

# Classical Hack Q.R.S.

## *Romans At Hadrians Wall 130 A.D.*



### Turn Sequence

1. Charge & Charge Response(Ambush) marked
  - a. First player marks his charges
  - b. Second player marks his responses
  - c. Loser of initiative marks his charges
  - d. First player marks his responses
2. Shooting
  - a. Calculate & resolve all fire simultaneously
  - b. Perform Morale Test for 2 shooting casualties
3. Morale Test for Levy charging or responding to charge
4. Move charges & charge responses
  - a. Units charging & not making contact get disorder markers
  - b. Units evading & not being contacted get rally markers
5. Normal Movement Initiative (high D-10 roller decides which side moves first)
  - a. First play moves any or all units
  - b. Second player moves any or all units
  - c. Ambush/attach or detach commanders & subordinates
  - d. Morale tests to stop routs
6. Melee (predetermined 1 round of melee in a turn)
  - a. Roll first round of melee/risk to commanders/melee
  - b. Perform any required morale test for losing melee/50 % breakoff/break back/rout/pursuit moves
7. Rally
  - a. Reorder disordered (& mark) units/formation or facing
  - b. Evading units may make facing and formation changes
  - c. Mounted rally forward or back

### Basic Shooting Factor

+5 For all small arms

+8 Balistae

### Shooting Modifiers

- +2 Pila
- +1 Target shieldless
- +1 Target unarmored skirmishers
- +1 Shooter stationary
- 2 Bow over half range (6"plus)
- 2 Target on wall
- 2 Shooter disordered
- 2 Target in shield wall
- 1 Target in soft cover (wood)

### Shooting Ranges

Ranges	Weapon
2"	Pila
2"	Javelin
8"	Sling
12"	Bow
24"	Balistae

### MoraleTest

#### {Failure Consequences}

- 2 Missile casualties  
{disordered & move back full move}
- Lost melee  
{Rout}
- Friendly rout within 2 inches  
{Rout}
- Fifty percent strength  
{No advance, break off if in melee}
- To stop rout (movement phase one time only)  
{Remove}
- Broken through by mounted (Cavalry only)  
{Rout}
- To stop pursuit/not to pursue/stood to receive charge  
{Continue pursuit or pursue}



### Morale Modifiers

- +3 Legatus within 2 inches
- +2 Roman Cavalry in melee
- +2 Unit in pursuit
- +1 Leader with unit
- 2 Rallying & enemy in charge reach
- 2 50 % casualties
- 1 Lost melee
- 1 Each figure lost
- 1 Each friendly rout within 2 inches
- 1 Unit in rout

### Melee Modifiers

- +3 Cavalry Charging
- +3 Ordered Mounted vs Disordered Foot
- +3 Up Hill of Enemy

- +2 Opponent Shieldless
- +2 Ordered foot vs Disordered
- +2 Roman Close 1st Contact each new melee

### Romans

Per Stand	Morale	Move	Melee	Missile
4 Figures	16	4 "	+16	armed only
3 Figures	14	6"	+14	do not Melee-
2 Figures	6	6"	+ 5	except
1 Figure Foot	6	4"	+ 8	Javelin
3 Figures Mtd	9	8"	+ 9	
2 Figures Mtd	8	10"	+ 8	

Prepared for

*Classical Hack*

*Cold Wars 2006*

LMW Works © 2006



<http://www.classicalhack.com>