

## Ace in the Hole

### RESOLUTE

This Ace allows a Unit to ignore a ZOC and turn and move/charge even if *Disordered*.

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### STORM OF ARROWS

A Unit of T (also if within a *Large Unit*) can re-roll all missed hits on shooting. Can be used also for *Defensive Fire*.

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### BLOODTHIRSTY

A Unit or a *Large Unit* of *impetuous* foot (FP or FL) can re-roll all missed hits in melee.

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### MARCH MOVE

Any ONE *Command*, *Group* or *Unit* move moves up to **double** its normal distance provided that it does not enter a known enemy Unit's charge reach. Units count as *Disordered* during this turn only (recovering automatically at the end of the turn).

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### CAVALRY MANOEUVRE

Any 'Volume 3. Alexander the Great and Successors' CP2 Unit may make a 120° or 240° turn or any Thessalian CL may make A 90° or 180° turn free of any deductions once per game.

## Ace in the Hole - Deployment

### ENEMY COMMAND DELAYED

Any one *Command* (multiple armies only) is delayed in forming up for battle. Place all of one of an enemy's *Commands* up to 3H to the rear.

## Ace in the Hole - Deployment

### WELL MET!

A meeting engagement has been chosen. Both sides write down their Order of March (by *Commands* & then *Units*). The first *Command*; *Unit* or *Large Unit* is placed on table as per normal deployment. Each Side then rolls 1D6. A '1' = wheel own force 1H left & a '6' 1H right. Further *Commands* or *Unit*s or *Large Units* or *Groups* are placed 1H behind each other in column of march. The column can avoid impassable & difficult terrain by wheeling around it.

## Ace in the Hole - Deployment

### SCIPIO'S RE-DEPLOYMENT

You can re-deploy your own army after your opponent has fully deployed. Roll 1D6 per General. On a '6' their *Command* is deployed in the central Sector facing the Sector it is moving to (or if it was to be re-deployed to the central sector then it should remain in the sector of its original deployment).

#### SECTORS

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Centreline

Left

Centre

Right