



Hex Command: Ancients

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Supplement to Hex Command Gunpowder

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1. Markers

As in Hex Command Gunpowder, the following markers are used in this game, and you can create anything you like to show these conditions (we use round Bingo chips, painted in various colors):

Casualties	Disorder/Fatigued	Ammunition
Hit 1	Fatigued 1	* Ammo (meaning Out of ammunition)
Hit 2	Fatigued 2	
Routing	Fatigued	

Additional markers can be created for dramatic effect such as a fallen general.

* This is used for units that are melee troops but also have an attached SK missile ability; whole missile units are assumed to have enough ammunition for an entire game. SK units do not have to record ammo because on their third shot the unit is removed from the game and each time the unit fires a figure is removed to show this occurring.

2. Special Optional Modifiers

As players research and enjoy learning the history of the period, they may come upon modifiers they believe should be accounted for. Therefore, players can devise as many 1 point modifiers as they feel the game needs in order to compensate for the huge variety of units, training, skill, ethnicities etc. that we have not included herein.

For example, these modifiers can be installed should players decide:

1. Elite units: Any or all of: +1CB, self-rally, retention of terrain bonus: in normal melee actions, after the first round of melee concludes, terrain a defender may be using is now reduced by a factor of one e.g. a fence on a hill is double cover +2, next turn, is single cover +1, then next turn if the melee continues, the cover is reduced to having no effect.
2. Heavy or stronger cavalry contacting infantry of any kind automatically cause a fatigued hit on the target IF that target is on the same level of terrain.

3. INTRODUCTION

These rules are exactly like Hex Command Gunpowder except with the following alterations.

3.1 Scales

The scale representation is roughly 50 feet to the hex and each unit represents a Cohort or battalion, with 5-6 cohorts to a Legion/Division with 3-5 Legions per Army.

3.2 Combat Summary

3.2.1 Pre-Melee Missiles

Combat assumes "pre-melee" missiles such as Pilum or short-range throwing spears and javelins, so there is no calculation required.

3.2.2 Light Infantry Skirmishers, Missiles

Light infantry with missiles were not technically formed into large units and operating as whole missile units until after the dark ages or during the middle ages and onward. For this reason, each light infantry missile unit is represented by 3 figures per hex (no stacking) either mounted on a stand or as individuals. Remove one figure when the unit fires (or mark the base with an indicator accordingly) and remove the last figure when the unit has exhausted all shots; it doesn't mean the unit is destroyed, it means the unit ran out of ammunition and has left the field, which they would obviously do or return to camp, as they had such a limited melee ability.

Firing ranges for Skirmishers are a maximum of 3 hexes: the neighboring hex (automatic), the next hex is Color, then the next is Code on the CnC die.

3.2.3 Ethnic Commands

Commands in this game represent overall command effectiveness and not necessarily an actual historical figure (though they can each be given a name and operated as if one is more important than the other; they can obviously even look different just for appearance sake). In some cases however, specific ethnic commanders may be needed in the game and these commanders will only influence troops they are affiliated with. These specific commanders cannot be applied to other ethnic parts of an army, e.g. Hungarian troops have a commander that cannot be used with a German force. However, once that particular ethnic commander is captured or killed, no command influence can be exerted upon the troops unless the new commander is of that ethnic background.

3.2.4 Hits Cause Loss of Zone of Control

Entering an opponent unit's ZOC usually causes a mandatory melee if the two units can legally melee in the first place (unless for some reason they are facing out of each other's primary arc); the exception is when the unit that is not activated has one or more casualty hits (not fatigue/disorder hits), therefore has lost ZOC.

3.2.5 Special / Unique Forces and Special Units

Due to the variety of special forces employed in ancient times, we cannot possibly account for all of them and keep these rules short. Use your own judgment bearing in mind the goal of keeping the rules and the game short. For instance, Numidian Cavalry would ride up to an opponent and fling their javelins, or dismount to do so, right in front of the enemy then re-mount and ride away thus not being caught in the act of doing so. They would continue to do this until they exhaust their ammunition and thus, like SK units, would retire from the field as they had no other melee weaponry. Some units in the game may NOT suffer any TE hits because they might be termed "Elite."

3.3 Game Components

The following is a list of elements used in the game. Abbreviations are to be used in OOBs or on maps.

a) (LISK) **Light Infantry Skirmish**

-These are missile troops NOT as a formed unit of troops, that can be represented as 3 figures per hex, and mounted as individuals so the player can remove one figure each time the unit fires, thus when all their shots are spent the unit ceases to exist on the game table.

-If not comprising individually mounted figures, mark the unit with a fire indicator each time. The unit can fire 3 times and is then removed from the game.

-The type of damage SK hits do are only TE hits. But once a target has reached a Fatigued state, further TE hits are actually normal casualty hits.

-LISK can **step back one hex** (causing a +1 TE to be applied each time they step back), after an enemy has attempted to contact them for melee like LCSK, but ONLY if the enemy is NOT any kind of cavalry.

-When contacted by other SK units they melee as light infantry.

-Can move, face, fire any direction.

-Can also be mounted, but must dismount to fire, except special forces (e.g. Numidian cavalry, Mongols with bows etc.).

b) (LI) **Light Infantry**

-Lightly armed troops with little or no actual armor to speak of. Typically they have a shield and one weapon.

-Their benefit is speed and maneuver, probing and to fill battlefield sectors.

-Friendly troops except Phalanx can pass right through them.

-Can oblique.

-When mounted are Light Cavalry (they have melee ability).

-Barbarians are Light Infantry with an initial melee contact bonus.

-Light Infantry mixed with Missiles fire 3 times as SK.

-Whole units of Light Infantry missile can also exist; these however cause casualty hits, not Fatigue hits.

c) (HI) **Heavy Infantry**

-Heavily armed and armored infantry. Examples would be Roman Legions.

-Their purpose is to melee with as much protection as possible.

-No friendly troops can pass through.

-Can oblique.

-When mounted are Heavy Cavalry

- d) (PxP) **Pike Phalanx** and (PxS) **Phalanx Spears**
 (when mounted are Knights)
 -Heavily armed infantry massed shoulder-to-shoulder with various degrees of pike weapons:
 -Note: PxP units cannot oblique **UNLESS routing**.
-Phalanx Spears: Just like Pike except no pushing rule.
-Phalanx Pikes: When a Phalanx Pike makes contact with non-Phalanx Pike, push the non-phalanx pike back one hex with the PP unit still in contact. Immediately apply one fatigued marker to the non-phalanx unit.

If the opponent is also Phalanx Pike, which unit gets pushed back is determined by the unit that has one hit more than the opponent, or one fatigued marker more. If neither applies, the player that rolls RED on the CnC die when the other player rolls BLUE pushes back the opponent.

Only after pushing the non-phalanx pike back, calculate casualties.

The Pike continues to push the opponent back as long as it suffers less Red hits each round of melee.

- e) (HA) **Heavy Archers (Missile Ability)**
 -Heavy Infantry with missiles that cause Casualty hits.

3.4 Cavalry

No cavalry is permitted in forests unless by scenario.

- a) (LC) **Light Cavalry: Missile Ability**
 -Mounted light infantry with or without missiles, whose best function is to engage already disrupted enemy units and/or operate to harass enemy flanks and rear.
- b) (LCSK) Light Cavalry SK: Light Cavalry with skirmisher weaponry that DO NOT melee. These are the only army elements that can **step back from melee** (causes +1 TE to be applied each time a unit steps back) one hex, after an opponent has attempted to contact them. If that opponent is also Light Cavalry, the LCSK cannot step back. -The type of damage SK hits do are only TE hits. But once a target has reached a Fatigued state, further TE hits are actually normal casualty hits.
- c) (HC) **Heavy Cavalry**
 -Mounted heavy infantry.
- d) (KN) **Knights:**
 -Extra heavy cavalry usually of nobility, in chain or plate armor best in open and clear terrain.
- e) (HCH) **Chariots: Missile as SK**
 -Heavy Cavalry Chariots: Two wheeled wagons with missile ability; not permitted in forests. In most cultures the chariot served as transport for light infantry and missile troops.
 -Cannot back up; cost 1 hex speed per facing change.
 -Cannot oblique.
 -Limited to clear, open terrain in order to use full speed, otherwise move at half-speed as transports only.

3.5 Others

Limited to clear, open terrain.

- a) (EL) **Elephants: Missile as SK**
African or Asian with or without a platform (howdah) and several warriors bearing pikes or missiles.
-Enemy cavalry will not engage unless trained (note this in OOBs), or if cavalry is armed with missiles they can shoot but they cannot melee the beast(s). If forced to melee the cavalry is immediately pushed back TWO hexes.
-Can be shown per hex with any number of elephants desired but usually one.
-Upon contacting any (except Light infantry), immediately apply two hits to the target. In subsequent melee rounds, Rolling Blue applies one hit, rolling RED applies two hits.
-If contacting Light infantry, immediately apply one hit then on subsequent melees roll Red to apply two hits otherwise apply only one hit.
-After the first melee is concluded, roll CnC: If RED, the driver is killed and the beast immediately moves randomly; if Blue the driver is not killed and the best is still in control. Roll this at the conclusion of EACH round of melee.
- b) (CP) **Camp** – Baggage train, siege weapons and field treasury of the army; more permanent camps may be fortified by a dirt moat and palisade.
-Camps are not affected by missile fire. Use play money coins in a small bag to add fun to the game; the coins can mean something if you like.
- c) **Wagons** move 2 hex per turn. Any terrain is possible but road adds +1 hex. Cannot move in forests but can dispense contents into a forest.
- d) (CMD) **Commander** – Symbol of command quantity; No movement

The number of commander figures in an army represents the overall army and rally ability, but, it is suggested that at least one model figure represent the actual Overall commander himself. Some ethnic commanders cannot be applied to other parts of the army e.g. Greek Mercenaries have a commander that cannot be used with the rest of a Carthaginian force; however, once that commander is captured or killed the only commander that will influence any special ethnic group is the actual overall commander himself, thus taking him away from somewhere else where he could be needed.

- e) **Warband/Tribal** – Light infantry but really motivated; melee +2 on first round only.

3.6 Artillery

with crew, limited to moving where wagons can move. **Movement** speed is by wagon only. Unlimbering/limbering artillery costs one TE.

Heavy, Medium and Light artillery are represented by the classes A, B and C. Ballista/Scorpions can be shown with up to two weapons per hex, otherwise each medium and large catapult occupies an entire hex.

-Must have a direct unobstructed line of sight to a target. Artillery does not melee and if contacted by an enemy unit that moves into its hex, is captured. The weapons can be used by any troops.

Hex Command Ancients (4 inch hex)

Movement	Move and Melee		Constructions		Other Notes	
	Hex	Melee	Item	Turns	Item	Cost
LI SK m +	4	1	Pontoon Bridge	3	un/limber	1 TE
LI m	3	2	Redoubt	6	Art Push	1 TE
HI	2	4	Quick works	4	Pass through	1 TE
Px /spear	2	6 /3				
LC m	5	3	Combat Modifiers			
HC	4	5	Barbarians 1st melee	+2	Artillery	Class
Kn	3	6	TE immune	+	Hits caused	<i>n</i>
CH m	3	1			Ballista	A1
Elephant m	1	7	on road else 2	*	Scorpion	B2
Ballista/Scorpion	1	-	Missile as SK	m	Mangonel	A1
Wagons	3*	-	Missile	M	Catapult	A2

Firing	Range			
	Missiles		Artillery	
Roll	B	C	B	C
(auto)	0	0	3	2
Color (red)	1	1	4	3
Code (star)	2	2	5	4
CnC (red star)	3		6	5
A class	4		7	
Cmd Kill: Red H, <i>plus</i> red hit applied.				
A-class also means un-mounted missile B-class also means mounted missile C-class also means <i>mounted</i> javelin				
Javelin cavalry limited to 3 shots but are NOT SK (javelins cause Red hits)				

Melee	Opponents equal value = see below. Artillery crews do not melee.	
	Both Roll	Red
	Blue	Weaker +1 TE
Red Rolled by..	Stronger	Weaker hit
	Weaker	Stronger hit
Both Units Equal in Value: If there is no difference in final melee values between units, the unit that rolls Red causes a hit; the unit rolling Blue causes a TE hit. If both roll Red, both cause a hit. If both roll Blue, both cause one TE to be applied to the other. Pursuit: Units can change facing as a result of Pursuit INSTEAD of moving to pursue. Cavalry are not pursued after melee by inf.		
Flank/rear: -Doubles the results on the unit being melee'd in flank/rear. -Units melee'd in flank/rear cannot change facing until contact is discontinued.		
SK firing at targets involved in melee can ONLY happen on the first melee phase and ONLY at POINT BLANK (zero) hex range. SK hits are fatigue/disorder hits only. When firing at SK, whole units of missile can ignore SK as more threatening than other targets.		
Fatigue Hits: at the maximum fatigued hits, units move no faster than 1 hex per turn, have 1 CP (combat penalty) and in melee incur a casualty HIT each time they suffer a fatigue hit.		
Removing TE hits: each turn a unit makes NO movement (use a different colored indicator to show the unit has not been ordered to move this turn). If forced to move or melee, the unit loses the attempt for that turn.		

Modifiers	Firing	Melee
Each Hit	1 CP	1 CP
Vs. Flank/Rear	1 CB	1 CB
Target in ea. Cover	1 CP	+1 CB
Commander effect	+CVS	+CVS
At least 1 friend past melee plane not routed (and within 1 hex range)		+1 CB