

(10.0) Special Unit Capabilities

Many units have special abilities/liabilities. These have been identified in the rules where appropriate, or on the various Charts and Tables. The following section covers those units' capabilities that require a more detailed discussion. The Unit Capabilities Chart summarizes the special abilities/liabilities of the more specialized unit types in the game.

(10.1) Artillery



(10.11) Artillery units include Scorpions, Oxybeles, Ballista, and Catapults. Artillery units without ratings are treated as LI (TQ=4, MA=0).

(10.12) Artillery units have no facing and may fire in any direction. Artillery units cannot fire across Wall or Rampart hexsides of any kind, unless located in Towers.

(10.13) Only *one* Artillery unit may occupy a hex; however, the Artillery unit may stack with an infantry unit of any Type. If attacked when stacked, the Artillery unit is ignored; any Hits are applied to the infantry unit, and if the infantry Retreats or is eliminated, the Artillery unit is eliminated.

‡ **(10.14)** An activated Artillery unit alone in hex in an enemy ZOC at the start of the Shock Combat Phase is automatically eliminated.

(10.2) War Elephants



‡ **(10.21)** Elephant units with an "a" indicator have Elephant Screen Missile capability which allow Elephant units to perform Reaction Fire only. Ignore any other Missile indicator on the counter.

(10.22) Elephants will Rampage whenever they Rout, unless the Rout was caused by another Rampaging Elephant. See 8.5.

‡ **(10.23)** Cavalry units may never voluntarily enter the ZOC of an enemy Elephant unit. A cavalry unit that is activated while adjacent to an *enemy* Elephant unit incurs 1 Hit if it remains in the hex. Cavalry units may use Hit and Run Tactics against *enemy* Elephant units if the path does not enter the front of any Elephant unit. Cavalry units may Shock attack Elephant units from a Flank or Rear hex, never from a Front hex, and those that do so incur 1 Hit, applied before the combat is resolved. Cavalry shock against Elephants is *never* mandatory.

If a cavalry unit is Shock attacked by an Elephant, it must Retreat Before Shock, and if that's not possible, the cavalry unit incurs 1 Hit, applied before the Shock Combat is resolved, in addition to whatever results stem from the combat.

(10.24) Earlier edition rule no longer applies.

‡ **(10.25)** Elephants do not Retreat from a Shock result. Treat a Retreat result as 2 Hits instead, which is in addition to any other Hits resulting from the combat.

(10.3) Double-Depth Phalanx/Hoplites



In certain scenarios, Phalanx (PH) and/or Hoplite (HO) units are deployed, or are able to form, Double-Depth. To form Double-Depth, units must begin the activation adjacent to each other with one unit's Front hexes in the Rear hexes of the other unit. Place the rear unit underneath the unit in front as a marker indicating that this Phalanx/Hoplite unit is at Double Depth. These units are *not* treated as a stack, but as a single unit with a size equal to the sum of the original units. No further movement may take place for that activation. The unit remains at Double-Depth for the remainder of the scenario

***Play Note:** Alternatively, the players may opt not to use the second counter as a marker, but use some other method as a reminder—but the stack sure looks impressive...*

(10.4) German Cavalry

In scenarios using these units, the Antesignani or infantry counter is used as a marker to indicate that a particular cavalry unit is using the German Cavalry style system. This system has its own type—GC—on the Weapons System Matrix. When attacking, the owning player may either use the GC or LI column. GC have a Size rating of '5'. Cavalry units designated as GC (MA 7, "J" Missile) are treated as Cavalry units for Movement purposes. For Hit and Run Tactics, treat GC as LI.

(10.5) Chariots



(10.51) Earlier edition rule no longer applies.

(10.52) Active Chariot units that are required to Shock attack in that activation cannot use Missile Fire.

(10.53) Attacking Chariot units are automatically eliminated at the conclusion of the Shock Combat unless the Chariots Rout all the defending units, or the defending units are Skirmishers (SK/SK*) or other Chariots (CH).

‡ **(10.54)** Chariots may Missile Fire in any direction.

‡ **(10.55)** Chariot units are considered as cavalry units for purposes of 10.23 with the exception that they cannot Retreat Before Shock thus incur the 1 Hit penalty