

Advanced ANCIENTS

Jacob Peck
paperparachute games
(<http://games.suspended-chord.info/>)
Version 20110929

TABLE OF CONTENTS

- 1.0 Introduction
- 2.0 General course of play
- 3.0 Game equipment
- 4.0 Sequence of play
- 5.0 Activation of leaders
- 6.0 Command control
- 7.0 Movement
- 8.0 Missile fire
- 9.0 Combat
- 10.0 Rally
- 11.0 Clarifications and other notes
- 12.0 Designer notes

[1.0] INTRODUCTION

Advanced ANCIENTS is a reworking of the land conflict rules in Bill Banks' ANCIENTS. In Advanced ANCIENTS, more emphasis is placed on the leadership abilities of leaders, and also on the more natural use of missile units.

[2.0] GENERAL COURSE OF PLAY

Advanced ANCIENTS plays much the same as regular ANCIENTS, with a few exceptions in turn sequence and scenario length. Advanced ANCIENTS is compatible with all scenarios from ANCIENTS, as well as any fan-created scenarios and most optional and house rules for the ANCIENTS system. Unless overridden by the rules presented below (such as turn structure and movement), all rules of the original ANCIENTS system from sections 1 through 4 are in effect, along with the Zone of Control special rule (section 5.1), unless a scenario states otherwise. Rule 5.7 of the original ANCIENTS rulebook (Barbarians and Knights/Command Control) is replaced by a revised rule below. This revised rule is in effect for any scenario which calls for the original Command Control rule.

[3.0] GAME EQUIPMENT

Advanced ANCIENTS requires the equipment from the original ANCIENTS, along with these rules, the new tables and charts, and a ten-sided die. A set of Panic counters (available from the paperparachute games site) are recommended to ease play, but not necessary.

[3.1] READING THE DIE

Most ten-sided dice are numbered 1-9 and 0. This rulebook follows the convention that any 0 result is read as a 10.

[3.2] ORIGINAL ANCIENTS RULEBOOK

When a reference is made to "the original ANCIENTS rulebook," it is referring to the freely available version available at http://home.comcast.net/~mpnagel/Relative_Range/Ancient_Battles_Deluxe.html.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME TURN

The game is played in turns which consist of two player segments, player A's segment and player B's segment, and each segment is broken down into a number of sequential steps performed in order. The player whose segment is currently taking place is referred to as the phasing player.

[4.2] SEQUENCE OUTLINE

Player A's segment:

1. Remove leaders. Player A removes all of his available leaders from the battlefield and sets them aside, as outlined in section 2.1 of the ANCIENTS rules.
2. Panic check. Player A checks for panic, as outlined in section 2.2 of the ANCIENTS rules.
3. Reinforcements. Player A receives any reinforcements as per the scenario rules, as outlined in section 2.3 of the ANCIENTS rules.
4. Replace Leaders. Player A replaces all of his leaders by placing them with any unit as outlined in section 2.5 of the ANCIENTS rules. Note that this is out of sequence compared to the original rules.
5. Activate Leaders. Player A rolls a die for each leader to determine whether or not that leader is activated this turn, as outlined below.
6. Command Control. Player A makes any Command Control checks, if necessary.
7. Move. Player A moves any of his units that he wishes, in accordance with the revised movement rules below.
8. Fire. Player A may have any of his missile units fire, as outlined below. Note that this is a departure from the original rules, where the non-phasing player fires on the phasing player's turn.
9. Combat. Player A makes any attacks he wishes according to the revised combat rules below.
10. Rally. Player A removes any Volley markers from his units, and rallies units as outlined below.

Player B's segment:

Identical to player A's segment, from the viewpoint of player B.

[4.3] GAME TURN TRACKING

After both player segments have occurred, one game turn has elapsed. Move the turn marker one space forward, and begin the next turn with player A. After 8 game turns have elapsed (as opposed to the original game's 6), Victory Points are calculated according to section 4.0, of the original ANCIENTS rules, with modifications as described in section [11.5] of this rulebook.

[5.0] ACTIVATION OF LEADERS

After leaders are placed, the phasing player rolls a 10 sided die for each leader, referring to the Leader Activation Table for each roll. The table consists of 4 columns based upon how many leaders the phasing player's side currently has. Roll the die, and cross reference the

result. Leaders are activated in the order desired by the phasing player.

[5.1] LEADER ACTIVATION TABLE

See last page.

[5.1.1] EXPLANATION OF LEADER ACTIVATION RESULTS

Any bonuses or penalties referenced are in addition to an activated leader's standard x2 combat modifier for the unit it is stacked with.

SA: Successful Activation. The leader is successfully activated. No further bonuses or penalties occur.

AR: Adrenaline Rush!. The leader, overcome by adrenaline, rushes his units towards battle without thought or regard. The leader is successfully activated, but any friendly, non-archer, non-elephant, non-camp units within 3 hexes of him in all directions must move towards the nearest enemy unit and engage in combat if possible (as if they had failed combat control). All such affected units receive a +1 combat strength bonus this game turn.

MB: Morale Booster. The leader, eloquent and masterful, has mustered the force's spirits. The leader is successfully activated, and all friendly units within 1 hex of him in all directions receive a +1 combat strength bonus this game turn.

FA: Failed Activation. The leader is not successfully activated. No further bonuses or penalties occur.

BI: Bumbling Idiot!. The leader fouls up his words, and as a result his troops lose faith in him. The leader is not successfully activated, and in addition all friendly units within 1 hex of him in all directions suffer a -1 combat strength penalty this game turn.

TL: Too Loud!. The ruckus and cacophony of his troops cause this leader to lose his train of thought, stalling his troops temporarily. The leader is not successfully activated, and in addition no friendly unit within 3 hexes of him may move this game-turn, as well as suffering a -1 combat strength penalty. Archers may still fire as though they had moved, and combat takes place as normal.

[5.1.2] UNITS AFFECTED BY MULTIPLE ACTIVATION RESULTS

Any unit affected by multiple leader activation results simply takes the most favorable result (as determined by the phasing player) and ignores the other(s).

[5.2] ARMIES WITH ZERO REMAINING LEADERS

For purposes of moving and combat, all units in an army with zero remaining leaders act as if any leader with them had failed activation. Additionally, a command control check is made by the entire army as a whole, with the results of this check applying to the entire army.

[5.3] INITIAL LEADER ACTIVATION STATUS

All leaders are initially considered to be activated with an SA result when the battle begins. This has the net effect of equalizing player B's standing in the first round of combat (see [9.4.1] for more details), and reflects the nature of the

original ANCIENTS rules more closely than ignoring them the first turn would do.

[6.0] COMMAND CONTROL

Impetuous forces are hard to control. These forces must roll for command control after leader activation.

[6.1] WHEN TO MAKE A CHECK FOR COMMAND CONTROL

When specified by a scenario, and on any turn after which all friendly leaders have perished or have been otherwise removed from the game, command control must be rolled for.

[6.2] HOW TO ROLL FOR COMMAND CONTROL

In the case that certain units must roll for command control (ex. "All non-archers on both sides must roll for command control" from the Clontarf scenario), each unit rolls for command control separately. In the case where all friendly leaders have been removed from the battle, one roll is made and the effects are applied to every friendly unit. In either case, panicking units and camps never roll for command control, and are never affected by it.

To roll for command control for an individual unit, roll a ten-sided die and add a +1 bonus for every activated leader within 3 hexes of the unit in question. Then determine the unit type and cross-reference it on the Command Control Results Chart.

To roll for command control for an entire army, roll a ten-sided die and look up the results on the ARMY column of the Command Control Results Chart.

[6.3] COMMAND CONTROL RESULTS CHART

See last page.

[6.3.1] EXPLANATION OF THE COMMAND CONTROL RESULTS

Fail: The unit/army has lost control of its movements, and must move towards the nearest enemy unit and attempt to engage it. The movement rate of the unit(s) is determined normally as in section [7.0] of this rulebook.

Success: The unit/army has retained control of its movements, and may move and attack freely, as stipulated in section [7.0] of this rulebook.

[7.0] MOVEMENT

Each unit that would like to move every turn must have its movement allowance determined. If a unit is within 3 hexes of a friendly activated leader before that unit moves, that unit may move its full movement value printed on its counter. Multiple activated leaders within range of a unit do not confer any additional bonuses.

If there is no friendly activated leader within 3 hexes of the unit, that unit may only move half of its printed movement value, rounded down. No unit's movement value may be reduced below 1 due to this effect.

Any missile units that choose to move in this turn are affected in the missile fire

phase as indicated in section [8.0] of this rulebook.

[7.1] FACING

The frontal three hexes are denoted as the front of the unit. The hex directly behind the unit is denoted as the rear of the unit. The remaining two hexes are denoted as the flanks of the unit. These denotations become important in combat resolution, below. See [9.4.1] for more details.

[8.0] MISSILE FIRE

Missile fire is performed exactly as outlined in the ANCIENTS rulebook section 2.6, except replacing "non-phasing player" with "phasing player". That is, player A's missile units fire in player A's segment, and player B's missile units fire in player B's segment. However, any missile unit that has moved this turn suffers a penalty. Any "A" type missile units are degraded to "B" type missile units, and any "B" type missile units are unable to fire at all.

After working out missile fire as usual, place a Volley counter on any friendly unit that fired. As per section 2.6.6 of the original ANCIENTS rulebook, any unit with a Volley counter on it may not attack in the combat phase; the other restrictions no longer apply as the counter is placed after movement and removed at the end of the turn.

[8.1] OPTIONAL REVISED MISSILE FIRE TABLE

Players wishing to replace the last reason for having a six-sided die roll in the game may instead use the revised Missile Fire Table, which is based on a ten-sided die's distribution. This table somewhat increases the effectiveness of missile units, but not to a terrible extent. See the last page of this document.

[9.0] COMBAT

Combat in Advanced ANCIENTS has been modified to bring it more in line with how other popular simulations of the era work. The main differences are broken down in the section that follows.

[9.1] ELIGIBILITY FOR COMBAT

Any friendly that meets the following criteria may attack:

- The unit hasn't fired this turn (i.e. is not stacked with a Volley counter.)
- The unit isn't panicking
- The unit isn't a camp (camps may only defend)
- The unit has a printed combat strength greater than 0 (units with a printed combat strength of 0 may only defend)
- The unit was within 3 hexes of an activated friendly leader at the beginning of the its movement phase **-OR-** the unit was in combat the previous player-turn with the enemy unit that it wishes to engage this turn.
- The unit has an enemy unit within its 3 frontal hexes

If multiple units that meet this criteria are adjacent to a single enemy unit, they all may attack in a combined force as outlined below. Any given enemy unit

may only be attacked once in a given combat phase, and any given friendly unit that is eligible to attack may only participate in one attack per combat phase.

[9.2] HOW TO PERFORM COMBAT

The phasing player announces which units (of those eligible) will participate in an attack against which enemy unit. The defending player may then elect to retreat before combat, as outlined in [9.3], or to stand and receive the enemy.

[9.3] RETREAT BEFORE COMBAT

A unit that is nimble enough and has enough maneuverability may elect to retreat rather than face the enemy.

[9.3.1] RETREAT BEFORE COMBAT ELIGIBILITY

A unit under attack may elect to retreat before combat if its movement allowance is higher than the highest movement allowance of its attackers, and it has empty hexes outside of any enemy unit's Zone of Control available to move into.

[9.3.2] RETREAT BEFORE COMBAT MECHANICS

Retreat before combat is resolved exactly as in the original ANCIENTS rulebook, section 2.7.4.

[9.4] CALCULATE ODDS

The combat strength of each attacking unit are calculated individually, then added together to form the overall attacker score. The defending unit's score is calculated as well. Then a simple ratio of attacker's score to defender's score, rounded in favor of the defender, is determined.

The combat strength of any given unit is the value printed on the counter's top face, along with any modifiers that apply below. Modifiers stack, except in the case where a unit is affected by more than one leader's activation, in which case only one applies, chosen by the affected player. The order of applying these modifiers is multiplications first, then additions, then subtractions. Any unit with a combat strength resulting in 0 after modifiers are applied is treated as a combat strength of 1.

[9.4.1] COMBAT STRENGTH MODIFIER CHART

See last page.

[9.5] ROLL ON THE CRT AND APPLY RESULTS

After odds have been determined, roll a ten-sided die and cross reference the result on the new Combat Results Table.

[9.6] COMBAT RESULTS TABLE

See last page.

[9.6.1] EXPLANATION OF COMBAT RESULTS

AE: Attacker Eliminated. See section 2.7.7 in the original ANCIENTS rules for details.

AD: Attacker Disordered. See section 2.7.7 in the original ANCIENTS rules for details.

M: Melee. See section 2.7.7 in the original ANCIENTS rules for details.

NE: No Effect. This combat is a true stalemate, and neither side made any

ground. Nothing happens as a result of this combat.

DD: Defender Disordered. See section 2.7.7 in the original ANCIENTS rules for details.

DE: Defender Eliminated. See section 2.7.7 in the original ANCIENTS rules for details.

[9.7] ADVANCE AFTER COMBAT

Should a hex be vacated due to the result of a combat, one surviving victorious unit with the highest movement allowance must move into the hex vacated. While moving into this hex, facing is arranged by aligning the rear of the unit towards the hex the advancing unit just vacated. Advance after combat is mandatory, except if the entire surviving force is composed of Phalanx and/or Heavy Infantry units, in which case it is optional. The unit with the largest movement allowance must be the unit to advance, and in the case of a tie, it is the controlling player's choice which of the tied units to move.

[9.8] MOVE ON TO NEXT COMBAT

Continue the above steps for every combat the phasing player wishes to engage in. Combats are enacted and resolved in the order the phasing player wishes, and are completely voluntary in every case except failing command control.

[10.0] RALLY

All Volley markers on friendly units are removed. All units within 1 hex of a friendly activated leader are restored to full strength if they weren't already. Any panicking units restored in this way are no longer panicking, and may move, fire, and fight as normal in future turns.

[11.0] CLARIFICATIONS AND OTHER NOTES

What follows is an attempt at clarifying some issues that may occur during the course of play, as well as notes that didn't seem to fit in other sections.

[11.1] LEADER SURVIVAL CHECKS

Leader survival checks occur exactly when and how they do in the base game of ANCIENTS. See section 2.4 of the original ANCIENTS rules for more details.

[11.2] LEADER CAPTURE

Capturing an enemy leader entitles the capturing player to one extra victory point. The leader is removed just as if it had died, but due to the increased reliance on leaders in the Advanced ANCIENTS rules, they are extra valuable. A player may only ever gain one victory

point from leader capture, regardless of how many leaders they actually capture. Leaders are captured exactly as outlined in section 3.5 of the original ANCIENTS rules.

[11.3] CAPTURING THE ENEMY CAMP

The enemy camp is captured if it would be removed due to the results of combat. If it is captured, an Advance After Combat is performed as usual, and that unit must stay on the camp for the remainder of the game, or until it is destroyed. To recapture a camp, the player who originally possessed it must defeat the unit residing on it. A unit recapturing the friendly camp does not have to advance after combat, and may leave the camp's hex should they move onto it, as may any friendly unit. Even if a camp is recaptured, the capturer retains their victory point. A captured camp counts as eliminated for the purposes of panic levels, though recapturing it returns the points to the panic level pool. A camp may never be captured due to missile fire, as the rules of ANCIENTS prevent it from being fired at.

[11.4] WHEN TO COUNT AGAINST PANIC LEVELS

Whenever a unit is eliminated from play, count its full (ordered) combat strength against the owning player's panic level pool.

[11.5] VICTORY

Victory points are determined exactly as laid out in section 4.0 of the original ANCIENTS rules, with the exception of the Leader Capture bonus described above in section [11.2] of this rulebook.

[11.6] TERRAIN CLARIFICATIONS

In the reference tables of the original ANCIENTS rules, it is stated that moving into a hex which contains a stream costs 2 movement points, and that moving across a bridge costs 1 movement point. Also, these two terrain features have differing combat effects. On standard map A, there is a hex (K6) which contains a bridge over a stream. In this situation, the bridge overrides the stream terrain in the hex. Treat this hex as a hex which contains a bridge for purposes of movement (1 movement point total to enter) and combat.

[11.7] LEADER ACTIVATION BONUSES FOR COMBAT

To clarify, leader activation bonuses that apply to combat (results AR, MB, TL, and BI) only affect those units that began their movement phase within 3 hexes of an activated leader.

[11.8] OPTIONAL RULES

Any of the optional rules in the original ANCIENTS rulebook (that are not incorporated or modified above) are applicable to Advanced ANCIENTS, with some modifications. These modifications will be left to the player to determine.

[12.0] DESIGNER NOTES

These are a simple working-out of ideas. Given the imprecise nature of the information we have on these battles, and the limited abilities of a manual simulation to completely replicate a conflict, there will of course be inaccuracies. However, just as ANCIENTS was designed with a "game first" philosophy, these rules attempt to maintain a high level of playability, while providing a bit more flavor to Bill Banks' amazing game. It is my hope that these rules provide a unique level of entertainment while not losing the beauty of the original ANCIENTS system, and also inspire future wargame designers to use some interesting techniques. If anything in these rules doesn't work for you or your opponent, or seems historically incorrect or just in bad taste, feel free to change these rules all you wish. Games are meant to be fun, and to be tinkered with. There is no such thing as an authoritative game rulebook, and anyone who tells you otherwise has yet to be enlightened by the joy of tinkering and designing.

The formatting of these rules is an attempt to emulate the style of my favorite wargaming rules layout, those of SPI (and Jim Dunnigan in particular). The SPI format allows for a point by point explanation that also provides cross-referencing abilities and eases flow of ideas and absorption. While Avalon Hill may have led the renaissance of wargames design in the 70s, SPI certainly set the standard for well formatted rules, and for that, I pay my homage in this booklet.

If you have any questions, comments, suggestions for improvements, or even any works deriving from this work, please send me an email at [susorchord@suspended-chord.info](mailto:suschord@suspended-chord.info). I love hearing from people who play my games, and particularly from those who don't enjoy them, as they allow me to tweak and refine until I have a fun, playable product that I may be proud of. And I never hesitate to list people in acknowledgments in my games :)

Thanks for reading, thanks for playing, and I hope you enjoy it!

-->suspended-chord

[5.1] LEADER ACTIVATION TABLE

DR	REMAINING LEADERS			
	1	2	3	4+
1	TL	TL	TL	TL
2	BI	TL	TL	TL
3	FA	BI	TL	TL
4	SA	FA	BI	TL
5	SA	SA	BI	BI
6	SA	SA	SA	BI
7	MB	SA	SA	SA
8	MB	MB	SA	SA
9	AR	MB	MB	SA
10	AR	AR	MB	MB

[8.1] OPTIONAL REVISED MISSILE FIRE TABLE

MISSILE TYPE	A			B	
	1	2	3	1	2
Phalanx	1-4	1-2	-	1-2	-
Infantry and Others	1-5	1-4	1-2	1-4	1-2
Cavalry	1-7	1-4	1-2	1-5	1-2

Note: The numbers represent the die roll needed on a ten-sided die to cause a 'DD' result.

[6.3] COMMAND CONTROL RESULTS CHART

UNIT TYPE	DR
Infantry	1-6: Fail 7+: Success
Cavalry	1-7: Fail 8+: Success
Other	1-3: Fail 4+: Success
ARMY	1-5: Fail 6+: Success

[9.4.1] COMBAT STRENGTH MODIFIER CHART

REASON	MODIFIER
Stacked with an activated leader	x2
AR (See[5.1.1])	+1
MB (See [5.1.1])	+1
BI (See [5.1.1])	-1
TL (See [5.1.1])	-1
Terrain effects	Varies, see terrain chart in original ANCEINTS rules
Phalanx (special ability *)	x2 against cavalry in attack, or if defending against a force containing a cavalry unit
Attacking on the flank	x2
Attacking on the rear	x3

[9.6] COMBAT RESULTS TABLE

DR	ODDS						
	1-4	1-3	1-2	1-1	2-1	3-1	4-1
1	AE	AE	AD	AD	M	M	M
2	AE	AE	AD	M	M	M	DD
3	AE	AE	AD	M	M	M	DD
4	AE	AE	AD	NE	M	DD	DE
5	AE	AD	AD	NE	DD	DD	DE
6	AE	AD	AD	NE	DD	DD	DE
7	AE	AD	M	NE	DD	DE	DE
8	AD	M	M	M	DD	DE	DE
9	AD	M	M	M	DD	DE	DE
10	M	M	M	DD	DD	DE	DE

Note: Attacks at odds greater than 4-1 are resolved as 4-1. Attacks at odds worse than 1-4 are prohibited.