

# WARMASTER ANCIENTS PLAYSHEET

## SEQUENCE

1. **Command**
  1. Initiative
  2. Orders
  3. Commanders
2. **Shooting**
  1. Work out attacks
  2. Resolve Drive Backs
3. **Combat**
  1. Work out attacks
  2. Calculating results
    - a) Draw - both sides Fall Back
    - b) Lose - Retreat
    - c) Win - Stand, Fall Back or Pursue/Advance
  3. Aftermath
    - a) First round - fight a second round
    - b) Second round - continue next turn

## COMMAND PENALTIES

Per full 20cm distance	-1
Each successive order to the unit	-1
Successive order to slow unit	-1
Enemy within 20cm of unit	-1
Flank/rear exposed to enemy within 20cm	-1
Unit within dense terrain	-1
Per casualty	-1

## ATTACK MODIFIERS

Charging against enemy in the open	+1
Elephant/Heavy or Scythed Chariot charging against enemy in the open	+1
Pursuit attack	+1
Pursuit attack per full 3cm	+1
Warband in pursuit	+1
Fighting Elephants or other terrifying enemy	-1
Enemy facing own side or rear	-1
Confused	-1
Warband in retreat	-1

## MOVE RATES

Types	Full Pace	Half Pace
Infantry	20cm	10cm
Cavalry	30cm	15cm
Chariots	30cm	15cm
Elephants	20cm	10cm
Artillery	10cm	5cm
Commanders	60cm	60cm



## CONFUSED UNITS

1. Cannot move in the Command phase by either initiative or orders.
2. Cannot evade if skirmishers.
3. Suffer a -1 Attack modifier in combat.
4. Cease to be confused at the end of their Command phase.

### Units become confused if:

1. Driven back by missile fire or any Drive Back roll of 6.
2. Driven back into impassable terrain.
3. Driven back into enemies or combat.
4. Forcing friends to make way on the roll of a 6.
5. Making way on the roll of a 6.
6. Driven back through friends who do not make way.
7. Unable to Fall Back to 1cm from enemy or combat.
8. Skirmishers evading through non-skirmish friends or subsequent unit of skirmishers on a 6.
9. Non-skirmish unit or subsequent unit of skirmishers evaded through by skirmish friends on a 6.
10. Retreating from a combat that includes enemy scythed chariots.
11. Contacted by rampaging elephants on a 6.

## TERRAIN

<b>Open ground</b>	No restriction
<b>Hills/slopes</b>	No restriction
<b>Shallow rivers/streams</b>	No restriction
<b>Broken/marshy ground</b>	Dense terrain. Infantry only. -1 Command
<b>Steep hills/slope</b>	Dense terrain. Infantry only. -1 Command
<b>Woods/tall scrub</b>	Dense terrain. Infantry only. -1 Command. 2cm visibility
<b>Village/built-up areas</b>	Dense terrain. Infantry only. -1 Command. 2cm visibility
<b>Rivers/deep water</b>	Skirmishing infantry only - cannot end move in feature
<b>Ravines/bottomless pits</b>	Impenetrable
<b>Sheer cliffs/mountains</b>	Skirmishing infantry only - Retreat if failed an order. Treat as steep hills
<b>Thick forest/jungle</b>	Skirmishing infantry only. Treat as woods
<b>Roads/tracks</b>	Permit movement to all. -1 Command over dense/impenetrable
<b>Bridges and fords</b>	Permit movement to all over rivers/ravines
<b>Low linear obstacles</b>	Infantry, cavalry, elephants only. Infantry count as defended
<b>High linear obstacles</b>	Infantry only. Infantry count as fortified. Block visibility
<b>City/fortress walls</b>	Infantry with scaling ladders only. Infantry count as fortified. Block visibility

## WITHDRAW

1. An army must withdraw at the end of phase if:
  - a) The General is slain.
  - b) The army has lost 50% or more of its core units.
2. Once an army withdraws the game is over.



## BLUNDER CHART

Roll a D6. Subordinates +1

**Score Blunder**

**1 The gods forbid!**

No move. -1 command penalty.

**2-3 Our foe is upon us!**

If visible enemy within their full pace, move to at least own full pace move distant from enemy. If no visible enemy within full pace do not move.

**4-5 Our foe is mighty!**

Move up to half pace but cannot charge. If skirmishers, move up to full pace, but cannot charge.

**6-7 The gods are with us!**

Move as fast as possible towards nearest visible enemy and charge if able to do so. If no enemy visible, the unit can move as a successful order.

