

Warmaster Ancients quick reference sheet

Please note that these are guides to the rules, and referring to the pages identified on this list should make clarification. This is the only way to understand the rule identified, correctly. Also please remember that this is a game, and to settle any disputes as to the understanding of the rules roll a dice to decide, as in book 1, under the heading Plea on the first few pages.

Command Phase Initiative

1. Charge nearest stand of target unit if chosen with a successful order, or under initiative, but you can use any stand of the charging unit to move first. Page 26.
2. Charging centre to centre, and inaccessible edge. Page 28.
3. Maximise frontage, and form battle line with target unit first, and contact new enemy unit if contacting on front edge is maximised by doing so. Page 29.
4. Supporting charge, units in a supporting position can make a supporting charge with the unit that it is supporting, so long as at least 1 stand is in a supporting position behind. Only 1 unit can make a supporting charge in this way, even if there are 2 or more units positioned in a supporting role at the start of the move. Page 50.
5. Shooting range and arc additions. Page 37.
6. Pinned enemy additions. Page 29.
7. Evade rules. Page 24.
8. Infantry non skirmishers cannot evade if supported, as non skirmish infantry cannot evade through other units and the supporting unit cannot see to react to an evade. Page 24.

Orders

1. Command range Page 68. Subordinates 20cm, leaders 60cm, and general's 100cm.
2. Charge nearest stand of target unit if chosen with a successful order, or under initiative, but you can use any stand of the charging unit to move first. Page 26.
3. Charging centre to centre, and inaccessible edge. Page 28.
4. Maximise frontage with target unit first, and contact new enemy unit if contacting on front edge is maximised by doing so. Page 29.
5. Supporting charge, units in a supporting position can make a supporting charge with the unit that it is supporting, so long as at least 1 stand is in a supporting position behind. This can be done even if the supporting unit is not included in a brigade order. Only 1 unit can make a supporting charge in this way even if there are 2 or more units positioned in a supporting role at the start of the move. Page 50.
6. Shooting at charging enemy units, and shooting range and arc additions. Page 37.
7. Pinned enemy additions. Page 29.
8. Blunder chart. Page 68.
9. Visibility is 60cm and is only relevant when you blunder on a certain dice roll. See page 10 for visibility, and page 68 for the blunder chart.
10. Falling back from a unit that you have charged and which has evaded, and also if you have been hit from shooting as they evaded. Page 60
11. Moving back, and moving aside. Page 61.

Move Commanders

1. All commanders can now move a maximum of 60cm. Page 12.
2. Commanders treat terrain as though they were infantry except if they are mounted on chariots, or elephants. This means that if they are mounted, they can only stop on terrain that is suitable. Page 69.

End of Command Phase

1. Remove confusion markers from the confused units, of the player who has just been commanding.

Shooting Phase

1. Defended units 5 & 6 count only and fortified 6 counts only. Page 38.
 2. Drive backs for defended units ignore the 1 hit, and for fortified units ignore 2 hits.
 3. Drive backs and skirmishers. Skirmishing units can choose to evade from shooting if they have not been made confused from the drive back throw of the dice. To evade they must move the minimum distance that the drive back dictates, and a maximum the troop type allows. An evade is always a minimum 5cm. The skirmishing unit must choose to evade or be driven back because the rules for either are different. Evade page 24. Fall back page 60.
 4. Drive backs for warband troops even if not brigaded, ignore 1 hit if all stands in unit are intact, and Add 1 hit if a stand missing. This is after the shots have been fired and any armour saving dice rolls have been made, and casualties removed. This is when you decide to add or take off dice for the drive back. Page 41.
 5. Elephants rampaging from shooting/retreat. Page 63, and special rules page 124.
 6. Making way is only used when being driven back, retreating, or making way already. Page 64.
 7. Moving back, and moving aside. Page 61.
- Units moving off the table chart. Page 30.

Combat Phase

1. Attacking against defended units, 5& 6 count only and against fortified units 6 counts only. Page 38.
2. Blocked retreats. Page 53.
3. Retreating, The units retreating from combat (the losers), always move their casualties before retreating, they then retreat. The winner then removes casualties and decides whether to Pursue etc. Page 49.
4. Making way is only used when being driven back, retreating, or making way already. Page 64.
5. Elephants rampage from shooting/retreat. Page 63, and special rules page 124.
6. Moving back, and moving aside. Page 61.
7. Enemy retreating from scythed chariots are automatically confused. Page 63 and special rules page 124.
8. Artillery that retreat from combat are automatically destroyed. Page 54.
9. The winner in a combat engagement can pursue, fall back, or stand still. The winning units can also advance if all the enemy units in the round of combat have been destroyed. This can be done in any order the winner wishes to. Page 54.
10. Fall backs. Page 60.
11. Pursuit directly forward is a must if able to do so. Page 55/6.
12. An enemy that can pursue into edge contact cannot choose to support instead. Page 57.
13. Pursuit regarding infantry towards cavalry. Pages 5 & 58.
15. An advance move is limited to a maximum of 20cm no matter the troop type. No stand of the advancing unit can move more than 20cm. The 20cm is not limited by the formation or lack of for the advancing unit, including Phalanx. Page 60.
16. Advance no charge bonus. Page 60.
17. Units moving off the table chart. Page 30.

End of Game. Page 71.

1. The end of the game can be decided in 3 ways. A) Time is up, and/or both players have had an equal amount of turns. B) One or both players have lost half their core units, and their army has been broken, and they have had to withdraw. C) One or both players has lost their General and they have had to withdraw.
2. Both players add up the points, from the units that have been destroyed, or that have had stands destroyed.
3. Units of 3 stands, with 1 stand remaining on the table counts as 1/2 a unit for breakpoint

purposes. Also a unit that is counted as halved is valued at half the points. Any unit values when they are halved that are less than increments of 5pts are always rounded up to the next 5pts. This is also done per unit.

4. Units of 3 stands, reduced to 2 stands remaining, and units of 2 stands reduced to 1 stand remaining, you simply replace the lost stand, and the unit is then counted as survived and no points are added to points lost.

5. If a player has had to withdraw through either of the reasons in point 1, they cannot win the game. The best a player can expect after having to withdraw is a drawn result. If both players have had to withdraw, the game is automatically a draw.

6. For a player to be the winner he firstly must not have withdrawn for any reason. Secondly he needs to score more points than his opponent. If a player has made his opponent withdraw he must still score more points than his opponent to win, if he scores less than his opponent in this situation the game is a draw.