

Classical Hack Q.R.S.

Romans At Carthage: 146 B.C.

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 All Small Arms
 - +9 Balistae (shoots as 8 figures)
- #### Shooting Modifiers
- +3 Balista shooting ball Shot
 - +2 Balista anti personnel
 - +1 Target shieldless
 - +1 Target unarmored skirmishers
 - +1 Shooter stationary
 - 2 Target on stone wall
 - 2 Bow over half range (6"plus)
 - 2 Shooter disordered
 - 1 Target in soft cover (berm)

Shooting Ranges

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

To Destroy

To destroy a structure: Balista shoot ball/If a hit is inflicted Roll a D-10 to determine damage. 10 hits destroy. Rams count as 8 figures. Roll-D-10.

Boats

Boats move 12 inches/6 backward. Each has a balista. Roll D-10 each turn it rams. A D-10 roll of ten destroys at first contact. Takes 10 hits to destroy. Crew fights full figures in melee. Wheels to turn.

Melee Modifiers

- +3 Tribal Charging
- +3 Ordered Mounted vs Disordered Foot
- +3 Unit in Pursuit of enemy

- +2 Opponent Shieldless
- +2 Ordered vs Disordered
- +2 Romans 1st contact (each)
- +1 Charging (Not Tribal/EI)



Romans Per Stand	Morale	Move	Melee
4 Figures	11	4"	+14
3 Figures	10	5"	+14
2 Figures	6	6"	+10/7*
3 Figures Mounted	8	8"	+9
Rams/Towers	7	D-10	+8
Allies Per Stand	Morale	Move	Melee
3 Figures Foot	10	5"	+9
2 Figures	6	6"	+10*
3 Figures Mounted	8	8"	+9
2 Figures Mounted	8	10"	+6
Elephants (counts 10 fig)	8	8"	+10

* Missile armed only do not Melee-except Javelin/Special Situation where Carthaginians are trapped. Velites against EI/Against others

Morale Modifiers

- +3 Scipio within 12 inches
- +2 Legiary Commander within 8
- +2 Unit in pursuit
- +1 Standing to Receive not to pursue
- +1 Rallying & enemy in charge reach
- 2 50 % casualties
- 1 Unit Disordered
- 1 Lost melee
- 1 Each figure lost
- 1 Each friendly unit routing w/in 2
- 1 Unit in rout

Morale Test

{Failure Consequences}

- 2 Missile casualties
{disordered & move back full move}
- Lost melee
{Romans Rout Carthaginians Move back}
- 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
{Rout}
- To stop pursuit/not to pursue/stood to receive charge
{Continue pursuit or pursue}