

ANCIENT WARS MINI GAME

SYSTEM RULES

1.0 COMPONENTS

This Mini Game is complete if it includes: 40 game pieces (units), 18 campaign cards, one 11x17" map, the rules and a scenario sheet. If any parts are missing or damaged, please write to:

Decision Games, Mini Game Support,
PO Box 21598, Bakersfield, CA 93390-1598.
Please register this game purchase on-line at:
www.decisiongames.com

Players must provide one or more six-sided dice (five is ideal).

2.0 INTRODUCTION

Ancient Wars is a wargame system of epic campaigns of the Roman Republic and Empire. There are two players, the Roman and the Barbarian player. Each player is provided with cardboard pieces called "units," representing military formations or tribal warbands. Players move their units, and then conduct battles with them.

Each player has a set of Campaign Cards. Players use these cards to recruit new units, move their forces on the map, and take special actions. Whenever opposing forces are in the same space, a battle will ensue.

The game has two levels: the Standard Rules, which give a quick wargame, and the Advanced Rules, which give more realism and complexity. Players new to wargaming should read just the Standard Rules, and play a game or two before trying the Advanced Rules. Any specific scenario rules always supersede the rules in this standard rules book.

3.0 THE MAP

The game map shows the region where the original campaign took place. The map has the following features:

Spaces. Locations in which you place units.

Different types of spaces are described on the Terrain Effects Chart. There are two general types of spaces, land and sea.

Routes. These are the lines connecting spaces.

Players move their units only via routes.

There are both land and sea routes, which differ in what kind of movement they allow.

Geographical Barriers. These restrict movement into and out of certain areas.

Recruit Box. Place units here that are not in play, or that were destroyed due to combat or other game actions. These units may be recruited and placed on the map with Campaign Cards.

Playing Pieces

The square cardboard pieces are called units. Scenario rules provide more information about their set-up. The following game definitions apply to the various playing pieces.

Friendly units. These are the units controlled by one player.

Enemy units. These are the units controlled by the other player.

Each piece has the following information:
Each unit is printed with a large number. This is the unit's **Battle Strength**, i.e., its relative effectiveness in combat. This is used when resolving battles. Each piece also has an **identification**. This will be the historical numbers for legions, the name of a tribal grouping, the name of a leader, or some other info identifying that unit.



Leaders. These are special units, representing a high-level commander, plus his bodyguards or retinue. There are also "Supreme Leaders," which are a special class of leader.

Cards

The game includes one set of Campaign Cards for each side which are explained later (see Campaign Cards).

4.0 HOW TO WIN THE GAME

Each scenario will detail a specific victory condition for one or both players. Generally, if a player is unable to fulfill his victory condition, he loses.

5.0 HOW TO PLAY

The following parameters define game play.

5.1 Turns

The game is played in turns. The turns are recorded on the Turn Record Track.

5.2 Sequence of Play

During each turn, players must follow a specific sequence of play, in the order of "Phases" listed as follows.

Roman Turn

- 1) **Campaign Card Phase:** The Roman player picks one Campaign Card from the Roman deck, and implements its printed instructions.
- 2) **Recruiting Phase:** If a card calls for Roman units to be "Recruited," the units are placed on the map now.
- 3) **March Phase:** The Roman player may now move his forces per the Movement rule.
- 4) **Battle Phase:** If any Roman units are in the same space as any Barbarian units, those Roman units must attack as per the combat rules (see the Combat rule below).

Barbarian Turn

- 5) **Campaign Card Phase:** The Barbarian player picks one Campaign Card from the Barbarian deck, and implements its printed instructions.
- 6) **Recruiting Phase:** If a card calls for Barbarian units to be "Recruited," the units are placed on the map now.
- 7) **March Phase:** Barbarians move their forces as per the Movement rule.
- 8) **Battle Phase:** If any Barbarian units are in the same space as any Roman units, those Barbarian units must attack as per the combat rules.
- 9) **End Turn Phase:** Proceed to the next turn (moving the Turn marker to the next space on the turn track). The sequence of play then begins, starting with the Roman turn.

6.0 CAMPAIGN CARDS

Players pick and play Campaign Cards from their respective decks per the sequence of play. A player must pick the top (face down) card from the deck blindly, but shows it face up; he then uses that card to generate actions for the present player turn. At the end of a player's turn, the drawn card is then placed, face up, in a discard pile. Discarded cards are kept in a separate pile, face up, until reshuffling is permitted (see below).

Note: Only one card can be in effect at any one time.

6.1 Campaign Card Instructions

Campaign cards have the following information on them.

Recruit. This indicates new or replacement units that arrive on the map.

Movement. This indicates the type of units that may be moved, and how many spaces may be moved.

Fleet Moves. This indicates the number of fleets that may attempt to move this turn.

Event. This may be an instruction that will usually give a player some special benefit, or sometimes a penalty. The indicated event occurs in the segment of the turn listed.

Example: *An event listed as "Recruiting Phase" means it is executed during the Recruiting phase of the player's turn.*

Remove. If a card states "Remove from Play," once played it is placed aside and never reshuffled back into any deck.

6.2 Reshuffling

If all cards are discarded, then those discards are reshuffled blindly to form a new draw deck, and the deck starts anew. Also, if a player's Supreme Leader has been killed for any reason, then all discards are then reshuffled into the draw deck immediately.

7.0 EVENTS

Events are explained in detail on the cards, and are summarized for reference below. Players must read the printed event on a drawn card carefully. There are subtle distinctions in how otherwise similar cards are played.

Immediately. The instructions must be implemented the instant the card is picked.

Battle Bonus. This will give the player some special combat ability when attacking during the upcoming Battle Phase of that turn.

Other. These are special instructions, explained on the cards.

Special Cases. Some events will allow players to circumvent game rules in specific and interesting ways, explained on the cards.

8.0 RECRUITING

Recruits are placed during the Recruit Phase of a player's turn. If a card specifies Recruiting, then the current player takes units from the Recruit Box, and places them on the map. The specific types of units that can be recruited are listed on each such card.

The location of recruit placement is given in the specific scenario rules. If there are no units in the Recruit Box, or if there is no space available on the map, then the units are not received, nor are they accumulated from turn to turn. Units in the Recruit Box may be either those which have never entered play, or were eliminated during play and placed in the box, and may now therefore be replaced (per the Campaign Card's instructions).

9.0 LAND UNIT MOVEMENT

A player moves his own units during the Movement Phase of his game turn. The types of units and the distance (in spaces) they may move is dictated by the drawn Campaign Card. If a Campaign Card says "All", then all of that player's units may be moved that turn. If a Campaign Card designates certain types of units, which may be by identification or type, then only those types of units, but not others, may be moved that turn. If more than one type of unit is listed, all those types may be moved also.

Example: *If a Roman card says "Move cavalry=3" and "Move legions=2", this means that the Roman player can, in his ensuing Movement Phase, move all Roman cavalry units up to three spaces, and all legions up to two spaces.*

Units eligible to move may be moved in any direction, a combination of connected, sequential spaces up to the number indicated on the drawn Campaign Card. Movement is always voluntary; a unit never has to move. No unit may move more than it is permitted to move during a turn.

Example: *The Roman player could move one legion unit two spaces, another one space, and a third no spaces.*

Furthermore, units may be moved together as stacks, or individually, one at a time. However, after a piece has completed its movement (when the moving player has removed his hand after moving that unit), that unit may not move again during that same game turn. It is permitted for different units from different spaces or stacks to be moved into the same space, even if enemy units are present there. This is often a wise tactic to converge separated units to attack the same enemy-occupied space.

9.1 Movement Restrictions

Terrain. The Terrain Effects chart lists the effects of each type of space on movement. If a space states "Stop," then units entering that space must cease movement in it. They can move out normally on an ensuing turn.

Engagement. A unit may enter a space containing enemy units, but must stop there for that game turn. Battle will commence there during the ensuing Battle Phase (see Battles below).

Note: *Due to the combat mechanics, there will never be a situation where a unit starts its movement in the same space as enemy units.*

Geographical Barrier. Geographical barriers are indicated between certain spaces.

To cross such spaces, a unit must start its movement for that game turn in the space directly adjacent to it, and must cease moving after it has crossed. Thus, a unit crossing a geographical barrier can move only one space per turn.

Static Units. Some units have no movement instructions on any cards. Hence, they may never move.

10.0 STACKING

Stacking is when more than one unit is present in a single space. A player may have any number of units in the same space; stacking is unlimited, and units may move through other friendly units without hindrance. Moving into a space where enemy units exist results in battle, and is therefore only temporary (until the Battle Phase is complete).

11.0 FOG OF WAR

A player may not examine the opposing player's stacks, except when his own units are in the same space, or permitted by a Campaign card or special rules.

12.0 BATTLE

Battle occurs during the Battle Phase when the player has units in a space also occupied by enemy unit(s).

Note: *A player must finish all movement during the Movement Phase before any battles commence. This is made obvious by the sequence of play order.*

Each battle must be resolved to completion before beginning another battle. The moving player is always considered the "attacker," while the other player is the "defender."

Example: *It is the Roman turn, and the Romans move three legions into a space where there are two Barbarian units. The Romans are therefore the attacker.*

12.1 Battle Procedure

A player resolves each battle individually, and must finish each battle before proceeding to the next one, if any. The attacking player may resolve various battles in any order he chooses. In any case, a battle must be resolved according to the following sequence.

Determine which side has the "Battlefield Advantage."

- i) Each player rolls one die.
- ii) If a player has a leader with his units, add

a "+1" to his die roll. No more than one leader may apply to the die roll per battle.

- iii) If a player's Campaign Card event specifies, add an additional "+1" to his die roll.

Whichever player rolled the higher outcome has the Battlefield Advantage for that battle. In the event of ties, the Roman has the Battlefield Advantage.

Conduct Battle

- iv) The player without the Battlefield Advantage lines up all of his units.
- v) The player with the Battlefield Advantage now lines up all his own units, and selects any one unit from his force. The player rolls a number of dice equal to the strength number printed on that unit. The unit's di(c)e roll(s) are then compared to the die roll numbers listed on the Battle Results Table to determine a battle result, which is applied immediately (see Battle Results below).

***Note:** Any opposing unit that is knocked out of the fight before it has rolled its own combat dice is not eligible to execute combat in that battle. This is a value of having the Battlefield Advantage.*

- vi) Next, the player without the Battlefield Advantage selects any one unit from his side (unless it is already out of the fight), and also rolls a number of dice equal to the die roll numbers printed on that unit. That unit's di(c)e roll(s) are also compared to the strength number listed on the Battle Results Table, and implemented exactly the same as above.
- vii) The battle alternates in this way, with each player rolling for each unit one at a time. If one side has more units than the other, then all excess units roll dice after the other side's last unit has done so.

Victory Determination

- viii) When all units have been rolled for, or have been eliminated or panicked, determine if one side has won the battle (see 12.4). If so, the battle ends and follow the procedures in rules 12.4 and 12.5. If not, repeat the Battle Procedure starting with i).

12.2 Battle Results Table (BRT)

Each battle die roll is resolved using the BRT. Note that each scenario will have its own BRT. The type of unit that is rolling determines which column to cross-index with the die roll.

12.3 BRT Results

The following results are to be implemented immediately after rolling each die. A unit is affected by a result regardless of its type or strength.

Elimination. One enemy unit of the targeted player's choice is removed from the map, and placed in the Recruits Box; that unit has been eliminated.

Panic. One enemy unit of the targeted player's choice is flipped over to its reverse (back) side. It may not roll any dice for the remainder of the battle. If a unit was already panicked when it received a panic result, it is treated as an elimination above.

Exception. Fortress exception. See rule 13.0.

No effect. The die roll achieved no results against any enemy unit.

***Note:** A player must apply all eliminations before any panics.*

12.4 Winning

The battle ends when one side is completely eliminated and/or panicked. The side with surviving un-panicked units wins the battle. The other side, whose units were all eliminated or panicked, loses the battle. The side that won the battle remains in the space where the battle occurred.

12.5 Losing & Retreating

The side that lost the battle must move surviving (panicked) units to any adjacent space unoccupied by any enemy units. If there is more than one panicked unit, they must all retreat together to the same space. Panicked units may only retreat across a geographical barrier if stacked with a leader. See the Naval rules for retreat via sea spaces. If there is no unoccupied (by enemy units) adjacent space available to retreat to, the retreating units must be eliminated, and placed in the Recruits Box.

12.6 Rallying

After a battle, flip all panicked units back to their front, unpanicked sides.

13.0 FORTIFIED DEFENSE

If the defending force is in a fortress, the defending units ignore all panic results. Eliminations are applied normally, however. Scenario Terrain Effects Charts will specify who can use specific fortresses.

14.0 AMBUSH & SIEGE

Ambush and Siege are special types of combat indicated by specific events on Campaign cards, and are explained there.

15.0 LEADERS

Leaders function exactly as other units, with the following special rules:

- 1) One leader in a space may apply a Battlefield Advantage die roll bonus
- 2) If a player has his Supreme Leader on the map, he can either pick a Campaign Card normally, or sort through the face up discarded cards and then select one to use for the turn.

Scenarios will provide details on this.

An eliminated Leader may be replaced via recruiting if a card or scenario allows it. Eliminated Supreme Leaders may not be replaced. If a Supreme Leader is eliminated, all cards in the discard pile must be reshuffled back into the card deck (which must be reshuffled in its entirety).

***Note:** If a Supreme Leader is eliminated, another leader on the map is not promoted (unless a scenario allows this).*

16.0 FLEETS

Some scenarios include Fleet units, which may only be placed in sea spaces or ports. Fleets and land units that they transport may move via sea spaces. This is conducted differently from land movement. Land units may only enter sea spaces by being transported by fleets.

16.1 Sea Movement

A fleet may only be moved per a Campaign Card that indicates "Sea Move;" this will give the number of fleets that can move. For example, if a Campaign Card states "Fleet Moves: Two," then two fleets can be moved during that turn (per the procedure below), plus any land units they are transporting. Fleets may never transport other fleets.

16.2 Fleet Movement Procedure

Fleet movement is conducted during the Movement Phase. Roll one die for each moving fleet. The result of the die roll indicates how many contiguous sea spaces and/or ports that fleet may move through (although it is not required to move that full amount, or even at all). However, in all cases, a fleet must always end its movement in a port (not at sea). If the die roll is not sufficient to move enough spaces to end movement in a port, then the sea move cannot occur. If more than one fleet is moving from the same

sea space or port, and to the same location, you must roll for each fleet individually. In all cases, only one die roll per fleet is permitted per friendly Movement Phase. If a fleet ends its move in an enemy-occupied port, this will trigger combat.

16.3 Fleet Transport

A fleet that starts in a port may embark up to four friendly land units, and move them with that fleet.

Note: A land unit may not have moved prior to being embarked during that same Movement Phase.

Any transported land unit(s) must be debarked in the port at the end of the fleet's move (and it may not move after debarking). Under no circumstance may any units be embarked or debarked along the way; only in the starting or ending port.

16.4 Naval Battles

A fleet that moves into a port space containing any enemy units (land, fleet, or any combination) must battle per the normal rules. Fleets engage in battle in the same manner as land units. (Remember, they may enter only sea and port spaces.) Any land unit(s) transported by a fleet are automatically debarked in that same port, and participate in the battle normally, too.

16.5 Fleet Retreat

If fleets are on the losing side, they must retreat. Fleets retreat to the nearest port occupied by friendly units. If none exist, then the fleet is eliminated. Also, a retreating fleet may transport friendly land units in the same space.

Note: Since fleets always end their move in a port, there are no naval battles in all sea spaces.

ADVANCED RULES

17.0 FORCED MARCHING

Units which begin their Movement Phase stacked with a friendly leader may make a "Forced March." Those units move with the leader, up to the limit of the leader's movement allowance (ending in the same space as the leader). However, each unit stacked with that leader is subject to a die roll; if the die roll for any particular unit is a "1", that unit is eliminated immediately. Any other roll is no effect. Forced march may be conducted only on land.

Note: Leaders themselves are never subject to a die roll.

18.0 ELITE UNITS

Some units are considered "Elite," and are printed with an "E" symbol indicating this status. When attacking, elite units resolve battles via a special BRT. When defending, elite units are not subject to panic results (but suffer eliminated results normally).

19.0 PURSUIT AFTER BATTLE

Normally, after winning a battle, the winning units remain in the space they currently occupy. However, this rule allows the winning player to declare a "Pursuit," which allows him to move (immediately after the battle and any retreats) any non-panicked cavalry and leader units one space. All pursuing units must move together, and the player may move some, none or all such units.

A pursuit may only occur following a victory, and only to one adjacent space (though not necessarily the same space as the retreating units). A pursuit is never allowed across a geographic barrier unless a leader is moving with the pursuing units.

A pursuit is permitted into a space occupied by enemy units, in which case a battle must be resolved again normally, immediately.

20.0 WINNING MAJOR BATTLES & MORALE

If a particular battle involved at least four units from each side (discounting leaders), it is considered a "Major Battle." The player winning the Major Battle receives one unit of his choice from the Recruit Box, which is then immediately placed in the space with the winning units (but may not then pursue, if a cavalry unit). The player losing the Major Battle must then immediately eliminate any one of his units (of his choice) anywhere on the map (which is then placed in the Recruit Box normally).

Note: If units are not available for recruiting or elimination, there is no further effect.

21.0 ROMAN CAMPS

The Roman player is eligible to build "Camps" during the Roman Recruiting Phase in any land space where a legion unit is present (except in spaces where a Roman fortress exists). That legion unit may not move during the Movement Phase.

Note: The Roman player may not build more Camps than are available in the game as pieces.

Camps are considered fortresses, and allow defending Roman units to ignore any panic results when defending in them. If all Roman units in the space are eliminated in a battle, then the camp is also removed. Enemy units can never benefit from any camp.

21.1 Pulling Up Stakes

A camp is removed from the map if, at any time, there is no Roman unit in that same space. The Roman player can voluntarily remove a camp, if he desires (perhaps for the purpose of building a new camp elsewhere).

21.2 Camps & Sieges

If the Roman player builds a camp adjacent to any occupied enemy fortress, he may besiege that fortress (but only if that camp space is occupied by a Roman legion). Besieging a fortress simply cancels the ability of the fortress ability to nullify panic results.

Note: This rule is in addition to sieges generated by Campaign cards.

22.0 SUPPLY

A player checks supply for all units at the start of each of his player turn. If any space contains more than two friendly units, each excess unit is subject to possible attrition due to being out of supply. The owning player must roll one die for each excess unit; on a roll of 1 or 2, an excess unit is eliminated; any other result has no effect. The player chooses which units will be rolled for. The following are not subject to attrition: leaders and fleets; units in fortresses, camps, and spaces containing friendly fleets; Roman units adjacent to Roman occupied fortresses or camps.

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