

Warmaster Ancients Reference Sheet

Turn Sequence

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



Attack Modifiers

Charging Enemy in the Open.....	+1
Elephant/Heavy or Scythed Chariot Charging.....	+1
Pursuit attack.....	+1
Pursuit Attack per full 3 cm.....	+1
Warband in pursuit.....	+1
Fight terrifying Enemy (Elephants).....	-1
Enemy facing own side or rear.....	-1
Confused.....	-1
Warband in retreat.....	-1

Move Rates

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

Command Range

General.....	100cm
Leader.....	60cm
Subordinate Leader.....	20cm

Command Penalties

Per full 20cm distance.....	-1
Each successive order to the unit.....	-1
Enemy within 20cm of unit.....	-1
Flank/Rear exposed to enemy within 20cm.....	-1
Unit within dense terrain.....	-1
Per casualty stand.....	-1
Unreliable troop unit.....	-1

Blunders

- 1 **God forbid!** - No move, -1 command penalty
- 2-3 **Our foe is upon us!** - Full move away from visible enemy or no move
- 4-5 **Our foe is mighty!** - Half move for non-skirmish, no charge
- 6 **The gods are with us!** Move directly towards closer visible enemy and charge if possible; otherwise move as successful order

Confusion

- Cannot move in the command phase
- Cannot evade if skirmishers
- Suffer a -1 attack modifier
- Cease to be confused at end of command phase

Confusion Causes

- Driven Back by missile fire on a roll of a "6" on Drive Back roll.
- Driven Back into impassable terrain.
- Driven Back into enemies or combat.
- Forcing friends to make way on a roll of a "6."
- Making way on a roll of a "6."
- Driven back into friends who do not make way.
- Unable to stay more at least 1 cm from enemy or combat on a Fall Back.
- Skirmishers evading through non-skirmish of subsequent skirmishes on "6."
- Non-skirmish unit or subsequent unit of skirmish evaded through skirmishers on a roll of a "6."
- Retreating from a combat that included enemy scythed chariots.
- Contacted by rampaging elephants on a roll of a "6."

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Special Units

Camels	Enemy horse and chariots within 20cm always blunder on failed command roll if the enemy have no camels in their army
Chariot Runners	Can move at chariot speed when brigade with chariots, one runner unit to one chariot unit
Elephants	Cause terror (-1 attacks to enemy) Receive an additional +1 for charging enemy in open Rampage of Drive Back, retreat, or blunder. Units rampaged through are confused on a "6", if already confused are destroyed on a "6." Units making way for Elephants test twice.
Fanatics	Ignore terror. Must charge by initiative if able to do so. Must advance or pursue when able.
Heavy Artillery	No armor saves from hits, 3 shots at 60cm, cannot shoot chargers, shoots directly forward, and "Slow."
Light Artillery	No armor save from hits, shoots directly forward, can shoot "through" up to three touching stands with one hit each.
Heavy Chariot	Uses 40mm x 40mm base. Receives an additional +1 charge attack bonus in the open.
Legion	In the 1st round of combat, all Legion stands in front edge or front corner count as supported (+1 resolution). This is cumulative with other support bonuses but is lost if enemy is touch side/rear or side/rear corner.
Maniple	For each Maniple stand supporting another Maniple stand from a different unit from the rear, receive an additional 6+ save for the front Maniple unit (in addition to the units own natural save).
Phalanx	20mm frontage. Moves at half pace unless directly forward. Cannot be support from behind. Attack value of "0" to the flank or rear. Treats all terrain as impassable. Cannot man ramparts or use ladders to attack ramparts.
Scythed Chariots	40mm x 40mm base. Receives addition +1 attack bonus charging in open. All enemy retreating unit from combat with a Scythed Chariot are automatically confused. Scythed Chariot is automatically destroyed and the completion of a single round of combat.
Shieldwall	Counts as 1 better Armor save on first round of combat when charged.
Shock Cavalry	20mm x 40mm bases. Shooting Shock Cavalry can shoot only directly forward.
Skirmish	Always move at full pace. Has a 360 degree line of sight. Unless confused may evade instead of being driven back by shooting or if charged May evade though other skirmishers once without penalty, otherwise causes confusion on a "6" (Both test).
Slow	Suffer an additional -1 on each successive command roll. I.e -2 on 2nd attempt, -3 on third attempt, etc.
Unreliable	Additional -1 to command rolls.
Triari	Counts as two units destroyed when destroyed.
Warband	Three or Four Warband units in a Warband pure brigade receive a +1 command order. Rolls one less dice on shooting Drive Back if a full stand is not lost, if a full stand is lost to shooting it rolls another additional Drive Back dice. Receives an additional +1 attack when pursuing. Receives an additional -1 attack when retreating.