

Justified Ancients quick reference sheet

Table 1: Orders

Order given	Dice roll	Modifiers	
Move	1+	Untrained troops	-1
Charge	2+	Poor troops	-1
Wheel 45 degrees or more	3+	Each 6" from general	-1
Reface	3+	Trained troops	+1
Reform	4+	Poor general	-1
Form or un-form testudo	5+	Skilled general	+1
		Exceptional general	+2

Table 2: Movement

Troops	Move	Special conditions	Modifiers	
Foot	2"		Heavy (not elephant)	-1"
Horse	4"	Half in woods	LO or SK	+1"
Chariot	4"	Half in difficult going. Cannot enter woods or streams.	Moving uphill (become fatigued)	-1"
Elephant	3"		Charging or fleeing	+1"

CO troops moving through difficult terrain are disorganized

Table 3: Combat factors

Troops		Situation		Opponents	
Foot	1	Charging	1	Formed CO vs. LO	1
Horse	1	Pursuing	2	Horse vs. foot	1
Chariot	2	Berserker charging	1	Light vs. heavy	-1
Elephant	3	Attacking flank	2	Formed phalanx to front vs. horse, chariot or elephant	2
Baggage	0	Attacking rear (not pursuit)	3	Non-phalanx attacking phalanx to front	-1
General attached (non-disorganized)	1	Skirmishers in difficult terrain	1	Any vs. Skirmishers or missile armed only	2
Poor	-1	Chariot after first round of combat or in difficult terrain	-2	Elephant vs. formed foot	1
Depleted	-1			Skirmishers vs. Elephant	3
Disorganized	-1	Chariot charging CO foot	1	Any vs. baggage	4

Missile fire

Unengaged missile units can fire at unengaged enemy within 3" and 45°. Roll 1D6:

7+: **Withering fire**. Target depleted, plus disorganized if CO, else pushed back.

5+: **Effective fire**. Target is disorganized if CO, else pushed back.

Modifiers to dice roll:

Target is in testudo or cover: -1

Target is heavy: -1

Target is chariot, elephant or (non-cataphract) horse: +1

Melee combat results

Equal scores - Desperate struggle.

Units conform and continue fighting next turn. Foot with non-skirmisher support or outnumbering non-supported enemy foot push them back.

Win by 1 - The enemy waver!

Loser pushed back and disorganized if CO. Victor follows up and conforms. Continue fighting next turn.

Win by 2 or 3 - Chase them down like curs!

Loser flees. Highest scoring victor may pursue. If pursuer meets a new enemy unit, it fights as charging next turn. If it contacts the fleeing unit, it fights next turn as pursuing.

Win by 4 or more - Victory!

Loser flees, then is dispersed. Victor may pursue as above.

Outcomes

Pushed back

Losing unit is moved back a base depth. Any supporting friends are also pushed back. Victor follows up, conforms and continues fighting next turn if in contact. Non-supporting friends met by the pushed back unit are interpenetrated and the pushed back unit is placed on the far side of the unit met.

Flee

If not fatigued, unit moves a full move (plus one inch) to its rear, or away from attacker if contacted on rear. Unit becomes fatigued, disorganized (if CO) and depleted. It faces in the direction moved unless SK (who can about face). Any friends met by the fleeing unit are interpenetrated.

Dispersed

Unit is destroyed and removed from the battlefiled.

Interpenetration

SK units are not affected by interpenetration and cause no effect to units they interpenetrate.

A CO unit involved in an interpenetration with another CO or LO unit is disorganized. A LO unit involved in an interpenetration with another CO or LO unit is depleted.