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|  | **SPQR (variazioni rispetto a Cataphract)** | **Caesar (variazioni rispetto ad SPQR)** | **Alexander (variazioni rispetto a Cataphract)** |
| **Counters** | * Units can be depleted (10.32) * Leader does not have “personal combat” value | * Aquilae counters * Leader could have Heroic status * Tribal leader have 2 range values (IO and Line) | * Only leaders with “L” may issue line command |
| **Command & Leader** | * Line: Must start his order phase within 2 hexes and LOS from the line (elephant does not block line of sight in this case). must not be in zoc * Line could be of any length if meet adjacent and orientation requirements * Roman Command/Carthaginian Command system * OC may use all the order phase to regroup and return pursuing off map cavalry * Eliminated OC could be replaced by Proconsul * Leader elephant * Leader may issue an IO to change the stacking order of a stack of roman infantry * Roll of Doom chart is different from cataphract (may reactivate finished leader) | * Auxiliary phase (5.6) * Legion command (4.31) * Leader with line/legion command greater than 1 or Section Commander could direct one or more tribune/legate to issue legion command * Restricted leaders (4.57) * Roman command/Tribal command/Pontic command system * Gallic impetuosity (-1 to dieroll for first momentum) | * Line: Must start order phase within 2 hexes and LOS from the line * Line could be of any length if meet adjacent and orientation requirements * Wing commander * Macedonian Contingent Command (5.6) * Cavarly formation order (11.9) * Roll of Doom chart is different from cataphract (may reactivate finished leader) |
| **Movement** | * Stacking (roman type and class) * Pre arranged withdrawal (6.8) * Reaction: possible manipular extension * Phalanx/Elephant/Artillery * Orderly withdraw: Roman LG must test to see if they incur 1 cohesion hit (it is not automatic as for other infantry) SK/VE does not incurs cohesion hit * NO feigned retreat / NO dismounted cavalry / NO army discipline / NO shield wall | * Stacking (Cohort) * Pre arranged withdraw (6.7) for veteran-recruits legions only * Orderly withdraw: All infantry must test to see if they incur 1 cohesion hit (no automatic cohesion) SK not incurs in cohesion hit – effect on Aquilae * Testudo * Gallic impetuosiy * Camp movement phase (11.24 – 9.12) | * Cataphracted cavalry (11.5) / Chariots * Double depth phalanx (11.7) * Drift to the right for phalanx (6.5) * Orderly withdraw (all infantry and chariots incur one hit) * Darius the target (9.24) * Pre arranged withdraw (6.7) for phalanx and heavy infantry only * Cavarly formation order (11.9) * NO feigned retreat / NO dismounted cavalry NO army discipline / NO shield wall |
| **Shock** | * Phalanx/Elephant/Artillery * Leader does not roll on personal combat to see if he is killed. Roll on the leader casualty table * Possible cavalry pursuit (8.6) | * Barbarian ferocity * Aquilae * skorpio also ballista and tribal depleted units are eliminated instead of rout | * Phalanx attacking infantry (not peltast) does not make pre-shock * Chariot moving 4 hexes does not make preshock * Personal combat (9.2) |
| **Rally** | * Rally table to determine remaining cohesion hit after rallied (no half as in cataphract) * Depletion (10.32) | * Tribal units must be adjacent to be rallied (10.3) * Aquilae rally / Camp rally |  |