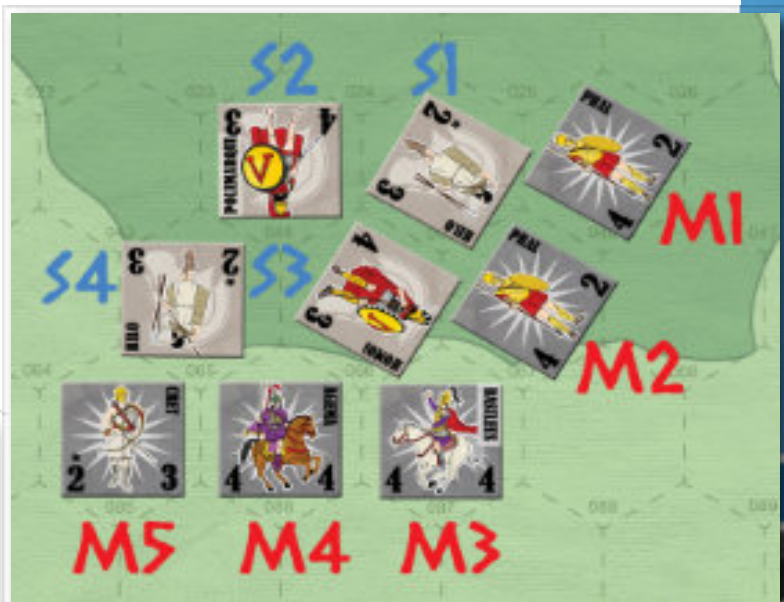
A failed moral test results in immediate disorganization.

A unit already disorganized, again disorganized, is eliminated and removed from the map.

b) Impact of the leaders

When a unit passes a morale test, if it is within the command radius of a friendly leader, i.e. at a distance in hexes less than or equal to the leader's command value, and free of any enemy presence on this hex path, the player subtracts -1 from the d6 score.

Clarification : a leader unit also tests its morale, with a -1 bonus to the d6 rolled.



Macedonian units (M1, M2, M3, M4, M5) attack. M4 supported by M5 attacks the Spartan unit S4: 4+1 (support of M1) is equivalent to 5/2 or 2/1; the d6 is 4-2 (elevation line level 1) or 2, so S4 retreats to hex 043, M4 does not pursue to provide future support.

M1 attacks S1 who retreats since he has a greater movement capacity ; M1 pursues and occupies vacant hex 045.



M2 attacks S3: his combat capacity is 4+2+2 (support of M3 and M4), that is 8 against 4 or 2/1. The d6 is 4, so S3 must test his morale ; the result of the test is 5, but, S3 is placed 1 hex from the leader (within its command radius) POLEMARQUE, it benefits from the -1 bonus, ie 5-1 = 4, the morale test is successful. If the result of the combat d6 had been 5 or more, S3 was disorganized.

7. Units Skills/Competences

7.1 General Skills/Competences

Skills/Competences are abilities attributed to certain units, we distinguish :

Cohesion : infantry units with a combat value of **4 or +** suffer **-2** to this value if they are in a hex. of forest, level 2 elevation, or entrenchments.

Command : a leader counter can, once per turn, reorganize **1** adjacent disorganized unit (except elephants) and not in contact with an enemy. However, if he uses this skill/competence, he no longer moves for the turn (a COMM. marker is placed on it) ; on the other hand, the reorganized unit is immediately flipped to its front side and can move and/or fight normally if it did not do so during the turn.

Dodge : a cavalry unit with a higher movement potential can always avoid the melee attack of an enemy infantry unit, by retreating 1 hex, unless it is already in contact with a cavalry unit.

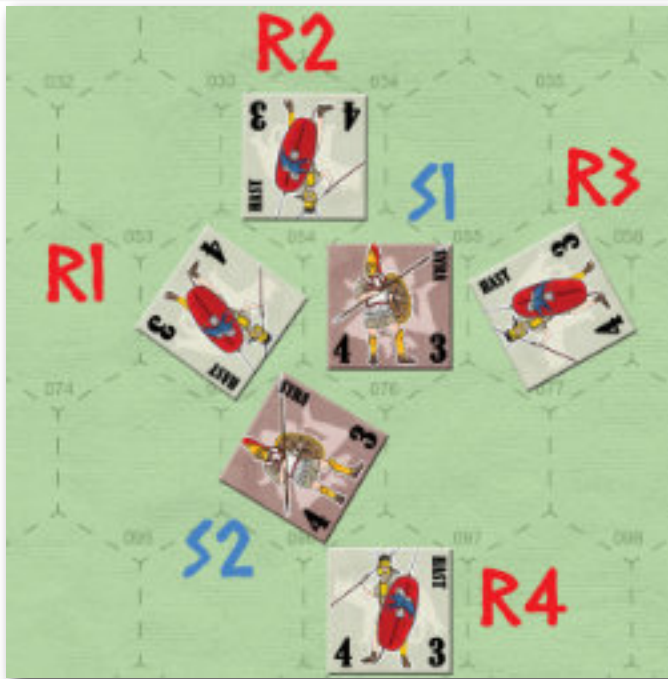
Elite : a unit with this skill benefits from a **-1** on all its morale tests.

Formation : infantry units with a combat value of **4 or more** suffer a **-1** to this value if at least 1 of their adjacent hexes is not occupied by a unit of the same type (infantry of same nature with same natural value of 4). Leader and Guard counters do not suffer this penalty.

Harassment : an infantry unit can always avoid the melee attack of an enemy unit with a lower movement allowance, by retreating **1** hex.

Javelins : units that possess the Javelins skill/competence are stacked with a JAVE marker, and, if they are not disorganized, can perform **1** shot in **1** adjacent hex with a **+2** bonus ; once the shot has been fired, the JAVE marker is removed from the unit that benefits from the advance after combat rule (rule 6.3.e).

Recruits : units considered as recruits in a scenario suffer a **+1** penalty to the morale test die.



The Roman units R1, R2, R3, R4 attack and push back the Syracusians S1 and S2. R1 attacks S1 who may retreat into hex 097 (077 being occupied). R1 attacks S2 who can only retreat into hex 097 (118 being occupied by R4). R2 attacks S1 which can only retreat into hex 097. R3 attacks S1 which cannot retreat (hex 075 and 096 occupied) and is disorganized. R4 attacks S2 who cannot retreat either in 075 or 076 and is disorganized.

Clarification : a unit therefore systematically has two adjacent retreat hexagons that face the direction of attack.



If R1 is attacking the Syracusian unit, his retreat hexes are those in blue ; if R2 attacks the same unit, his retreat hexes this time are those in red.

7.2 Special Skills/Competences

Some units may have special skills/competences, they are recalled by the scenario.

These particular skills/competences are sometimes represented by a marker stacked with the relevant units at the start of the game. Once used, the marker is removed from play.

8. Scenarios

8.1 The Battle of Arretium

Historical

The Battle of Arretium takes place in 284-283 BC (uncertain), in Etruria, it opposes an army of the Roman Republic commanded by the consul Lucius Caecilius Metellus Denter to various tribes of the Senones.

The end of the Third Samnite War in 290 BC allows the Romans to impose their domination on this people ; but the conflict saw Etruscans, Umbrians and Gallic mercenaries rise up against them, mainly Senones and Boii (paid by Etruscan gold). In 285-284 BC, the Etruscan cities of Vulci and Volsinii revolted against Rome and allied themselves again with the Gallic tribes. Towards the end of the year 284, a Gallic army, probably commanded by the Senon Britomaris, crossed the Apennines, joined the Etruscan cities, and laid siege to Arretium. After unsuccessful negotiations until winter, the consul Lucius Caecilius Metellus Denter advances with his army to stop the enemy advance and then takes up winter quarters in Etruria.

The meeting probably takes place around August 283 BC, not far from the city. Ancient sources reveal little. The almost 20,000 Romans must surely have deployed in a classical system protected by their winged cavalry, the Gauls are of a comparable number, perhaps 30,000 at most. They prevail over their enemy, Metellus is killed as well as 7 tribunes and 13000 Romans ; the city of Arretium is briefly occupied by the Gauls. The news of this defeat provoked a revolt of the Etruscans who hoped to take advantage of this temporary weakness, later joined by the Samnites and the Lucanians. However, the decisive victory of Consul Publius Cornelius Dolabella at Lake Vadimon against a Gallo-Etruscan army annihilated any hint of opposition and imposed the military supremacy of Rome

in Etruria; that of his counterpart Quintus Aemilius Papus near Veutulonia still heavily defeated the coalition and forced the Gauls to negotiate. It takes two years of additional struggles for Rome to definitively win over the Etruscans.

Scenario

Map : Little Battlefield (green)

Gallics :

Britomaris

Infantry : about 20000

Cavalry : about 5000

Romans :

Lucius Caecilius Metellus Denter

Infantry : environ 15000

Cavalry : environ 2000



Set -up:

Gallics : Britomaris (BREN 4-3) hex 005, 5 WARB (3-3) hexes 007 à 011, 1 GUARD (4-3) hex 006, 3 SKIM (2-3) hexes 019 à 021, 3 JAVE (2-3) hexes 024 à 026, 2 CHAR (2-4) hexes 022 et 023, 6 CAVA (4-4) hexes 003, 013, 017, 018, 027, 028

Romans : Metellus Denter (CONSUL 3-4) hex 140, 2 ALAE (3-4) hexes 128 à 129, 2 ITAL (2-4) hexes 120 et 121, 2 VELI (2-3) hexes 109 et 111, 2 HAST (4-3) hexes 123 et 124, 2 PRINC (4-3) hexes 125 et 126, 2 TRIA (3-3) hexes 138 et 139.

Duration : 8 turns

Initiative :

The Gallic player has the Fury skill/competence (see below).

Victory conditions :

- _____
the Gallic player must eliminate more than half of the opposing units (7 out of 13) to obtain a major victory;
- if the Gallic player eliminates more than half of the opposing units (7 out of 13) including the Consul counter, it is a decisive victory;
- the Roman player must eliminate 8 Gallic units to obtain a major victory;
- if the Roman player eliminates 8 units of the opposing army including the Bren counter, it is a decisive victory.

Skill/Competences :

Fury : the player who has the Fury skill/competence has a **+2** bonus to his initiative dice on the first turn, a bonus which is maintained each turn thereafter, UNLESS he loses the initiative during a turn, in in this case, the player permanently loses this bonus until the end of the game.

Impetuosity : Impetuous units are always forced to advance into a hex left empty after a victorious combat. All Gallic units are considered impetuos.

Javelins : Roman HAST (4-3) and PRINC (4-3) and Gallic CHAR (2-4) units have this skill/competence.

Maniple Legion : HAST (4-3), PRIN (4-3), TRIA (3-3) units are considered to be of the same type (see general skill/competence «Formation»).

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decisive victory.

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8.3 The battle of Telamon

Historical

The Battle of Telamon takes place in August 225 BC. J.-C, it opposes the Romans to the Cisalpine Gauls associated with contingents of Transalpine Gaul. There have been numerous conflicts between Romans and Gauls since the 4th century (capture of Rome by Brennus in 386 BC) for control of the Po plain. In 232, the Romans managed to reject their enemies from the rich Padanian plain, but Boïens and Insubres of Cisalpine Gaul, fearing this expansionism, allied themselves with tribes from the Alps, the Taurinians, and from the Rhône, the Gesates (Celtic name designating mercenaries), to stand up.

In 225, about 50,000 warriors, including 10,000 horsemen and charioteers led by kings Concolitanus and Aneroste, entered Etruria, ravaging and looting the region. Rome unites three consular armies to destroy the invaders. The first falls into an ambush, and suffers a major setback at Faesulae ; its survivors are rallied by the second army of Consul Aemilius Papus. Energetic, he pursued the retreating Gauls with his 40,000 men along the Tyrrhenian coast. The third army, also 40,000 strong, commanded by Attilius Re-

gulus, left Sardinia, and landed in Pisa, cutting the road back to the enemy.

Surrounded, transporting a heavy booty, the Gauls have no choice but to fight. They then arrange themselves in two bodies with their backs to each other and prepare to sell their skin dearly. To the north, Boïens and Tauriniens face Regulus who charges with his 2500 cavalry and 4500 velites the enemy cavalry and chariots to seize a hill dominating the coastal road. The melee is violent, brutal, he loses his life, but the arrival of the horsemen of the consul Papus from the south saves the Romans who retain control of the position. In the rear guard, the Gesates supported by a second line of Insubres fight naked and offer a terrifying spectacle of fury. They first suffered the harassment of the Velites who riddled them with javelins, then the Roman heavy infantry came to meet them in shouts and hatred.

Relentlessly, in the north as in the south, the Gauls contained the assaults of the hastati, then of the principes, but the cavalry of Papus attacked them from the flank from the hill they had just conquered. The Gallic position quickly became untenable. Their lines taken from behind, the proud warriors waver, then crack and crumble on all sides. 40,000 are killed, 10,000 taken prisoner for only 10,000 Roman dead, the victory is total, and Rome thus imposes its domination on the whole of the Po plain.

Scénario

Map : Ambush Battlefield (green)

Gallics :

Concolitanus et Aneroste

Infantry : about 50000

Cavalry : about 10000

Romans :

Consuls Aemilius Papus and Attilius Regulus

Infantry : about 30000 (15000 each)

Cavalry : about 5000 (2500 each)

Set-up :

Gallics : Concolitanus (BREN 4-3) hex 172, Anéroeste (BREN 4-4) hex 180, 1 GUARD (4-3) hex 193, 11 WARB (3-3) hexes 130 à 134, 156, 194 à 198, 3 SKIM (2-3) hexes 109, 191 et 220, 3 JAVE (2-3) hexes 110, 192 et 219, 4 CHAR (2-4) hexes

