

Player Turn Sequence

Action Phase

- Conduct Actions and Maneuvers for each unit.
- Move and Attach/Detach Leaders.

Leader Phase

1. Check for attached leader casualties. (Both sides)
2. Active side moves and attaches leaders.
3. Active side disperses Routed units w/o a leader attached & rallies those with a Leader attached.

Maneuverability Table

Unit Type	Actions and Maneuvers
Light Cavalry, Light Chariots and Foot Skirmishers	March with up to two Wheels, then Shoot
All others (if otherwise able) Note: Battle Lines must Wheel as one.	<ul style="list-style-type: none"> • One Wheel then Charge or Countercharge • One Wheel then Shoot • March with one Wheel • Conduct two Wheels w/o Marching

Marching Unit	Move	Side/Rear	Charge	Retreat	Rout	About Face
Foot	12"	1/3rd speed	12" + 1d6	6 - 12"	12" + 1d6	Half move penalty
Mounted & Elephants	18"	1/3rd speed	18" + 1d6	9 - 18"	18" + 1 d6	Half move penalty
Chariots	18"	N/A	18" + 1d6	9 - 18"	18" + 1 d6	Half move penalty
Bolt Shooter	3"	1/3rd speed	N/A	6 - 12"	12" + 1d6	Half move penalty

Retrogrades

RETREAT. Non-Battle Line may retreat at the end of a round of combat. Pivot directly away from enemy threat. Pass a Rout Check. Wheel then move 1/2 to full, then about face.

ROUT. Pivot directly away from enemy threat then full move straight. Inflict Panic Checks on units pushed through. No push through by skirmishers or rabble. No Panic Attack vs. Veterans. Form up behind first friendly unit in path.

DISENGAGE. Any time the opponent of a Battle Line unit fails to inflict a hit during a round of hand-to-hand combat the Battle Line unit may elect to Disengage. To Disengage move the Battle Line unit 1" away from the front face of the contacting enemy unit.

Rout Check

Casualty Level	Rout Number
0 hits	N/A
1 hit to 50% hits	10+
> 50% hits	7+

Hannibal at the Gates Need to Knows

Battle Line. Battle Line units formed two or more together may never Retreat. Battle Line units may **Disengage** if not hit in the current H2H round. Battle Lines Wheel on line, as a group.

Battle Worn. Greater than 50% hits. Only Veterans may charge without a leader attached when Battle Worn.

Countercharging. Countercharging units move before the charger, 1/3rd of the total distance to the charging unit.

Countercharge Arc. An eligible unit may only declare a countercharge against a unit charging it from within the countercharging unit's forward arc.

Maneuverability. No oblique moving. The number of wheels allowed is by unit type. (See Maneuverability Table) Measure distances Wheeled. Leaders may pivot for free before, during and after movement.

Pilum: may only be used at contact thru the front face of the Legionary unit.

Required Charge/Countercharge Line. A charging unit must move as closely as possible along a line extending from the front center of the charging/countercharging unit to the center mass of the target unit.

Retreat. During or after hand to hand combat non-Battle Line units may attempt to withdraw from enemy contact. A Retreat may devolve into a rout.

Retrograde Axis. Retrograding units initially pivot to face a line from the enemy's center of mass through their own center of mass. Retreaters may then Wheel before moving. Routers may not. Routers move full, retreaters move half to full. Retreaters form up behind first friendly unit encountered.

Retrograde. Retreating units that contact a friendly unit will form up behind it. Routers will form up behind Veterans but, will push through and Panic attack non-Veterans.

Routed Units. Routed units that contact or are contacted by an enemy unit are captured and removed from play.

Skirmishers contacted by enemy via normal movement will shoot if otherwise able, then Retreat. If charged or declared Intervening, they will Rout.

Terror Units. Immediately after suffering one or more hits the opponent rolls two dice. Terror unit panics on a 10 or better result.

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Charging Modifier Table (CMT)

Event	
Aggressive unit's Charge Bonus*	
2 d6 result = less than 7	+1
2 d6 result = 7 to 9	+2
2 d6 result = 10 or better	+3
Non-Aggressive Unit's Charge Bonus*	+1
Leader Attached	+1
Flank Charge	+2
Rear Charge or Charging a Retreating Unit	+3

*unless mounted unit charging into or thru terrain excluding gradual slopes

Hand-to-Hand Combat Modifiers

Event	Modifier
Charge modifier (charge round only)	CMT
Veteran unit	+1
Lone Battle Line unit excluding Rankers	-2
Part of a three stand Battle Line	+1
Part of a four (+) stand Battle Line	+2
Extraordinary Leader Attached	+1
Outnumbered by 2 to 1 or better (except for charging or countercharging units during the charge round)	-1
Flank attacked (charge round only)	-2
Rear attacked (charge round only)	-3
Opponent has One Shield Protection	-1
Opponent has Two Shield Protection	-2
Opponent has Three Shield Protection	-3

“To Hit” Die Rolls

6 or less = Zero Hits
7, 8 or 9 = One Hit,
10 or better = Two Hits

Shooting Ranges

Weapon	Effective Range
Pilum	Contact
Hand-held missile weapons	2”
Bolt thrower	24”
Catapult	48”

Note: Arc of fire is the width of the unit directly forward.

Shooting Modifiers

Shooter Circumstances	Your Modifier
Foot Skirmisher Shooting	-1
Light Cavalry shooting	-1
Pilum attack	+1
Shooting downhill	+1
Sustained bombardment*	+1
Target Circumstances	Your Modifier
Fleeting target **	-1
One shield protection ***	-1
Two shield protection***	-2
Three shield protection***	-3

*Bolt Shooters or Catapults shooting at a static target for a second or subsequent time.

** Light Cavalry, artillerists or a Charging Cavalry or Terror unit.

*** Protection from bows and slings at range, not Bolt Shooters or Catapults.

Army Stamina Table

Unit Lost (Core only)	Contribution	Eliminated
Light or Medium Chariots, Battle Cavalry, Rankers and Soldiers	One	Two
Warriors, Legionaries Armored Cavalry and Heavy Chariots	One	Three
Hoplites and Pikes	One	Four
Despot	None	Ten