

PORTABLE WARGAME: ANCIENTS

Unit Strength Points (SP)

Type of Unit	Strength Point Value
Armoured Mêlée Infantry	4
Unarmoured Mêlée Infantry	3
Missile-armed Infantry	3
Heavy Cavalry	4
Light Cavalry	3
Missile-armed Light Cavalry	3
Commanders	1

Rules

- Units are allocated a Strength Point value (SP) before the battle begins, although these may be adjusted in order to take into account the Unit's strength, equipment, and training.
- Units lose Strength Points as a result of enemy action, and these reductions must be recorded (i.e. on a roster, by the use of markers, or by the removal of individual figures).
- When a Unit's Strength Point value is reduced to 0, the Unit is destroyed, and is removed from the battlefield.

Turn Sequence

- Dice for Initiative.
- Side A then moves, fires, and conducts Close Combats with each of their Units in turn, subject to any restrictions laid down in the rules.
- Side B then moves, fires, and conducts Close Combats with each of their Units in turn, subject to any restrictions laid down in the rules.
- Both sides check to see if they have reached their Exhaustion Point.

Movement

Type of Unit	Movement
Armoured Mêlée Infantry	2 grid areas
Unarmoured Mêlée Infantry	2 grid areas
Missile-armed Infantry	2 grid areas
Heavy Cavalry	3 grid areas
Light Cavalry	3 grid areas
Missile-armed Light Cavalry	3 grid areas
Commanders	3 grid areas

Rules

- All movement is measured through the edges of the grid areas not the corners.
- A Unit may be moved only once each turn.
- A Unit that is firing (or has fired) this turn reduces its movement by 1 grid area.
- A Unit may change its direction of movement any number of times during its move but must end its move facing the edge of the grid area not the corner.
- With the exception of Commanders, a Unit may not start or end its move in the same grid area as a friendly Unit.
- No Unit may start or end its move in the same grid area as an enemy Unit.
- A Unit must stop as soon as it enters a grid area that is adjacent to the front, flank or rear of enemy Unit, and must turn to face the enemy Unit at once.
- If a Unit is being faced by an enemy Unit that is in an adjacent grid area and the Unit has not yet moved this turn, it may move (i.e. it may withdraw to away from the enemy Unit) providing that it does not move into a grid area that is adjacent to the front of another enemy Unit.

Firing (Missile-armed Units)

Type of Weapon	Range
Bows and Slings	3 grid areas

Rules

- All ranges are measured through the edges of the grid areas not the corners.
- Each Unit may fire only once each turn.
- Missile-armed Units have an arc of fire that is forward of the direction in which they are facing. This must be directly into the adjacent grid area, widening out as the range increases but never exceeding 60° on either side of the direction in which the Unit is facing when it fires.
- Missile-armed Units may only fire at targets that are in direct line-of-sight.
- Missile-armed Units can fire 1 grid area into woods, built-up areas, and fortifications.
- Missile-armed Units can fire out of woods, built-up areas, and fortifications if they are in a grid area that is on the edge of the woods, built-up areas, or fortifications (i.e. the adjacent grid area in the direction they are firing does not contain woods, built-up areas or fortifications).
- The target grid area is identified.

Roll one D6 die for each Missile-armed Units firing and add or subtract any relevant modifiers

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A 5 or more is a hit on all enemy Units that are in the target grid area. (See RESOLVING HITS ON UNITS)

Reduce the D6 die roll score by 1 if the target is in cover or fortifications.

Increase the D6 die roll score by 1 if the firing Unit has not moved this turn.

Increase the D6 die roll score by 1 if a friendly Commander is in the same grid area as the firing Unit or in a grid area that is adjacent to the firing Unit.

Close Combat

Type of Unit	Modified score required to hit the enemy	Rules
Armoured Mêlée Infantry	4 or more	a) A Unit must stop if it enters a grid area that is adjacent to one occupied by an enemy Unit, and turn to face the enemy Unit.
Unarmoured Mêlée Infantry	4 or more	b) A rear or flank attack is one made directly on the side or rear of an enemy Unit.
Missile-armed Infantry	5 or more	c) Both sides throw a D6 die for <u>their Unit</u> involved in a Close Combat, add or subtract any relevant modifiers, and read the result from the appropriate row (i.e. the type of Unit <u>they</u> are throwing for).
Heavy Cavalry	4 or more	Increase the D6 die roll by 1 if the attack is being made against the rear or flank of an enemy Unit.
Light Cavalry	5 or more	Increase the D6 die roll score by 1 if a friendly Commander is in the same grid area as the Unit for which the D6 die is being thrown <u>or</u> in a grid area that is adjacent to that Unit.
Missile-armed Light Cavalry	5 or more	Reduce the D6 die roll score by 1 if the Unit is being attacked in the flank or rear by an enemy Unit.
Commanders	5 or more	Reduce the D6 die roll score by 1 if the enemy Unit is uphill, in cover or in fortifications.
		d) Infantry and Cavalry that win a Close Combat (i.e. because the enemy Unit has been destroyed <u>or</u> has retreated 1 grid area) may move forward and occupy the grid area that was occupied by the enemy Unit and may conduct further Close Combats if this makes them adjacent to a grid area occupied by an enemy Unit.

Resolving hits on Units

Unit Status	Results	Rules
Elite Units	1 or 2 = Unit loses 1 SP.	3, 4, 5, or 6 = Unit survives but must retreat 1 grid area <u>or</u> lose 1 SP.
Average Units	1, 2, or 3 = Unit loses 1 SP.	4, 5, or 6 = Unit survives but must retreat 1 grid area <u>or</u> lose 1 SP.
Poor Units	1, 2, 3, or 4 = Unit loses 1 SP.	5 or 6 = Unit survives but must retreat 1 grid area <u>or</u> lose 1 SP.

a) Any Unit that is hit as a result of the fire of Missile-armed Infantry or Cavalry or as a result of a Close Combat throws a D6 die to resolve what happens.

b) Any Unit unable or unwilling to retreat 1 grid area loses 1 SP.

Special Rules

Exhaustion Point	Before the battle begins, both sides calculate their Exhaustion Point. This is one third of the side's total initial Strength Points, rounded up. When a side has lost that proportion of initial Strength Points, it has reached its Exhaustion Point. A side that has reached its Exhaustion Point must immediately stop taking aggressive action (i.e. it will continue to fight to defend its existing position, but will not continue any movement towards the enemy). When both sides have reached their Exhaustion Point, the battle ends.
Roads	Units on roads move at normal movement rate, <u>plus</u> 1 grid area if the <u>entire</u> move is made along a road.
Hills	In Close Combat a Unit that is attacking uphill against an enemy Unit reduces the D6 die score they throw by 1.
Rivers	When using a ford in a river a Unit moves into the river on turn A and stops, then moves 1 grid area out of the river on turn B. Units in rivers may not fire. In Close Combat a Unit that is in a river reduces the D6 die score they throw by 1.
Woods	A Unit must stop as soon as it enters a wood. A Unit moving through a wood has a maximum movement rate of 1 grid area per turn. The range of all weapons <u>within</u> a wood is reduced to 1 grid area. In Close Combat a Unit that is in a wood increases the D6 die score they throw by 1.

Definitions

Adjacent	Any grid area that touches the side of another grid area is defined as being adjacent to it.
Cover	Cover is any natural or man-made terrain feature that can hide or obscure a target from view.
Direct line of sight	Direct line-of-sight is a straight line from the centre of one grid area to the centre of another that is not obscured by cover or a vertical or horizontal obstacle.
Fortifications	Fortifications are any man-made defences built to strengthen a position. They include bunkers, dugouts, trenches, and fieldworks.
Line-of-sight	Line-of-sight is a straight line from the centre of one grid area to the centre of another.
Retreat	A retreating Unit may withdraw into an adjacent empty grid area that is not adjacent to a grid area occupied by an enemy Unit. If it is unwilling or unable to do so, it loses 1 SP.