BATTLE
OF LEGENDS
ROME VS MACEDON

Battle of Legends is a board game for 2 players about a series of historical battles fought between powerful empires of the era. This core game focuses on the conflicts between the Roman Republic and the Macedonian Kingdom. Additional expansions are coming soon !

OBJECTIVE:

To **Win**,
Eliminate enemy units and bring your opponent to a deadly **Morale Point** !

Or, stand **higher** on morale at the end of the battle.
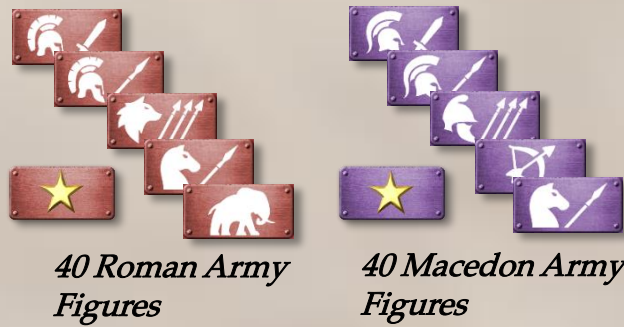
RULEBOOK

CONTENT

1 GAME BOARD

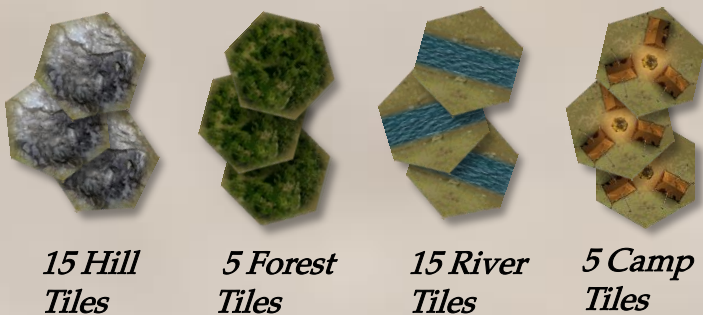The board is divided into hex spaces for unit placement and tactical combat. A hex can hold a single unit only.

40 TERRAIN TILES

Terrain Tiles are placed onto board hexes to create the battlefield of a chosen scenario. *See Reference cards for Terrain effects.*

15 Hill Tiles

5 Forest Tiles

15 River Tiles

5 Camp Tiles

1 TIME TRACK

The placement of the **Time Marker** (⧗) on this track indicates the current game round. Time Track also shows the current player with the **Turn Marker** (⟳) placed next to it.

85 UNIT FIGURES

These figures represent various units and leaders in the game each having different powers and abilities. *See Unit Reference Cards.*

40 Roman Army Figures

40 Macedon Army Figures

118 FACTION CARDS

These cards are used to order your units, or activate their abilities. Each faction has its own unique set *(order cards: green, offensive cards: red, defensive cards: blue)*.
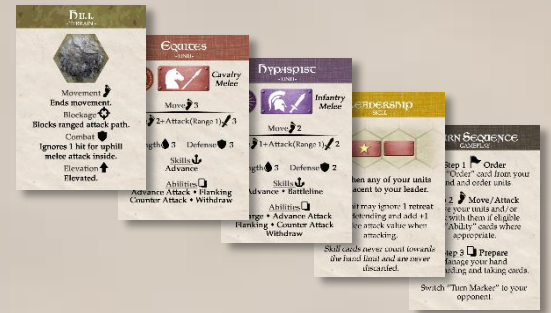
59 Roman Faction Cards

59 Macedon Faction Cards

Name

Timing

Effect

Warning

49 REFERENCE CARDS

Reference cards are quick guides for rules and give information about gameplay, unit types, their move/attack/defense powers, unit skills/ abilities and terrain effects.

39 TOKENS

Markers point the current round, first player, current player, morale status, ordered units, attacker and the target. Tokens are placed close to players to show the first player and morale status. Tokens are also placed onto units that form a Phalanx, or Testudo.

1 First Player Marker

14 Morale Markers

1 Time Marker

1 Turn Marker

3 Phalanx Tokens

3 Testudo Tokens

12 Order 2 Attacker 2 Target Markers

5 BATTLE DICE

Battles are resolved with regular D6 dice rolls.

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SETUP

7 Deal starting hand to each player from the Faction Cards. See scenario notes for the content of starting hands.

1 Place the Game board on table.

2 Place the Time Track next to board.

6 Form a deck of Faction Cards from Scenario notes for each player. Place them on each side.

**3** Place the Time Marker on the 1st spot of Time Track.
.

5 Place the Turn Marker and the First Player Token in front of the player who plays first.
.

10 Put the Battle Dice within reach of each player. Determine which faction each player will play during the game.

8 Form a pool with army specific tokens and markers. Place them nearby.
.

9 Place a scenario specific number of Morale Tokens in front of each player.

4 Choose a scenario from this rulebook and place Unit Figures and Terrain Tiles on board accordingly. Number of Figures in a Unit is specified by its Strength.

3
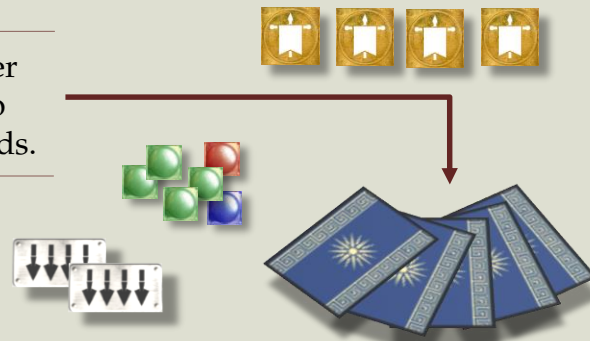
BoL is played over a number of game rounds (*See Scenario Notes*) in which players take their turns respectively. Each turn consists of the following **three steps**:

Turn Overview

1. Order ⎤
2. Move/Attack ⎦ Play Cards

3. Prepare ⎤ Select Cards

After first player performs the three steps in order, the other player becomes active and begins his turn. Once each player has completed the three steps, the game round is over and the next round begins.
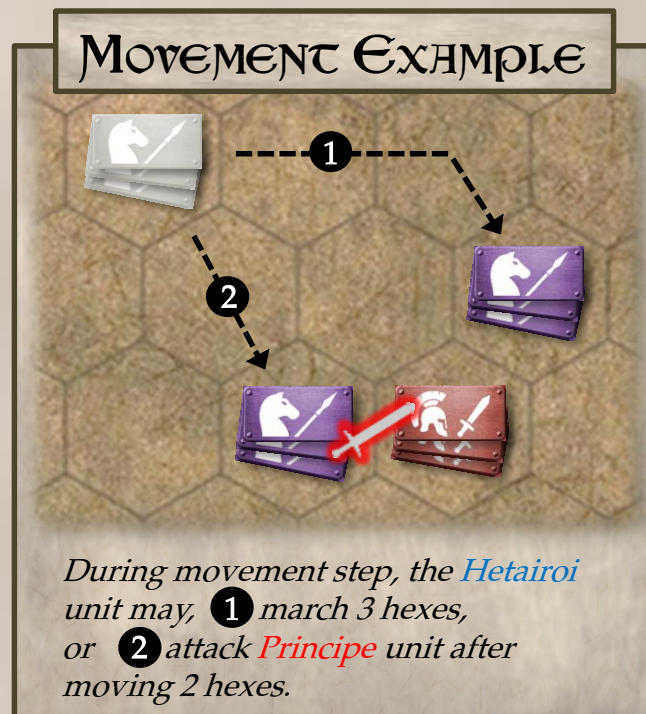
1. Order

In this step, you must play an **Order Card** from your hand by reading its text aloud and place it face up on your discard pile. Then, resolve the text on the played card by announcing which units you intend to order. To order a unit, simply put an **Order Token** (🟢) onto it. You can order each unit only once per turn. Each ordered unit may move during the "Move Units" step this turn.

2. Move / Attack

During this step, you may move each ordered unit a number of hexes up to its movement value as shown on its **Reference Card**.

❖ A unit **cannot** move into or through a hex occupied by another unit.

❖ A unit's figures **cannot** split up (move into different hexes) and a unit **cannot** combine figures with another unit.

❖ Terrain affects movement. *See Reference Cards.*

❖ A unit can only move into **whole hexes**. Half-hexes are considered to be off the battlefield.

❖ Movement for one unit must be completed before moving another. .

Movement Example

During movement step, the Hetairoi unit may, ❶ *march 3 hexes, or* ❷ *attack Principe unit after moving 2 hexes.*

NOTE *You can find all the movement/attack/ defense values of units in Reference Cards.*

Combat

After moving, if a unit has not exceeded its Attack Movement value, it may attack an enemy unit within range for once. For each of the attacking units, perform the following steps:

1- Declare Combat

Declare an enemy unit as the **target** of the attack. You **cannot** target a **more distant** enemy unit.

2- Verify Range

A melee unit can only attack against a target unit in an adjacent hex, whereas a ranged unit can attack against a target unit that is within **range**.

To check a target's range from the attacker, count the number of hexes (with going around other units or blocking terrain on the path) from the attacking unit to the target (excluding the attacker's hex but including the target's hex).

3- Calculate Combat

Use below formula if combat is **melee**: *Combat Point = Target's Melee Defense – Attacker's Melee Attack + 4.* Use below formula if combat is **ranged**: *Combat Point = Target's Ranged Defense – Attacker's Ranged Attack + 4.* *For Attack-Defense values and Combat table refer to Reference Cards.*

4- Perform Combat Roll 🎲🎲🎲

If you are controlling the attacking unit, then roll a number of dice equal to the **number of figures** in that unit. Unit abilities can be applied as dice modifiers, and may change the number of dice rolled.

5- Resolve Combat

For each die rolled greater than the calculated Combat Point, you score **one hit**. The opponent may use any unit abilities or terrain effects to ignore any hit. For each remaining hit, remove **one figure** from the target unit.

For each die rolled equal to Combat Point, you score **one retreat**. For each retreat, your opponent must move the remaining target figures one hex back towards his side of the board. If retreating units are forced to move into an impassable hex, or a hex with an enemy unit, or a hex adjacent to an enemy unit, or off the board, then remove one figure for each unresolved retreat. If they are forced to move into a hex that stops movement, end their movement, and remove one figure for each unresolved retreat. If both retreat hexes are occupied by friendly units, then the retreating unit is **supported** and unresolved retreats are ignored.

When the final figure in a unit is removed, that unit is **eliminated**. Elimination of units may change the Morale status of the players *(See Scenario Notes).*
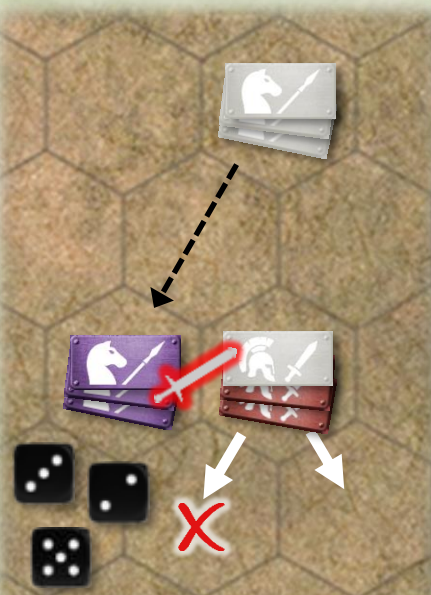
1- The *Hetairoi* unit, after moving 2 hexes, is performing a melee attack against *Principe* unit.

2- The target is positioned in an adjacent hex, so is in range for a melee attack.

3- Combat Point = Target's Melee Defense – Attacker's Melee Attack + 4 = 2 – 3 + 4, which is "3 ".

4- The *Macedon* player rolls three dice (because unit has three figures).

5- The target takes one hit (for "5 " die result, since greater than combat point = 3) and one retreat (for "3 " die result, since equal to combat point =3). The *Roman* player removes one figure from the unit and move the remaining figures one hex towards his side of the board (he has only one option since a unit cannot retreat adjacent to an enemy unit).

3. PREPARE

At the end of your turn;

You may discard any Faction cards from your hand back to your Faction deck, then select cards from your Faction deck to complete your hand to a certain number of cards (see Scenario Notes).

After setting your hand, transfer the **Turn Marker** (🔄) to your opponent.

After each player takes their turn;

Advance the **Time Marker** (⏳) one spot on Time Track and if the Time Marker is on scenario's end round that means the players will play their last turns.

END OF GAME

At the end of the last round, the player with the highest number of **Morale Tokens** (🛡) wins the game. If two players are tied, the player who holds the greater number of Unit Figures wins. If a player loses morale down to **zero**, the game immediately ends, and the other player wins the game.

SUMMARY

❖ Choose a Scenario (page 10-13).

❖ Setup the Game (page 3).

❖ In your turn,
  1- Order (page 4).
  2- Move / Attack (page 4).
  3- Prepare (page 5).

❖ Use Faction Cards where possible.

❖ After a game round,
  Advance the Time Marker.

❖ At the end of the last round,
  Declare the Winner as having the highest Morale, or the one who brings his opponent's Morale down to zero.

Terrain affects battle (see Reference Cards).

Units block ranged attacks, however ranged attacks' path does not have to be a straight line, and can go around units.

You **cannot** perform an attack against a more distant enemy.

1- The *Cretans* unit is performing a ranged attack against the *Velites* unit.
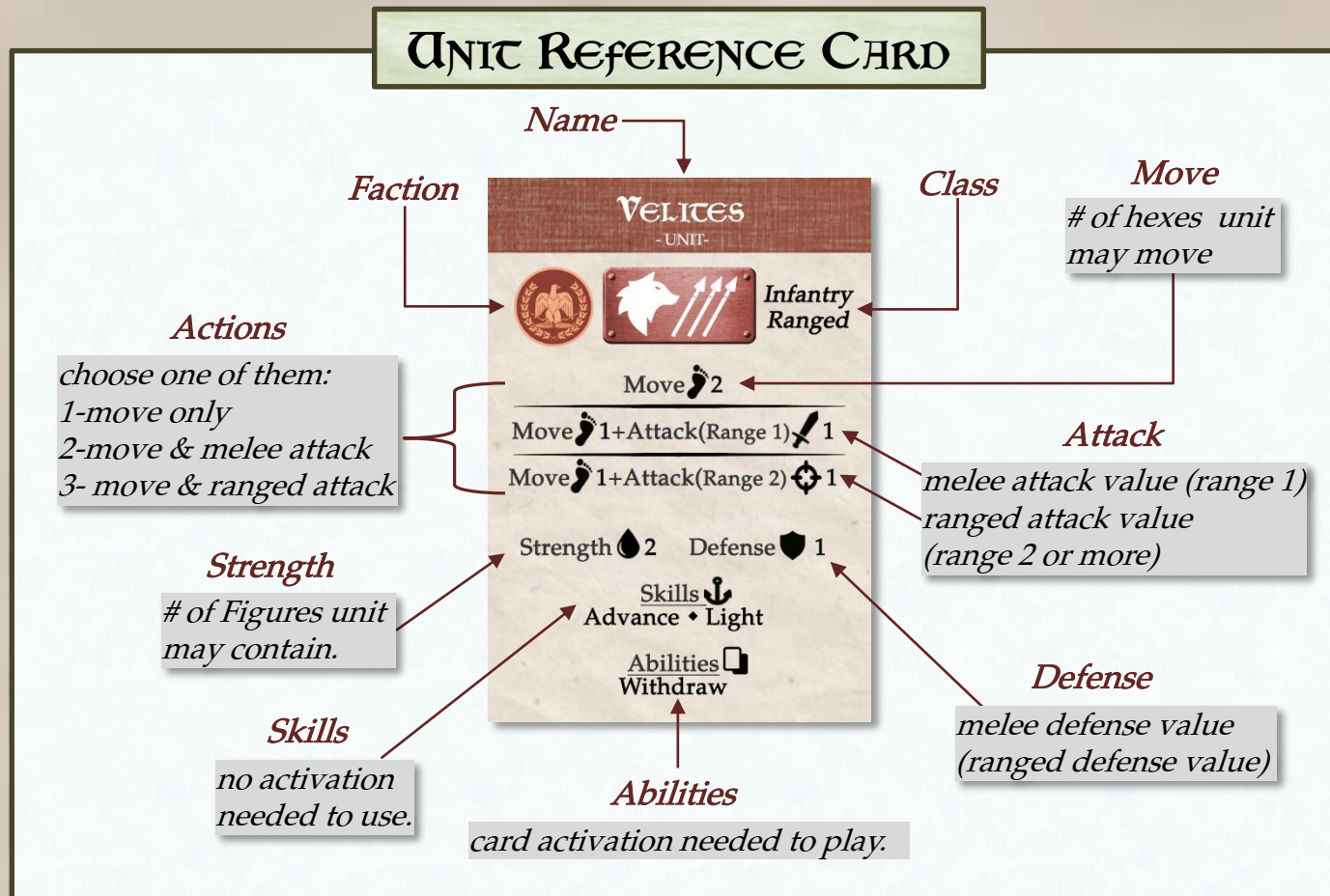
2- The target is positioned three hexes away, so is in range (*Cretans* unit has a maximum range of 3 hexes).

3- Combat Point = Target's Ranged Defense – Attacker's Ranged Attack + 4 = 1 – 1 + 4, which is "4".

4- The *Macedon* player rolls two dice (because unit has two figures).

5- The target takes one hit (for "6" die result, since greater than combat point=4) and one retreat (for "4 " die result, since equal to combat point =4). *Roman* player removes one figure from the unit and move the remaining figure one hex towards his side of the board. (he chooses one of two hex options).

REFERENCE

UNIT REFERENCE CARD

Name

Faction

Class

VELITES
-UNIT-

Infantry
Ranged

Move
# of hexes unit may move

Actions
choose one of them:
1-move only
2-move & melee attack
3- move & ranged attack

Move 2
Move 1+Attack(Range 1) 1
Move 1+Attack(Range 2) 1

Attack
melee attack value (range 1)
ranged attack value (range 2 or more)

Strength 2   Defense 1

Strength
# of Figures unit may contain.

Skills
Advance • Light

Abilities
Withdraw

Skills
no activation needed to use.

Abilities
card activation needed to play.

Defense
melee defense value (ranged defense value)

UNITS

Each group of **Figures** gathered on the same **Hex** is said to form a **Unit**. The number of Figures in a Unit is specified by its **Strength.**

Unit Skills reflect the special characteristics of a unit, as well as the situations he is especially effective at. They are permanent and do not require activation.

Unit Abilities show the special techniques a unit has and emphasize on its role on the battlefield. To trigger a Unit Ability, you must play the corresponding Ability Card from your hand, announce the unit you assign it to, and then send it to the discard pile. You can use a Unit Ability once per card.
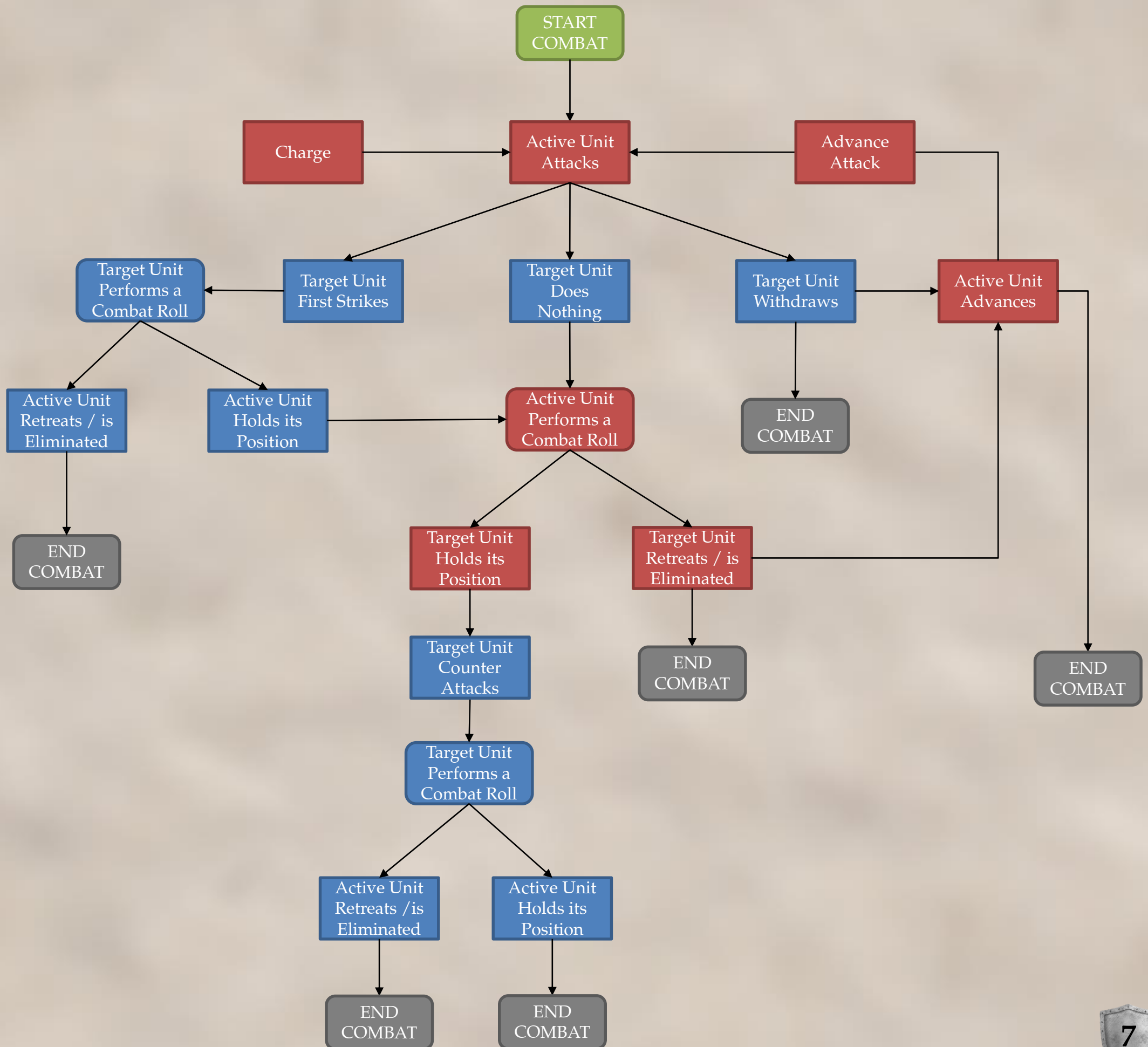
LEADERS

A **Leader** is a special form of a unit and shares the same rules with it. The difference of a leader is its lack of attacking and abilities.

On the other hand, units adjacent to a friendly leader may ignore 1 retreat when defending and add 1 die to melee attack value when attacking.

Also, elimination of leaders may change the Morale status of the players dramatically.

TERRAIN

The terrain may affect movement and combat.

HILL

Movement: When a unit moves into a hill hex, it must immediately end its movement (Hill hex is impassable in some scenarios, see Scenario Notes).

Combat: Units occupying hill hexes ignore one hit in uphill melee combat. Hill hexes block the ranged attack path.

FOREST

Movement: When a unit moves into a forest hex, it must immediately end its movement.

Combat: Units occupying forest hexes ignore one hit in ranged combat. Forest hexes block the ranged attack path.

RIVER

Movement: Units cannot move into or occupy river hexes (River hex is passable in some scenarios, see Scenario Notes).

Combat: River hexes do not block the ranged attack path.

CAMP

Movement: When a unit moves into a camp hex, it must immediately end its movement.

Combat: Units occupying camp hexes ignore one hit in combat. Camp hexes block the ranged attack path.

Combat Procedure

```
                              ┌──────────────┐
                              │    START     │
                              │   COMBAT     │
                              └──────────────┘
                                      │
                                      ▼
┌──────────────┐            ┌──────────────┐            ┌──────────────┐
│   Charge     │──────────▶ │ Active Unit  │ ◀──────────│   Advance    │
│              │            │   Attacks    │            │    Attack    │
└──────────────┘            └──────────────┘            └──────────────┘
```

START COMBAT

Charge → **Active Unit Attacks** ← **Advance Attack**

From **Active Unit Attacks**:

- **Target Unit Performs a Combat Roll** ← **Target Unit First Strikes**
  - **Active Unit Retreats / is Eliminated** → **END COMBAT**
  - **Active Unit Holds its Position** → **Active Unit Performs a Combat Roll**
- **Target Unit Does Nothing** → **Active Unit Performs a Combat Roll**
- **Target Unit Withdraws** → **END COMBAT**
- **Target Unit Withdraws** → **Active Unit Advances** → **END COMBAT**

Advance Attack → **Active Unit Advances**

From **Active Unit Performs a Combat Roll**:

- **Target Unit Holds its Position**
  - **Target Unit Counter Attacks**
    - **Target Unit Performs a Combat Roll**
      - **Active Unit Retreats / is Eliminated** → **END COMBAT**
      - **Active Unit Holds its Position** → **END COMBAT**
- **Target Unit Retreats / is Eliminated**
  - → **END COMBAT**
  - → **Active Unit Advances**

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Battle Example

The player controlling the Macedon Hetairoi chooses to charge Roman Principes forming Testudo.

1. Macedon player plays **"Charge"** ability and assign it to the one of the Hetairoi units , and attacks the middle Principe unit. Because of the charge, the target unit cannot benefit from **"Battleline"** skill of the adjacent friendly units. The Macedon player rolls four dice (three for figures + one for charge). There are three **"3 up"** die results (combat point is "3", see unit reference cards for combat calculation), so Roman player removes **two figures** from the unit (one hit is blocked by Testudo).

2. The other Hetairoi unit attacks the same Principe unit without charging, and plays **"Flanking"** ability and assign it to the previous Hetairoi unit. However, now the Principe unit benefits from **" Battleline "** skill of two adjacent friendly units, so Macedon player rolls two dice (three figures + one flanking unit - two battleline units). There are two **"3 up"** die results *(combat point is "3")*, which cause the elimination of Principe unit (one hit is blocked by Testudo).

3. After eliminating the Principe unit, the Hetairoi unit moves into target's original hex and attacks another Principe unit with playing **"Advance Attack"** ability. The Macedon player rolls three dice (three figures). There are three **"3 up"** die results, so Roman player removes **two figures** from the unit (one hit is blocked by Testudo).

4. After the attack of the Hetairoi unit, The Roman player plays **"Counter Attack"** ability, assign it to the Principe unit, and rolls for a **"5"** die result which cause one retreat (combat point is "5"). However, Hetairoi unit cannot retreat into the empty hex which is adjacent to an enemy unit. Therefore, unresolved retreat turns into a hit and Hetairoi unit looses one of its figures. Also, the Principe unit looses Testudo because of the attack.

5. Now is the Roman player's turn. One of the Principe units attacks the Hetairoi unit with activating the **"Flanking"** ability of the other Principe unit. This add +1 die to combat roll, and Roman player rolls four dice. There is one **"5 up"**, and one **"5"** die result, which cause one hit and one retreat, respectively (combat point is 5). However, the retreating Hetairoi unit cannot move into a hex occupied by an enemy unit, so one hit turns into a hit, and the unit is removed from the board.

6. After eliminating the Hetairoi unit, the Roman player moves his Principe unit into the vacated hex and attacks the other Hetairoi unit by playing the **"Advance Attack"** ability. The Roman player also plays the **"Flanking"** ability for the other Principe unit, and rolls four dice (three figures + one flanking unit). There are two **"5 up"** die results, and one **"5"** die result which cause two hits and one retreat, so Macedon player removes **two figures** from the unit and move the remaining figure one hex towards his side of the board.

7. The other Principe unit moves one hex and attacks the Hetairoi unit. The Roman player performs a die roll of **"6"** and eliminates the Hetairoi unit.

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Scenarios

Macedonian Wars are conflicts fought between Rome and Macedonia in the 3rd and 2nd centuries bc. In the first war (211–205) Philip V was opposed by an alliance of Rome, Aetolia, and Pergamum, but with Rome also deeply involved in the second of the Punic wars he was able to force Aetolia to accept terms, and then to agree favourable ones with Rome itself. But war broke out again (200) and this time Philip was defeated decisively at Cynoscephalae (197).

Philip's son Perseus came to the throne in 179, and set about winning influence and friends in Greece. This caused Roman suspicion, the outbreak of a third war, and another Roman victory, this time at Pydna in 168. Macedonia was divided into four republics. In 149–148 Andriscus, claiming to be a son of Perseus, attempted to set himself up as king but was defeated and Macedonia became a Roman province.

ELIS 208 BC

Rome faction Cards:

Line Order ....x 3
Group Order x 3
Mixed Order. x 3
Inf Assault.. x 0
Cav Assault.. x 0
Leader Action x 1
Formation..... x 0
Scenario........ x 1
Charge.......... x 2
Advance Att. x 4
Flanking........ x 4
Envelopment x 1
First Strike.. x 0
Counter Att. x 5
Testudo........ x 1
Withdraw..... x 6

Macedon faction Cards:

Line Order ....x 3
Group Order x 3
Mixed Order. x 3
Inf Assault.. x 0
Cav Assault.. x 0
Leader Action x 1
Outflank....... x 0
Scenario........ x 1
Charge.......... x 2
Advance Att. x 4
Flanking........ x 4
Envelopment x 1
First Strike.. x 3
Counter Att. x 2
Phalanx........ x 1
Withdraw..... x 6

MACEDON

ROME

HISTORICAL BACKGROUND

To support the Aetolian League, Sulpicius Galba and about 4000 men landed on the Elean coast. The Achaean and Macedonian invaders under Phillip V were unaware of the Roman presence when they attack Elis. The sight of the Roman standards came as quite a shock. The fighting commenced before Philip could withdraw his troops. Phillip personally led a cavalry charge against the Roman legion. He was thrown from his horse and a fierce battle waged about him. Phillip V survived, but his army was defeated and Rome had what it wanted. No more meddling by the Greeks while they were fighting Carthage.

ROME (First Player)

Morale: x 3   Hand: x 3

Starting Hand: Line Order, Group Order, Mixed Order.

Scenario Card: Beheading.

MACEDON

Morale: x 3   Hand: x 3

Starting Hand: Line Order, Group Order, Mixed Order.

Scenario Card: Leader Charge.

NOTES

End Round: 7

Morale Condition: For each Unit (excluding Lights) you eliminate, take **1 Morale** from your opponent. Take **2 Morale** from your opponent if you eliminate its Leader.

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Rome Faction Cards:

Line Order ....x 3
Group Order x 3
Mixed Order. x 3
Inf Assault.. x 1
Cav Assault.. x 0
Leader Action x 1
Formation..... x 0
Scenario........ x 1
Charge.......... x 2
Advance Att. x 4
Flanking........ x 4
Envelopment x 1
First Strike.. x 2
Counter Att. x 3
Testudo........ x 0
Withdraw..... x 6

Macedon Faction Cards:

Line Order ....x 3
Group Order x 3
Mixed Order. x 3
Inf Assault.. x 1
Cav Assault.. x 0
Leader Action x 1
Outflank....... x 0
Scenario........ x 1
Charge.......... x 2
Advance Att. x 4
Flanking........ x 4
Envelopment x 1
First Strike.. x 3
Counter Att. x 2
Phalanx........ x 2
Withdraw..... x 6

Historical Background

The Macedonian army encamped behind a pass in an unassailable position. A local shepherd guided the Romans to a secret path that took them behind the Macedonian position. Flaminius led his troops through this secret path and attacked the Macedonians from the rear, rendering their position untenable and inflicting some 2000 casualties. Philip's army retreated with the survivors, and the two commanders would meet again at Cynoscephalae the following year.

ROME (First Player 1ST)

Morale: x 4   Hand: x 4

Starting Hand: Line Order, Group Order, Mixed Order, Leader Order.

Scenario Card: Secret Path.

MACEDON

Morale: x 4   Hand: x 4

Starting Hand: Line Order, Group Order, Mixed Order, Leader Order.

Scenario Card: Save the Camp.

Notes

End Round: ⏳ 7

Morale Condition: For each Unit (excluding Lights) you eliminate, take **1 Morale** from your opponent. Take **2 Morale** from your opponent if you eliminate its Leader. For each Round your opponent occupies your Camp hex, loose **1 Morale**.

Terrain: Hills are impassable.

Cynoscephalae 197 BC

Rome faction Cards:

Line Order ....x 3
Group Order x 3
Mixed Order. x 3
Inf Assault.. x 3
Cav Assault.. x 3
Leader Action x 1
Formation..... x 1
Scenario........ x 1
Charge.......... x 2
Advance Att. x 6
Flanking........ x 6
Envelopment x 1
First Strike.. x 2
Counter Att. x 5
Testudo........ x 3
Withdraw..... x 8

Macedon faction Cards:

Line Order ....x 3
Group Order x 3
Mixed Order. x 3
Inf Assault.. x 3
Cav Assault.. x 3
Leader Action x 1
Outflank....... x 1
Scenario........ x 1
Charge.......... x 6
Advance Att. x 6
Flanking........ x 6
Envelopment x 1
First Strike.. x 3
Counter Att. x 4
Phalanx........ x 2
Withdraw..... x 8

Rome

Historical Background

There was a chance encounter between the advance groups of both armies at the summit near the pass. They approached from opposite sides. The right half of the Macedonian phalanx was formed in double depth and they advanced downhill against the Roman left wing. Flamininus saw his only hope was attacking the Macedonian left. He had the elephants followed by his right wing go uphill against the enemy's left wing. The Macedonian left wing had arrived on the summit. They were still in column formation and thrown into disorder. They were easily routed and pursued. If matters had concluded right there, the result would have been indecisive with the loss of a wing on each side. The Roman victory was achieved through the initiative of a tribune, whose name is unknown. He abandoned his part and attacked the rear of the Macedonian right wing, taking twenty maniples. This was the first time Roman legions were victorious over a Macedonian phalanx.

Rome

Morale: x 5   **Hand:** x 5

Starting Hand: Line Order, Group Order, Mixed Order, Infantry Assault, Cavalry Assault.

Scenario Card: Unknown Tribune.

Macedon (First Player 1st)

Morale: x 5   **Hand:** x 5

Starting Hand: Line Order, Group Order, Mixed Order, Infantry Assault, Cavalry Assault.

Scenario Card: Downhill Momentum.

Notes

End Round: 11

Morale Condition: For each Unit (excluding Lights) you eliminate, take 1 **Morale** from your opponent. Take 2 **Morale** from your opponent if you eliminate its Leader.

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MACEDON

ROME

Rome faction Cards:

Line Order ....x 3
Group Order x 3
Mixed Order. x 3
Inf Assault.. x 3
Cav Assault.. x 3
Leader Action x 1
Formation..... x 1
Scenario........ x 1
Charge.......... x 2
Advance Att. x 8
Flanking........ x 8
Envelopment x 1
First Strike.. x 2
Counter Att. x 5
Testudo........ x 3
Withdraw..... x 8

Macedon faction Cards:

Line Order ....x 3
Group Order x 3
Mixed Order. x 3
Inf Assault.. x 3
Cav Assault.. x 3
Leader Action x 1
Outflank....... x 1
Scenario........ x 1
Charge.......... x 6
Advance Att. x 6
Flanking........ x 6
Envelopment x 1
First Strike.. x 3
Counter Att. x 4
Phalanx........ x 2
Withdraw..... x 10

HISTORICAL BACKGROUND

The engagements on the river bed which were initiated by Aemilius to divert the prying eyes of Perseus away from a turning movement. Paullus aimed to fight in the afternoon when the sun would be facing the enemy and not the Romans. The ancient ploy, executed by Salvius, of hurling the standard into the enemy was meant to arouse the ferocity of his men. In this instance, it was to no avail. Perseus' heavy cavalry failed to engage when the Romans began retreating over rough ground. Gaps developed in the phalanx when it moved onto uneven terrain, and the consul's initiative and response was immediate. The development of a large gap in the line between the Macedonian phalanx and the mercenaries. This gap was penetrated by the Romans and they attacked the flank of the phalanx. Approximately 1/4 of the Macedonian army inexplicably did not participate in the battle.

ROME 🔴

Morale: 🛡 x 5   **Hand:** 🦅 x 5

Starting Hand: Line Order, Group Order, Mixed Order, Infantry Assault, Cavalry Assault.

Scenario Card: Feint Retreat .

MACEDON ☀ (First Player 🎖)

Morale: 🛡 x 5   **Hand:** 🟦 x 5

Starting Hand: Line Order, Group Order, Mixed Order, Infantry Assault, Cavalry Assault.

Scenario Card: Major Assault.

NOTES

End Round: ⏳ 11

Morale Condition: For each Unit (excluding Lights) you eliminate, take **1 Morale** 🛡 from your opponent. Take **2 Morale** 🛡🛡 from your opponent if you eliminate its Leader.

Terrain: River is passable, but stops movement.

CREDITS

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DARKMACE