

19. OPTIONAL RULES

No Cards Command System

Leaders are given activation points. An activation point allows a unit or units to move and attack.

Each leader starts with one(1) activation points

Roll one(1) die for each leader block

>A Color allows all units with that color to activate.

>A Flag gives two more activation points.

>A Helmet allows all units to activate.

>Crossed Swords causes the leader to lose all points.

Units of the same color may activate as a group for one activation point. All the units must be in connected hexes.

If the leader loses all points and only when this happens may units try to activate themselves by rolling their color or a helmet.

Army Point System

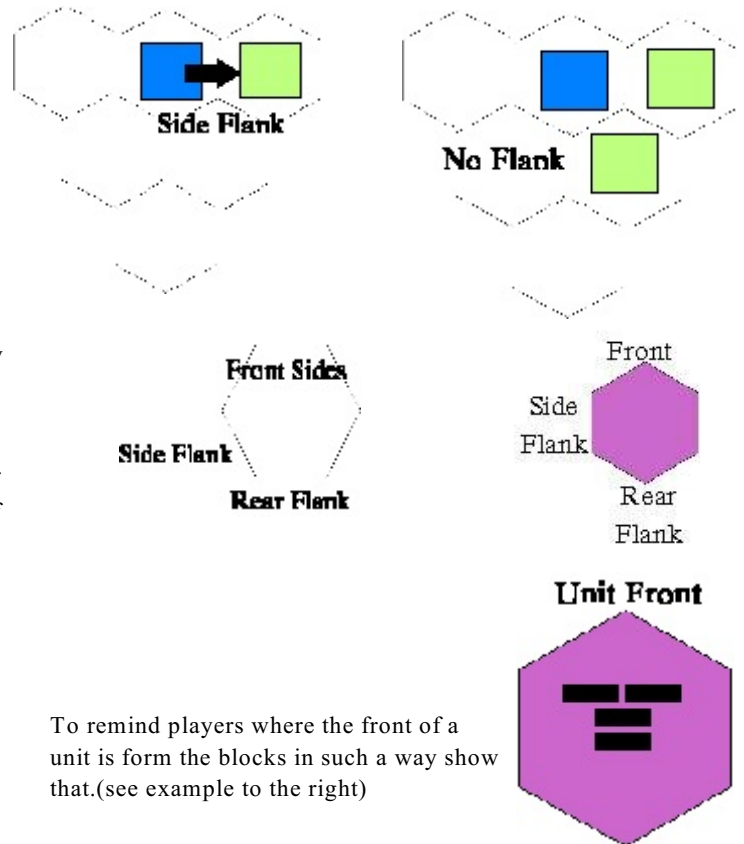
Leader	10	Each army will be made up of 150 points. One third (1/3) of the army must be made up of green units and have at least one leader block.
Light Infantry	2	
Light Bow Infantry	3	
Light Singer Infantry	3	
Auxilia Infantry	3	
Warrior Infantry	4	
Medium Infantry	4	
Heavy Infantry	5	
Light War Machine	3	
Heavy War Machine	4	
Light Cavalry	4	
Light Bow Cavalry	5	
Light Chariot	3	
Barbarian Chariot	5	
Medium Cavalry	5	
Camel	5	
Cataphract Camel	6	
Heavy Cavalry	6	
Cataphract Cavalry	7	
Heavy Chariot	5	
Elephant	8	
Special Leader	+5	
Special Units	+2	

Light Infantry Movement

Light Infantry, Light Bow Infantry and Light Slinger Infantry may move through hexes containing friendly units. This includes retreats and evades. In a retreat the unit **does** lose one block for passing through a friendly unit and if it would end its retreat in the friendly units hex it may bounce to the hex behind the friendly unit

Flanking

A unit is flanked when it is attacked on its flank sides or rear and the attacker is not in contact with the front of another enemy unit. Side flanks add one(1) die and rear flanks add two(2) die and helmets count as hits.



To remind players where the front of a unit is form the blocks in such a way show that.(see example to the right)

Zone of Control

Around each unit is a one hex zone of control. Units may move into that space but the unit must stop movement. The unit may combat if it chooses unless the rules for that unit does not allow it to combat. The unit does not have to combat unless the rules for the unit requires it to combat. A unit may move out of a zone of control next turn. Light Cavalry and Light Bow Cavalry may ignore zone of control. Light Infantry, Light Bow Infantry and Light Slinger Infantry have no zone of control.

Qualifying Kills

Green units killed do not count against the victory level of a battle with the exception of Auxilia and Barbarian Chariot units.

Example Armies

Greeks

Name	# of Units	Unit Cost	Total Cost
Light Bow Infantry	4	3	12
Light Infantry	4	2	8
Light Cavalry	2	4	8
Light Bow Cavalry	2	5	10
Auxilia	4	3	12
Warrior	2	4	8
Heavy Infantry	6	5	30
Medium Infantry	6	4	24
Camel	1	5	5
Medium Cavalry	1	5	5
Elephant	1	8	8
Leader	2	10	20
Total	35		150

Carthage

Name	# of Units	Unit Cost	Total Cost
Light Infantry	4	2	8
Light Slinger Infantry	3	3	9
Auxilia	5	3	15
Medium Infantry	3	4	12
Warrior	3	4	12
Light Cavalry	6	4	24
Medium Cavalry	2	5	10
Heavy Cavalry	4	6	24
Elephant	2	8	16
Leader	2	10	20
Total	34		150

Eastern Kingdoms

Name	# of Units	Unit Cost	Total Cost
Light Bow Cavalry	10	5	50
Medium Cavalry	1	5	5
Cataphract Cavalry	5	7	35
Camel	2	5	10
Cataphract Camel	2	6	12
Elephant	1	8	8
Leader	3	10	30
Total	24		150

Imperial Roman

Name	# of Units	Unit Cost	Total Cost
Light Infantry	2	2	4
Auxilia	8	3	24
Imperial Medium Infantry	9	6	54
Light Cavalry	1	4	4
Light Bow Cavalry	2	5	10
Medium Cavalry	2	5	10
Cataphract Cavalry	2	7	14
Leader	3	10	30

Barbarian

Name	# of Units	Unit Cost	Total Cost
Light Bow Infantry	2	3	6
Light Slinger Infantry	2	3	6
Auxilia	7	3	21
Warrior	6	4	24
Barbarian Chariot	4	5	20
Medium Cavalry	5	5	25
Heavy Cavalry	3	6	18
Leader	3	10	30
Total	32		150

Late Republic/Early Imperial Roman

Name	# of Units	Unit Cost	Total Cost
Light Infantry	2	2	4
Light Slinger Infantry	2	3	6
Light Bow Infantry	3	3	9
Auxilia	6	3	18
Julian Heavy Infantry	8	7	56
Light Cavalry	4	4	16
Medium Cavalry	1	5	5
Heavy Cavalry	1	6	6
Leader	3	10	30
Total	30		150

Republic

Name	# of Units	Unit Cost	Total Cost
Light Infantry	2	2	4
Light Slinger Infantry	2	3	6
Light Bow Infantry	3	3	9
Auxilia	6	3	18
Marian Medium Infantry	4	6	24
Marian Heavy Infantry	4	7	28
Light Cavalry	4	4	16
Medium Cavalry	3	5	15
Leader	3	10	30
Total	31		150

Command & Colors: Ancients

Greeks

Name	# of Units	Unit Cost	Total Cost
Light Bow Infantry	4	3	12
Light Infantry	5	2	10
Auxilia	4	3	12
Heavy Infantry	4	5	20
Elephant	2	8	16
Leader	3	10	30
	22		100

Carthage

Name	# of Units	Unit Cost	Total Cost
Light Slinger Infantry	2	3	6
Auxilia	5	3	15
Medium Infantry	3	4	12
Heavy Infantry	3	5	15
Light Cavalry	3	4	12
Medium Cavalry	2	5	10
Leader	3	10	30
	21		100

Eastern Kingdoms

Name	# of Units	Unit Cost	Total Cost
Light Bow Cavalry	10	5	50
Cataphract Cavalry	2	7	14
Cataphract Camel	1	6	6
Leader	3	10	30
	16		100

Imperial Roman

Name	# of Units	Unit Cost	Total Cost
Light Bow Infantry	2	3	6
Auxilia	8	3	24
Imperial Medium Infantry	5	6	30
Light Bow Cavalry	2	5	10
Leader	3	10	30
	20		100

Barbarian

Name	# of Units	Unit Cost	Total Cost
Light Bow Infantry	2	3	6
Light Sling Infantry	2	3	6
Auxilia	7	3	21
Warrior	8	4	32
Medium Cavalry	1	5	5
Leader	3	10	30
	23		100

Late Republic/Early Imperial Roman

Name	# of Units	Unit Cost	Total Cost
Light Infantry	1	2	2
Light Slinger Infantry	2	3	6
Light Bow Infantry	3	3	9
Auxilia	6	3	18
Heavy Infantry	1	5	5
Medium Cavalry	6	5	30
Leader	3	10	30
	22		100

Republic

Name	# of Units	Unit Cost	Total Cost
Light Infantry	2	2	4
Light Slinger Infantry	2	3	6
Light Bow Infantry	3	3	9
Auxilia	6	3	18
Marian Medium Infantry	2	6	12
Marian Heavy Infantry	3	7	21
Leader	3	10	30
	21		100

Spartans

Name	# of Units	Unit Cost	Total Cost
Light Infantry	3	2	6
Light Bow Infantry	1	3	3
Light Slinger Infantry	1	3	3
Auxilia	4	3	12
Medium Infantry	3	4	12
Heavy Infantry	1	5	5
Spartan Medium Infantry	3	7	21
Light Cavalry	2	4	8
Leader	3	10	30
	21		100