

## Ancient Rules reminder sheet

### PERIOD SEQUENCE

- Player A makes signals.
- Player A declares charges, test the morale of each unit attempting to charge.
- Test the morale of each unit of Bs that has been charged. Move responding units.
- Move As charging units.
- Bs charge responses by units not charged themselves.
- Take morale tests for any of As units which have not already tested to charge.
- Remove 10% (rounded up) in figures of each routing unit belonging to side A.
- Make normal moves for As units.
- Dice for the return for any of As units which are off table.
- Work out shooting for both sides.
- Work out melees.
- Take after melee tests, then:
  - Move all routing and pursuing units.
  - Push backs / follow ups.
  - Move back units which have bounced off in melee.
  - Any unit in melee (& not pushed back) may expand by one element.
  - Any unit being attacked to flank or rear can turn to face the attack.

### MORALE

#### REASONS TO TEST

1. Wishing to charge or if being charged.
2. Seeing a friend in rout.
3. Wishing to rally from pursuit.
4. Wishing to rally from rout or a panic reaction result.
5. Saw their general in rout or die.

#### Morale factors

+1	Won a melee. Each enemy in rout.	Uncontrolled.	Regulars pursuing.	Irregulars pursuing.
+2	Uncontrolled.	Regulars pursuing.	Irregulars pursuing.	
+4	Irregulars pursuing.			
-1	Lost a melee. Disordered (Not if pursuing). Each 10% dead. Enemy to testers flank or rear. Each more O.O. friend in rout . O.O. Inf or Cav v's enemy not in O.O.. Inf or Cav, no melee weapon, testing to fight. Unaccustomed Cav <within 60 paces of an El.			
-2	Each other friend in rout. Testers General seen dead / in rout. Charged by unseen enemy. Testers in rout.			
+/-2	General attached to unit			

A	B	C	
12+	12+	10+	Uncontrolled
3-11	5-11	6-9	Carry on
2	3-4	4-5	Do not charge
0-1	1-2	2-3	No Advance
<0	<1	<2	Panic

### MOVEMENT

	Nor	Ch	Rt	Pur	Ev
C.O. foot	60	20	40	30	-
Regular L.O. foot	60	20	40	30	Dav
Irregular L.O. foot	60	40	60	40	20+Dav
O.O. foot, Els & Gen on foot	80	40	60	40	60+Dav
L.O. Cav, O.O. cam & LChs	120	40	80	60	100+Dav v
O.O. Cav, Cav gen	160	40	100	80	140+Dav v
Cataphracts, L.O. camels	100	20	60	50	Dav
Heavy or Scythed Chs	80	40	60	40	Dav

### SPEED OVER ROUGH TERRAIN AND OBSTACLES

	C.O. Inf	L.O. Inf	O.O. Inf	Any Cav	El
Stream	1/2	3/4	Full	1/2	1/2
Scrub or rough ground	3/4	Full	Full	1/2	Full
Woods, steep hills etc.	1/2	3/4	Full	1/4	0

### MANOEUVRES

#### Turning 180 degrees:

Cav and Inf:	O.O. or regular other irregulars	1/2 move Full move
Light Chs and Els		1/2 move
Scythed and Heavy Chs		Full move

#### Turning 90 degrees

Full move

#### Wheeling (Forward only):

Regular or O.O.	Full speed
Other irregulars	Half speed

### LEAVING AND RETURNING TO THE TABLE

Score needed:	Pursuers	8
	Chargers	6
	Evaders	6
Modifiers:	Irregular pursuers	2
	Irregular chargers	+1
	'A' class evaders	+1
	'C' class evaders	-1

### DISORDER

- Being involved in a penalised interpenetration.
- Not L.O. or O.O. Inf crossing difficult terrain etc.
- Contacted in the flank or rear / whilst carrying pavises or stakes.
- Foot contacted by mounted whilst moving or pushed back by mounted.
- Mounted troops caught stationary by a charge.
- Pursuing.
- Being in rout.
- Having made an evade move.
- Pushed back or moving with figures facing in more than one direction.
- Cav or Chs in melee with camels, Cav, Chs or camels in melee with an El
- Unaccustomed mounted < 60 paces of El
- Being within 10 paces of a friendly El or scythed Ch when it routs.
- Making a 90 degree turn.
- Regathering stakes or caltrops.
- Having charged but not contacted any enemy.
- 1/3rd or more of its figures hit by shooting in the same phase.
- Cav mounting or dismounting.
- Cav or Chs who broke off after losing a melee to Inf.

### RALLYING

#### Cause Troop training

	Reg	Irreg
Rout	2	3
Pursuit	1	2
Other causes	1	1

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### SHOOTING

#### PRIORITIES

- An enemy which has charged the shooters.
- An enemy which is advancing and close enough to charge the shooters.
- An enemy that killed a figure in the shooting unit in the preceding move.
- An enemy of a troop type nominated as a target priority in the units orders.
- The nearest enemy to the shooting element.

#### Group size

<u>SHORT RANGE</u>	<u>LONG RANGE</u>
4 Inf or Cav	6 Inf or Cav
1 Ch	2 Light Chs
1 El	1 Heavy Ch
1 Artillery piece	1 Artillery piece

#### RANGES

	Short	Long
Artillery	160	420
Crossbow	100	240
Bow or staff sling	80	200
Longbow	80	160
Sling	120	
Dart	0	60
Javelin	40	
Mounted bow or crossbow	60	120
Pila	20	
Stones	0	30

Basic score needed to hit 7

#### MODIFIERS

Shooters disordered	+1
Shooters throwing stones	+1
Shooters being charged	+1
Target in cover	+1
Target in O.O.	+2
Artillery or HCh at short range	-2

#### SCORE NEEDED TO CONVERT A HIT TO A KILL

	CAT	AC	UC	AI	UI	EI	LCH	HCH (A)	HCH (U)
Jav, stone dart bow	0	8	7	8	7	8	7	9	7
All others	8	7	7	7	7	7	7	7	7

#### MODIFIERS TO SCORE NEEDED

Any but artillery firing at shieldless C.O. enemy	-2
Any but artillery firing at other shieldless enemy	-1
Javelins, darts or bow shooting at barded Cav or armoured El	+1
Each hit achieved after the first	-2

### MELEE

#### FACTORS

	CAT	AC	UC / LCH	AI	UI	HCH (A)	HCH (U)	EI
Charging Cav lancer	3	4	5	4	4	3	4	0
Mounted spear or jav (1)	0	3	4	3	4	2	4	1
Other mounted	0	2	3	1	2	1	2	0
Foot pike, no dis / p.b.	3	4	4	3	4	4	5	3
Foot long spear (1)	2	3	3	3	4	2	3	2
Foot spear or javelin (1)	1	2	2	4	5	1	2	3
Foot Pila (1)	1	2	2	6	6	2	2	3
Rhomphaia	2	3	3	5	5	3	4	5
Other foot or Artillery	0	1	1	2	3	0	2	1
Light Ch	2	4	4	3	4	2	3	0
Scythed Ch	6	4	4	4	4	3	3	0
Heavy Ch	4	3	4	3	3	4	5	0
El	6	5	5	4	4	6	6	3

### TACTICAL FACTORS

Lead by a General	+1
Charging (not C.O. Inf)	+1
Following up a push back	+1
Inf fighting an uncrewed El	+1
Foot defending a palisade, wall or other obstacle	+1
Fighting shieldless Inf or Cav	+1
Non pikesv's pikes in 2nd+ move of the melee (unless pushed back)	+1
Cav fighting O.O. foot	+3
Mounted fighting disordered close or L.O. foot	+2
Pursuing or fighting against enemy facing the wrong way	+2
Disordered loose or O.O.	-1
Facing Inf stood uphill	-1
Inf fighting against long spear or pike	-1
Mounted fighting against long spear or pike	-2
Mounted troops except Els fighting C.O. foot	-1
L.O. Cav or Inf	-1
Inf fighting barded Cav (not cataphracts)	-1
Any fighting an armoured El	-1
Disordered C.O.	-2
O.O. Cav or Inf	-3
Mounted fighting to cross obstacle defended by foot	-3
Ch which is halted or being pushed back	-4

\* = Not if v's disordered, only in the first move of a melee.

#### SCORE NEEDED TO HIT PER ELEMENT

Difference	Advantaged	Disadvantaged
0	7	7
1	6	7
2	6	8
3	5	8
4	5	9
5	4	9
6	4	10
7+	3	10

### AFTER MELEE

If an El loses a melee it automatically routs.  
Cav, camels or Chs losing a melee against an El automatically rout.  
A Scythed Ch or artillery piece which loses a melee is destroyed.  
Otherwise a losing unit will test:

BASIC SCORE NEEDED 5

#### MODIFIERS TO SCORE NEEDED

Each push back suffered by C.O. / reg L.O. Inf	+1
Each push back suffered by any other troops	+2
Less than a twentieth of the testing unit is dead	-2
Less than a tenth of the testing unit is dead	-1
At least one fifth of the testing unit is dead	+1
One third or more of the unit is dead	+2
Half or more of the unit is dead	+4
Two thirds or more of the unit is dead	+7
Hit in flank or rear and unable to fight back	+2
C class	+1
A class	-1
C.O. foot in two ranks	-1
C.O. foot in three or more ranks	-2
L.O. foot in three or more ranks	-1
Pushed enemy back last move	-1
Charged in this move	-2
Lost to enemy unable to follow up or pursue	-3

# = Count only the most extreme applicable factor