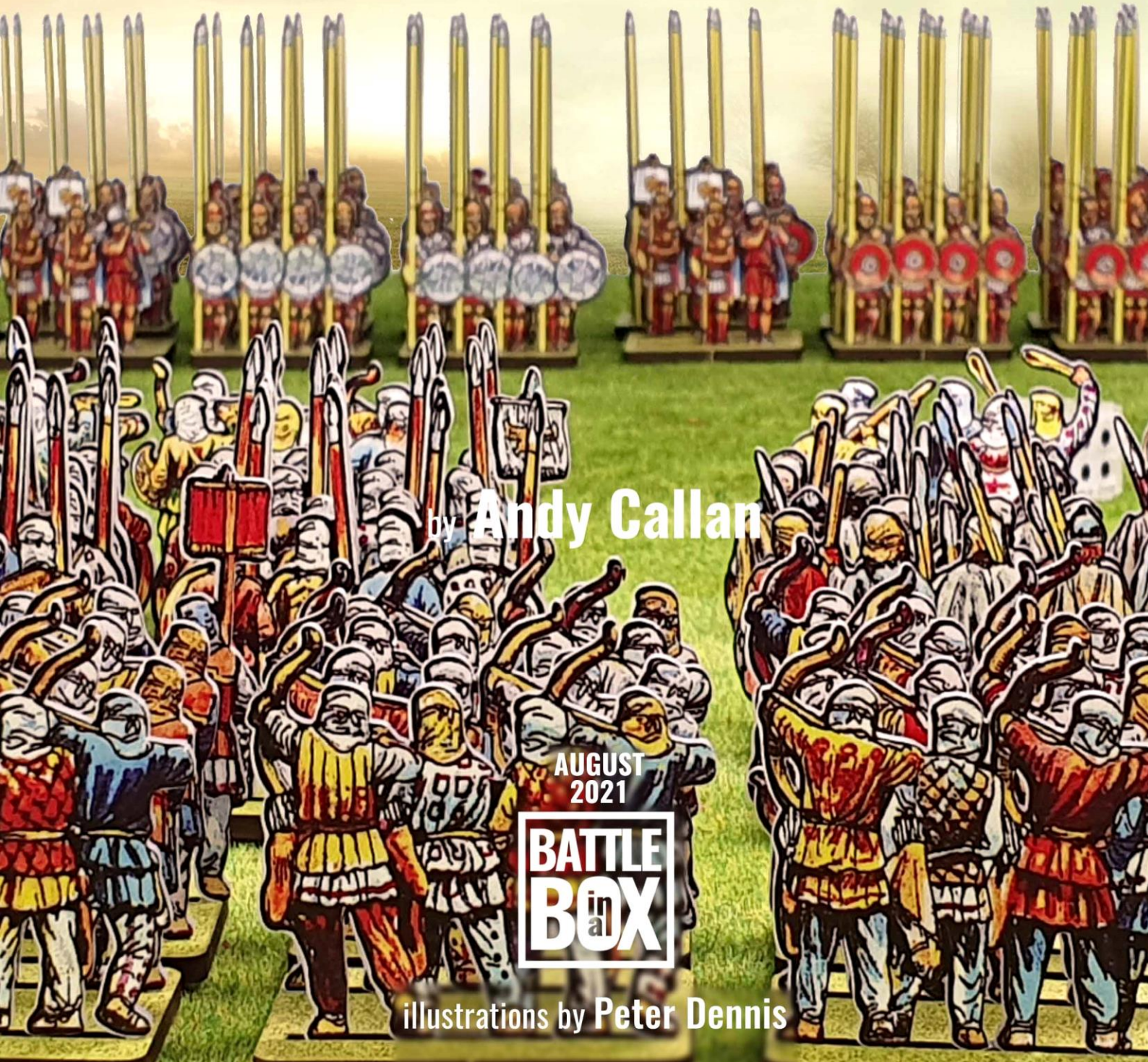


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WofUN
STARTERPACK RULES

WARS OF ALEXANDER THE GREAT



by **Andy Callan**

AUGUST
2021

**BATTLE
in
a
BOX**

illustrations by **Peter Dennis**

War-gaming on a tabletop battlefield with miniature figurines is an attractive and absorbing hobby. But until now, it has always presented a newcomer with the daunting prospect of spending weeks, if not months, in painting the armies before they are ready for action. As a result, many people lose interest before they ever get to play a game.

WoFun miniatures now offer a revolutionary solution to this problem. The figurines come ready-printed in full color, and all you have to do is simply press them from their sprue and slot them into their bases. No paints, no glue – all the hard work has already been done for you!

Best of all, a ready to use 28mm WoFun regiment costs less than a similar number of unpainted hard plastic miniatures and is far cheaper than metal castings. The 18mm scale troops are even more economical.

So now you can buy affordable, battle-ready armies and get straight down to wargaming action.

As someone who has spent more than fifty years of his life enjoying war-gaming – painting armies, fighting battles and writing my own rules – I was interested to learn about this brilliant technical breakthrough which could open up the hobby to a new audience.

So, I was very happy to be asked to contribute to the WoFun project by writing a series of rules for download by customers. They are aimed specifically at gamers who have never played a historical wargame before and are designed as a simple introduction to the hobby, to get players used to the idea of battlefield manoeuvres and rolling dice to decide combat.

The City-States of Classical Greece were warlike and fiercely independent, only able to put aside their petty rivalries when faced with two successive invasions by the mighty Persian Empire. But after this brief display of unity they fell to quarrelling amongst themselves again and in the Peloponnesian War Athens and Sparta fought a thirty-year war for supremacy. The Spartan victory was short-lived and Thebes briefly held sway, only to be overcome in turn by king Philip of Macedon. His son, Alexander, went on to lead his

army on the invasion of the Persian Empire and beyond – the greatest career of conquest in the history of the Ancient World.

These rules are suitable for beginners to the hobby of historical tabletop war gaming and have been written with the WoFun Miniatures Peter Dennis Signature Collection in mind.

This two-player game sets out to re-create the battles of this period in a simple way. After the basic rules you will find some suggestions for a more advanced and challenging game.

Each player needs an army (see below for an example of a small battle) a handful of dice (the ordinary, 6-sided kind) and a ruler or tape measure.

All measurements in these rules are expressed in “base widths” (BW) so they can be used with any scale of miniatures. A 28mm scale WoFun base is 4cms wide or 3cms in 18mm scale.

Andy Callan



Starter Pack - Battle

A base of Heavy or Medium Infantry has 2 ranks of 4 figurines

A base of Light Infantry or Missile-armed Skirmishers has 3-4 figurines in 2 ranks

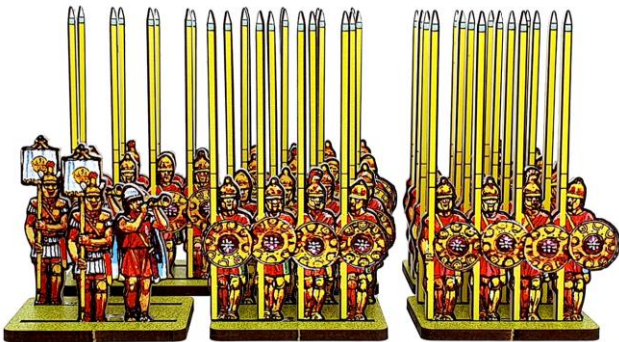
A base of Heavy Cavalry has 2 ranks of 3 figurines

A base of Medium Cavalry has 5 figurines, in 2 ranks

A base of Light or Light/Medium Cavalry has 2 ranks of 2 figurines

The **Macedonian** army has units of Infantry and Cavalry and Artillery, organized as follows:

Two units of Phalangites (Medium Infantry with Sarissas = long spears): each with 6 bases. The unit operates in a 3x2 base block with all its bases touching.



One unit of Hypaspists (Heavy infantry): of 6 bases, operating in either a block or a 6x 1 base line

Two Units of Light Infantry: of 5 bases each in a loose formation, with gaps between each base.

One unit of Companions (Heavy Cavalry with long spears) of 4 bases of mounted troopers, in a line.

One unit of Light-Medium Cavalry (with Sarissas) of 4 bases of mounted troopers, in a line



One mounted officer and a bodyguard (representing the Army Commander and his escort)

The Army has a total of 37 bases (including the Commander).

The **Persian** army is organised in a different way.

Two units of Medium Infantry (Kardakes and Cappadocians): each of 6 bases, in a line



One unit of close order Archers (medium Infantry): of 6 bases, in a line

Two units of Skirmishers (Archers and Slingers): each of 5 bases, in a loose formation.

Three units of Medium Cavalry (Persian and Persian/Babylonian): each of 4 bases, in a line.



One Mounted Officer and Standard bearer (representing the army commander and his bodyguard)

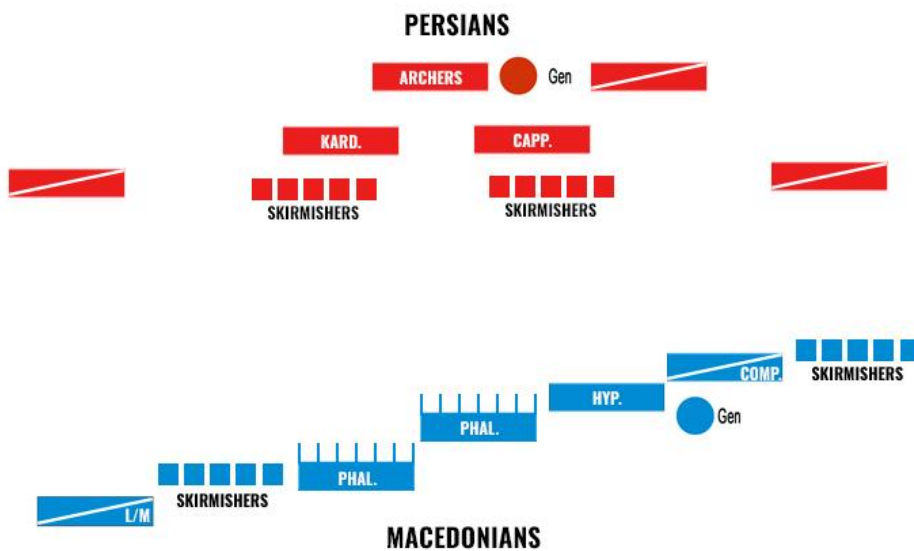
The army has 41 bases (including the Commander).





Game Table Set-up

Set up the two armies, facing each other and at 15 BW apart (so, this is 60cm in 28mm scale, or 45 cms in 18mm). See the diagram below for a typical starting line-up. Armies usually deployed with the infantry in the centre, flanked by cavalry on the two “Wings”, but you can choose to arrange your troops in any way you



like – you are in command!

1. Turn Order

The game is played as a series of turns. Each turn has 5 stages that must be played through in this order every time:

1. **Shoot:** Bows, slings and thrown javelins
2. **Move:** the troops manoeuvre on the battlefield.
3. **Fight:** the clash of swords and spear.

4. **Discipline:** the warriors test their will to fight.
5. **Victory:** check to see if the battle is won or lost.

2. Shooting

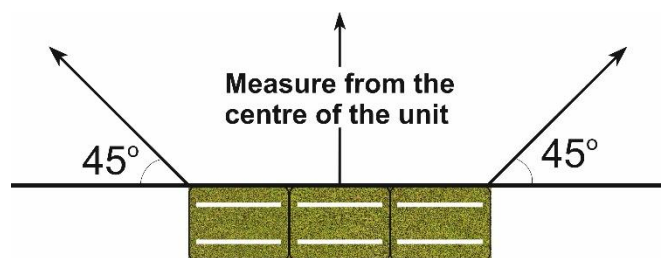
Both Players roll a dice. The one with the highest score shoots first. Persians shoot first if it is a tie.

Who can shoot? Any troops that have an enemy target inside their shooting zone (see diagram) and within range (see below). You can't shoot through friendly troops. And you can never shoot at enemy engaged in a Fight – you might hit your own men!

How far? Long range for slings and bows is 6BW and for javelins and throwing spears it is 2BW (this includes a notional run-up). Always measure ranges from the front centre of each shooting base to the nearest point of the target.

Persian close order archers may shoot over the heads of friendly infantry at a target at least 3 BW in front of the friendly unit.

If no targets are in range move on to Stage 2.



What's the damage? Roll 1 dice for each base that is shooting. Any 6s you get are hits. Persian close order Archers hit for 5 ½ or 6 (re-roll any 5s, save if the second roll is 4/5/6) if they are NOT shooting overhead. Hits normally fall on the bases nearest the shooters but a unit's Command base (if it has one) is always the last one to be lost.

Any Troops who are hit must then make a saving Throw.

Heavy-armoured troops (Infantry & Cavalry) and Phalangites: save for 3,4,5,6. A roll of 1 or 2 means the base is destroyed

Medium-armoured Infantry: save for 4,5,6, destroyed for 1,2,3

Light and Medium Cavalry: save for 4 ½, 5, 6 (re-roll any 4s, save if the second roll is 4,5,6), destroyed for 1,2,3.

Skirmishers: save for 5,6, destroyed for 1,2,3,4.

Take any destroyed open-order light infantry and skirmisher bases off the table and put them back in their box. Put any other destroyed bases in a "Dead Pool" on your own edge of the battlefield. The losses in the "Dead Pool" will be used to judge who has won the battle (see "Stage 5. Victory" below).

Note that shooting has only a limited effect. It is hand-to-hand fighting that will decide the battle!

3. Movement

Both Players roll a dice. The one with the highest score moves first. The Macedonians move first if it is a tie.

Who can move?

You may move as many of your units as you wish. You don't have to move if you don't want to.

How far?

Heavy and Medium Infantry: 4BW.

Close order Archers: 4BW, or only 2BW if they did any shooting in stage 1.

Light Infantry and Skirmishers: 6BW, or only 4BW if they did any shooting in stage 1

Heavy & Medium Cavalry & Generals: 8BW.

Light-Medium Cavalry: 10BW

All Cavalry may **charge** 10BW to contact the enemy (See "Stage 3 Fight").

These moves are the maximum when advancing straight ahead or obliquely within the movement zone (see diagram, above). Cavalry making a Charge must move only straight ahead and, in order for it to get up to charge speed, the target enemy must be at least half a charge move (5BW) away.



A Persian unit takes 2BW off its move if it pivots and "wheels" forward. It can do only a **half manoeuvres** outside the movement zone, by moving sideways or rearwards in any way.

All Macedonian units can move through each other without any difficulty. Persian Light troops can move through any friendly troops but other Persian troops who try to move through each other must roll a dice – if the score is 1,2 or 3 the two units fail to complete this difficult manoeuvre. They can finish it and move through on the next turn without having to roll again.

If any move brings a unit into contact with the enemy, it becomes an Attack and leads to a **Fight**.

4. Fight

Work out the fights between units one at a time after both sides' moves have been completed.

The Player with the least losses in his "Dead Pool" chooses the order in which the fights are decided.

Missile-armed Skirmishers and Archers cannot attack.

Light Infantry, Skirmishers or Light-Medium Cavalry who are being attacked and have not already moved

this turn may choose to fight or evade the attack by turning round and making one move straight back.

Roll one dice for each base involved in the combat.

Who can fight? Any bases which are touching or overlapping an enemy base count in the fight (see the diagram below for an example of how to count bases) together with any bases in the second row of a block formation which are behind a base fighting in the front row.

Units attacked in their flank count only one base (the one touching the enemy). A unit attacked in its rear counts only half of its bases (**halves round DOWN** so with 5 bases it counts only 2) or just one base if it is engaged simultaneously from its front and rear



Heavy Cavalry, Heavy Infantry and Phalangites hit for 4,5,6. Medium infantry, Medium and Light-Medium Cavalry and Light Infantry hit for 5 or 6. Missile-armed troops hit only for 6

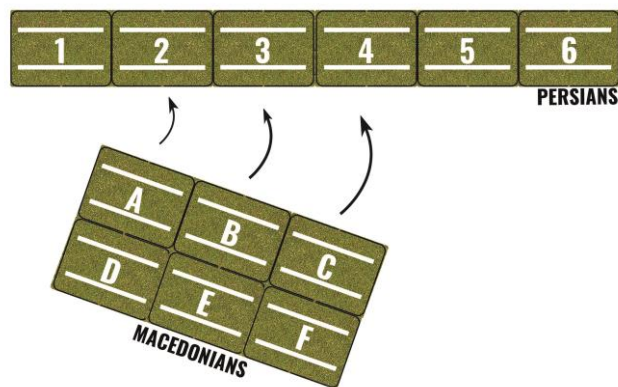
Any troops who are attacking re-roll any 1s.

Cavalry who are **charging** get a **charge bonus** and re-roll any 1s or 2s

Make a saving throw for each hit, in the same way as for shooting (except that Phalangites in a fight save only for 4, 5 or 6) and remove any losses. The Player inflicting the loss may choose which base(s) the enemy unit loses - the Command base is always the last one you lose.

Troops armed with Sarissas or long spears (Macedonian Phalangites, Companion Cavalry or Light-Medium Cavalry) get a "Strike first" bonus in the first round of any Fight – they roll their dice and the enemy does his saving throws **BEFORE** he gets the chance to strike back.

Otherwise, both sides roll their combat dice simultaneously then do their saving throws.



A Macedonian Phalanx unit (A-F) is charging Persian Kardakes (1-6). The attack has come in at an oblique angle but if any of the charging bases end their move touching an enemy base then the rest can also move into contact, even if this means moving them a little bit further.

Macedonian bases A, B and C (which are touching Persian bases) count in the fight, together with D, E, F (as they are all behind a base fighting in the front row) so they roll 6 dice, hitting for 4/5/6 and re-rolling any 1s since they are attacking.

Persian bases 2, 3 and 4 (which are touching enemy bases) together with 1 and 5 (which are overlapping the Macedonian formation) count in the fight, so the Persians roll 5 dice, hitting for 5 or 6 (as Medium Infantry). Persian base 6 is not touching or overlapping an enemy base, so it does not count.

The odds are in favour of a swift victory for the Macedonian phalanx (and don't forget the "First Strike" rule!)

Who wins the fight?

The side that **lost the most bases in the fight is the LOSER, If the losses were the same, the fight continues next turn.**

The losing side must back off 2BW – be careful to preserve any gaps in its line caused by losses. Renew the fight next turn if either side attacks again. The cavalry charge bonus does not apply this time.

5. Discipline

After being involved in a round of fighting Macedonian troops use their superb training to re-form their ranks and close up any gaps made in their lines by losses. A

6. Victory

unit in a block formation which won a round of fighting can fill in any gaps in the front rank by moving forward a base from the rank behind. Other troops can re-form only at the start of the Move phase on the next turn and if they do so they can then move only half distance. Note that this means that a unit that re-forms its ranks before moving will have an advantage in a fight if it counter-attacks an enemy that still has gaps in its line.

1. Check each unit to see if it has suffered HEAVY LOSSES:

A unit that has lost **half** of its bases cannot attack but it can still shoot, move and defend itself.

Any unit that has lost **more than half** of its bases (so a 6-base unit that has lost 4, a 5-base unit that has lost 3) is "worn out" and must retreat immediately.



Macedonian heavy and medium Infantry units do this by backing off, facing the enemy, at 3BW a turn and keep doing this until they leave the battlefield or can take shelter behind a friendly unit.

Other units must run away 8BW, straight back towards their own table edge, avoiding the enemy but running straight through any friendly troops who are in the way. After they have run 8BW put the runaways in the Dead Pool but before this happens they might cause friendly troops to take a

Panic Test.

2. Check to see if any units must take a PANIC TEST:

Runaway Light Infantry and Skirmishers are ignored by all other types of troops. Macedonian Heavy and Medium Infantry ignore runaway Cavalry. Otherwise if a unit sees any friendly troops run through it or past it with 4BW, it takes a Panic test.

Panic test: Roll a dice: - minus 1 for each base lost and minus 1 if friends are running through it. So a unit with 2 bases lost and friends running through it takes 3 off its dice roll.

If the final score is **1 or less** the unit panics and joins the mob of runaways.

At the end of each turn check both army's losses: Count the bases in the Dead Pool (so you don't count any lost Skirmishers or Light Infantry). If one army has lost **more than one third** of the number of bases it started with (so 13 Macedonian or 14 Persian bases lost, in the case of the armies in the example battle, above), then it is defeated and the other side can declare **Victory**. If **both** armies have lost more than a third, then it is a draw. Time to fix a re-match! Note that it is a lot easier to win as the Macedonians, so you may wish to fight two battles and switch sides next time.

If neither side has reached this threshold for defeat, the battle continues, so **START THE NEXT TURN**.

Generals and how to use them in the battle

A General represents you, as the Army Commander. In this period Commanders had to lead by example.

Always move your General first before you move any of your troops. He can move up to 8BW.

If he joins a unit (put him behind it, touching one of its bases) he can also move when it does.

By joining a unit to lead it in person he can impose his authority and inspire it to fight better.



A General who is leading a unit can:

a) Re-roll any 1s whenever the unit fights. b) Re-roll a failed Panic Test. But if this fails to stop the panic a Persian General runs away too and quits the battle! A Macedonian General who is leading a unit that fails a Panic Test moves to join the nearest friendly unit. If any unit led by a General loses one or more bases to

Shooting or Fighting he is at risk. Roll a dice (you can't re-roll this one!). If the score is 1 he has been killed in action. Put him in the Dead Pool.

ALL units must take an immediate Panic Test if their army commander is killed or quits the battle.

Advanced Rules

Once you have played these simple rules a few times you may wish to try something a little more challenging. The rules are the same as before but now you also have to deal with terrain features, issuing orders, extra troop types and some special tactics. They extend the period to cover earlier conflicts including the Peloponnesian War and the Greco-Persian Wars.

1. Terrain

Although generals at the time preferred to fight on a plain battlefield, some extra terrain features will always make for a more interesting game.

One Player sets out the battlefield, then the other Player chooses which side of the table to deploy his army on.

Hills: Except for Skirmishers and Light Infantry all troops who move on a steep hill are at risk of getting **disordered** (see 4. below). **Low hills** do not affect movement but Cavalry cannot charge uphill.

Bad Going: (Woods and marshes): Skirmishers and Light Infantry move as normal. Heavy and Medium Infantry in bad going move only 2BW and always get disordered. Cavalry cannot move at all in bad going.

Streams and other obstacles: Unless the difficulty of crossing a battlefield obstacle is agreed beforehand and known to both players, the first time a unit tries to cross it roll a dice:

4/5/6: Easy to cross. The unit gets to the other side but this always ends its move.

2/3: Difficult. Cross this turn but get disordered or wait to cross next turn without getting disordered.

1: Very difficult. Infantry can only cross next turn and then get disordered. Cavalry cannot cross at all.

The result obtained by the first unit trying to cross an obstacle applies to any other unit trying to cross it later in the battle.

Skirmishers and Light Infantry don't roll a dice – any obstacle is “easy to cross” for them.

Cover: Any troops **inside a wood** cannot be hit at all, except by Skirmishers or Light Infantry who are also inside the wood.

2. Orders

In the basic game, troops always move as you wish, like chess pieces. In this advanced game, you must give orders to units before they can move. To do this, say the order out loud (e.g. “Kardakes advance obliquely to the right”), point to where you want the unit to go then roll a dice to see if the troops obey.



Skirmishers, Light Infantry and Light Cavalry act independently, on their own initiative, so they don't need orders. Any units led in person by a General always obey, so you don't roll a dice for them.

Other troops must roll a dice before you move them: If it is a 1 they fail to move (orders can be misheard amidst the noise of battle!). If it is a 2 they make only a half-distance move and if they are moving on a hillside they get **disordered**.

3. Disorder

Troops risk their ranks becoming disordered by terrain or faulty manoeuvres (see 2, above).

Any Heavy or Medium Infantry **except Macedonians or Spartans** also become disordered if they manoeuvre in

any way (by wheeling or by moving sideways or rearwards in any way) or by moving through any friendly troops apart from Skirmishers. Show disorder by staggering a unit's bases to make an irregular line. A disordered unit rolls only half the normal number of dice in a fight or when shooting.

Units get the chance to re-form their ranks at the start of each Move stage but if they do so they can then only make a half-distance move.

4. Army Points

Use the following simple points system to achieve a rough balance of forces on your tabletop battlefield. Note that Persian Medium Infantry and Light Cavalry come cheap, so they have bigger armies – but they need more men to have any chance against the Greeks and Macedonians!

Add up the army's overall points strength at the start of the battle (ignore any halves in the final total) and calculate one-third of this score to give the threshold for Victory or Defeat. To finish a big battle quickly reduce the threshold to one quarter.

<u>Greeks (G) & Macedonians (M)</u>		<u>Persians</u>	
Hypaspists (M) & Spartans (G)	3 ½	Immortals & Egyptian Marines	3
Phalangites (M) 3	3	Medium Infantry	2
Hoplites (G & M)	3	Skirmishers	1
Skirmishers (G & M)	1 ½	Heavy Cavalry & Mercenary Hoplites	4
Companion (Heavy) Cavalry (M)	4	Medium Cavalry & Chariots	3
Other Cavalry (G & M)	3	Light Cavalry & Camels	2
Thracian Peltasts (G & M)	2 ½		
Light/Medium Infantry (M)	2 ½		

The points cost of each base is:

5. Special Rules

In these advanced rules we introduce extra troop types and some special abilities and tactics in order to reflect the distinctive fighting methods of the various armies.

5.1 Greeks & Macedonians

In Greek internecine warfare, at least 75% of an army's points must be made up of Hoplites. (at least 50% Hypaspists and Phalangites in the case of Macedonians).

Hoplites operate in either lines or blocks. In an allied army this was a decision for each City-state contingent so dice for it: 1-4 = line, 5,6 = block.

Theban hoplites favoured deep formations so they may also form "columns" 3 bases deep with HALF of the bases in the 3rd row counting in a fight.

Spartan Hoplites and any **native Macedonian troops** always obey orders (so you don't dice for them) and they can manoeuvre without becoming disordered.

Macedonian Infantry and Spartan Hoplites can re-form their ranks (close up any gaps) after a round of fighting.

In a Hoplite vs Hoplite fight overlaps only count if they are on the enemy's unshielded side.

Thracian mercenary Peltasts and Macedonian Light-Medium infantry are the only Light troops who can attack. When they do so, they throw

javelins/spears immediately before they make contact and the enemy takes off any losses before the fight begins.

All Greek cavalry is Light – save for 5,6 and hit for 5,6 in a fight.

5.2 Persians

Cavalry must make up at least 40% of the points total of any Persian army.

To reflect the diverse make-up of the Empire a Persian army should never have more than two units of the same type (excluding skirmish infantry).

Scythed Chariots

Operate alone as single- units. They must roll dice for orders. They move and fight like Heavy Cavalry. If they fail to destroy their opponents in the first round of a fight they are destroyed themselves.

Sparabara & Archers

May be formed as a combined unit of 3 Sparabara and 3 Close-order archer bases. They operate as a block

with the Sparabara in front. When shooting measure range from the front of the unit. In this formation they are impervious to any shooting but they move only 2BW and cannot attack. In a fight the Sparabara count as Medium Infantry and the Archers as Missile-armed.

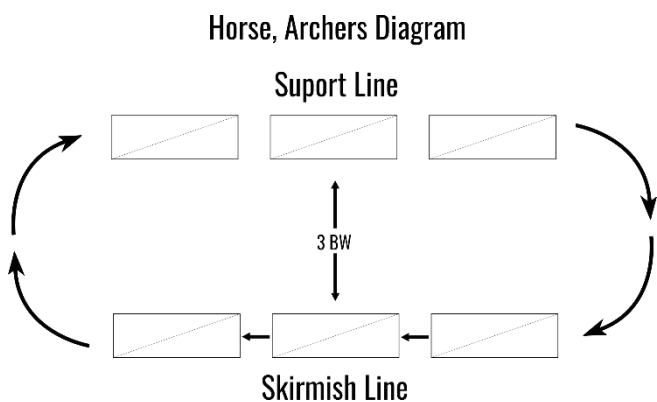
Camels

Move like Medium Cavalry and fight like Light Cavalry (see Greeks, above).



Horse Archers (Scythians and Saka).

Horse Archers come in units of 6 bases. They operate either in a single line (like other units) or in a special formation, with a forward line of skirmishers circling back on a line of supports. So a 6-base unit has 3 skirmishing forward and 3 in a closed-up line in support. Note that the skirmish line is positioned 3BW in front of the support.



The arrows show the notional movement of the bases, but since this happens as a constant changeover there is no need for you to physically move the bases in this way on the table top. Just deploy each unit in two lines.

Horse archers have a range of 4BW (note: this is shorter than archers on foot) but they roll **2D6** per base. When a unit is in this "circle of death" formation they get to shoot in both the shooting phase AND the movement phase. So, in a game turn, they will shoot

with 3 skirmishing bases in the shooting phase and 3 in the movement phase, rolling a total of 12 dice. Like most other missile troops, they always hit with a 6. However, unlike other Missile troops, whose arc of fire is 45 degrees to either side of the unit's front corners, Horse archers have an arc of 360 degrees - so they can shoot in any direction, as long as the line of fire does not pass through friendly troops.

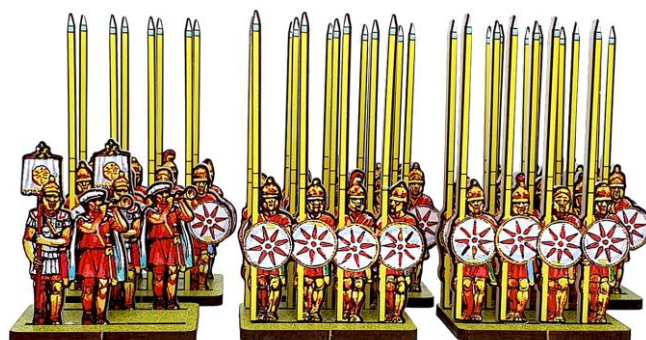
And they also have a special "Parthian shot" rule, namely:

If attacked, the skirmishing Horse Archer bases in a "circle of death" get an immediate free "evade" move back behind their supports and they also get to shoot backwards with 1D6 per base, as they go.

In a Fight, however, Horse Archers are at a serious disadvantage against enemy cavalry since they need a 6 to hit (5 or 6 vs enemy Infantry). Their saving throw is always 5/6.

Mercenary Hoplites

Persian armies employed Greek mercenary hoplites both in their internal dynastic struggles and rebellions and also against Alexander. They could never get enough of them so they should not exceed 10% of a Persian army's points total.



SOME FINAL WORDS OF ADVICE

1. Don't get too upset if the dice don't roll your way. The Battlefield has always been like that:

"Luck made up for any deficiencies in his strategy"
(Tacitus)

2. *"I can't find a rule for that"*. If an unusual situation comes up that you can't find covered in these rules and you and your opponent can't agree on how to play it, try not to spoil the game by getting into an argument. Instead you should simply reduce it to a question of "Can I do something – Yes or No?" and roll dice to decide. Then leave it to discuss after the game and perhaps agree a "House Rule" for use in future. This sort of thing has exercised rules writers since the very beginnings of the wargaming hobby:

"There is not a piece of constructive legislation in the world...that we do not regard the more charitably for our efforts to get a right result from this apparently easy and puerile business of fighting with tin soldiers..." (H.G.Wells, 1913)

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August 2021

An expanded version of these rules (by Alex Hewlett) is available on www.peterspaperboys.com



