

Legio VIII - 3000BC-1500AD

Two Pages Wargame Rules

1. What You Need

Wargaming miniatures, ideally 6mm (but whatever scale from 2mm to 28mm can be used); terrain elements; one D6 die and one deviation die (a D6 with one arrow on each side) for each player; chits for Disordered and Shaken units; a ruler marked in inches or 25mm segments; a playing area (24" Square will suffice for a game involving one army of 10-14 units each side, or 75-100 points.)

2. Units

One base of miniatures represents a unit of 1000-3000 soldiers, or a unit of Elephants, Chariots or Artillery. Troops can be Veteran, Average or Raw. One or more units can contain a General. Bases can be 1.5" or 40mm squares, or whatever other sizes you already have, adjusting the movement and shooting distances for smaller or larger bases. 1" in the rules represents 50 mt.

3. Sequence of play

Determine before game starts who is Side A and B (by agreement or rolling one die). B deploys first, then A. Each Turn:

1. A moves
2. B shoots
3. A attacks B in melee
4. B moves
5. A shoots
6. B attacks A in melee
7. A and B rally

4. Movement

Distances on open ground are:

Heavy Foot = 2"

Cataphracts, Peltasts/Warbands, Light Foot and Elephants = 3"

Heavy Cavalry and Chariots = 4"

Light Cavalry = 5"

- All units except Light Foot move 2" in rough terrain.
- Foot add +1" and mounted add +2" when spending a whole turn moving on a road.
- Irregular units, except Peltasts, may move straight ahead or turn up to 180°.
- Regular units and all Peltasts, may move straight ahead, or turn up to 180°, or turn up to 90° and move ½ distance.
- Light infantry or Light Cavalry are a category of their own; may move in any direction and make a free facing change at the end of their move.
- Charges must be a straight ahead move.
- Units can not move through other units, with one

exception: Light Foot can move through friendly units, if facing the same or opposite direction.

- Units within 2" from the front of an enemy unit, that is not engaged in melee, can not turn.

5. Shooting

Units armed with missile weapons and not engaged in melee, may shoot at an enemy unit within range. Friendly or enemy units, and non-open ground, block line of sight to all units. Units in rough ground, woods or buildings, are visible only within 2", unless they already shot in that turn. Range is measured from the center front of the base. Arc of fire is judged at 45° from the front corners of the unit.

Javelin = 2"

Sling = 3"

Bow / Crossbow = 4"

Longbow = 6"

Tell the other player which unit is shooting and its target, check the range, then roll a D6.

- - 1 if target over half range
- - 1 if target in rough ground, or buildings
- - 1 if shooting unit is Disordered
- - 2 if target in fortifications
- - 1 if shooting unit is Raw
- + 1 if shooting unit is Veteran
- + 1 if shooting with Longbow or Crossbow

Target unit rolls a D6 and adds its Defence factor (see par. 8).

If shooting unit scores +1 or more, target is Disordered.

If target is already Disordered, it becomes Shaken.

Further hits on Shaken units don't have effect.

6. Melee

Melee applies when enemy units are in contact. A unit in contact with buildings or field defences, is considered in melee with the nearest unit inside it. A unit can be attacked max. by one unit on each side. Units in flank or rear contact, must be completely behind the front of the enemy unit; otherwise it is a frontal contact.

Units in melee roll 1 D6 and add their Attack or Defence factors. Compare the results:

- if attacker scores + 1, defender is Disordered
- if attacker scores + 2, defender is Shaken
- if attacker scores + 3 or more, defender is Routed (= remove from the game).

Disordered units move max. half distance; shoot with a -1; if Disordered again, become Shaken.

Shaken units can't move (except to break off, see par. 11) or shoot; if Shaken again, are Routed.

General's unit make a D6 saving roll: 4+ = downgrade damage received by 1. Subtract - 1 if Raw, add + 1 if Veteran.

7. Attack Factors

	Vs Foot	Vs Mounted
Light Foot	1	0
Heavy Foot	2	2
Peltasts/Warbands	2	1
Light Cavalry	0	0
Heavy Cavalry	1	1
Shock Cavalry	2	2
Elephants	2	3

- Warbands and Shock Cavalry in the 1st turn of melee on open ground +1
- Cavalry vs Light Foot in the 1st turn of melee on open ground + 2
- Swordsmen, axemen or halberds after the 1st turn of melee +1
- Hoplites fighting Hoplites +1
- Disordered -1
- Shaken -2
- Raw - 1
- Veteran + 1
- Heavy foot in rough ground -1 (-2 if pike armed)
- Non-pike fighting pike from the front -1
- Elephants fighting Light Foot - 1

8. Defence Factors

Type	Defense
Unarmored Foot	0
Shielded Foot, Light Cavalry, Chariots	1
Armored and Shielded Foot, Heavy Cavalry	2
Fully Armored Foot, Knights, Catafracts, Elephants	3

Troops attacked from the flank or rear, halve their Defence factor (round up).

10. Rally

During this phase, both players can try to recover Disordered or Shaken units that are within 4" of one General unit (6" if Excellent General, 2" if Really Bad General). Roll a D6 = 5,6 = unit ok if Disordered, Disordered if Suppressed. Add + 1 to roll if Veteran, - 1 if Raw.

11. Special Units

Elephants will rampage when they become Disordered. When this happens, roll a deviation die and move the

elephant in that direction at full speed. It will charge any unit it makes contact with (enemy or friend) during the melee step.

Scythed Chariots fight like Shock Cavalry and get +2 charge bonus on the turn they make contact with an enemy unit. They are eliminated at the end of the melee round regardless of the outcome. Scythed Chariots that are damaged by missile fire are eliminated.

Light Chariots move and fight like Heavy Cavalry and Heavy Chariots like Shock Cavalry. All Chariots may only operate in clear terrain or on roads.

Light infantry and all mounted may break off combat as their move if they have a faster move than all enemies in contact. They get a free 180° turn and must move their full distance from the enemy. All Shaken units must break off if they can, otherwise they are Routed.

Warbands and Elephants must always move to charge Heavy Foot. Shock Cavalry must always move to charge Heavy Foot, except if pike armed, and Heavy or Shock cavalry. If the charge succeeds in routing the enemy, they must make a 2" breakthrough move forward.

War Wagons count as Heavy Foot, Fully Armoured; can not charge; if attacked from flank or rear, do not halve their Defence factor.

Camelry counts as Heavy Cavalry, but move 3" on all terrain (open or rough).

Crossbowmen move max half distance if they shot in that turn.

13. Points System

Basic unit cost is 2pts; + 1 if Mounted; + Attack factors (vs foot and mounted); + Defence factor; + 1 if sword, axe, halberd, longbow, x-bow armed; - 1 if Raw; + 1 if Veteran, + 2 if Artillery, - 2 if Scythed Chariots + 1 if War Wagons, + 1 if Regular.

14. Victory Conditions

Each army has a Breakpoint = 50% of their units (rounded down). If at the end of a turn the Breakpoint is reached, the other army is victorious. General's unit counts as two units. Scythed Chariots are not counted in.

15. Acknowledgment

These simple rules and the Pz8 Fantasy variant, have been developed by John Acar, Pz8 and the Pz8 group

<http://games.groups.yahoo.com/group/pz8/>

Last edited - June 1st 2012

Pz8 – Two Pages Fantasy Wargame Rules

2. What You Need

Wargaming miniatures, ideally 6mm (but whatever scale from 2mm to 28mm can be used); terrain elements; one D6 die and one deviation die (a D6 with one arrow on each side) for each player; chits for Disordered and Shaken units; a ruler marked in inches or 25mm segments; a playing area (24" Square will suffice for a game involving one army of up to 10-14 units each side, or 75-100 points).

2. Units

One base of miniatures represents a unit of 1000-3000 soldiers, or a unit of Monsters, Chariots or Artillery. Troops can be Veteran, Average or Raw. One or more units can contain a General. Bases can be 1.5" or 40mm squares, or whatever other sizes you already have, adjusting the movement and shooting distances for smaller or larger bases. 1" in the rules represents 50 mt.

3. Sequence of play

Determine before game starts who is Side A and B (by agreement or rolling one die). B deploys first, then A. Each Turn:

8. A moves
9. B shoots
10. A attacks B in melee
11. B moves
12. A shoots
13. B attacks A in melee
14. A and B rally

4. Movement

Distances on open ground are:

Heavy Foot = 2"

Fully Armoured Mounted, Warbands, Light Foot and Monsters = 3"

Heavy Mounted and Chariots = 4"

Light Mounted = 5"

Flying Creature = 12"

- All ground units except Light Foot move 2" in rough terrain.
- Foot add +1" and mounted add +2" when spending a whole turn moving on a road.
- Irregular units may move straight ahead or turn up to 180°. Regular units may move straight ahead, or turn up to 180°, or turn up to 90° and move ½ distance.
- Light infantry, Light Cavalry and Flying Creatures are a category of their own; may move in any direction and make a free facing change at the end of their move.
- Charges must be a straight ahead move.
- Ground units can not move through, and Flying Creatures can not stop over, other units, with one exception: Light Foot can move through friendly units, if facing the same or opposite direction.
- Ground units within 2" from the front of an enemy unit, that is not engaged in melee, can not turn.

9. Shooting

Units armed with missile weapons and not engaged in melee, may shoot at an enemy unit within range. Friendly or enemy units, and non-open ground, block line of sight to all units. Units in rough ground, woods or buildings, are visible only within 2", unless they already shot in that turn. Range is measured from the center front of the base. Arc of fire is judged at 45° from the front corners of the unit.

Javelin = 2"

Sling = 3"

Bow / Crossbow / Handgun = 4"

Longbow = 6"

Artillery = 8"

Tell the other player which unit is shooting and its target, check the range, then roll a D6.

- - 1 if target over half range
- - 1 if target in rough ground, or buildings
- - 1 if shooting unit is Disordered
- - 2 if target in fortifications
- - 1 if shooting unit is Raw
- +1 if shooting unit is Veteran
- + 1 if shooting with Longbow or Crossbow
- + 2 if shooting with Artillery or Handgun

Target unit rolls a D6 and adds its Defence factor (see par. 8) except vs Artillery.

If shooting unit scores +1 or more, target is Disordered. If target is already Disordered, it becomes Shaken. Further hits on Shaken units don't have effect.

6. Melee

Melee applies when enemy units are in contact. A unit in contact with buildings or field defences, is considered in melee with the nearest unit inside it. A unit can be attacked max. by one unit on each side. Units in flank or rear contact, must be completely behind the front of the enemy unit; otherwise it is a frontal contact.

Units in melee roll 1 D6 and add their Attack or Defence factors. Compare the results:

- if attacker scores + 1, defender is Disordered
- if attacker scores + 2, defender is Shaken
- if attacker scores + 3 or more, defender is Routed (= remove from the game).

Disordered units move max. half distance; shoot with a -1; if Disordered again, become Shaken.

Shaken units can't move (except to break off, see par. 11) or shoot; if Shaken again, are Routed.

General's unit make a D6 saving roll: 4+ = downgrade damage received by 1. Subtract - 1 if Raw, add + 1 if Veteran.

7. Attack Factors

	Vs Foot	Vs Mounted
Light Foot	1	0
Heavy Foot	2	2
Warbands	2	1
Light Mounted	0	0
Heavy Mounted	1	1
Shock Mounted	2	2
Monsters, Flying Creatures	2	3

- Warbands and Shock Mounted in the 1st turn of melee on open ground +1
- Mounted vs Light Foot in the 1st turn of melee on open ground + 2
- Swordsmen, axemen or halberds after the 1st turn of melee +1
- Disordered -1
- Shaken -2
- Raw - 1
- Veteran + 1
- Heavy foot in rough ground -1 (-2 if pike armed)
- Non-pike vs pike from the front -1
- Monsters and Flying Creatures vs Light Foot - 1

8. Defence Factors

Type	Defence
Unarmored Foot, Artillery	0
Shielded Foot, Light Mounted, Chariots	1
Armored and Shielded Foot, Heavy Mounted, Flying Creatures	2
Fully Armored Mounted, Monsters	3

Troops attacked from the flank or rear, and Mounted in non open ground, halve their Defence factor (round up).

10. Rally

During this phase, both players can try to recover Disordered or Shaken units that are within 4" of one General unit (6" if Excellent General, 2" if Really Bad General). Roll a D6 = 5,6 = unit ok if Disordered, Disordered if Suppressed. Add + 1 to roll if Veteran, - 1 if Raw.

11. Special Units

Monsters and Flying Creatures will rampage when they become Disordered. When this happens, roll a deviation die and move the beast in that direction at full speed. It will charge any unit it makes contact with (enemy or friend) during the melee step. If it moves out of the gaming area, can not come back.

Scythed Chariots fight like Shock mounted and get +2

charge bonus on the turn they make contact with an enemy unit. They are eliminated at the end of the melee round regardless of the outcome. Scythed chariots that are damaged by missile fire are eliminated.

Light Chariots move and fight like Heavy cavalry and Heavy Chariots like Shock cavalry. Light Chariots may shoot 2". All Chariots may only operate in clear terrain or on roads.

Light infantry and all Mounted may break off combat as their move if they have a faster move than all enemies in contact. They get a free 180° turn and must move their full distance from the enemy. Shaken troops must break off if they can, otherwise they are Routed.

Warbands and Monsters must always move to charge Heavy Foot. Shock Mounted must always move to charge Heavy Foot, except if pike armed, and Heavy or Shock mounted, in open ground. If the charge succeeds in routing the enemy, they must make a 2" breakthrough move forward.

Crossbowmen move max half distance if they shot in that turn. Handgunners can not move if they shot that turn.

Artillery can not move or turn. After shooting, must reload for 1 turn. If contacted by enemy units, it is eliminated.

Flying Creatures are eliminated when Shaken.

12. Magic Spells (optional)

Each player rolls one D3 before the game starts = nr. of their Magic Spells. During the game, indicate one enemy or friendly unit and choose one of the following Spells. Then roll one D6 = 4-6 = it succeeds. Each spell can be used only once in a game, and has effect for that turn only.

Winged Foot = Unit doubles its speed.

Freeze = Unit can not move and fights with - 2.

Panic = Unit turns 180° and make a full move.

Fury = Unit adds + 2 to its Attack Factor.

Magic Shield = Unit adds + 2 to its Defence Factor.

Hawk Eye = Unit adds + 2 to its D6 when shooting.

13. Points System

Basic unit cost is 2pts; + 1 if Mounted; + 2 if Flying; + Attack factors (vs foot and mounted); + Defence factor; + 1 if sword, axe, halberd, longbow, x-bow, handgun armed; - 1 if Raw; + 1 if Veteran, + 2 if Artillery, - 2 if Scythed Chariot, + 1 if Regular.

14. Victory Conditions (see Legio VIII rules)

15. Acknowledgment

This simple rules are derived from the Legio VIII wargame rules <http://games.groups.yahoo.com/group/pz8/>

Last edited – June 1st 2012