

MEΠ OF BRΘΠZE 2023 REVISED QRS

TURN SEQUENCE

(1) Calculate Arete Points, (2) Bid for Initiative, (3) Activations, (4) End Phase

ARETE POINTS

Each unit in the army is worth +1 Point, and the Strategos is worth +1 Point. Arete Points can be spent at any time during the turn for the following uses:

- Bid for Initiative
- Charge with one unit during Activation
- Use a Special Trait for one unit
- Attempt to steal the Initiative
- Automatically rally one unit from Wavering
- Immediately re-roll any 1 die

INITIATIVE

Players secretly bid any number of Arete and reveal. If tied, conduct one more round of bidding. If tied again, conduct an opposed [d6] roll for Initiative.

To steal Initiative, spend 1 Arete and win an opposed d6 roll.

ACTIVATIONS

Initiative holder activates one unit at a time, and that unit may do one of the following: Move, Shoot, Fight. There is no pre-measuring allowed in the game. Friendly units should remain at least 1BW away from each other and there is no interpenetration allowed.

MOVE

Units are in Open Order or Phalanx. Open Order can wheel and move freely, pivoting on its center-point. Phalanx formations may only move directly ahead and must pass a Discipline test or drift 1BW to the right.

CHARGE

A special action only possible by spending 1 Arete Point, the unit may take a double move in their forward arc and engage in a round of Fighting.

TERRAIN

Open Ground has no impact. Difficult Ground reduces movement by half and cannot be crossed in Phalanx. Units within Difficult Ground are +1 Armor. Dangerous Ground plays as Difficult but requires a Discipline Test to enter. Failure results in the unit losing 1 Courage.

SHOOTING

Units with ranged missiles can shoot if they establish line of sight and have range to the target. Only Skirmish capable units shoot 360 degrees. All others only have LOS in their forward 180 degree arc. Roll Shoot dice, hit on 4+, and compare hits to target Armor. Target reduces Courage and makes a Discipline Test as needed.

FIGHT

Units are allowed to Move into contact with an enemy, but combat is only resolved when a Charge is conducted or with a dedicated Fight for opposing units previously in contact.

The activated unit is the "primary" attacker. Declare any supporting units. Any friendly unit within 3" (measured unit to unit) may lend support. Supporting units remain in place and do not move. Each side calculates its total Fight dice.

+ $[x]$ d6	Unit Attack value
+ $[x]$ d6	Strategos value, if attached
+2[d6]	Each Supporting unit
+2[d6]	Charging or Countercharging
+2[d6]	Unit in Phalanx formation
+2[d6]	Primary unit making a Flank attack
+4[d6]	Primary unit making a Rear attack

Roll all Fight dice, hit on a 4+, and compare each side's hits to opposing Armor. Each side reduces Courage and makes Discipline Tests as needed. Units reduced to 0 Courage are routed and removed. In this circumstance, its supporting units are also routed!

PUSHBACK

If two Phalanx-capable units are engaged, the unit that lost the most Courage is pushed back 1[d3] BW. The winner may pursue, stand, or regroup 1[d3] BW to his own rear.

DISCIPLINE TESTS

If a unit's Courage is reduced to 2 or less, make a Discipline Test. Roll dice equal to Discipline value, pass with at least one 4+ result. If a unit's Courage is 1, make two consecutive tests. If any test is failed, mark the unit as Wavering. If making a Discipline Test from Shoot or Fight outcomes, the unit needs as many successes as Courage lost in that phase.

If the Strategos is attached, add his value to the number of Discipline dice rolled for any test.

WAVERING

Wavering units must be rallied by spending Arete. While Wavering, the unit cannot use Special Traits and resolves all Shoot or Fight actions needing a 5+ instead of 4+ score.

END PHASE

Discard leftover Arete, check for Collapse, and check for victory conditions. Lose 1 Arete for each unit routed this turn and 1 Arete if the Strategos is routed/killed.

ARMY COLLAPSE

Each unit needs to pass an unmodified Discipline Test or immediately rout from the field if, during that turn, the Strategos is routed/killed, 50% of the armies' points value is lost, or 75% of the armies' points value is lost.

SPECIAL UNIT TRAITS

PHALANX

- May only move directly ahead & must pass a test or drift
- 1 Arete Point to change from Open Order to Phalanx
- Adds +1 Armor value from the front or right flank
- If ever in Difficult Ground, revert to Open Order

DRILLED

- Drilled phalanxes may move back 1BW or sidestep 2BW as a Move Activation; no Arete required

COUNTER CHARGE

- If a Charge is made against this unit, spend 1 Arete Point to meet the enemy halfway and engage in immediate combat

EVADE

- Spend 1 Arete when an enemy makes contact
- Move 1[d3]BW directly away; if the enemy still has movement remaining, they may advance to try and maintain contact

PURSUE

- Spend 1 Arete to counter an Evade special action
- Move an addition 1[d3]BW after the enemy Evades to try and maintain contact

MOVE & SHOOT

- Spend 1 Arete to conduct both a Move and Shoot action in the same activation, in either order

SKIRMISHER

- May Move or Shoot 360 degrees with no need to wheel
- May interpenetrate friendly units, passing through them
- Spend 1 Arete Point to ignore terrain penalties

STRATEGOS

The Strategos, or army general, is always attached to a specific unit and confers his bonuses to that unit for Fight and when making Discipline Tests.

At a cost of 1 Arete Point, the general may switch between units during a Move activation if the units are within 6". He may not leave an engaged unit (but he can join an engaged unit if he desires).

If his attached unit is routed, remove the Strategos from play and remember to resolve a possible Army Collapse at the end of the turn!

UNIT TYPES

ELITE HOPLITE

Move	Attack	Armor	Courage	Discipline
6	6	2	5	4

Phalanx, Drilled, Counter-charge

DRILLED HOPLITE

Move	Attack	Armor	Courage	Discipline
6	4	2	5	3

Phalanx, Drilled, Counter-charge

MILITIA HOPLITE

Move	Attack	Armor	Courage	Discipline
6	3	2	4	2

Phalanx, Counter-charge

ELITE INFANTRY

Move	Attack	Armor	Courage	Discipline
6	5	2	5	4

Counter-charge

DRILLED INFANTRY

Move	Attack	Armor	Courage	Discipline
6	4	2	5	3

Counter-charge

WARBAND INFANTRY

Move	Attack	Armor	Courage	Discipline
7	3	1	4	2

PSILOI

Move	Attack	Armor	Courage	Discipline
8	2	1	4	2

SHOOT 3 (Range 6), Evade, Move & Shoot, Skirmisher

PELTAST

Move	Attack	Armor	Courage	Discipline
7	3	1	5	3

SHOOT 3 (Range 6), Evade, Move & Shoot, Pursue

ARCHER/SLINGER

Move	Attack	Armor	Courage	Discipline
7	1	1	4	2

SHOOT 4 (Range 12), Evade

LIGHT CAVALRY

Move	Attack	Armor	Courage	Discipline
12	2	2	4	2

SHOOT 2 (Range 6), Evade, Pursue, Move & Shoot