

The Quick and the Dirty.
Ancients Rules for the Paragraph-Challenged

Turn Sequence

Firing
Movement or Change Formation.
Rally

Firing

Roll 1D6 per element in first two ranks. Hit on a 6.
Elite & Seasoned Units re-roll any 1's.
Raw units roll 1D6 less (min. 1).
Saving throws, Roll 1D6 per hit.
Unarmoured units save on a 7.
Lightly armoured units save on a 6.
Medium armoured units save on a 5 or 6.
Skirmishers & heavily armoured units save on a 4, 5 or 6.
Units in bad going add 1 to the roll.
Units in fortifications add 2 to the roll.

For each unsaved hit remove an element & add a D-marker.

Artillery lose their limbers first, then their crew.

Ranges;

Bow	4"
Long Bow	6"
Sling	4"
Light Artillery	8"
Heavy Artillery	12"

Melee

Roll 1D6 per element in first two ranks. Hit on a 5 or 6.
Elite units re-roll 1's & 2's, Seasoned 1's & Raw deduct 1D6.
Pike/Spear units in Column roll an extra 2D6.
Skirmishers roll 1D6 less (min. 1).
If General with unit, add 1D6.
Charging units add 1 to each die roll.
Saving throws, Roll 1D6 per hit.
Unarmoured units save on a 7.
Lightly armoured units save on a 6.
Medium armoured units save on a 5 or 6.
Heavily armoured units save on a 4, 5 or 6.
Units in fortifications add 2 to the roll.

For each unsaved hit remove an element & add a D-marker.

Disorder (D) Markers

Units gain a disorder marker for;

Each unsaved hit.
Each move in bad going.

Changing formation.
General dies within 12".

Effect of accumulating D-markers;

2 D-markers = No formation changes.
3 D-markers = No advancing into contact.
4 D-markers = No advancing towards enemy.
5 D-markers = Unit routs immediately.

Routing units move directly from enemy and through any gap of at least one element wide. If rout move is blocked by enemy the unit surrenders.

Movement

All movement is simultaneous.
Where opposing units are within reach of each other, then dice for precedence.

Move Distances;		Heavy	Medium	Light
Infantry	In column	4"	5"	7"
Infantry	In Line	3"	4"	6"
Cavalry	In column	6"	8"	10"
Cavalry	In Line	8"	10"	12"
Artillery		3"	-	4"
General & Staff		12"		

Modifiers;

Add 2" to columns moving on dry roads.

In bad going, halve move distance.

(*except for skirmishers*).

Obstacles reduce move by 2"

Turning;

All turns are by wheeling, except turns about.

Turns about may only take place at the beginning of movement.

Charging;

A unit that has moved more than half its move prior to contacting the enemy has charged.

Change Formation

A unit may complete one of these:

Column to Line, Line to Column.

Line to Skirmishers, and back.

Lay artillery on new target.

Terrain & Deployment

One player sets up terrain, which must include at least 12 items, of which 4 must be 'Bad Going'.
The other player decides which edge to deploy on.
The first player deploys opposite.

Bad Going includes:

Built-up areas	Swamp
Woods	Rocky/Steep Hills
Rivers	Fortifications

Obstacles include:

Fences	Sunken Roads
Ditches	Barricades
Hedges	Field walls

Groundscale:

All distances are for 15mm-20mm (1/72) figures.

For 25mm, add 50% to all ranges & movement.

For 6mm-10mm, halve them.

Generals

Each division has a General, as does each army.
Generals adding their bonus to a unit risk being hit if the unit is hit. The General has a 1 in 6 chance of injury per unsaved hit on that brigade.
Hit Generals are lost for the battle.

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If both players agree certain named Generals (such as Alexander) may get further bonuses.

Rallying

Units may remove a D-marker for each 6 they roll on 1D6.

Add 1 to the roll if unit is more than 12" from nearest enemy.

Add 1 to the roll if a General is with unit.

Elite units roll 4D6.

Seasoned units roll 3D6,

Experienced units roll 2D6,

Raw units roll 1D6.

Troop Experience.

Units of troops are defined as being:

Elite *Macedonian Companions, Knights etc.*

Seasoned *Roman Legionaries, Hopites, Huscarls etc.*

Trained *Viking Warriors, Roman Auxilia etc.*

Raw *Sassanid levies*

Troop Armoury

Units of troops' armour is defined as follows:

Heavy *Roman Legionaries, Knights, Cataphracts.*

Medium *Viking Warriors, Samurai, Hoplites*

Light *Saxon Fyrd, Celtic Warriors/Cavalry*

Unarmoured *Cretan slingers, Sassanid levies*

Points Method: *(For those who like them....)*

Infantry Element base cost:	3
If veteran	+1
If raw	-1
Armed with rifled musket	+1
Cavalry Element base cost:	5
If veteran	+1
If raw	-1
Armed with repeating carbine	+2
Artillery battery base cost:	20
Armed with rifled cannon	+5
Horse Artillery	+10
General: Divisional	20
Corps	30
Army	40

Example 'All Arms' Division (circa 1863):

Divisional General	20	3
Veteran Infantry Brigade with Smoothbore Muskets, of 4 Elements	16	12
2 Experienced Infantry units with Rifled Muskets, of 6 Elements	48	36
Raw Infantry Brigade with Smoothbore Muskets, of 8 Elements	16	24
Experienced Cavalry Brigade with Carbines, of 4 Elements	20	12
Artillery Battery with Smoothbore Cannon	20	8
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Notes:

* A good rule of thumb is to allow 500 points for a strong Corps, 400 for an average Corps, or 300 for a weak one.

If you use the points method then you do not need to use the random tables for experience and arms.

* Wherever possible try to keep the army make-up in similar proportions to those shown by the random tables.

Thus you are unlikely to field a Corps of veteran infantry in 1861!

* **Use spare D6 to track individual units fluctuating D-markers. Its much easier than doing it on paper.**

You could also use the colour of the Die to show the brigade's experience (i.e. black for veteran, white for raw etc...).

Another method is to use casualty figures. This is visually more appealing.

* Each Brigade should have an element with officers, standards and drums etc. This is more for visual effect than play.

* For any situation not covered by the rules, agree a dice roll, flip of the coin or whatever seems reasonable.