

Ancient Battles Deluxe

Command Table				
Die Roll				
+ CPs	+1	+2	+3	

Ranged Combat	
Difference	Result
A > D	Defender Disordered
Otherwise	No Effect

1. Defender's Value = + (Missile Def.) + (Terrain)
2. Attacker's Value = (roll one for each "", use highest) +1 for each supporting unit
3. Compare Values, Apply Result
4. ● Red Action Marker for Firing Unit(s)

Melee Combat		
Strong Side	...Is Greater Than	Result
DV	> 2x AV	AE
DV	> AV and ≤ 2x AV	AD
AV	≥ DV and ≤ 2x DV	EN
AV	> 2x DV and ≤ 3x DV	DD
AV	> 3x DV	DE

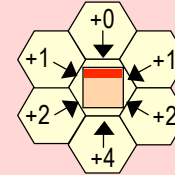
AV = Attacker's Value
DV = Defender's Value

1. Designate the Attacking Unit
2. Select the Defending Unit
3. Retreat Before Combat (Good Order only; LI or LA = 1 hex; CAV = 2 hexes)
4. Calculate Strength Values:
 = Base Value;

Rally Table	
Die Roll	Result
	Unit Always Rallies
≤ Str.	Unit Rallies
> Str.	Unit Fails to Rally
	Unit Never Rallies

Die Roll Modifiers (use only one):
-2: If stacked with a friendly Leader
-1: If adjacent to a friendly Leader

- + Ratio Advantage (Str. x Multiplier)
- + (Terrain)
- + (Attack Vector)
- = Final Value;
5. Compare Final Values, Apply Result
6. ● Red Action Marker for All Unit(s)



Terrain	MPs	Missile Defense	Melee Atkr / Dfdr
Clear	1	-	- / -
Rough	2	-	-1 / -1
Woods	1●	+1	- / +1
Hill	2	-	+1 / +1
Town	1	+2	- / +3
Stream hex	2	-	-2 / -2
Wood Bridge ^A	1	-1	-1 / -1
River hexside	N/A ^B	-	N/A
Stone Bridge	+1	-	-2 / -
River Ford	+2	-	-1 / -

● = Must **stop** upon entry; non-Light units **Disordered**.
A = Wood Bridge effects supersede Stream hex effects.
B = Can only cross River hexsides at Bridges and Fords.

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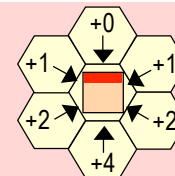
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