

PAX ROMANA

Late Roman Skirmish Rules

Sequence of Play

Determine order of unit turns by cards (full pack plus 2 jokers). Highest first; S, H, D, C in the event of a draw. Joker = no turn. If player controls more than one unit, he gets one card for each – assign to the units before seeing what cards are. Concealed unit (eg in woods) may reserve its card and play at any later point in the round.

Within each turn:

1. Move commanders
2. Test morale if applicable and make any resulting compulsory moves
3. Actions, in any order or combination: Rally / Move / Charge / Fire / Deploy* / Reload* / Mount / Dismount / Form Shieldwall* / Deploy out of Shieldwall (* = 2 actions)
4. Melee

Veterans and C-in-Cs 3 actions per turn; Experienced 2; Raw, artillery, pack animals, and wagons 1

Each pack animal requires one figure to accompany it (in base-to-base contact), otherwise no movement.

Morale

When: Unit member killed; unit wishes to charge or receive a charge; unit below half strength, lost melee last turn, if disengaging from melee, if failed morale test last turn.

How: Roll 1 x D10. Score equal to or higher than modified morale

Result: Succeed – obey orders
Fail by 1 – hold ground (may not move nearer the enemy)
Fail by 2 – retire 1 action
Fail by 3+ – retire 2 actions, shaken – must attempt rally next move

Base Morale	Modifiers	
Raw 3	+1 Per figure dead or outside CR (wounded within CR are OK)	+1 Attempting to rally
Experienced 2	+1 Unit leader or C-in-C killed last turn	-1 Won melee last turn
Veteran 1	+1 Under archery or artillery fire this or last turn	-1 No enemy within 20 inches
	+1 Friendly unit retiring within 10 inches	-2 C-in-C with unit

Movement

How: Infantry roll D6 +2 (shieldwall limited to max 1 inch per turn); Cavalry roll D6 +4; Artillery roll D6 Roads; extra D6, disregard lowest. Woods, water, rough going: half speed unless Roman Aux or any LI

Note: Wounded troops move at half speed

Unit may elect to abandon wounded for greater speed, but there are morale penalties (see above)

Fences, walls, hedges, enter / leave building, etc – 1 action

Measure for unit leader, then place troops within CR = 7 inches Veteran, 5 inches Experienced, 3 inches Raw

Shieldwall

Formation restricted to heavy infantry. Move reduced to 1 inch per turn, no charge bonus, frontal melee bonus +1, if attacked from rear -1, reduces exposure to missile fire (-1 for shooters).

Charging

Charges must be declared at the beginning of the turn, before the die roll for movement.

Attacker takes morale test (unless already passed this round).

Defender takes morale test and makes any resulting compulsory move.

LI or LC who pass may attempt to evade (see overleaf). They will be at a disadvantage if caught.

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Firing

How: Roll D10 + modifiers: 8 or 9 wounded (dead if already wounded), 10 dead

<i>Weapon</i>	<i>Close Range</i>	<i>Effective Range</i>	<i>Reload Time</i>
Foot bow	9 inches	18 inches	1 action
Horse bow	6 inches	12 inches	1 action
Artillery	12 inches	30 inches	2 actions

Note: Javelins are assumed to be a melee weapon

Arc of fire: Horse archers fire all round, foot bows and artillery fire 45 degrees to front

To change arc of fire, artillery must re-deploy, taking 2 actions

Firing Modifiers	
	Target moved over 6 inches last turn -1
Close range +1	Target in soft cover -1
Artillery +1	Target in hard cover -2
Firer mounted and moving -1	Target is armoured -1
Firer wounded -1	Target in shieldwall -1

Note: Two or more figures within 1 inch of each other must be fired at as a group – if any casualties are caused, dice for who is hit - this may result in several casualties to same figure.

All a unit's firing is considered simultaneous, so targets must be declared before firing, ie you can't see what the results of one shot are before you pick the next target.

Melee

How: Each figure rolls modified D10 (max 2 figs vs 1 fig)

Higher wins by 5 or more: loser dead

Higher wins by 3 or 4: loser wounded (dead if already wounded)

Evens / Higher wins by 1 or 2: no result, melee continues next turn

Melee Modifiers	
Veteran +1	Attacking shieldwall from front -1 / rear +1
Charging +1 (no charge bonus if in shieldwall)	Raw -1
Cavalry +1	Bow-armed -1
Armoured +1	Artillery crew -1
Unit leader or C-in-C +1	Shaken -1
Defending soft cover +1 / hard cover +2	Evading troops contacted by chargers -1
Terrain advantage +1 (includes Roman Aux or any LI vs others in woods, rough going, etc)	Wounded -2

Two vs One melee. Player with two throws 2 x D10, takes highest

Player with one throws 1 x D10

If the single figure wins, can only wound or kill one opponent (dice for which), melee continues next move.

Evading

How: Charger / charged each rolls D6 + mods. Evader must equal or exceed charger's score to evade.

Successful evader retires 1 action, charger stops at evader's start position (otherwise contacted at start position).

Evading Modifiers	
Veteran +2	Light Cavalry +2
Experienced +1	Light Infantry or Other Cavalry +1

Rallying

Shaken units must attempt to rally (ie, take a further morale test with a +1 modifier). Each attempt requires 1 action. Units may make as many attempts as they have actions available. Shaken units may not initiate combat.