

Sports Game Junkie, Enjoy the Games!



Example

Okay, here's a sample. Antiochus III has chosen to be aggressive. In a real game, I wouldn't have been this aggressive, but for this example it allows me to explain a lot of things. The Seleucids just played Mounted Charge. It allowed them to activate 4 (their Command Value) Mounted units. They activated the four units against to the Romans (here with the green and white blocks - the Seleucids all have brown blocks).

We'll start with the Heavy Cavalry. They're going to attack back towards their line against the Roman Medium Infantry. They get to roll 5 dice - 4 for their unit capability plus 1 for the Charge. They will hit on Crossed Swords (applies in Close Combat), Blue Triangles (the symbol for Medium units - the target unit), and Leader symbols as they have a leader stacked with them; banners will cause retreats. The rolls are 3 crossed swords, 1 blue triangle, and 1 banner which is 4 hits and kills the entire Roman unit. It is removed and the Seleucids gain their first Victory banner. Since the Seleucids are cavalry, they can momentum advance then move 1 hex and battle again. They will advance and then move back into the same hex they were in, but this allows them to battle again. The new target will be Roman Heavy infantry unit. They roll five dice again. This time they hit on leaders, crossed swords, and red boxes (the symbol for heavy units). The new roll is 2 leaders, 2 banners, and 1 green circle (light unit symbol). Two blocks are removed for the hits. The Roman unit is adjacent to two other friendly units so it has Support and can ignore one banner which it will do. It still has to retreat one hex and moves back to the map edge. If they hadn't been supported, they would have had to retreat a second hex which would have been off the board. Since units don't retreat off the board, the unit would have lost one additional block. The Seleucid cavalry can now advance and move 1 hex again but it can not battle again. You can only gain 1 momentum battle per turn. Therefore, they will remain where they are.

Now it's the Seleucid Elephant's turn to attack. They attack with the same number of dice the Roman unit will attack with which is 4 plus one for the Charge. They hit on blue triangles, crossed swords (which will be rolled again for additional results). They don't have a leader adjacent nor do elephants benefit from leaders. The roll is 2 red boxes, 1 green circle, and 2 blue triangles so they score two hits but don't get to re-roll any dice since they didn't roll any crossed swords. Since the defending unit had a leader attached, the Seleucids roll two dice to try to kill the leader. They need two leader symbols. The roll is 1 leader, but the other die is red box so the leader survives. Now since the Roman unit was not eliminated or retreated, it gets to attack back immediately. They get to roll 4 dice hitting on red box, leader, and crossed swords. The roll is 2 green circles, 1 crossed sword, and 1 leader; therefore, two hits are scored and the elephants are eliminated winning the Romans a Victory banner.

On to the Seleucid Light Cavalry. If it wasn't adjacent to an enemy unit it could fire. Since it had moved, it would have only rolled one die (it would be two if it didn't move). Therefore, the unit will chose (not must) Close Combat the adjacent Roman Archers. Light units always have the chance to evade. The archers chose NOT to evade since they don't gain any advantage in the combat since Light units don't hit with Crossed Swords and they would give up the ability to battle back if they don't retreat. The attack roll is red box, leader and banner. Only green circles would have been hits. The defending unit can choose to ignore the banner's retreat because of the support. They will so they can battle back. The Archers roll two dice - banner and leader - no hits but the cavalry does have to retreat since they are not supported. Unit's retreat their full movement for each banner result so the Seleucid light cavalry has to retreat four hexes.

Finally we have the Seleucid chariot with their other leader. They will attack the Roman Medium Cavalry with the leader. The Roman cavalry could do some damage if they get the chance to battle back but the chariots with the charge (roll 5 dice) and leader are very strong and if they eliminate the Romans or make them retreat the chariots will get to attack again. Therefore, the Romans play it safe and choose to evade (Medium cavalry can evade all Foot units and Heavy Mounted units). They have to retreat 2 hexes. The chariots do get to attack first but only the defending unit symbol - blue triangles here - matter. Leaders, banners, and crossed swords are ignored in evasion combat. The roll is 2 crossed swords, 1 leader, and two banners. No hits. Good thing the Romans evaded though because if they had stayed the cavalry unit would have been destroyed, the leader would have had to roll for survival and the chariots could have attacked again. However, now the chariots can't advance because the Roman cavalry evaded.

The Seleucid turn is now over.



Example_Roman_Left_start



Example_Roman_Right_start

Andy Lewis - Dec 3, 2005 7:49 pm (#669 Total: 669)

Mark

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Example - final

Here are the final positions after the Seleucid turn.



Example_Roman_Left_final



Example_Roman_Right_final