

## My Ancients Rules V3.4

**Sequence of Play** (see detailed sequence of play at the end of the rules)

Roll for initiative (roll 1 d3 each - Draws = previous loser wins)

Both sides Fire

Both sides move Pursued units

Side A Declare charges

Side B Counter charge/Evade

Side A move chargers into contact

Side B Declare charges

Side A Counter charge/Evade

Side B move chargers into contact

Side A Moves

Side B Moves

Melee

Morale Recovery

<b>Movement</b>			
<b>Mounted</b>		<b>Foot</b>	
Skirmish Cav	12"	Skirmishers	7"
Lt chariots	10"	Light	6"
Hvy chariots	8"	Medium	5"
Cavalry	10"	Heavy	4"
Elephants	6"		
Generals	12"		

<b>Movement Modifiers</b>	
Rough / Woods	- 1 d3
Charge*	+ 1 d3
Evade**	Roll 1 Red & 1 Yellow d3
Pursue / Break off	- 1 d3 (First turn)
* If no contact is made unit goes into disorder.	
** Red higher -1" Yellow higher +1"	

Formation Change - Score **less than or equal** to quality on 1 d6 plus leader bonus if applicable to pass.

<b>Formation Change</b>	<b>Pass</b>	<b>Fail</b>
90/180 degree turn	Quarter move	Whole move
Expanding/ Contracting	All bases	2 bases
Wheel	Allowed	NA
Form up from disorder*	Half move	Whole move
* Will always take whole move in Rough or Woods		

### Melee

Units with Pilum can throw them on contact with the enemy before melee needing equal or greater than a basic of 4 plus the target protection number. All hits count towards the first round melee casualties.

Units hit in the Flank or Rear will immediately drop one level of morale.

One dice per base in contact. Elephants get two dice per base in contact.

One dice per overlap (one each side)

One dice per two bases in second rank (round down) – 2<sup>nd</sup> rank bases must be behind bases that are contributing to the melee.

<b>Dice Quantity Modifiers</b>	
Quality number*	+? dice
Charging*	+2 dice (contact only)
Counter Charging*	+1 dice (contact only)
Uphill*	+2 dice (contact only)
Disordered / Shaken	Half dice (Round Up)
Demoralised	Half dice (Round Down)
Skirmishers**	Half dice (Round Up)
* Can only be used once if in contact with multiple units	
** If in melee with formed unit	

<b>Basic Number Modifiers (4+/-)</b>	
Target Protection No*	+?
Shock Troops**	-1 (Contact only***)
Attacking flank / rear	-2
Archers	+1
Attacking Archers	-1
* Not against Elephants	
** Only counts if charging or counter charging	
*** Unless elephants	

### Multi Unit Melee

The modifiers Quality number, Charging, Counter Charging and Uphill must be distributed against all units that a single unit is in melee with. If greater than one, at least one point must be applied against each unit where possible.

### Dice roll modifiers

Basic = 4

Roll equal to or greater than modified basic number using the basic Number Modifier table. Can never be less than 2 (1's always miss). If greater than 6 reroll 6's needing 4, 5 or 6.

The winner is the side that inflicts the most casualties in each round of melee not the overall total of the melee. If equal, melee continues in the next turn. Move the winner into the space previously occupied by the opponent (do not move if the winner is the defender and did not counter charge).

The loser takes a morale check, if they drop one or more levels of morale they must break off. If the losing units morale becomes broken they must turn their backs to the enemy and make a normal move away in disorder. If not Broken they will move back facing deducting 1 d3 from their normal move. If the unit breaking off does not move far enough to avoid contact if the winning unit takes the ground then the melee continues. The winners can pursue, pursued units must continue to flee until the pursuit ends. If they pass the melee continues.

The winners must take a morale check if they lose a base during the melee. If they fail they will lose one level of morale but not break off.

Both sides become disordered after a melee.

If a fleeing unit is contacted, calculate the melee as normal for the attackers and the fleeing unit get no attack.

### Missiles

Formed missile troops get one dice per base, skirmish get 1 dice per two bases (Round up – 7 bases get 4 dice)

Arc of fire for all missile troops is 30°.

Archers can fire at long range if in the second rank.

Bolt throwers get 2 dice per base.

Archers can fire at targets behind skirmishers if at long range.

Missile ranges	Short	Long
Bow	8’’* <sup>2</sup>	20’’
Sling	4’’	12’’
Javelin	2’’	6’’
Bolt thrower	12’’	30’’

\* 2nd rank cannot fire if at short range

Basic = 4

Apply modifiers to basic number needing equal to or greater to hit. If total is greater than 6 reroll 6’s needing 4, 5 or 6.

Missile Modifiers	
Target protection*	+?
Target skirmishers	+1
Long range	+1
Shield Wall*	+1
Target two or more ranks	-1
Firing at rear of unit**	-1

\* Not from bolt throwers.

\*\* Does not apply if protection is 0

### Morale

Steady - Shaken - Demoralised – Broken

#### Reasons for morale check

Lost melee

Lost base caused by missile fire

Broken unit passing within 6’’

Won melee but lost base – If fail drop morale but will not withdraw.

Elephants hit by missile fire.

Roll 1 d6 and work out modifiers then compare the difference on the morale result table.

Morale Modifiers	
Troop quality	?
Per base loss	-1
Lost Melee	-2
Hit in Flank or Rear	-3
Outnumbered by 2-1 or more	-1
Leader in command range	+1
Leader attached	+2
Won Melee	+1
Unit has a second rank	+1
Has supporting unit within 6’’	+1
Full strength	+1

Morale result table	
1	No Change
2 – 3	Drop one level
4 – 5	Drop two levels
6+	Drop three levels

Morale Recovery Modifiers	
Troop quality	+?
Bases lost	-?
Leader in command range	+1
Leader attached	+2
Broken	-1
Distance from enemy	
1’’ – 10’’	-1
10’’ – 15’’	0
15’’ +	+1
If pass improve morale level by one.	

### Elephants

An elephant must move the distance on a dice roll in inches forward before being able to turn upto 45 degrees. If stationary they can turn upto 90 degrees per turn. The distance moved before turning is not up to that distance but exactly.

Turning Elephants	
Speed	Must move “
Stationary	0
0 – 4’’	1 d3
4’’+	1 d6

### Cavalry and Elephants

Mounted units will become disordered when within 12’’ of elephants. While within 12’’ they cannot reform. Cavalry must pass a quality roll to move into contact with elephants.

## Elephants in Melee

Fighting elephants always need 6's to hit.

Infantry units cannot counter charge elephants.

Units are automatically disordered when contacted by elephants.

There must be a base width gap between all elephant bases even if they are part of the same unit.

Bases in contact with an elephant must be removed first if bases are lost during a melee.

When an elephant wins a round of melee and the defenders pass their morale check, still move all bases in contact back by one elephant base depth and continue the next round of melee as normal.

If the defenders pass their morale check after a round of melee they can move spare bases to the flanks for the next round of the melee. All bases touching the elephants base can be counted in the next round of melee.

If elephants move into contact with skirmishers the skirmishers can temporarily move apart to allow the elephants to pass through but must move back so that all bases are touching once they are clear.

## Broken Elephants

Elephants that have a broken morale status must be turned 180 degrees from what ever caused the check which broke them and roll one d3 to see which direction they will stampede. 1 = 30 degrees to the Left, 2 = Straight and 3 = 30 degrees to the right.

Stampeding elephants move at 8" per turn until they leave the table. Elephants will always stampede on the turn they break and then the Mahout can attempt to kill the elephant. Roll 1 d6 - Attempt 1 will be 4 – 6, attempt 2 3 – 6, attempt 3 2 – 6 and attempt 4 always succeeds. If a one is rolled attempting this the mahout panics and jumps from the elephant.

## Missiles against Elephants

All missile attacks against elephants require a 5 or 6 to hit then re-roll all hits needing 4, 5 and 6's to score a wounding hit.

Wounding hits will accumulate like hits on other types and count towards the removal of bases. Hits caused by rolling 5's and 6's will be used to see if the elephants lose a level of morale. At the end of a round of firing roll 1 d6 needing greater than the number of hits (5's and 6's) this turn plus accumulated wound hits minus the targets quality to pass a morale check.

Example: A unit of 6 archers roll needing 5 or 6 with 6 dice they score 2, 2 3, 5, 5, 6 this gives them 3 hits. They re-roll the 5, 5, 6 and score 2, 5, 6 this gives them two wound hits which are marked against the elephant towards its 5 to kill number. In addition a skirmish unit with javelins score 2 hits but get no wound hits.

The total hits and wounds is 7 (5 hits and 2 wounds) minus 2 which is the elephants quality rating giving a total of 5. The elephant must roll a 6 to not lose a level of morale.

## Useful things to know

### Base losses

Remove one base for every three hits taken. Bases are removed by the owning player and can be taken from rear rank or over lapping bases but cannot be taken from bases in contact until there is no other choice.

Elephants will lose one base for every **five** hits.

### Broken Units

Must leave the table at 50% faster move rate and by the quickest route possible. Example: 4" move will move at 6". Broken units will not get to defend if they are contacted by any unit.

**Counter charging** – if a unit counter charges move the unit one quarter of the distance the charging unit would have to move to contact then move the charging unit.

### Evading

Any unit can attempt to evade but if caught will count as being hit in Flank or Rear. Skirmishers can always evade, formed units must pass a quality test to attempt to evade. If you attempt to evade and fail the unit will stay in position and go into disorder.

### Fire Arc

All formed missile troops have an arc of fire of 30 degrees. Skirmishers can hit anything forward of a line drawn along the Front edge of their base. Fire can be split between two units.

### Formation Changes

If you want units to make formation changes like facing changes or expanding/contracting then you must do each part in stages and cannot go back if you fail a quality roll. Before rolling you must declare what you are about to attempt and if you fail must still complete the order.

e.g. A unit wants to turn 180° move half and turn 180° – the possible outcome could be:

1. They fail so only do the first 180° turn.
2. They pass the first roll and turn 180° then move half move then fail the second roll to turn back. As they do not have whole move left they stop and do not carry out the second 180° turn.
3. Pass so turn 180° move half move and pass the second allowing them to do the second 180° turn.

### Hit in Flank or Rear

Units hit in the flank or rear drop one morale level on contact.

If a unit that has been hit in the Flank or Rear survives to fight a second round, roll using the Formation Change table only using the Expanding row to see if they can turn to face with all or part of the unit. If they fail to get all bases facing, any that do not cannot contribute to the melee.

If a unit declares a charge on the flank or rear of a unit and starts beyond their normal move, the defending unit can attempt to change facing or change formation by **passing** a quality roll. If they go for this option and fail they cannot then evade.

### **Impetuous**

When impetuous units are within two normal moves from an enemy they must take a quality check needing less than or equal to their quality number plus any leader modifier if applicable to pass. If they fail they must move a whole move towards the nearest enemy unit. Impetuous units screened by skirmishers do not have to take a check. Impetuous units must pursue an enemy unit beaten in melee.

### **Interpenetration**

Skirmish units can pass through friendly formed units and formed units can pass through skirmishers. Roman infantry can pass through other Roman infantry. If a unit does not have enough movement to pass all of the way through move the penetrated unit behind and put it in disorder. The penetrating units front edge must be able to move beyond the front edge of the penetrated unit or it must stop behind.

### **Leader Bases**

Command Range = 6" from the edge of the base to any base of the unit.

Will add +1 to the morale of all units within 6".

Will add +2 to any unit they are attached to.

If a leader is attached to a unit that loses a base roll 2 d6 per base lost – double 6 will kill him.

Can still add +1 to units if they are attached to another.

### **March Move**

Double normal movement distances while greater than one normal move from the enemy. If a double move is used you cannot do anything other than move which can include wheeling and oblique. Manoeuvres on the Formation change table are not allowed if taking advantage of a march move. Elephants can never march move.

### **Oblique Movement**

A unit can move 1" to the left or right for every 1" moved forward but deducting 1/2" from their move for every inch moved sideways. If charging 1/2" left or right for every inch moved also deducting 1/2" from their move for every inch moved sideways. If a unit only moves 1/2" to the left or right do not deduct anything from their move. Elephants cannot oblique.

### **Pursuing beaten enemy after melee**

Impetuous units must always pursue a beaten enemy unless they have a leader attached in which case they can roll to not pursue. Other units can choose to pursue or hold if they roll equal to or less than their quality number plus any leader bonus if applicable. There is a deduction of 1 d3 modifier for the first turn of the pursuit move but no modifier for turns after if the pursuit continues. If the pursued unit leaves the table the pursuer can attempt to stop but if they fail will leave the table never to return.

### **Rear Rank**

There must be at least 50% of the number of bases in the front rank making up the 2nd rank to count as a rear rank.

### **Shield Wall**

If contacted, units in Shield Wall cannot use Pilum. Charge contact comes before normal movement so the unit cannot be moved to come out of shield wall.

### **Skirmish Units**

Skirmish units cannot voluntarily attack the front of a formed unit. Skirmish units do not have to roll on quality to change facing or formation. They can move in any direction and formation as long as all bases are touching another base of the same unit and no bases move further than their maximum move.

### **Supporting Units**

To count as support units they must be behind a line drawn along the front edge of the unit it is supporting and within 6". The unit must be facing the supported unit and cannot be Demoralised or Broken to count as supporting. Skirmishers cannot support formed units but formed units can support skirmishers. Archers cannot be counted as supporting any type.

### **Third Round plus of Melee**

If a melee moves into a third or greater round re-roll dice that miss to allow for the potential of greater losses in prolonged melee. If a unit has a second rank it can expand to overlap or put bases in contact with overlapping bases of the unit they are fighting.

### **Voluntary Break off from Melee**

Any units in melee can break off by announcing it and deducting 1 d3 from their normal move rate during their movement turn. The opponent can before the dice roll declare they wish to pursue. If they do wish to pursue deduct 1 d3 from their normal move and move them after the breaking off unit has moved. If they make contact it will count as hit in flank or rear. If no contact is made the units can then move as normal in the following turns. The pursuing unit must pass a quality roll to stop the pursuit.

### **Wheeling**

Pivot on one front corner and measure distance from the other front corner.

## **Templates / Markers in Game**

45° - Turning elephants

30° - Missile arc of fire and Elephants when broken.

Disorder - Put bases of unit in muddle

Painted screws - number of casualties

Shaken - Morale

Demoralised - Morale

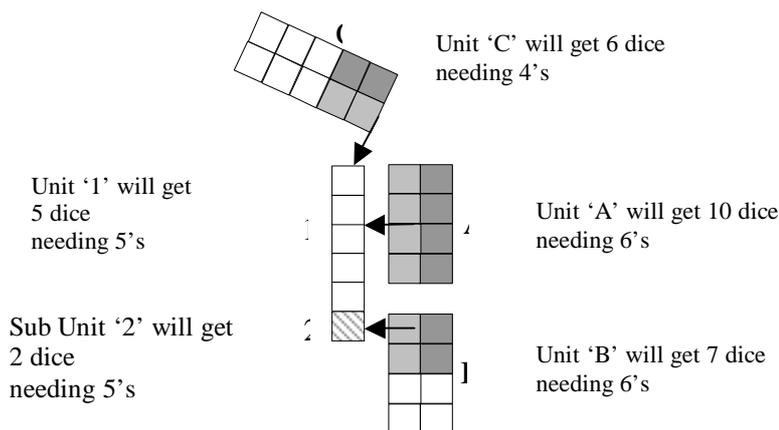
Broken - Morale

1, 2, 3+ - shows how many rounds of melee

Oblique move -

## Multi Unit Combat

If more than one unit makes contact with a single unit work out the combat as if they were separate fights. All modifiers apply to the single unit for their combat dice. If, as the example below shows, a unit is hit in the flank by an additional attacking unit it will suffer the halved dice for being hit in the flank. All casualties inflicted by the combined attack count towards the units morale check.



### Unit 1 (Legionary Q = 3 Steady)

Starting Dice	
Quality	= +2
4 bases in contact	= +4
1 base overlap	= +1
Counter charging	= +1
Total	= +8
Hit in flank – Half total	= +4

Needing to roll 4 +/- modifiers	
Target Armour	+1
Total	5+

### Sub Unit 2 (Legionary Q = 3 Steady)

Starting Dice	
Quality	= +1
1 base in contact	= +1
Counter charging	= +1
Total	= +3
Hit in flank – Half total	= +2

Needing to roll 4 +/- modifiers	
Target Armour	+1
Total	5+

### Unit A (Celt Q = 2 Steady)

Starting Dice	
Quality	= +2
4 bases in contact	= +4
4 bases supporting	= +2
Charging	= +2
Total	= +10

Needing to roll 4 +/- modifiers	
Target Armour	+3
Shock Troops	-1
Total	6

### Unit B (Celt Q = 2 Steady)

Starting Dice	
Quality	= +2
1 base in contact	= +1
1 base overlap	= +1
2 bases supporting	= +1
Charging	= +2
Total	= +7

Needing to roll 4 +/- modifiers	
Target Armour	+3
Shock Troops	-1
Total	6

### Unit C (Celt Q = 1 Steady)

Starting Dice	
Quality	= +1
1 base in contact	= +1
1 base overlap	= +1
2 bases supporting	= +1
Charging	= +2
Total	= +6

Needing to roll 4 +/- modifiers	
Target Armour	+3
Shock Troops	-1
Attacking Flank	-2
Total	4+

Casualties caused by Unit '1' will be allocated to Unit 'A'.

Casualties caused by Unit '2' will be allocated to Unit 'B'.

Casualties caused by Unit 'A' will be allocated to Unit '1'.

Casualties caused by Unit 'B' will be allocated to Unit '2'. If Unit 'B' inflicts more than 3 casualties on Unit '2' the excess are ignored.

Casualties caused by Unit 'C' will be allocated to Unit '1'.

## Elephants in melee

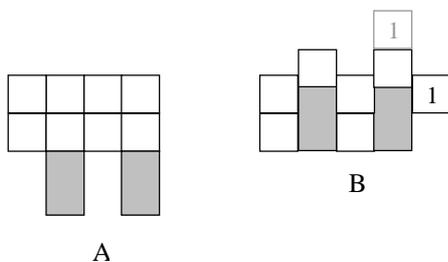


Diagram 'A' shows two elephants in contact in the first round of melee. The defenders Quality=3 and will get 5 dice needing 6's the elephants will get 8 dice needing 3's.

Diagram 'B' shows the situation for the second round of melee the defenders have lost one base and passed their morale check. Base 1 has moved to the flank of the elephants so the defenders now get 5 dice needing 6's and the elephants get 6 dice needing 4's.

## Sequence of Play

Roll for initiative (roll 1 d3 each - Draws = previous loser wins)

### Both sides Fire

Both sides can use missile weapons, all firing is simultaneous. Morale checks are taken by all units that lose bases during the firing.

### Both sides move Pursued units

Both sides must move all units that broke off from melee and are being pursued.

### Side A Declare charges

The side that won the initiative must declare all of their charges.

### Side B Counter charge/Evade

The side that lost the initiative can move counter charging and evading units in response to the charges.

### Side A move chargers into contact

Move all charges that were declared into contact

### Side B Declare charges

The side that lost the initiative must declare all of their charges.

### Side A Counter charge/Evade

The side that won the initiative can move counter charging and evading units in response to the charges

### Side B move chargers into contact

Move all charges that were declared into contact

### Side A Moves

The side that won the initiative can now move all units that are not charging. All pursuing units can attempt to stop pursuing.

### Side B Moves

The side that lost the initiative can now move all units that are not charging. All pursuing units can attempt to stop pursuing.

### Melee

Resolve one round of melee for all units in contact. The order of the melees to be decided by the side with the initiative.

### Morale Recovery

Any unit that is not in melee, not being pursued and has not been fired at during the turn can attempt to recover a morale level.

## Identifying Units

Movement	
2 figures per base	7"
No Shield No armour	6"
Shield No armour	6"
Mail + Shield	5"
Plate + Shield	4"
Mail No Shield	6"

Protection	
No Shield No armour	0
Shield No armour	1
Mail No Shield	1
Mail + Shield	2
Plate + Shield	3

Quality (Tray colour)	
Red	0
Brown	1
Green	2
Silver	3
Blue	4
White	5

All Barbarian units are shock troops

Number on Casualty tray shows how many bases the unit started with.