

ANCIENT BATTLES DELUXE

FROM GUTS TO GUNPOWDER

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[0.0] USING THESE RULES

New gaming terms, when they are initially defined, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major “**Rules**” sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game’s subject matter, its components, the procedures for play, the game’s core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be “**Cases**” that further explain a rule’s general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in red text.

References to **examples** of a Rule or Case are in **blue text** and **this font**.

Text in **shaded boxes**, like this, provides the voice of the game’s designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

ANCIENT BATTLES DELUXE is a two-player game using standardized game pieces and rules that allow players to recreate any number of pre-gunpowder and early-gunpowder battles in a compact playing area over a short time.

[2.0] EQUIPMENT USED

The Game Maps: The 11” x 17” game boards feature maps portraying the types of areas where these ancient battles were fought.

The Player Aid Sheet: The 8.5” x 5.5” Player Aid Sheets provide important rules reminders plus the charts and tables needed to play games in the ANCIENT BATTLES DELUXE series.

Information Markers: There are several markers included with the game to keep track of various things, such as: the current Game Turn, who has the Initiative, each army’s Morale Level, and the (yellow / red) current Status of each side’s units.

UNIT TYPES

Below are descriptions of the various playing pieces (hereafter referred to as ‘**units**’) available in the ANCIENT BATTLES DELUXE series of games.

Although a unit type may be described here, it might *not* be required with the particular scenarios that you’re playing. Only the components required to play *this* game’s scenarios are included.

LEADERS

These pieces represent the kings and generals who lead the armies depicted in the game. They perform special functions in the game and are vital to a side’s success on the battlefield. Protect them!



Each leader unit is marked with one or more command modifiers. To the left of the leader symbol are zero to two Command Points are provided by having that leader in play. To the right of the leader symbol is a Combat Strength modifier used in combat. A multiple value (x1, x2) increases a combat unit’s Melee Strength modifier. An addition modifier (+1) increases a combat unit’s strength by that amount. These modifiers are cumulatively

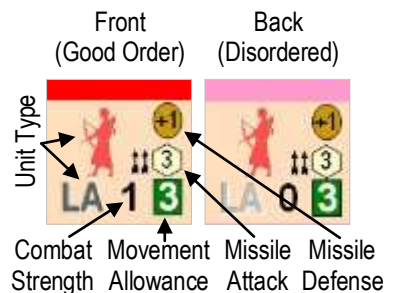
applied toward any unit stacked with the leader (with additional modifiers being applied prior to the effects of multipliers).

COMBAT UNITS

These pieces represent the various troops available to an army during a scenario. Each combat unit is noted by at least three factors: 1) its Combat Strength, 2) its Movement Allowance, and 3) its Ranged Combat Defense (if it is not ‘0,’ in which case no value appears) and a color stripe along its top to show its ‘front’ facing.

In addition, units that can perform Ranged Combat (i.e., “shoot”) also possess a Missile Type and Range.

Every combat unit also has two sides. The front side is its “**Good Order**” side. The reverse is its “**Disordered**” side, where you can see that its effectiveness is reduced. A unit usually becomes Disordered during combat and may be returned to its Good Order side when Rallied.



Each game in the ANCIENT BATTLES DELUXE series includes many (but not all) of the following combat unit types:

INFANTRY TYPE UNITS:

Infantry type units are the foot soldiers.



Light Infantry (LI): These are mobs of poorly armed, often untrained men. Typically they have a shield, one weapon, and no body armor. They might represent peasant levies or barbarians.

Medium Infantry (MI): These units are adequately armed (either at their own or their government’s expense), drilled regular infantry. You would find these among city-state armies, auxiliary and mercenary forces.

Heavy Infantry (HI): These units are heavily armed, well-trained professional infantry. Examples include Roman Legions or Viking ‘Huskarls.’

Phalanx (PX): These units represent heavily armed infantry, massed shoulder-to-shoulder with pikes (long spears). The wall

of shields and spears provides good defense against missiles.

Pikemen (PK): These units represent a light, mobile Phalanx formation effective against cavalry. E.g., a Scottish ‘Shiltron.’

Mixed Missile (MM): These units primarily represent javelin throwers, slingers and archers with limited hand-to-hand ability, such as Greek ‘Peltasts.’ They could represent regular infantry with a high proportion of missile troops.

Light Archers (LA): These units are bowmen or slingers with little or no body armor. Their purpose is to disrupt the enemy, not fight hand-to-hand.

Heavy Archers (HA): These units are armored bowmen (such as Assyrian archers or medieval crossbowmen). They can defend themselves in melee, but they sacrifice mobility.

CAVALRY TYPE UNITS:

Cavalry type units use horses and camels for speed and, after stirrups became common in Europe during the 8th Century AD, increased striking power (i.e., “shock”).



Light Cavalry (LC): These units are mounted troops with little or no body armor and usually armed with spears or javelins. They are used primarily as scouts for their army, to screen or turn the flanks of a battle line and attack the enemy’s rear – then to ride down fleeing foes.

Heavy Cavalry (HC): Well-armored, main shock cavalry used for direct attacks along a battle line to execute charges and deliver decisive blows.

Mounted Archer (MA): Light, missile equipped cavalry units used by the Parthians and Mongols.

Cataphract Cavalry (CT/HT): Very heavily armored, missile equipped cavalry units used by the Byzantine Empire.

Knights (KT): These are extra-heavy cavalry in chain or plate armor.

Camelry (CC): Camel mounted troops; this cavalry type unit is particularly effective against enemy cavalry.

Chariots (CH): These are light, two-wheeled wagons carrying two or three warriors and bowmen.

Battle Chariots (BC): These are a larger variety of chariot formation, geared toward a powerful initial shock, but not as effective afterwards.

‘OTHER’ TYPE UNITS:

Elephants (EL): These units represent groups of African or Asian elephants, each

including a driver, a fighting platform (howdah), and several warriors.

Camp (CP): This is the baggage of the army in the field. It may be fortified by a dirt moat or palisade or just by pulling the wagons into a circle. It contains the war chest, supplies, loot, and often the troops’ families. Needless to say, it is very important to the morale and physical needs of the men.



War Wagons (WW): A mobile camp that has the same attributes of a Camp unit.

[3.0] SEQUENCE OF PLAY

Each scenario involves the play of several **Game Turns**, a minimum of five and as many as ten.

Procedure

During each Game Turn, players alternate spending **Command Points (CPs)** to activate individual units or groups of units called **‘Formations.’** A player who has spent all of his CPs must sit idly while his opponent is free to spend his remaining CPs to activate his units. A player may opt to **‘Pass’** (i.e., not expend any CPs) in an attempt to get in the last move that turn, but when both players *Pass in succession*, the expenditure of CPs ceases for that Game Turn and any unspent CPs available to a player for that turn are lost.

Each Game Turn is comprised of all of the following **‘Steps.’**

- 1. Remove Leaders:** Both players remove all of their Leader units from the map and place them to one side.
- 2. Army Panic Check:** Both players determine if their army has reached its breaking point and **‘Panics.’**
- 3. Receive Command Points:** Both players determine their allotment of Command Points for the current Game Turn. Each player adds the number of Command Points provided by their active Leaders (eliminated ones don’t count!) to a value determined by their own die roll on the Command Table:

Command Table			
Die Roll	•	••	•••
+ CPs	+1	+2	+3

- 4. Determine Initiative:** The players each roll a die; the one with the highest die roll, after any CP ‘bidding,’ becomes the Initiative Player for the current turn.
- 5. Place Leaders:** Players alternate returning their active Leader units to the

board beginning with the Initiative Player. Leaders are added to any hex containing a combat unit of their own side. Multiple Leaders may be placed in the same hex, if desired. Once placed during this Step, they remain with the unit they are stacked with until removed by combat (as per 11.5) or during the next Remove Leaders Step.

- 6. Activation:** The Initiative Player decides who will take the first **Action**, then players alternate taking Move, Fire, Rally, and Panic Movement Actions – marking activated units – or ‘passing’ until they both pass in succession.
- 7. Melee Combat:** Remove all **Yellow Action markers (●)** from the units. Then, beginning with the Initiative Player, players alternate selecting eligible individual units to engage in Melee Combat, marking activated and retreated units, again until they both ‘pass’ in succession.
- 8. Turn End:** Remove all **Red Action markers from the units (●)**, and then advance the Game Turn marker to the next box on the Turn Track. A check might be needed to see if the game ends and a winner determined.

[4.0] ARMY PANIC CHECK

Armies will ‘break’ and ‘panic’ in one of two ways: 1) a cumulative loss of a certain number of combat strength points; or 2) through the loss of all its Leaders.

Procedure

When a combat unit is eliminated, the Combat Strength from its Good Order side is deducted from its side’s **Panic Rating** (as listed in the setup instruction). During this Phase, if either side’s Panic Rating is below one, or if its last Leader has been recently Eliminated (see 11.53), then that side now **‘Panics.’**



Each army can only Panic once per game. Skip this check on future turns for a player whose army has already Panicked.

Panic Effects

[4.1] Immediate: When an army Panics during this Phase, all its Good Ordered units remaining on the board are immediately flipped to their **Disordered** side. (Disordered units are unaffected.) This is a one-time reaction by that army.

[4.2] Long Term: For the rest of the game, the enemy player may use one of his Actions (and spend 1 of his CPs) per turn during the Activation Phase to conduct **Panic Movement** (9.0) of all of the Disordered units in that Panicked army.

[4.3] End Game: Panicking an enemy army is worth 1 Victory Point at the end of the game (see 14.0).



This hasn't changed throughout history. The object of a battle is to make things so inhospitable for the other side that they leave and you control the battlefield – and the worse condition they leave in (i.e., the more casualties they suffer and worse their leadership and morale is), the better.

[5.0] DETERMINE INITIATIVE

General Rule

The player with the Initiative is called the **'Initiative Player'** and his opponent is the **'Non-Initiative Player.'** The Initiative Player decides who can conduct the first Activation during that Game Turn.

Procedure

Each player rolls one die (D6) to determine their **'Initiative Value.'** The player with the highest Initiative Value gains the Initiative. If the Initiative Values are tied at this point, the player who had the Initiative during the *previous* Game Turn (or the player designated as 'Side A' in a scenario on the first turn only) gains the Initiative and becomes the Initiative Player and claims the Initiative marker for that turn as a reminder.



[5.1] Bidding for Initiative: After determining who is the Initiative Player, the Non-Initiative Player may reverse that outcome. He may spend 1 CP to **'seize the initiative'** from his opponent and become the Initiative Player for that turn.

If he does so, then each player may alternately spend 1 CP at a time in order to regain the initiative.

[5.2] Ending the Determine Initiative Step: The players continuing bidding until either: 1) one player does not have any CPs left to spend, or 2) either player chooses not to spend a CP to seize the initiative from his opponent, thus conceding that his opponent will be the Initiative Player.

For example: Caesar and Alexander both roll a 4 for Initiative this turn. This Initiative Value tie is resolved by recalling that Caesar had the Initiative *last* turn, so he retains his position as the Initiative Player *this* turn (in a tie-breaker).

Alexander decides to spend 1 CP, thus seizing the Initiative from Caesar.

Caesar then opts to spend 1 CP to regain the Initiative, to which Alexander declines to spend another to take it back. Caesar will again be the Initiative Player this turn, and Alexander will be the Non-Initiative Player.

[6.0] ACTIVATION

The Activation Step is the heart of each Game Turn where players alternate performing actions with the units.

Procedure

During the Activation Step of a turn, both players alternate spending 1 CP to perform an **'Activation.'** An Activation can be used on individual combat units or groups of combat units called **'Formations.'** When friendly units are activated, they may Fire, Move, or Rally and an appropriate Action marker is placed on each one, denoting that it has performed its one Activation for this turn.



An Activation may also be used to hinder the enemy's units, such as their Elephants (if Optional Rule 15.4 is being used) or after their army Panics (as per 9.0).

'Passing:' A player may opt to *not* spend a CP, thereby **'passing.'** If both players pass in succession, any remaining CPs are lost, the Activation Step ends, and play proceeds to the Melee Combat Step.

Cases

[6.1] Unit Activation: Beginning with the player *determined by* the Initiative Player, an individual combat unit or Leader **that does not currently have an Action marker on it** is selected for activation and 1 CP spent.

- That selected unit is, or all the units in the Leader's Formation are, then activated to either: **Rally, Move, or Fire** (i.e., conduct Ranged Combat).
- As each activated unit completes its orders, an Action marker is placed on it; this will denote that it cannot be activated again during this same Activation Phase.

[6.2] Formations: Selecting a Leader for activation allows all combat units within its Formation to be Activated as well.

Definition: A **'Formation'** is a group of mutually supportive combat units without Action markers, where each unit within the Formation is adjacent to at least one other unit within the same Formation and one

unit within the Formation is stacked with the activated Leader.

If the Formation is ordered to **'Move,'** then all of the units within that Formation must also be **facing** the same direction.

[6.2.1] Unit Selection: The individual units comprising a Formation are determined immediately upon the activation of a Leader.

[6.2.2] Singling out Units in a Formation: Not all units within the Formation need be activated, allowing them, for example, to be part of a different Leader's Formation later in the same turn.

[6.2.3] Formation Action Integrity: When a Formation is activated; all the designated units comprising that Formation must perform the *same* action (either Rally, Move, or Fire).

[6.3] Action Marker Placement: As each activated unit completes its action, an appropriate Action marker is placed on it.

Once a player has finished activating the units in a Formation as desired, the Leader is also marked with a Yellow Action marker (●).

[7.0] RALLY

General Rule

In order to return a unit from its Disordered side back to its Good Ordered side, it must be **'Rallied.'**

Procedures

1. An individual combat unit automatically Rallies by simply spending 1 CP to do so.
2. When a Formation is ordered to Rally, each eligible combat unit rolls one die (D6) to determine whether or not it Rallies. Each Formation combat unit activated to Rally may make one Rally attempt as explained in the following Cases.

After conducting its Rally Action, place a Yellow Action marker (●) on that unit.

Cases

[7.1] Rally Die Rolls: If a unit's die roll is less than or equal to (\leq) its Disordered Combat Strength, the unit recovers and is flipped back to its Good Order side. If that unit's roll is greater than ($>$) its Disordered Combat Strength, it remains Disordered.

[7.2] Rally Die Roll Modifiers: Subtract two (-2) from the die roll for a unit attempting to Rally if it is in the same hex as one or more friendly Leaders.

Subtract one (-1) from the die roll for a unit attempting to Rally if it is *not* in the same hex as a friendly Leader but *is* in a hex *adjacent* to one or more friendly Leaders.

These modifiers are **not** cumulative; use only the single best one.

[7.3] Automatic Results: Regardless of its modified outcome, a die roll of '1' is always successful and a die roll of '6' is always a failure.

Rally Table	
Die Roll	Result
☐	Unit Always Rallies
≤ Str.	Unit Rallies
> Str.	Unit Fails to Rally
☒	Unit Never Rallies
Die Roll Modifiers (use only one):	
-2: If stacked with a friendly Leader	
-1: If adjacent to a friendly Leader	

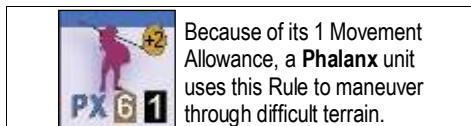
[8.0] MOVEMENT

General Rule

When activated to move, units trace a path along the map's hex grid, moving from their present space to an adjacent one while spending their Movement Allowance.

Combat units move from hex to hex, paying a cost in '**Movement Points**' from their **Movement Allowance** to enter each hex and, in some cases, to cross certain hex-sides (see **Terrain Effects Chart**).

Combat units may move up to their full Movement Allowance each Game Turn when activated to move. They cannot save any of their Movement Allowance from one turn to another or share them between units, nor can they exceed their Movement Allowance in a single turn unless their entire move will consist of moving only one hex straight ahead.



For example: A Phalanx unit may move one hex straight ahead into an adjacent Rough hex (even though it costs two MPs), provided the unit does not rotate in either hex.

Procedures

1. An individual combat unit may perform a Move Action by simply spending 1 CP to do so.

2. When a Formation is ordered to Move, each eligible combat unit can be moved as explained in the following Cases.

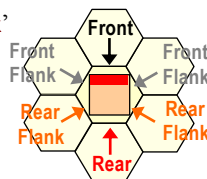
After conducting its Move Action, place a Yellow Action marker (●) on that unit (unless it leaves an Enemy Zone of Control, see 8.8, in which case it is tagged with a Red Action marker: ●).

Cases

[8.1] Formation Movement: For multiple combat units in a Leader's Formation to move via that Leader's activation, they **must begin** that activation **facing in the same direction**. When activating a Formation, combat units are moved individually in any order and direction(s) that their owning player desires. *They do not have to maintain their formation, facing, or relative position.*

[8.2] Unit Facing: Every combat unit on the map must be arranged so that the top of that unit (i.e., the side with its color ID stripe) is pointed distinctly toward one of its six adjacent hexes.

The hex immediately adjacent to the top edge of a unit is its '**Front**' hex. The hex immediately adjacent to the bottom edge of a unit is its '**Rear**' hex. The hexes adjacent to a unit's Front hex are called the '**Front Flank**' hexes. Similarly, those adjacent to a unit's Rear hex are the '**Rear Flank**' hexes as illustrated here.



[8.3] How to Move Combat Units: To move, a combat unit must enter its frontal hex. It must expend the cost of the terrain (see Terrain Effects Chart) in Movement Points from its Movement Allowance to do so. If a combat unit does not have sufficient Movement Allowance remaining to enter a given hex, it may not enter it.

Exception: If a combat unit's entire move consists of moving only one hex straight ahead, it may exceed its Movement Allowance to enter a hex.

[8.3.1] Moving through Enemy Units:

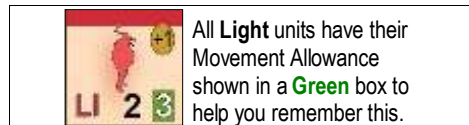
A combat unit cannot move through an enemy unit (except enemy Leaders alone).

[8.3.2] Moving through Friendly

Units: A combat unit *can* move through a hex containing another friendly combat unit, but then **both** of these combat units are immediately flipped to their Disordered side. There is no additional penalty if that unit was already Disordered; that is, Disordered units

may freely move through each other without effect.

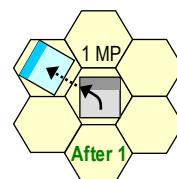
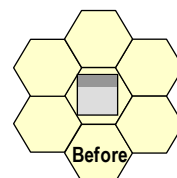
Exception: If either or both combat units involved in this 'pass through' movement are '**Light**' (Light Infantry, Light Archers, or Light Cavalry), this penalty does *not* apply to either unit.



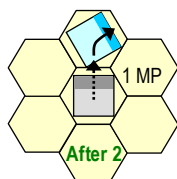
[8.4] Changing a Combat Unit's Facing:

A combat unit may freely rotate **one** hex side (60 degrees) within a hex whenever desired during its Move Action. It may do so before **and** after leaving or entering a hex, or when simply remaining stationary in that hex (i.e., just 'turning in place'). Rotating a unit more than one hex side costs 1 Movement Point.

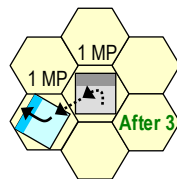
For example: Consider these "Before" and "After" illustrations. In illustration **After 1**, you see an allowed move; the unit first rotates 1 hexside (60 degrees) at no Movement Point (MP) cost, then it enters the hex to its new **Front** facing, spending 1 MP. You can tell this is correct when rotating *before* moving, as it now has its **Rear** facing back toward the hex it just left.



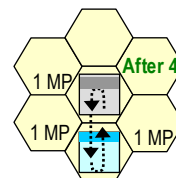
In **After 2**, the unit spends 1 MP to move straight ahead first, *then* it opts to use its free rotation (turning 1 hexside). This is a fairly typical move.



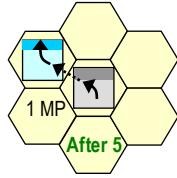
In **After 3**, the unit spends 1 MP to rotate 2 hexsides (120 degrees), and 1 more MP to enter the next hex; it then uses its free rotation to change its facing in its destination hex at no additional cost.



In **After 4**, the unit spends a total of 3 MPs to turn completely around, move a hex, and turn around again! That's a lot of MPs just to 'take a step back,' but if it has the MPs to spend, it is allowed.



Finally, in **After 5**, you see a standard move where a unit ‘sidesteps’ over one hex. It is perfectly allowed to rotate one hexside in the hex it started, spend 1 MP to move, and then rotate again one hexside in the hex it enters.



[8.5] Stacking: No more than **one** combat unit may occupy a single hex at a time. Leaders and markers are exempt from this restriction; any number of these pieces may be stacked in a hex (with or without combat units).

[8.6] Exiting the Map: A combat unit may exit the map by moving to the map’s edge and expending one additional Movement Point (+1 MP) if it has one.

[8.6.1] Don’t Panic: A combat unit that exits the map in this manner does **not** affect its side’s Panic Level.

[8.6.2] Don’t Return: A combat unit that exits the map may not return, unless allowed to do so by its scenario’s Special Rules.

[8.7] Entering the Map: Any combat units that enter the map during play (as described in that scenario’s Special Rules) are considered ‘**reinforcements**.’

Reinforcements enter the map as part of a Formation (requiring the expenditure of a CP), even if a Leader is not included among those reinforcements.

[8.7.1] Entry Cost: A reinforcement entering the map must pay the terrain cost of the first hex entered.

[8.7.2] Bonus Movement Allowance: Reinforcements may move up to **twice their normal Movement Allowance** on their turn of entry providing they do not end their move adjacent to an enemy combat unit.

These reinforcements are considered to enter the map in ‘march formation’ rather than in ‘combat formation.’

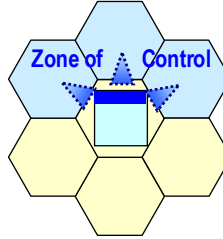
[8.7.3] Blocked Entry: If enemy units occupy the hexes through which reinforcements are scheduled to arrive, those reinforcements are assumed to be just off the map edge in (imaginary) adjacent hexes and are able to engage the blocking units in Melee Combat.

These imagined off-map hexes are assumed to be of the most beneficial type to the reinforcing units of those adjacent bordering hexes, for the purpose of determining melee modifiers.

For example, if entry hex R-4 is blocked, the reinforcing unit may occupy either Clear or Hill terrain, whichever is most beneficial to its attack.



[8.8] Zones of Control: A combat unit projects its power into its three frontal hexes (i.e., its front and front/flank hexes). These three hexes are called a combat unit’s ‘**Zone of Control**’ (or ‘**ZOC**’).



[8.8.1] Stop: A combat unit **must stop** immediately upon entering an enemy combat unit’s ZOC, but it may still rotate one hexside normally, prior to ending its move (as per 8.4).

[8.8.2] No ‘Infiltration’ Movement: A combat unit beginning its turn in an enemy ZOC may **not** enter another ZOC hex (even one projected from that same enemy unit). It may rotate freely within the same hex, however.

[8.8.3] Disengagement Movement: A combat unit *may* exit an enemy ZOC, but after doing so it is marked with a Red Action marker (●, instead of a Yellow one), this means that it can **not** initiate Melee combat in the next Phase.

[8.8.4] You’re Wet: ZOCs *do not* extend across River hexsides. They *do* extend across Stone Bridge and Ford hexsides.

For example: A Light Cavalry unit begins its activation in an enemy Zone of Control. First, it rotates 180 degrees to face in the opposite direction (1 MP). It then advances four hexes (at a cost of 4 MPs) and rotates one hexside to the left at no cost. It then moves one more hex (1 MP; its 6th and last) into an enemy unit’s rear hex and rotates one hexside there to face the enemy. It is then marked with a Red Action marker, as it cannot attack during Melee since it started its activation within an enemy ZOC.

[8.9] Terrain Effects: These are covered on the Terrain Effects Chart. In Melee Combat, both the Attacking (“Atkr”) and Defending (“Dfdr”) units have their own modifier based on the terrain in their respective hexes.

In addition:

- A Disordered unit suffers no further adverse affects when entering a Woods hex. It simply remains Disordered.

[9.0] PANIC MOVEMENT

General Rule

After an army **Panics** (see 4.0), its units are subject to move against the owning player’s will (i.e., they are moved by the enemy player). In effect, if not rallied, those units might ‘**flee**’ the battlefield.

Procedure

After your opponent’s army **Panics**, you may use an Action and spend 1 CP per turn to conduct ‘**Enemy Panic Movement**’ to move **all** of his Disordered units that are untagged by Action markers and are **not** in hexes with Leaders.

[9.1] Fleeing: Enemy Panic Movement is a Movement Action (8.0) performed on **all** qualifying enemy combat units by rotating them to face (at no Movement Point cost – maintaining order is the last thing on their minds), and moving them toward (through the expenditure of their *entire* Movement Allowance, if possible), the nearest map edge (or river without a bridge or ford) and exiting them off the map (if possible, see 8.6).

This is good way to earn another Victory Point for having superior strength on the map at the end of the game (see 14.0).

[9.2] Which Way?: If more than one map edge is closest to that enemy combat unit, the player conducting the Enemy Panic Movement decides which is approached.

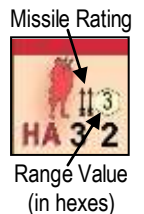
[9.3] Out of My Way!: Each such Panicked enemy combat unit is rotated and moved individually. It *may* be moved through other units in its army (as per 8.3.2) but **only** if they are directly between that unit and the nearest map edge (i.e., they can’t go ‘out of their way’ to flee through their own units; *be fair applying this rule!*).

[9.4] No Attacking: Place a Red Action marker (●) on each unit after its Panic Movement is complete.

[10.0] RANGED COMBAT

General Rule

Ranged Combat allows units equipped with bows, javelins, slings and so forth (i.e., those with a **Missile Rating**, shown as a number of arrow symbols) to attack enemy units ‘at range’ (indicated by a number inside a hexagon on that unit).



Procedures

An individual combat unit may conduct Ranged Combat by simply spending 1 CP to do so.

1. When a Formation is ordered to Fire, each eligible combat unit may conduct Missile Combat as explained in the following Cases.

After conducting its Fire Action, place a Red Action marker (●) on that unit. It will *not* be able to initiate Melee Combat during the next Step.

Cases

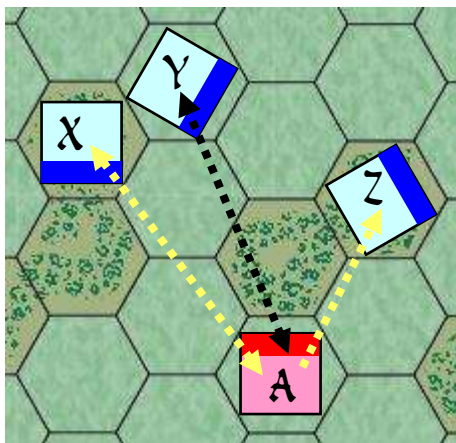
[10.1] Properly Equipped: Only combat units with a Missile Rating and a **Range Value** (a number inside a hex symbol) are capable of conducting Ranged Combat.

[10.2] Determining Range: 'Range' is the number of hexes away from the hex occupied by a **firing unit** (exclusive) to the hex occupied by the **target unit** (inclusive). Missile units have a maximum range (in hexes) shown as its Range Value.

[10.3] Arc of Fire: A firing unit may only conduct Ranged Combat through its frontal hexes (i.e., its front or front/flank hexes; a.k.a. its Zone of Control).

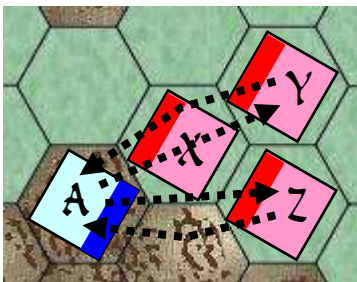
[10.4] Determining Line of Sight: In order to conduct Ranged Combat against a target unit, the firing unit must be able to 'see' it. To determine if a firing unit has a '**Line of Sight**' (LOS) to the target unit, draw an imaginary line from the center of the firing unit's hex to the center of the target unit's hex. A firing unit's Line of Sight is blocked if it passes through (but not into) any Hill, Woods or Built Up hex, or any hex containing a combat unit (friendly or enemy). An LOS that passes directly along a hex side is blocked if **both** hexes on either side are blocking hexes.

Exception: A unit on a Hill may fire over a combat unit *not* on a Hill and vice-versa (i.e., units do not block LOS between units on Hills and units not on Hills).



In the above illustration, A can shoot at X and Z (yellow arrows) but not Y (black arrow) as the Woods block the Line of Sight. The Woods do *not* block the Line of Sight between A and Z

because it runs along the *hexside* and only one of the hexes along that side is a blocking hex. Conversely, Y could not shoot back at A for the same reason, while X could. Note that Z could not shoot at A because Z is not facing in the right direction!



Here, A can shoot at both Y and Z, and both of those units could shoot back at A. That is because unit X does not block the Line of Sight shooting up or down the Hill. Note that A and Z can hit each other because once they ignore X (due to the Hill exception) their Line of Sight is running along the *hexside* and not through a blocking hex.

[10.5] Designate Attacking Missile Units: When conducting Ranged Combat, the attacker may select one or more 'eligible' units. To be eligible, the firing units must all be within range, have a Line of Sight to the target unit, not have an Action marker on them, and be part of the same formation activation (see 6.2). From among the eligible firing units participating in a single Ranged Combat, the attacker selects a '**Lead**' unit. All other firing units in that Ranged Combat are '**Supporting**' units, **but only if they are not Disordered**.

[10.6] Resolving a Ranged Combat: The following steps are used to resolve a Ranged Combat (a.k.a. '**Missile Attack**').

1. Determine the Missile Defense Value:

First, the defender rolls one die (d6) for the target unit and adds the result to the unit's Ranged Combat Defense rating plus any Terrain Modifier the target unit might enjoy (see the Terrain Effects Chart) to obtain the target unit's **Missile Defense Value**.

2. Determine the Missile Attack Value:

Then attacker rolls a number of dice equal to the number of arrows (♣) on the firing unit and notes the value of the single highest roll *only* (discarding the others). To that value, add one (+1) for **each** Supporting unit participating in that Ranged Combat to obtain the firing unit's **Missile Attack Value**.

3. Compare the Values and Apply the Result:

If the Missile Attack Value is greater than (>) the Missile Defense

Value, the target unit is Disordered (see 11.3). If the target unit is already Disordered, it is Eliminated instead. Any other result is treated as 'No Effect.'

4. **Place Red Action Markers:** After determining the result, each firing unit participating in that Ranged Combat receives a Red Action marker (●).

Ranged Combat

Difference	Result
A > D	Defender Disordered
Otherwise	No Effect

1. Defender's Value =

♣ + ● (Missile Def.) + ● (Terrain)

2. Attacker's Value =

♣ (roll one ♣ for each ♣, use highest)

+1 for each supporting unit

3. Compare Values, Apply Result

4. ● Red Action Marker for Firing Unit(s)

[10.7] Rapid Fire: Certain scenarios (e.g., those involving English Longbowmen) allow some units to conduct '**Rapid Fire**' Ranged Combat: an ability to fire several times when activated. When activated, these units can either complete a number of individual Ranged Combats at the same or different targets, or they may combine these attacks into an Enhanced Attack with a greater chance of success, or a combination of the two, as explained in the following Subcases:

[10.7.1] Predesignation: The type and number of Rapid Fire attacks must be determined before any dice are rolled, but the specific target unit is determined at the beginning of each Rapid Fire Ranged Combat.

[10.7.2] Normal Attacks: When a Rapid Fire enabled unit opts to complete multiple individual Ranged Combats, each is resolved as per Rule 10.5. During its Missile Attacks, only that rapid-fire unit can function as the Lead unit. Non-Rapid Firing units may only support a Rapid Firing unit's *first* such attack during a single Ranged Combat Step.

[10.7.3] Enhanced Attacks: When combining two or three Rapid Fire attacks into a single Ranged Combat, multiply the firing unit's Missile Attack Dice by the number of available attacks. All supporting units are handled normally, regardless of their type.

For Example: A scenario's Special Rule indicates that an English Longbow unit (two missile dice) may fire three times per turn. That unit may make three normal attacks; or

may make one enhanced attack, rolling six dice (two arrow symbols times three attacks).

[11.0] MELEE COMBAT

General Rule

Melee Combat takes place after all unit Activations to Move, Rally, and Fire. It allows units equipped with swords, axes, hammers, pikes, and so forth to attack enemy units in 'hand-to-hand' combat.

Procedure

Start the Melee Combat Step by removing all **Yellow** Action markers from the map. **Note** that **Red** Action markers remain on the map; those units cannot initiate Melee Combat during this Game Turn's Melee Combat Step, but they *can* be targeted for Melee Combat.

Then, beginning with the Initiative Player, each side alternates conducting one Melee Combat at a time; each Melee Combat is completely resolved before the next one is commenced.

A player may opt to *not* conduct a Melee Combat, thereby passing. If both players pass in succession, the Melee Combat Step ends and play proceeds to the End of Turn Activities Step.

After conducting Melee Combat, place a Red Action marker (●) on **both** that unit **and** the opposing unit (if it does not already have one).

Cases

[11.1] No CP Cost: No CPs are spent to conduct Melee Combat; it 'just happens.'

[11.2] Steps in a Melee Combat: Each Melee Combat follows these steps:

1. Designate Attacking Unit: The attacking player designates any one of his eligible units (i.e., one that does not have a Red Action Marker on it and has an enemy unit located in one of its front or front/flank hexes; i.e., its ZOC).

Zero Strength Attacks / Defenses:

Combat units with a Combat Strength of zero (0) may *not* initiate an attack. When attacked, they defend as if their Combat Strength were one (1).

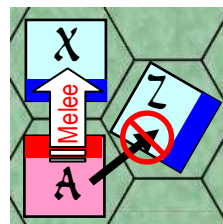
2. Select Defending Unit: The attacking player then selects **one** enemy unit in one of the attacking unit's front or front/flank hexes.

Facing Restriction

If the attacking unit has an enemy unit in its **front** hex, it **must** select this unit. (The troops prefer to fight straight ahead.) If there is no enemy unit in the attacking unit's front hex, an enemy unit

in either Front Flank hex may be selected as the defending unit.

Here, **A** would like to attack **Z** in its Rear Flank, but **must** attack **X** instead.



3. Retreat before Melee:

A good order 'Light' Infantry type unit (i.e., LI or LA) that is being attacked by a Non-Light Infantry type unit may retreat prior to combat. Similarly, a good order Cavalry unit that is being attacked by *any* type of unit with a lesser Movement Allowance can also retreat prior to combat.

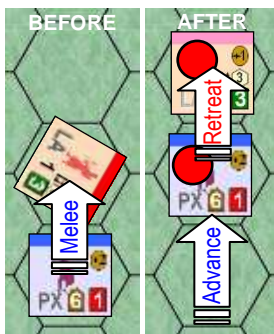
Retreat before Melee Cases

Procedure: Rotate the retreating unit so that its Rear hexside faces the unit it is retreating from. It then moves one hex forward (i.e., directly away from the attacking unit). Cavalry units may retreat up to *two* hexes in a straight line.

- i) Disordered combat units cannot retreat before combat.
- ii) Retreats cannot be made in violation of the stacking limit (8.5).
- iii) Leader units automatically retreat with the unit they are stacked with.
- iv) A retreating unit automatically becomes Disordered and is marked with a Red Action marker (●).
- v) The attacking unit may (or must) Advance After Combat into the vacated hex (see 11.6).
- vi) The attacker also is marked with a Red Action marker (●) regardless of any optional activity after the initial retreat.

For Example:

A Light Archer (LA) unit is being attacked by a Phalanx (PX). The LI opts to retreat one hex; it rotates to face away from the attacking



Phalanx unit, moves one hex 'forward,' and flips to its disordered side. The PX unit opts to advance. Both units are marked with Red Action markers.

For Example: A Light Cavalry (LC) unit is being attacked by a Medium Infantry (MI) unit. The LC opts to retreat two hexes. It does so and flips to its disordered side. The

MI unit must advance into the vacated hex. Both units receive Red Action markers.

For Example: A LC unit is being attacked by a Heavy Cavalry (HC). The LC **can** retreat before combat because it is being attacked by *any other* type of unit (a HC in this case).

4. Determine the Melee Value Modifiers:

When Melee Combat between units occurs, a unit's Melee Strength may be increased by additives and multiples due to the circumstances listed below.

Procedure

A combat unit's **Base Melee Strength** is equal to its printed Combat Strength. The Base Melee Strength is modified by +1 for each Leader stacked with that unit that has a Combat Bonus of "+1."

A combat unit's **Base Strength Multiplier** is calculated as follows:

- +1: for the unit itself
- +1: for each Leader stacked with that unit with a Combat Bonus of "x1"
- +2: for each Leader stacked with that unit with a Combat Bonus of "x2"
- +1: if the unit is Cavalry Effective (see below) and it is in melee with a cavalry-type unit



All **cavalry-effective** units have their Combat Strength shown in a **Brown** pointed box to help you remember this.

This value is expressed and applied as a **multiplier** of the unit's Base Melee Strength. The value given after applying the calculated multipliers to the unit's Base Melee Strength is that unit's **Modified Melee Strength**.

Thus, a **cavalry-effective** unit that is stacked with a both a **x1** and a **x2** Leader and attacking an enemy cavalry type unit would have a **x5** Combat Strength multiplier, i.e., 1 for the unit itself, +3 for the Leaders, +1 for being cavalry-effective.


5. Generate Final Melee Values:

The Modified Melee Strengths are now used to calculate the **Final Melee Values** for the attacking and defending units. The following steps should be followed in strict order for *both* units.

Included in the counter mix for each side are Die Roll Modifier Markers to allow for easy tracking of these cumulative modifiers. They can be used on either the Turn or Casualty Record tracks.



Procedure

- i) The attacker and defender each roll one die  to generate their **Base Combat Values**.
- ii) **Combat Strength Advantage** (skip this step if an **Elephant** unit is *attacking*): Compare the attacking and defending units' **Modified Melee Strengths** as determined in Step 4.
 - If both Modified Melee Strengths are equal, no modifier is applied. Proceed to Sub-step iii.
 - The side with the higher Modified Melee Strength receives a **Base Combat Value Modifier**. This modifier is found by dividing the higher Modified Melee Strength by the lower Modified Melee Strength. Any remainder is dropped, leaving a whole number which is added to the Base Combat Value of the unit possessing the higher Modified Melee Strength.

Note that if the result is +1, the modifier is applied **only** if the unit with the lower Modified Melee Strength occupies the Zone of Control of the unit with the higher Modified Melee Strength.

 - In no case may the Combat Strength Advantage modifier exceed +10.



Example #1: A **Phalanx** unit stacked with a **x1 Leader** attacks a **Heavy Cavalry** unit that is also stacked with a **x1 Leader**. The attacker's Combat Strength would be **6 x 3** (for the unit, the Leader and Cavalry Effectiveness combined) = **18**, while the defender's Combat Strength would be **4 x 2** (for the unit and Leader) = **8**. This result provides the attacking side a **+2** Combat Value Modifier since its Modified Melee Strength is greater than twice, but less than three times the defender's.

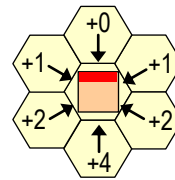
Example #2: A

Medium Infantry unit stacked with a **x2 Leader** and a **+1 Leader** would have a Combat Strength of **15** (base of 4+1 [for the +1 Leader], times 3 for the unit and the x2 Leader).



Example #3: A **Heavy Infantry** unit (Strength 4) is attacking a **Phalanx** (Strength 6) through the latter's rear hex. If they had met head-on, the Phalanx would receive +1 Combat Value Modifier because its Modified Melee Strength is at least greater than (but not twice as strong as) the Heavy Infantry unit. Since the **HI** unit is *not* in the **PX**'s ZOC, the **PX** can't benefit from a mere +1 modifier.

- iii) **Terrain:** The Base Combat Value for each unit is further modified by the terrain in the hexes occupied by the attacking *and* defending units, *as well as* the hexside between the two units. See the **Terrain Effects Chart** for these modifiers. All Terrain modifiers are cumulative.
- iv) **Tactical Approach Vector:** The attacker receives a Combat Value Modifier when engaging in Melee Combat from any hex other than directly against the defender's Front as follows:
 - +1 when attacking from the defending unit's Front Flank hex
 - +2 from its Rear Flank hex
 - +4 directly from its Rear hex
- v) **Final Melee Value:** Apply the **Base Combat Value Modifiers** found in this step to the **Base Combat Value** rolled for each unit in Sub-step I (to a minimum of '1'). This provides the **Final Melee Value** for each unit.



6. Determine Melee Results: Compare the Final Melee Values of each unit as determined in Step 5. Using the **Melee Combat Table**, determine the outcome of the combat.


[11.3] Explanation of Results: Units that are affected by combat and other events might receive the following results:

- AD = Attacker Disordered:** If the attacking unit is in Good Order, flip it to its Disordered side. If it is already Disordered, it is Eliminated instead.
- AE = Attacker Eliminated:** The attacking unit is Eliminated.

- DD = Defender Disordered:** If the defending unit is in Good Order, flip it to its Disordered side. If it is already Disordered, it is Eliminated instead.
- DE = Defender Eliminated:** The defending unit is Eliminated.
- EN = Engaged:** Any Good Order units in this Melee Combat become Disordered; Disordered units simply remain Disordered.

[11.4] Combat Unit Elimination Effects: Eliminated combat units are removed from play and their Good Order Combat Strength value is deducted from their side's Panic Rating. Also, **Advance After Combat** (11.6) *must* be considered.

[11.5] Leader Escapes: In those days, Leaders led from the front at considerable personal risk.


[11.5.1] Shot Out from Under Me: A Leader stacked with a combat unit that is Eliminated must make an **'Escape'** die roll. On a roll of , the Leader is captured or killed (see 11.5.3 below); any other result leaves the Leader unit in that hex.

[11.5.2] I'm All Alone Here: A Leader whose accompanying combat unit is Eliminated is left alone in the hex. If an enemy unit enters that hex, either by Advance After Combat (11.6) or through Movement (8.0) that Leader is **not** captured or killed (see 11.5.1) because he has ample time to flee. Set him aside; he reenters play normally during the next Place Leaders Step.

[11.5.3] Leader Losses: Losing Leader units makes it much harder to conduct operations during the game. If an army's *last* (or only) Leader unit is Eliminated, that army will Panic during the next Panic Check Step (4.0).

[11.6] Advance after Melee Combat: When a defending combat unit is Eliminated through Melee Combat, the victorious attacking combat unit that defeated it **must Advance After Combat** into the vanquished unit's hex. *Defending units never Advance After Combat.*

[11.6.1] Disciplined Troops: There is an exception to the above Rule. If the victorious attacking unit's Movement Allowance is in a **black** box, that unit is **'disciplined'** and has the *option* to Advance After Combat, not a mandate to do so (*due to its training and organization*).



All **disciplined** units have their Movement Allowances shown in a **Black** box to help you remember this.

[11.6.2] Straight On Advancing: The Rear hex of the advancing unit **must** be the hex it just advanced from (which requires rotation toward a Front Flank hex). **No** rotation is permitted within the newly advanced into hex.

[11.6.3] No Additional Melee Combat: This one-hex Advance After Combat movement does not allow any ‘follow-up’ Melee Combat with this **exception:** If the advancing attacking unit is a non-light **cavalry type** (i.e., its Movement Allowance is **not** in a **green box**) and it is stacked with a Leader, it may initiate a second **Melee Combat** against another enemy combat unit in its ZOC from its newly occupied hex. This advancing unit may only conduct one such ‘**Advancing Melee**’ per turn.

[11.7] Everybody’s Exhausted: Surviving units on both sides (attacker and defender) of a **Melee Combat** have a Red Action marker (●) placed on them.

[12.0] END OF TURN ACTIVITIES

At the end of each Game Turn, certain ‘housekeeping’ functions must take place.

Procedure

1. End Game Check / Advance the Game Turn Marker: Advance the Game Turn marker to the next box on the Turn Track **unless** the current Box includes an End of Game Check value.

If it does, the Initiative Player rolls one unmodified die (D6). If the result is less than or equal to (≤) that value, the game is over and the winner is determined according to the Victory Conditions (14.0). On any other result, advance the Game Turn marker to the next box and play the next Game Turn.

For Example: Game Turn 6 is ending; its box includes an End of Game Check value (●). Since blue was the Initiative Player, he rolls a die: on a roll of 6 or 2, the game ends immediately. On any other result, the Game Turn marker is advanced and Turn 7 is played.



2. Remove All Action Markers: If the game continues, remove *all* Action markers from the map and set them aside for reuse next turn.

[13.0] CAMPS & WAR WAGONS

General Rule

Camp units and War Wagons represent an army’s base of operations and were important objectives on a battlefield. Therefore, they observe the following:



[13.1.1] Movement: Camp units have no Movement Allowance and therefore cannot move. War Wagons have a Movement Allowance of three (3).

[13.1.2] A 360 Degree Facing: Camp and War Wagon units’ Zone of Control extends into *all six* hexes adjacent to it and all of these hexes are considered its **front** (which is important for its Arc of Fire, see 10.3).

[13.1.3] Combat Effects: Camps and War Wagons may never initiate a **Melee Combat**; they can only initiate **Ranged Combat**. Additionally, Camps and War Wagons are immune to **Ranged Combat** results (hence the ☉ symbol where other unit’s have a Missile Defense Rating).

[13.1.4] Looting: A combat unit that eliminates a Camp or War Wagon is also, itself, eliminated (*this is the game effect of ‘looting’ the Camp*). Neither of these losses affects their respective side’s Panic Level. A leader stacked with a unit that is eliminated owing to looting is returned to play during the Place Leaders phase of the following turn.

[14.0] VICTORY CONDITIONS

General Rule

The performance of the players is evaluated by counting **Victory Points (VPs)**. The player with more VPs is the winner with the difference in VPs earned by the winner translating thus:

- 0 = Draw 2 = Substantive
- 1 = Marginal 3+ = Decisive

Procedure

Scoring VPs: One VP is earned for each of the following (for a maximum total of 3 VPs):

- 1 VP** for causing the enemy’s army to **Panic**.
- 1 VP** for eliminating the enemy’s **Camp**.
- 1 VP** for a ‘**glorious slaughter**’ (i.e., having twice as many total Strength Points on map as your opponent when the game ends; excluding Camps; sum all combat units’ *current* Combat Strength values –



Good Order or Disordered – to determine each army’s total).

In addition, some scenarios might start one side with 1 VP.

[15.0] SCENARIOS

General Rule

The battles fought out using the **ANCIENT BATTLES DELUXE** rules are specified on individual scenario cards. Each provides a description of the action taking place, its place in history and the motivation of the leaders involved.

To play a scenario, select the battle to be fought and who will represent each side in some mutually agreeable manner. The player designated as “Side A” wins the Initiative on the first turn in the case of tied Initiative die rolls. (This is the only innate advantage to playing Side A in a scenario).

Each player selects a set of game pieces and places their units on the map as indicated. The **Units at Start** section of the scenario indicates the type of units required and their initial hex and facing. Use the map’s compass rose in the corner to properly align the pieces (the front border of a combat unit should be placed to match its appropriate direction). To help setup, a setup diagram is provided on each scenario card. Set Leaders and reinforcing units aside until they are required.

Place the Game Turn marker in box ‘1’ of the Game Turn Track.

Place each side’s Army Panic markers on the Casualty Record Track to indicate its Panic Level.

For Example: The Blue army’s Panic Level is ‘32.’ The Blue Player’s ‘x10’ marker would go in the ‘30’ space, while their ‘x1’ marker would go in the ‘2’ space. As losses are suffered, these markers will be adjusted downward until they go below one point, when that army panics.



Each player should also place his Command Point markers within easy reach.

Scenarios might include Special Rules that specify additional set up requirements or Optional Rules that must be heeded. Examine these carefully and follow their instruction. Add terrain markers to the map as indicated, or grant one side its Scenario Defined Victory Point marker.

When the map board is set up, players should begin with **Step 3** of the Sequence of Play (**Receive Command Points**).

[16.0] GAMEPLAY EXAMPLE

Here is a sample turn being played to help illustrate the game systems and mechanics used in *ANCIENT BATTLES DELUXE*.

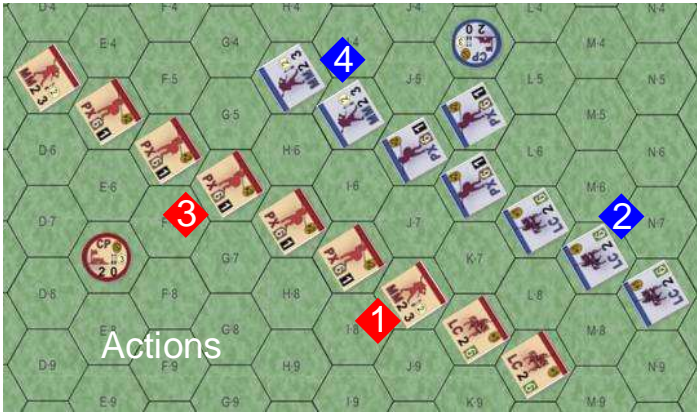
Game Turn 1

1. Remove Leaders: Skipped; Leaders have yet to be placed.

2. Army Panic Check: Ignored; the game just started!

3. Receive Command Points: Both players total the number of Command Points (CPs) they derive from their active leaders (two each, in this scenario) and roll a die, adding the result from the Command Table. Blue rolls a and Red rolls a , providing Blue and Red with totals of 3 and 4 CPs, respectively.

4. Determine Initiative: Both players roll a die. They each roll a . Since this is the first turn, Side A (the Blue side) wins the Initiative. Red opts to spend 1 CP to 'steal' the Initiative away from Blue. Blue does not counter, ceding the Initiative to Red. Both sides have 3 CPs left.



5. Place Leaders: Players alternate placing their leaders on the map, starting with Red, who won the Initiative. Red places a leader in hex L9. Blue places a leader in hex N8. Red places a leader in hex I7. Blue places a leader in hex J6.

6. Activation: Players alternate taking actions, the Initiative player determining who will take the first action. Red opts to take the first action himself.

Action 1: Red expends 1 CP to activate the MM unit in J8 to fire at the PX in J6. The PX's defense value = a die roll () + the PX's ranged combat defense rating (+2) for a total of 4. The MM must roll one die (since it only has one arrow symbol:) needing greater than a 4 to hit. He rolls a , and the PX is Disordered. The MM in J8 is marked with a Red Action marker (●).

Action 2: Blue uses the leader in N8 to activate the three LC units on his left wing as follows:

- The LC in N8 rotates and moves to N9 (1 MP), moves to N10 (1 MP), rotates and moves to M10 (1 MP), moves to L11 (1 MP), rotates and moves to K10 (1 MP), rotates and moves to K9 (1 MP). The LC is marked with a Yellow Action marker (●).
- The LC in M7 rotates two hex sides (1 MP) and moves to N8 (1 MP), rotates and moves to N10 (2 MP), rotates and moves to M10 (1 MP), rotates and moves to L10 and rotates to face L9 (1 MP). The LC is marked with a Yellow Action marker (●).

- The LC in L7 rotates and moves to L8 (1 MP). The LC is marked with a Yellow Action marker (●).

Action 3: Red uses the Leader in I7 to activate the five adjacent PX units:

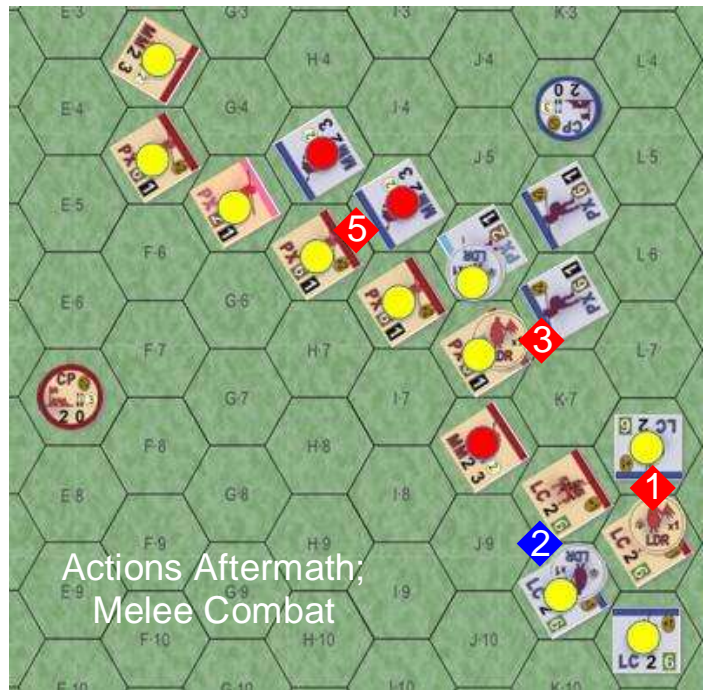
- The PX in I7 advances forward to J7 (1 MP) and is marked with a Yellow Action marker (●).
- The PX in H7 advances forward to I6 (1 MP) and is marked with a Yellow Action marker (●).
- The PX in G6 advances forward to H6 (1 MP) and is marked with a Yellow Action marker (●).
- The PX in F6 advances forward to G5 (1 MP) and is marked with a Yellow Action marker (●).
- The PX in E5 advances forward to F5 (1 MP) and is marked with a Yellow Action marker (●).

Action 4: Blue uses the leader in J6 to activate both MM units on his right flank for missile fire (note that the PX unit in J6 is part of this formation, but it is not being activated).

- The MM in I5 fires on the PX in H6. The PX rolls a (+2 for a total of 7). The MM cannot beat a 7, and is marked with a Red Action marker (●).
- The MM in H5 fires on the PX in G5. The PX rolls a (+2 for a total of 3). The MM rolls a , causing the PX to become Disordered. The MM is marked with a Red Action marker (●).

The Leader in J6 is also marked with a Yellow Action marker (●).

Action 5: Red uses 1 CP to activate the MM unit in D5. The MM advances to F4 and rotates. The MM is marked with a Yellow Action marker (●). Red has expended his last available Command Point for this turn.



Action 6: Blue has one Command Point left, but opts to pass. He could activate the PX in K6, but if that unit is moved, it would be

marked with a Red Action marker, since it starts its activation within an enemy ZOC; he'd rather fight with that unit than move it.

Action 7: Red has no Command Points remaining, so he must pass, ending the Activation Phase with the situation looking like the preceding illustration.

7. Melee Combat: Remove all of the Yellow Action markers. The Red (initiative) player begins the Melee process.

Melee 1: Red is concerned about the position of the LC with his Leader in L9, so opts to attack the LC in L8 with them. The attacking LC has a strength modifier of x2 (x1 for the unit, plus x1 for the Leader), bringing its strength to 4. The defending LC has a multiple of x1 (only) so its strength is a 2. The attacker gains a +2 to his die roll, since his strength is twice that of the defender. The attacker rolls a \square (+2, for 7). The defender rolls a \square (ugh!). Since the attacker's roll is greater than three times the defender's; the defending LC is Eliminated. (The Blue player reduces his morale markers by two points to account for the two points of strength lost with the LC). The attacking LC **must** advance into the defender's hex, and is marked with a Red Action marker (●).

Melee 2 (Blue): Blue activates the LC in K9 to attack the LC in K8. The attacker gains a +4 to his die roll (+2 for the strength differential – similar to the previous melee – and an additional +2 for the attack vector). The attacker rolls a \square (+4 for a 5, ugh!). The defender rolls a \square . Since the attacker's result is greater than, but not more than double the defender's result, both units are considered "Engaged," so both become Disordered (if not already so). Both units are marked with Red Action markers (●).

Melee 3 (Red): Red activates the PX in J7. This PX must attack the enemy PX in K6, as the latter is in the former's frontal ZOC hex (i.e., the attacking direction 'priority'). The attacker gains a +2 to his roll (from the Leader). The attacker rolls a \square (+2 for a 4). The defender rolls a \square ! Since the attacker's total is less than the defender's (but the defender's total is *not* double the attacker's), the attacker becomes Disordered. Both units are marked with Red Action markers (●).

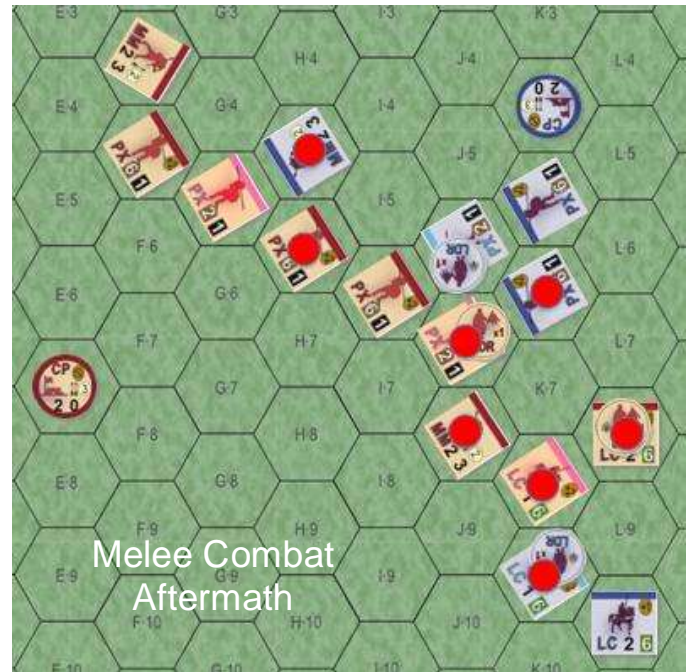
Melee 4 (Blue): The only other melee option for Blue is attacking with the disrupted PX in J6 (stacked with a Leader) against the good order Red PX directly in front of it. The Blue player declines, opting to pass.

Melee 5 (Red): The Red player activates the PX in H6 to attack the MM in hex I5. The PX gains an attack modifier of +3 (its strength being three times that of the MM). The PX rolls a \square (+3 for a 6). The MM rolls a \square , and is eliminated (the Blue player lowers his morale marker by two points). Since the PX's movement value is within a black box, it has the option to advance into the vacated hex. It declines that option and chooses not to advance. The PX is marked with a Red Action marker (●).

Melee 6 (Blue): The Blue player still has the option to attack with the disrupted PX in J6 but, again, opts not to.

Melee 7 (Red): The Red player only has one unit left with which it can melee, its own disrupted PX in G5. He opts not to attack, and also passes.

With two passes in a row, the Melee Phase ends with the situation now looking like this:



8. End Turn: All activation markers are removed and the Turn marker is advanced into the next turn box. Since there is no End of Game check in the Turn 2 box, play continues.

Game Turn 2

And so the game would continue with another turn being played.

Backward Compatibility:

ANCIENT BATTLES DELUXE was designed with backward compatibility in mind for those wanting to use its components with the "classic" rules from *Ancients*. The Combat Strength and Movement rates for the units are basically unchanged from that game. A missile unit with two arrow symbols is an "A" unit in *Ancients*, while one with a single arrow symbol is a "B" unit.

GAME CREDITS

Game Design: Mike Nagel

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Special Thanks: We are deeply indebted to **Bill Banks**, the designer of the original *Ancients* boardgame of yesteryear and our inspiration for *Ancient Battles Deluxe*. *Ancients* has been a favorite game of ours and we have longed to do a state-of-the-art version combining its simple elegance with the types of interactive systems and improved command control rules featured in *Ancient Battles Deluxe*.

The Future

ANCIENT BATTLES DELUXE will feature expansion kits in the future with additional units (and unit types, such as Elephants), new maps, and many *many* more scenarios. If you design some of your own, let us know; perhaps we can publish them and expand the series!

[17.0] OPTIONAL RULES

The following Optional Rules are provided for those who want to modify the game, or as required by a scenario's Special Rules.

Note that these Optional Rules may be combined in any way that both players agree to. You are free to use any or all of these Optional Rules.

[17.1] Free Deployment: As an alternative to the strict historical deployment of units as prescribed in a scenario's setup instructions, players can use this Optional Rule to freely deploy their starting units.





[17.1.1] Side B Setup: The Side B Player (as designated by the scenario) begins by placing his Camp unit. It must be placed on a hex that is at least three (3) and no more than five (5) hexes from the any map edge hex.

Then the Side B Player sets up all of his combat units and Leaders (including reinforcements) within three (3) hexes of their Camp and facing in the direction(s) he desires. Finally, the Side B Player places the Side A Player's Camp unit anywhere on the map.

[17.1.2] Side A Setup: The Side A Player sets up next, and begins by adjusting the location of his Camp unit by up to three (3) hexes.

Then the Side A Player sets up all of his combat units and Leaders (including reinforcements) within three (3) hexes of their Camp and facing in the directions he desires. After this set up is complete the game begins normally.

[17.2] Luck vs. Skill: Extreme die rolls simulate the chaos of a battlefield, but some players may prefer a more *Chess*-like game of careful planning that is less luck dependent. For them, consider these Rules:

[17.2.1] Die Roll Averaging: Treat all die rolls of  as rolls of , and all die rolls of  as rolls of . *Averaging Dice, with these numbers printed on them, can be found at game stores!*

[17.2.2] Re-rolls: Players may, beginning with the Initiative Player, spend a Command Point to have any *single* die re-rolled (by the original rolling player) under any circumstance, with the re-rolled outcome being the one applied. These rolls can be re-rolled again if the opponent spends 1 CP to do so. *Players may want to 'save' a CP or two before Melee Combat to help ensure victory during the clash of swords and spears!*

[17.3] Barbarian Charges: To reflect this military doctrine, and to give 'Barbarian' Light Infantry (LI) units a chance against stronger units, when a scenario designates a side to be 'Barbarian,' the Barbarian Player

may **triple** (x3) the Combat Strength of all his LI units for any one Game Turn.




He may choose to save this bonus and use it when he deems appropriate, unless the following 'Command Control' Option Rule (17.4) is being used.

People such as the Celts, Germans, Vikings, etc. relied on the ferocity of their initial charge to smash the enemy quickly, valuing size to overwhelm opponents and ferocity to psyche them out.

[17.4] Command Control: Knights and Barbarians are '**impetuous**' units and must roll for '**Command Control**' when indicated in a scenario's Special Rules.

[17.4.1] Procedure: At the end of Step 5 of the Sequence of Play, after placing Leaders, total all available Leader counters on the checking side (beginning with the Non-Initiative Player if both sides have these **impetuous** units). Multiply that number of active friendly Leaders by two (x2) to determine that side's base **Command Control Value**. That player may then spend CPs to increase his side's final Command Control Value by one per CP spent.

After determining that side's final Command Control Value, roll one die . If the result is greater than (>) that side's final Command Control Value, then all of its Knights and barbarians units lose Command Control. Any other result is considered to have 'No Effect.'




[17.4.2] Effect of Losing Control: All Knight and Barbarian combat units **must** immediately (prior to any other activation) attempt to move adjacent to the closest enemy unit to which it can become adjacent, expending as few movement points as possible. This **Impetuous Movement** costs no CPs. Mark these units with a yellow **Activation** marker. If both players have Impetuous units, the Initiative player completes his moves first.





- **Charge!** Each hex entered due to Impetuous Movement must be closer to, or at least no further away from, the nearest enemy unit than the hex currently occupied by the impetuous unit.
- **Gangway!** If Impetuous Movement causes movement through a friendly unit, they become Disordered in the normal manner (as per 8.3.2).
- **Damn All!** When subject to Command Control, Knight and Barbarian units may never voluntarily leave the map unless allowed by special scenario rule. Impetuous units that currently have

lost Command Control suffer a minus one (-1) missile defense modifier.

- **Hack and Slash!** During Melee, these units conduct melee prior to alternating attacks. Mark these units and their targets normally after combat. If both players have Impetuous units, the Initiative player resolves his attacks first.

[17.5] Elephants: In addition to Move, Fire, Rally and Panic Movement Actions, a player may spend one (1) CP to attempt to '**Frighten**' all enemy Elephant units that do not have an Action marker on them.

Procedure: The Activating Player rolls one unmodified die  for each enemy Elephant unit that does not have an Action marker on it, and consults the following table.

Die Roll	Elephant Table Result
	No Effect.
	That Elephant unit balks . Place a Yellow Action marker (●) on it.
	That Elephant unit is frightened but control is maintained. Place a Red Action marker (●) on it.
	That Elephant unit panics . You now have control of that Elephant unit for the duration of this turn as if it were part of your army! (If eliminated, it still counts as a loss for its original owner.)

Elephants were very temperamental beasts in battle. Several ingenious techniques were used to cause them to panic (often into their own troops).

[17.5] 'Dismounted' Cavalry Units: At the beginning of a battle during a player's Setup, each player may, beginning with the Side 'A' player (as listed in that scenario's Exclusive Rules), substitute infantry type units for cavalry units, as listed below:

1 Light Cavalry	= 1 Mixed Missile
1 Heavy Cavalry	= 1 Medium Infantry
1 Knight	= 1 Heavy Infantry
1 Mounted Archer	= 1 Light Archer
1 Cataphract	= 1 Heavy Archer; or
1 Cataphract	= 1 Medium Infantry

Note that Knights are *still* subject to Command Control (17.4), even when fighting Dismounted.