Introduction

Throw me a 6 is a simple beer and pretzels game of Ancient and Medieval combat. The game mechanics have purposely been simplified to provide an easy game that can be completed in 1 or 2 hours. The unit size should be recognizable as it is generally the same setup as used in Neil Thomas' *Ancient and Medieval Wargaming*.

Setup

Throw me a 6 can be played on a 4'X3' game mat with 15mm figures. You may want to increase the movement rates and ranges accordingly for larger figures. The game board has a "no man's land" across the center of the board of 1' or 6" on either side of the center line where troops may not be initially deployed. Troops should also not be deployed within 6" of either flank edge of the board.

The defender will select up to five terrain pieces to place on the board. I won't go into any regulations here but some common sense should be used as to the size and make-up. For the Italian country side, I'd recommend 2 hills, 2 woods and a town. You may also wish to include a river which may be placed running from the defender's board edge to the attacker's board edge somewhere near the flank of the board. If you set out a town, there should also be at least 1 road that runs through the town.

The attacker then chooses the board edge he will setup on. Players will alternate setting up units in the following order starting with the defender: Light Cavalry, Light Infantry, Heavy Cavalry, Heavy Infantry. The defender will set out all units of that type followed by the attacker.

Play begins with the attacker taking the first move of the first turn.

Armies: There are several sources of army lists that will work for *Throw me a 6*. DBA army lists are readily available from www.dbaol.com. One element in *DBA* will equal 1 entire unit in *Throw me a 6*. As well, you can use army lists from Neil Thomas' *Ancient and Medieval Wargaming* or his *Introduction to Wargaming* books.

Units normally consists of 4 stands arranged in a 2X2 formation. Elephants have 2 stands. Artillery and Chariots have 1 stand. Alternatively, you can use a single base that can take a number of hits equal to the stands they represent. A heavy unit for example would rout on the third hit.

Units are rated for armor. They can be no armor, half armor or full armor. Units are also rated for combat skill. They can be inferior, average or superior. Finally, units are rated for combat experience. They can be raw, seasoned or veteran.

Sequence of Play

1) *Initiative:* On the second and subsequent turn, both sides roll a die. The higher side has a choice of moving first or second. If it is a tie, the side that had the initiative in the previous turn is the winner.

2) *Actions:* The first player moves any or all of his eligible units and conducts missile shooting in any order. The second player then performs all of his moves and missile shooting. At the end of the phase, if any units are still eligible to shoot, they may do so at this time.

3) *Melee:* is conducted at this time between units in physical contact. Results are usually simultaneous.

4) *End Game:* If one side has lost 75% or more of their army, the battle is over as that army has routed.

Actions

Movement: Units may move at full speed straight ahead. They may move at half speed and...
- move in any other direction while maintaining the same facing or
- turn about the center of the unit (pivot) and move straight ahead the remainder of its movement. Pivots occur at the beginning of movement.

Type	Rate
Light Infantry, Warbands, Peltasts, Elephants	8"
Heavy Infantry	6"
Heavy cavalry, Chariots	10"
Light Cavalry	12"

Exceptions to movement rules:
- Light troops (infantry or cavalry) may move in any direction while maintaining the same facing. They may also take a free facing change and move full. A second facing change will cost half a move. They may pass through heavy troops and heavy troops may pass through light troops.
- Warbands, Peltasts and Roman Heavy Infantry may oblique 45 degrees to the left or right at full movement rate.
- Difficult terrain cuts the movement rate in half of all Heavy Infantry and any Cavalry or Elephants. Warbands and Peltasts still move at full rate.
- Light infantry may break off from heavy infantry by moving directly away 1 full move facing the enemy.
- Cavalry may break off from any infantry in the same manner as light infantry.

Shooting: Archers and light infantry may shoot at an eligible target within range and within the front arc of the shooting unit. In general, 2 dice are rolled. Each 6 rolled removes an enemy base.

A target is eligible to be shot at if it is within the front arc (45 degrees left/right) of the shooting unit and within range of the missile weapon being used. There can be no intervening terrain or units between the shooter and the target. If the shooter is charged by an enemy, it may shoot at that enemy if it has not shot this turn.

Procedure: The number of dice rolled is 2. The number is modified by the following cases:
- Light troops shooting at half armored or full armored target -1D
- Heavy archers shooting at full armored target -1D
- Target in cover -1D
- Shooting at the unshielded flank or rear of the target +1D
- Shooting from higher ground +1D

A unit will always be able to throw at least 1 die regardless of the final modified score. Thrown weapons have a 6" range. Slings and bows have a 12" range. Mounted Bows have 8" range. Mounted javelins have 4" range. Light cavalry can move a portion of their move, shoot and then finish their move.

Heavy throwing weapons (Pilum etc) are special missiles that may be thrown immediately before the beginning of a melee. They have 0 range so must be used on an enemy that is charging the unit or that the unit is charging.   2 dice are rolled and 1 base is removed for each 6 rolled. They ignore armor but

other modifiers may apply. If a base is removed, the affected unit will start with 1 die in the next melee for that round only. If 2 bases are removed, the effected unit does not get to melee this round. Each unit armed with these weapons are only allowed 1 shot per game. Losses are counted as missile fire so there is no retreat roll.

Move to contact: In order to move into melee contact, a unit must move in a straight line and towards the center of the target unit if possible. This move must be through the forward arc. A pivot up to 45 degrees left/right is allowed before the charge is made but must move straight ahead. An oblique move may be made instead of pivoting. Light units may voluntarily contact other light units but may only contact heavy units on the flank or rear and only if that unit is already engaged from another direction. Once contact is made, align units to full edge contact.

Melee
Units that are in physical contact at the end of the Action phase will now fight a melee. Both sides will roll dice. For each 6 rolled, 1 base is removed from the enemy unit. The unit that loses the most stands loses the melee.

Procedure: The number of dice rolled is 2. The number is then modified by the following cases:
- Weaker armor than opponent -1D
- Heavy infantry and all Cavalry in any difficult terrain -1D
- Better combat skill than opponent +1D
- Flank attack +1D or rear attack +2D
- For a full second rank of Pikes against frontal attack only +1D
- Roman Heavy Infantry against any Infantry in the second and subsequent round of melee in a frontal attack +1D
- Charging Cavalry +1D
- Charging Shock Cavalry +2D
- Charging Warbands vs infantry +2D
- Pike or Spear vs any mounted in a frontal combat only +1D
- Charge up hill negates any normal charge bonus for that unit

Units with a listed charge bonus ignore armor in any round where they charged into combat. A unit is eligible to receive its charge bonus if it is meleed to the front only and it has not moved in a way that would violate the *Move to contact* rules.

Melee combat is normally simultaneous. However, Pike armed units facing non-Pike units, Spear units facing Cavalry and any unit attacking an enemy from the flank or rear gets to strike first. For each casualty inflicted, the enemy dice total is reduced by 1 for that round only. First strikes only count for the first round of combat when the unit charges in or receives a charge. In the second and subsequent rounds of the same melee, combat is resolved normally.

Units being attacked from multiple sides must choose to combat the unit to the front first. If there is no unit to the front, it may combat a unit to its flank. If there is no unit to the front or flank, it may combat the unit to its rear.

The unit that took the most casualties in a melee must retreat 1D6" directly away from the fight rolled by the winner of the melee. If the total is 7 or more, the retreating unit routes off the board. If the roll is 4 or more, the unit faces away from the enemy. If the roll is 3 or less the unit faces toward the

enemy. Veteran units MAY deduct 1 from the total. Raw units MUST add 1 to the total. Cavalry retreat in the same manner but they recoil 2" first. When a unit is reduced to 1 stand it is removed from the game. Victorious troops may pursue up to a half move. Victorious cavalry and warbands MUST pursue up to a half move. Victorious light infantry never pursue.

Elephants attack infantry with 2 dice and cavalry with 3 dice. If they take 1 casualty, instead of routing, they will move in a random direction up to their full move per turn. They will continue running until they either meet a unit or until they run off the board. If they meet a unit (friend or foe), fight a melee at +1D. If they survive, check for a new random direction and repeat until he Elephant either takes a second hit or runs off the board. All troops fight with just 1 die against Elephants modified in the same manner as any other melee combat.

Chariots are single stand units. They can be rated as no armor, half armored or fully armored. They may function in one of two ways. First, they may be a fast moving missile platform. Each chariot rolls 1 die in combat (missile or melee) and has a range range of 8". Second, they may roll up to a friendly unit and attach themselves giving a support bonus of 1 die in melee combat. Only 1 attachment per unit is allowed. If the unit routs, the chariot is eliminated as well. It is assumed that warriors mount up and run for it. Chariots move 10" and may make 1 free turn at any point during their move. They may shoot from any angle and at any point during their move. If hit, the chariot is eliminated. Egyptian chariots seemed to be exceptional vehicles and may move at 12" with half armor.

Artillery have a range of 12" and always roll 2 dice regardless of the situation. They may not move and fire in the same turn. If artillery is contacted by a body of enemy troops, it is eliminated.

Winning
The game is over when one side has lost 75% of its army. The other side is declared the winner. If both sides lose 75% on the same turn, the game ends in a draw.

Design Notes
Many tabletop ancients games out there have a multi-step process for resolving combat. What usually happens is damage is done by both sides and then the unit is degraded. Sometimes a stand is removed, or fighting power reduced or morale drops. In most cases, a unit usually lasts 1 or more rounds before any game effect takes hold. Often times, status markers or a roster needs to be employed to track all of this. It also becomes an exercise in accounting. Results become more predictable and less chaotic.

With that in mind, here is the design philosophy behind "Throw me a 6":
   • The game should have the simplest possible amount of rules that are easy to understand.
   • Ideally, there should be fewer than 10 pages of actual rules to add in understanding.
   • The game should be markerless. Stand removal would demonstrate the loss of fighting power.
   • The morale system should be built into the results of combat.

Simple rules The simpler the rules the better. If rules are written in a way where there are few exceptions and fewer mechanics, they will leave less room for "creative" interpretation. That is, there is less opportunity to game the system. Simple rules will also leave the player the freedom to fight the battle and not worry about how to use the game mechanics in his favor.

Rules Length This has become one of my favorite features. A designer should be able to explain a wargame in 10 pages or fewer of actual rules. Some exceptions can be made for the special rules etc.

This arbitrary limit forces the rules writer to really think about what is important in his rules set and leave all the minutiae at the door. A short rules set will usually mean that the game will play at a rapid pace. Time enough to setup, battle and clean up and still have time for "last call."

Markerless A markerless game is a pretty game. It does not matter if you use stand removal or whole unit elimination, there are few people in the hobby that would disagree with this. Now, of course, you could take time to add some nice tokens that blend into the battlefield. But I can't be bothered!   I want to game! Removal of stands gives the player the ability to quickly and easily see which units are beat up and ready to flee. We never allow a unit to fight to the last man so the third stand lost essentially is the end for any unit.

Morale System A good morale system should allow for plenty of chaos. It can be governed by losses or morale hits. Regardless of what it is, it should be fairly random because the battlefield is pure chaos. I chose to build everything into the combat system. Better troops will have the option to modify the retreat roll by 1 while worse troops MUST increase the result by 1. A simple option is to add a general that can further modify the result by 1 if he is close enough to the retreating unit.

Sequence: 1) Initiative 2) Move 3) Shoot 4) Melee

Movement

Type	Rate
Light Infantry, Warbands, Peltasts, Elephants	8"
Heavy Infantry	6"
Heavy cavalry, Chariots	10"
Light Cavalry	12"

- Light troops move in any direction maintaining the same facing. May take a free facing change and move full. Second facing change will cost half a move. Pass through heavy troops.
- Warbands, Peltasts and Roman Heavy Infantry may oblique 45 degrees.
- Difficult terrain: Half move for Heavy Infantry and any Cavalry or Elephants. Warbands and Peltasts still move at full rate.
- Light infantry may break off from heavy infantry.
- Cavalry may break off from any infantry.

Shooting: The number of dice rolled is 2. The number is modified by the following cases:
- Light troops shooting at half armored or full armored target -1D
- Heavy archers shooting at full armored target -1D
- Target in cover -1D
- Shooting at the unshielded flank or rear of the target +1D
- Shooting from higher ground +1D

Melee: The number of dice rolled is 2. The number is then modified by the following cases:
- Weaker armor than opponent -1D
- Heavy infantry and all Cavalry in any difficult terrain -1D
- Better combat skill than opponent +1D
- Flank attack +1D or rear attack +2D
- For a full second rank of Pikes against frontal attack only +1D
- Roman Heavy Infantry against any Infantry in the second and subsequent round of melee in a frontal attack +1D
- Charging Cavalry +1D
- Charging Shock Cavalry +2D
- Charging Warbands vs infantry +2D
- Pike or Spear vs any mounted in a frontal combat only +1D
- Charge up hill negates any normal charge bonus for that unit

First strike for pike vs no pike and pilum attacks. Rear attacks are resolved first followed by flank attacks followed by frontal attacks. Defender must attack to the front first, followed by either flank, followed by the rear.

Infantry that lose a melee retreat D6". 1-3 face the enemy. 4-6 face away from enemy. Cavalry recoil 2" then roll D6" for retreat. Winner may pursue up to ½ move. Light troops never pursue. Warbands and heavy cavalry must pursue. Veterans may modify the roll by +/-1. Raw MUST increase roll by 1.

Units eliminated upon losing the third stand. See special rules for elephants and chariots.