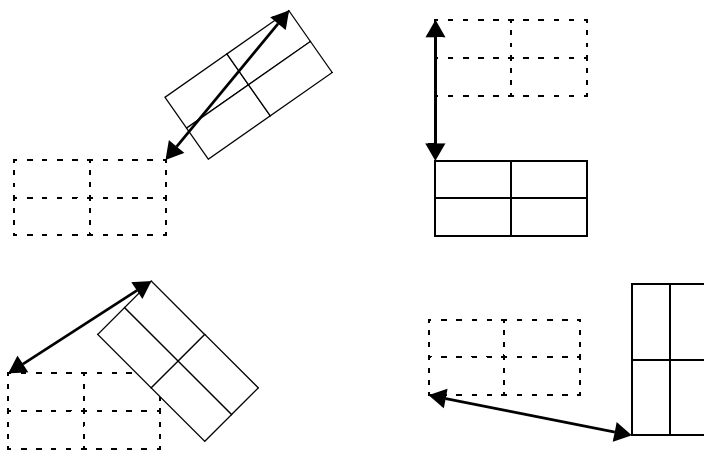


Justified Ancients – clarifications and house rules, 13/8/07

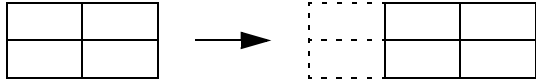
1. The “general’s unit” combat bonus is not restricted to CO troops, but to non-disorganized troops [Official errata].
2. All troops are CO or LO or SK [Clarification].
3. Skirmishers have no flank or rear for combat purposes, but they do for charge and shooting eligibility [Clarification].
4. Units are usually represented by four DBM bases arranged in a 2x2 block. Some cavalry may alternatively be represented by three bases in a wedge (for example, Macedonian Companions). These are treated the same in the rules. Elephants and chariots are represented by a pair of models. Units which fought in particularly deep formations may be deployed with six bases (three ranks deep). Such count as “supported” for combat outcomes and are otherwise treated as normal units. Usually, CO units have four figures to a base, LO three, and skirmishers two.
5. Heavy infantry may move 2”, but do not get an extra 1” for charging or fleeing.
Rationale: With larger units and battlefields, a 1” move is just too slow - the heavy infantry never get into action. The restriction on charging and fleeing is to preserve some speed advantage for CO medium and light infantry.
6. When refacing or reforming, a unit may perform any one of these manoeuvres:
 - Wheel to face any direction, retaining its original centre;
 - Move left or right up to one base width, retaining the same facing;
 - Move back up to the unit depth, retaining the same facing.See diagrams 1-6 for examples of refacing.
Rationale: With larger units, it is more important to define what adjustments to a unit’s position may be made legally by a reface or reform, since this is potentially open to abuse.
7. A flank attack is one where the attacking unit’s front edge is at 90° or more from the defender’s front edge. A rear attack is one where the attacker contacts the defender’s rear edge (not just a corner). See diagrams 7-9. [not covered in the rules]
8. Skirmishers can about face freely as part of their move. They can move in any direction, but no part of the unit may exceed the skirmishers’ maximum move. See diagram 10 for examples. [not covered in the rules]

Skirmisher moves

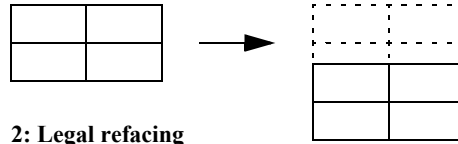
10: All these moves are legal, regardless of initial or final facing, provided the distance indicated by the arrow is not greater than the skirmisher’s move allowance.



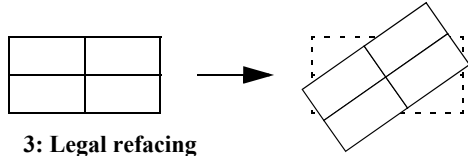
Refacing



1: Legal refacing



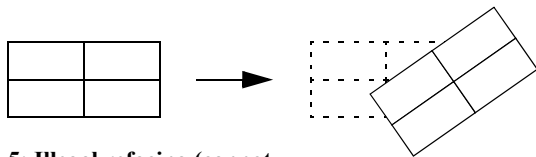
2: Legal refacing



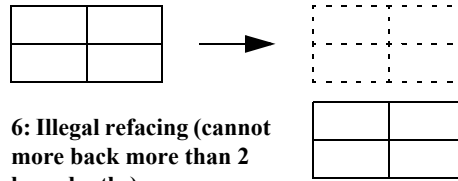
3: Legal refacing



4: Illegal refacing (cannot combine backwards and lateral movement)

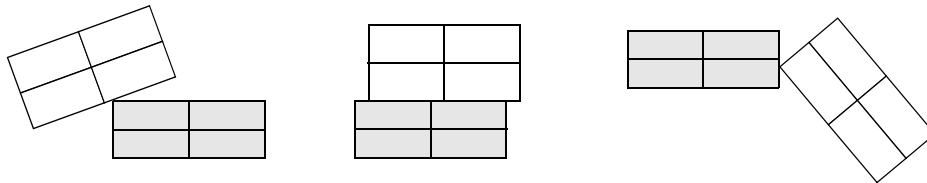


5: Illegal refacing (cannot combine lateral movement and rotation)

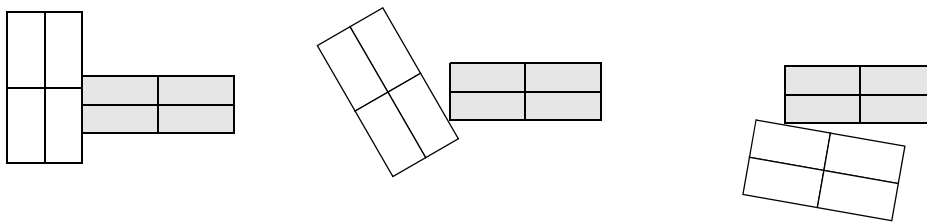


6: Illegal refacing (cannot move back more than 2 base depths)

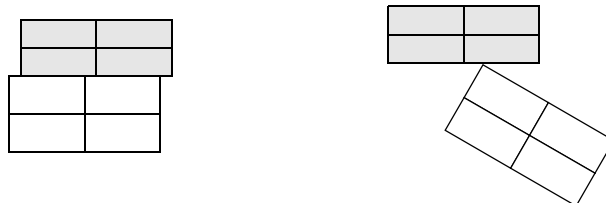
Flank and rear attacks



7: Front attacks by the white unit. The grey unit up is facing up the page in each case, and the white unit is facing down.



8: Flank attacks by the white unit. The grey unit up is facing up the page in each case, and the white unit is facing down.



9: Rear attacks by the white unit. All units are facing up the page.

9. Unless modified by scenario rules, the following standard terrain effects are used:
- *Woods* counts as difficult terrain. Missile fire is *restricted*.
 - *Town* counts as difficult terrain. Missile fire is *restricted*.
 - *Rough ground* or marsh counts as difficult terrain.
 - *Streams* count as difficult terrain.
 - *Rivers* are impassable, except at bridges or fords, which both count as difficult terrain [not covered in the rules].

Restricted missile fire: units within the terrain may only fire at 1" range against other targets within the same terrain. Units may be on the edge of the terrain, in which case they can fire to normal range at a target outside the terrain. Such units still benefit from the cover bonus if fired upon [not covered in the rules].

Recommended Rules

1. Delete the +2 modifier in the combat table for any troops fighting skirmishers or missile-armed troops. Replace with:
 - Any troops fighting skirmishers: +1
 - Any troops fighting solely missile-armed troops: +1Skirmishers are no longer assumed to have javelins unless so listed.
Rationale: without this rule, LO missile troops are less effective than skirmishers in every way, and even fight less well than skirmishers against CO opponents. Further, all skirmishers fight the same, regardless of weapon, making javelin-armed skirmishers very poor. This rule makes it much easier to differentiate between similar troops with different fighting abilities.
2. Change the combat modifier "Charging: 1" to "Charging, unless uphill: 1".
Rationale: Currently, there is no combat bonus for being uphill of an opponent, although historically hills were a major factor in several battles. It may still be worth charging an opponent uphill to pre-empt his charge on you.
3. Change the combat modifier "Horse vs. foot: 1" to "Horse vs. non-CO foot in open: 1"
Change the combat modifier "Formed phalanx to front vs. horse, chariot or elephant: 2" to 1.
Delete the combat modifier "Elephant vs. formed foot: 1".
Delete the combat modifier "Chariot charging CO foot: 1"
Rationale: Improves combat power of non-phalanx CO foot relative to horse and elephants, while keeping the balance with phalanx and chariot units. This is necessary as CO foot are far too weak against charging mounted troops. Reduces power of horse units against troops in difficult going; historically, hiding in difficult going was a common tactic for outclassed foot troops.
4. Only foot skirmishers get the +1 combat bonus for difficult going.
Rationale: Men on horseback are unable to take advantage of the cover and opportunities for ambush that difficult going offers.
5. Change "Formed CO vs. LO: 1" to "CO vs. LO: 1"
Rationale: Improves disordered CO troops relative to LO. The difference of 2 between formed CO and disordered CO is too great. Now disordered CO are equal to LO in combat.
6. Change "Light vs. Heavy: -1" to "Heavy vs. light: 1".
Rationale: Easier to add than to subtract.
7. Change "Non-phalanx attacking phalanx to front: -1" to "Formed phalanx to front: 1"
Rationale: Easier to add than to subtract. Phalanx units are now more affected by disorder than non-phalanx units, which seems reasonable. This change works with the

change to CO vs. LO above to improve the combat power of disordered non-phalanx CO troops, which was the intent.

8. When charging troops contact enemy, do not conform until after combat.
Rationale: *With larger units, space is often too restricted to conform. Also, this change means chargers who flee do so along their charge route, which seems more realistic.*
9. Skirmishers may evade as a normal move (order check of 1+). This may not move the skirmisher closer to any enemy unit within 6" of the skirmishers' end position.
Rationale: *Without this rule, skirmishers can become trapped between battle-lines of heavy troops. The restriction is to avoid abuse of the rule by sneaky players!*
10. Cataphracts are graded as CO heavy cavalry. They do not get a bonus 1" for charging or fleeing.
Rationale: *Cataphracts were unable to gallop, charging at the trot. This rule also stops fleeing cataphracts from being able to outdistance pursuing heavy cavalry.*
11. Armies in larger battles may include sub-generals. These function as a general in the Justified Ancients rules, except that:
 - Units may measure command distance to any general.
 - Sub-generals' command ratings may not exceed those of the commander, and should usually be lower
 - Sub-generals do not provide a bonus in combat
 - In some scenarios, there may be further restrictions as to which units can benefit from the different generals (for example, if an army comprises several national contingents)**Rationale:** *With larger battlefields and larger unit sizes, the existing command rules don't always work to represent armies with very different command structures*

Experimental rules

1. A unit which is charged from within 45° of its facing may attempt to **counter-charge**. To counter-charge, the unit not be fatigued and must pass an order check of 3+. If successful, the unit is moved forward 1" towards the charging unit (wheeling if necessary) and becomes fatigued before the charging unit moves into contact. Both units count as charging in the first round of melee. The defender may not fire missile weapons or javelins if it attempts to counter-charge, whether or not it is successful in its order check.
Rationale: *Without this rule, faster units have a big advantage over slower ones, as they will usually get to charge home first. Historically, most non-missile units would counter-charge rather than receive an enemy charge stationary.*
2. Generals can move first or last each turn. They can move up to 12" in any direction, ignoring any but impassable terrain. They cannot move within 1" of an enemy unit unless attached to a friendly unit.
Rationale: *it is unrealistic for a general to be able to reposition himself anywhere on the battlefield each turn. This also stops a general ordering one wing of his troops, then repositioning to the other wing and ordering the remaining troops.*
3. Units which count as charging or pursuing and which beat their opponents by 2 or more which destroy their opponents must pursue, up to their maximum normal move.
Rationale: *Charging troops were notoriously difficult to restrain, and frequently chased defeated enemies off the field. This rule models this behaviour.*
4. War wagons:
 - Treated as CO heavy foot, missile
 - Move 3"; cannot charge, evade or flee.

- Front is the narrow end with the horses.
- Have no flank or rear for combat purposes
- Can shoot within 45° of either flank only
- Ignores push back or flee results
- Fight at -1 to front or rear
- Horse or chariots get -1 against war wagons

5. Elephants:

- Elephants beaten by two or more in melee are *dispersed*, rather than fleeing.
- Replace the combat modifier “Skirmishers vs. elephant: 3” with “Skirmishers vs. elephant: 1”
- Elephants deplete and disorder any CO unit they interpenetrate.
- Any CO horse which move within 1” of elephants are disordered.
- All Elephants are LO, but are not classed as light, medium or heavy.
- Units shooting at elephants follow a different procedure. Roll a normal die. A 6 gives a “withering fire” result and a 5 gives an “effective fire” result. There are no modifiers to this roll.
- Elephants are never trained, skirmisher, high morale, testudo, phalanx, or missile.
Elephants with foot skirmishers on the same base are treated as having javelins.

Rationale: Elephants fleeing in combat are most unlikely to be able to rally - elephants were known to be temperamental and hard to control on the battlefield. Elephants were historically very dangerous to their own side when in panic, which is why they were usually deployed well in advance of their own army’s main line. Currently, the combat modifiers make CO horse more effective against elephants than CO foot, which is not realistic. These changes restore the balance and slightly simplify the combat calculation.

6. If a general is attached to a unit on combat, any orders he issues to other units are diced with a -1 modifier.

Rationale: If he’s fighting, he has less time to receive reports or send orders to other units.

7. Skirmishers which are contacted by a pushed-back friendly unit are pushed back by them, rather than being interpenetrated.

Rationale: in the rules as written, heavy infantry pushed back in combat pass through skirmishers, leaving them in combat. In reality, the skirmishers would fall back with the retreating unit.

8. Skirmishers contacted by a fleeing friendly unit are depleted.

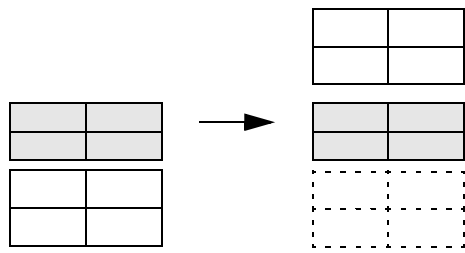
Rationale: This is to bring them in line with LO troops contacted by fleeing friends - there is no reason to think skirmishers should be more resistant to this than loose order formations.

9. Skirmishers may pass through friendly units, providing the following criteria are met:

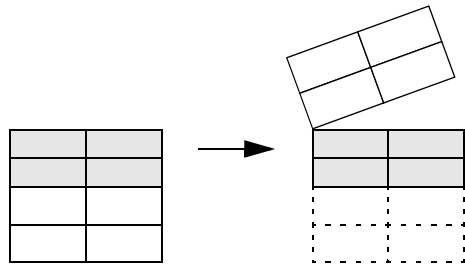
- The unit being passed through is not in combat and is not attempting any order this turn, other than to move straight forward;
- The skirmisher begins the move in front of or behind the unit being passed through, and parallel to it
- The skirmisher moves in a straight line
- There is sufficient space on the far side of the unit being passed through for the moving skirmisher to fit
- The skirmisher may not charge through a friendly unit

See diagrams 11-13 for examples of skirmisher interpenetration.

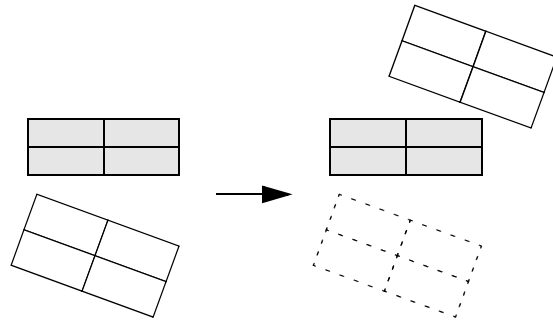
10. Do something with baggage rules???



11: Legal skirmisher Interpenetration



**12: Illegal skirmisher Interpenetration
(skirmisher does not move straight)**



**13: Illegal skirmisher Interpenetration
(skirmisher is not aligned with unit
being passed through)**