

# Justified Ancients quick reference sheet (with house rules)

**Table 1: Conditions**

Condition	Marker	Cause	Effect	Cured by
Fatigued	brown	Charge, flee, evade, or move uphill	Cannot charge, flee or evade	End later turn out of combat
Disordered	white	Combat result, terrain, CO interpenetration	-1 in combat; cannot claim Formed bonuses. CO only	Successful reform order
Charging	yellow	Charge or pursuit	Combat bonus	Combat result
Depleted	red	Combat result, LO interpenetration	-1 in combat; destroyed if depleted twice	--

**Table 2: Orders**

Order	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 3: Movement**

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

CO troops moving through difficult terrain or woods are disordered.

**Table 4: Combat factors**

Troops	Situation	Opponents
Foot	Charging, unless enemy is on higher ground	Horse vs. skirmish foot or LO foot in non-difficult
Horse	Pursuing	Heavy vs. light
Chariot	Berserker charging	CO vs. LO
Elephant	Attacking flank	Any vs. skirmishers
Baggage	Attacking rear (not pursuing)	Any vs. only missile armed
General attached to unit, unless disordered	Foot skirmishers in difficult terrain	Any vs. Formed phalanx to front
Poor	Chariot after first round of combat or in difficult terrain	Horse, chariot or elephant vs. formed phalanx to front
Depleted	Any vs. baggage	Skirmishers vs. elephant
Disordered		

## Missile fire

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

7: Target depleted and disordered if CO, else depleted and pushed back.

5,6: Target disordered if CO, else pushed back.

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.*

Unsupported foot are pushed back by foot with non-skirmisher support or in deeper formation.

Units conform and continue fighting next turn.

*Win by 1 - The enemy waver!*

Loser pushed back, and is also disordered 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 to front 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. In this case, the attacker moves forward and ends in contact with the new enemy unit, which it will fight in the next turn (with no charging or pursuing modifiers).

If shot at from the rear, the unit moves forward rather than back, unless this would bring it into contact with an enemy unit (in which case it does nothing).

If contacted on the rear, the unit moves forward rather than back, unless this would bring it into contact with an enemy unit, in which case it is dispersed.

### Flee

If not fatigued, unit moves a full flee move to its rear, or away from attacker if contacted on rear.

Unit becomes fatigued, disordered (if CO) and depleted. It faces in the direction moved. Any friends met by the fleeing unit are interpenetrated. If the fleeing unit contacts any enemy, it is dispersed. The fleeing unit may make minor changes in direction (up to 30° or so) to avoid non-skirmisher friends or enemy units – use your common sense.

### Dispersed

Unit is removed from the battlefield.

### Interpenetration

- Skirmishers are unaffected by interpenetration and cause no effect to units they interpenetrate.
- A CO unit involved in an interpenetration with another CO or LO unit is disordered.
- A LO unit involved in an interpenetration with another CO or LO unit is depleted.