ANCIENTS: HOUSERULES

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These house rules add some small amount of complexity to the game without significantly slowing up play. Some of the rules are similar to the rules contained in GMT's excellent *Great Battles of History* series, though *Ancients* remains a much less complex game.

UNIT FACING & ZONES OF CONTROL

All units should be faced to the apex (not the side) of a hex. An infantry unit will exert a ZOC into the two hexes that it faces. This will be the unit's front. All other hexsides will count as a flank. Cavalry & missile units will exert a ZOC into the front four hexes that they face. Only the two rearmost hexsides will count as flanks.

As a unit performs its movement it must maintain its facing as much as possible in the direction that it is moving. In order to do so it may freely switch its facing by one apex each time it enters a new hex. It will costs one movement point to switch its facing by more than one apex.

This definition of front & flanks will encourage players to deploy their heavy & medium infantry units into a historical battleline in order to protect their flanks. Missile armed skirmishers & cavalry have less vulnerable flanks & will be able to more easily operate in a looser deployment in front of & on the flanks of the main battleline.

MOVEMENT & ZONES OF CONTROL

Units must cease all movement when they enter an enemy ZOC. Units may never move directly from an enemy ZOC directly into another enemy ZOC. Units that begin their movement in an enemy ZOC are allowed to change facing without restriction.

To exit an enemy ZOC a unit must pass a Withdrawal Test. Roll 1D6. The test is passed on a modified 4, 5, 6, or greater. The withdrawing unit may exit the enemy ZOC & continue moving. If the test is failed then the unit is disrupted & may not move.

The Withdrawal Test die roll is modified by the following:

+1 if either the moving unit is missile unit or if it is exiting a non-clear terrain hex
(Moving unit's movement rate minus the movement rate of the fastest unit that is exerting a ZOC into its hex)
-1 if the moving unit is already disordered

If a disrupted unit fails a Withdrawal Test then it remains disrupted & is not eliminated.

When a unit exits the ZOC of an enemy unit then it may not on the same turn move adjacent to the same enemy unit whose ZOC it just exited.

These rules will make it difficult for units to perform elaborate movements when close to the enemy. Only missile armed skirmishers & cavalry will be able to easily withdraw from enemy units.

WITHDRAWAL BEFORE COMBAT

Units withdrawing before combat must pass a Withdrawal Test. They may only withdraw one hex & may face in any direction. They may not withdraw into an enemy ZOC or into any hex adjacent to the attacking unit.

ADVANCE AFTER COMBAT

A victorious unit must advance after melee combat into the hex that was vacated by the loser. It may freely change its facing by one apex when it advances.

PHALANX MOVEMENT & DISORDER

A phalanx must take a Disorder Test each time that it enters a non-clear terrain hex or crosses a stream. Roll 1D6. On a result of 1 or 2 then it will be disordered. An already disordered phalanx need not take a disorder test.

Before moving it, player may choose to voluntarily disorder a phalanx. A phalanx that is disordered before it makes any movement has 2 MP's.

COMBAT

A defending unit may be attacked by more than one unit each turn, but each attacking unit must attack separately. To determine the result of combat roll 1D6 & modify the result by the following & look up the result on the Combat Table:

+ (Attacker's Combat strength minus Defender's combat strength)
+3 for a flank attack
+2 for a leader stacked with the attacker
-2 for a leader stacked with the defender
-2 if attacking across a stream or bridge
-2 if the defender is in a village
+1 if the attacker is uphill
-1 if the defender is uphill
-2 for cavalry attacking the front of a non-disordered Phalanx
-1 for cavalry attacking the front of a non-disordered heavy or medium infantry unit

COMBAT TABLE

Die Result	Combat Result
≤ 1	AE
0-1	AD
2-5	M
6-7	DD
≥ 8	DE

RECOVERING FROM DISORDER

Units will recover from disorder at the beginning of the player's turn. Any unit that recovers from disorder may not move or take part in melee combat.

A unit that is not in an enemy ZOC may automatically recover from disorder. A unit that is in an enemy ZOC may only recover from disorder if it has a leader stacked with it and:

It is in a village, or
It is located across a stream from the enemy projecting a ZOC, or
It is a Roman heavy infantry unit.

This is meant to reflect the ability of Roman legions to exchange lines & to reorder while in contact with the enemy. Any army that copied the Roman military system should also be allowed to recover from disorder while in an enemy ZOC.

MISSILE FIRE

Units performing missile fire must fire at the nearest enemy unit that is in their arc of fire.

Cavalry may withdraw from missile fire. The opposing player announces the cavalry unit as a target & the owning player may then announce that the cavalry will withdraw. Withdrawal is automatic.

The firing unit may not select another target. The cavalry will withdraw one or two hexes, whatever minimum is required, & may face in any direction. If the cavalry is in an enemy ZOC then the withdrawal is not automatic. The cavalry must then first pass a Withdrawal Test.

Elephant units that are hit by missile fire must roll 1D6. On a result of 6 the elephants will rampage. Roll 1D6 to determine the direction of the rampage. The elephant will immediately move 3 movement points in that direction & will immediately attack the first unit, friendly or enemy, that it contacts.

All Parthian & Mongolian light cavalry units count B class missile units. Where appropriate players may designate light cavalry units of other nationalities as missile troops. Cavalry units that fire during the enemy's turn do not have a volley marker placed on them. They may continue to move without restriction. Light cavalry units are allowed to fire

Light cavalry units may also conduct missile fire during their own movement phase. They may fire at any time during the phase. LC units may move before & after they fire. Firing costs 1 movement point. Units that fire during their movement phase have a volley marker placed on them. The marker will not restrict their movement, but any LC unit with a volley marker on it may not fire during the opponent's phase.