

## WARHAMMER ANCIENT BATTLES 11.3

### Start of the turn (p.11)

- Test: Fleeing troops (except skirmishers) within 4" (not outnumber 2:1)
- Test: Terror causing unit within 8".
- Warband test: 2-6: normal move, 1: charge or move to nearest enemy.
- Turn warmachines that were unable to fire previous round
- Declare testudo.

Use General LD at 12" for LD tests. Use Battle standard at 12" for break test reroll.

## MOVEMENT

### Declare charges (p.11)

- Drilled units may turn or change formation.
- Declare charges. (FBIGO units may not charge)
- **DISENGAGE** (Cavalry & Drilled troops disengage for free if faster.)
- **Panic test of rear/side attack when already in close combat.**
- **Fear/terror test when charging of charged by fear/terror causing unit.**

### Charge responses (p.12)

- **Stand & shoot**

If the attackers begin their charge more than **half their charge move** away they may be fired upon by troops armed with missile weapons. Shots are worked out at charge range, or max. range if chargers are beyond max. range.

- **Hold**
- **Flee**
- **Fire & Flee**

Models are moved immediately 1D6" away from the enemy if their movement is 6' or less, 2D6" if their movement is more than 6", unless the chargers are stopped due to 25% casualties test.

- **Counter charge**

If cavalry charges a cavalry unit it may counter charge.

- **Feigned flight**

Rally & reform immediately after their move.

- **Test for friendly troops within 4" of fleeing troops that are destroyed.**
- **Panic test when the chargers cause 25% casualties with "stand & shoot".**

### Rally fleeing troops (p.12)

A unit must consist of 5 models to rally. Rallied troops may not move or shoot this turn but may adopt any formation facing the enemy.

### Compulsory moves (p.12)

Fleeing troops move either 2D6" or 3D6" depending on their Movement characteristic, ignoring penalties for obstacles and difficult ground but moving around impassable terrain.

Frenzied troops move their normal charge distance if they are within range of their target.

- **Test for successful disengage movement. (Cavalry may disengage if all enemy units are slower without a test.)**
- **Disengage move. (Pursue move is test is failed.)**

### Move chargers (p.18)

Chargers may not turn or change formation, but can wheel to bring more models into contact with the enemy. Once a unit reaches the enemy it halts and is aligned with its opponent to form a neat battle line. This alignment move is free. If a charging unit's target has fled but is still within charge range it is destroyed.

### Failed charges (p.18)

A charge may only be redirected once. Units, which fail to complete a charge, may not shoot.

### Redirecting the charge (p.19)

### Remaining moves (p.14)

- **Normal move**

Infantry: Heavy Armour & Shield	-1"
Cavalry: Barding	-1"

Characters move 2x normal movement and may fast march.

- **Wheel**
- **Turn**

A unit that is not charging or marching may turn 90° or 180° by surrendering a ¼ of its move.

- **Change formation**

A unit may increase or decrease the number of ranks it is deployed in by 1 at a cost of ½ its move. It may increase or decrease its ranks by 2 if it does not move at all.

- **Reform**

If it is not in close combat a unit may reform into as many ranks as it wishes and facing in any direction it wishes. If a unit reforms it cannot move at all and may not shoot in the Shooting phase.. Models may not move twice normal movement rate.

- **Marching**

A unit can march if there are no unbroken enemy models within 8" at the start of the Movement phase. It can, however, move to within 8" of enemy units during its march. A marching unit moves at twice its movement characteristic and the only maneuver it may attempt is the wheel; it can neither change formation nor turn. It may not move through difficult terrain or cross obstacles and must stop if it reaches such features. A unit, which is marching, cannot shoot in the Shooting phase.

- **Fast March**

Max. 3 models wide. Must include a musician. Lone characters may always move 3x normal movement.

## SPECIALS

### Terrain (p.17)

Difficult	½ move	Shallow water, scrub, obstacles, marsh, mud, sand, ladders, steep slopes, wood.
Very difficult	¼ move	Thick wood, difficult slopes, fast river

### Disengaging (p.37)

Units engaged in hand-to-hand combat at the start of the turn may attempt to disengage from combat in their movement phase.

- **Charge phase:**

Declare units that wish to disengage during the charge declaration phase, turn models around 180 degrees to show this. This turn around is free and does not affect further movement.

- **Compulsory Moves phase:**

Move the disengaging units, before charging units are moved.

Roll a Leadership test, if passed the unit may move up to double its normal movement away from the combat. The enemy is not allowed to pursue.

If the LD check is failed then the unit flees its normal fleeing movement- 2D6 or 3D6. The enemy may attempt to pursue the same as if the unit had broken in hand to hand fighting.

**Cavalry and Drilled troops may disengage without rolling their LD. Cavalry disengage only if all engaged enemy troops are slower than or equal to their movement.**

### FBIGO (AoA p.46)

Outnumbers 2:1 (at the end of HtH)	Loses a combat & fails its break test.
Drilled troops, skirmishers, cavalry	Lose a combat but pass their break test may FBIGO.

Units that FBIGO don't cause panic checks. Units that FBIGO rally automatic and may reform. Units that FBIGO may be pursued, but if caught they're not wiped out, they counts as being charged in the next round. Units that FBIGO may not declare a charge in their next turn. They may move and shoot normally.

If falling back from an attack from the flanks, it remains in original facing.

### Psychology (p.51)

- **Stubborn**

Ignore 1 <sup>st</sup> breaktest.
Stubborn troops break on 1-3 on a D6 when faced with an enemy that "automatically" breaks.

- **Frenzy**

Must always charge.
Always fight with double their attacks.
Always pursue
Only take breaktests (no panic tests)
Frenzy ends after broken HtH

- **Hatred (p.84)**

All breaktest at LD 10 (unless special rules)
Reroll missed to-hit in 1 <sup>st</sup> round of HtH
Must always pursue

- **Fear**

Charged by feared unit:	Equal or outnumbered	Fail TEST: Flee
	Not eql. or outnumber	Fail TEST: 6' s to hit in 1 <sup>st</sup> turn
Charge feared unit:	Fail TEST: may not charge, shoot or move.	
Defeated by feared unit:	Unit strength equal or lower	Break

- **Terror**

A unit flees from the terror enemy when they fail the test:

Terror enemy within 8" at start of turn.
Charged or charging terror enemy.

### Overrun rule (rules clarifications)

If all enemy are destroyed in the 1<sup>st</sup> turn, the attacker may make an overrun. 2D6 or 3D6" straight forward through the destroyed enemy. If encounters another enemy, wheel slightly to bring as many as possible models in contact. Count as charging next move. Enemy may only stand as reaction. Fear and terror tests still have to be taken.

## SHOOTING

Declare target (p.21)

Measure range (p.48)

Weapon	Range	Strength	Rules
Javelin	8"	3	No long range/move reduct
Darts	12"	2	No long range/move reduct
Shortbow	16"	3	Massed fire
(composite) Bow	24"	3	Massed fire
Longbow	30"	3	Massed fire, -1 save
Crossbow	30"	4	move-or-fire, -1 save
Sling	18"	3	-2x Fire not moved, range 9" (not as charge reaction) -only for skirmishers
Staff Sling	30"	4	move-or-fire, -1 save

Roll to hit (p.23)

SHOOTING										
BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

• **Shoot at units in HtH combat**

D6: 1-3: hits own unit, 4-6: hits enemy.

• **Shoot from rear ranks**

On a hill all archers may shoot with massed archery rule.

Massed archery: After the first rank, half the archers may shoot (rounded down).

• **To hit modifiers**

+1	Shooting at large target (elephant, Hv/Sc chariots, war machines)
-1	Shooting while moving
-1	Shooting at a charging enemy
-1	Shooting at long range
-1	Shooting at a single character or skirmish
-1	Target is behind soft cover
-2	Target is behind hard cover
-1	Target is a moving light chariot

Soft Cover	Hard Cover
Hedges	Rocks / Rubble
Woodlands	Walls
Bushes	Wooden palisades
Fences / Railings	Buildings
High Grass	Trenches

• **7+ to hit**

Score	7	8	9	10
Dice rolls needed	S-1	S-2	S-3	S-4

Roll to wound (p.25)

		TO WOUND									
		Toughness									
		1	2	3	4	5	6	7	8	9	10
Strength	1	4	5	6	6	N	N	N	N	N	N
	2	3	4	5	6	6	N	N	N	N	N
	3	2	3	4	5	6	6	N	N	N	N
	4	2	2	3	4	5	6	6	N	N	N
	5	2	2	2	3	4	5	6	6	N	N
	6	2	2	2	2	3	4	5	6	6	N
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

Take armour saves (p.26)

• **Armour**

Light armour	+1	Shield	+1
Heavy armour	+2	Barding	+1
Buckler	+1 in HtH	Mounted	+1
Buckler (skirmish)	+1	Large Shield	+1

• **Armour save modifiers**

SAVING THROW									
STRENGTH	4	5	6	7	8	9	10		
MODIFIER	-1	-2	-3	-4	-5	-6	-7		

Remove casualties (p.27)

Take any panic tests (p.38)

- If a unit takes 25% or more casualties from shooting it take a Panic test.
- A destroyed unit within 4" of friends causes panic tests.

## CLOSE COMBAT

Fight combats (p.28)

Weapon	Rules
2 <sup>nd</sup> weapon	+1A
Daggers	+1 armour save
Double handed	No shield in close combat. Always strike last. +2S.
2 ranked	Only when fighting the front
Halbard	No shield in close combat. +1S.
Thrusting Spear	Infantry may fight in 2 ranks if not moved. Cavalry gain +1S on charge.
Throwing Spear	Infantry fight in 2 ranks in 1 <sup>st</sup> round of HtH. Skirmish and Cavalry re-roll to-hit in 1 <sup>st</sup> turn of HtH
Hvy Thrv. Spear	Like Throwing spear, and +1S in 1 <sup>st</sup> round of HtH
Pike	Like Thrusting spear, and always fight first.
Kontos	+1S on charge, always fight first
Lance	+2S on charge

• **Roll to hit**

		TO HIT									
		Defender WS									
		1	2	3	4	5	6	7	8	9	10
Attacker WS	1	4	4	5	5	5	5	5	5	5	5
	2	3	4	4	4	5	5	5	5	5	5
	3	3	3	4	4	4	4	5	5	5	5
	4	3	3	3	4	4	4	4	5	5	5
	5	3	3	3	3	4	4	4	4	4	4
	6	3	3	3	3	3	4	4	4	4	4
	7	3	3	3	3	3	3	4	4	4	4
	8	3	3	3	3	3	3	3	4	4	4
	9	3	3	3	3	3	3	3	3	4	4
	10	3	3	3	3	3	3	3	3	3	4

• **Defended obstacles**

Models behind or in defended obstacles can only be hit on a roll of a 6.

• **Roll to wound**

• **Take armour saves**

• **Remove casualties**

Calculate Combat results (p.33)

• **Combat resolution bonuses**

+1	Infantry per rank after the first, to a maximum of +3 (light troops max of +2)
+1	Standard bearer
+1	Battle Standard bearer
+1	Unit occupies higher ground
+1	Flank attack. Counts only for 1 flank attack.
+2	Rear attack. Combined with a flank attack.
+1	Destroyed light chariot
+1	Destroyed heavy or scythed chariot.

If a close combat is a draw and one side has a Musician and the other does not, the side with the Musician wins the combat by 1 point.

Break test (p.34)

- Take normal Break tests. (Defeated by feared enemy & outnumbered: flee!)
- Stubborn units ignore first breaktest
- **FBIGO** (outnumber 2:1, Cavalry, skirmish & Drilled troops)
- Automatic flee when outnumbered by warband that charged this turn.

Panic tests (p.34)

- All units within 12" of a friendly unit that has broken or been destroyed must take an immediate Panic test.

Flee! (p.34)

If the unit normally moves 6" or less flees 2D6". If it normally moves more than 6" it flees 3D6". Fleeing units ignore movement penalties for difficult ground and obstacles, but must move around impassable terrain.

- If the unit is reduced to 5 models it breaks automatically.

Pursuit (p.35)

- **OVERRUN**
- Capture Banners
- Pursue into fresh enemy. If the fresh enemy unit causes fear or terror the pursuing unit does not need to take a Ld test in order to charge them. In subsequent turns the effects of fear and terror apply as normal.
- Restraining pursuit
- Pursuit off table

A unit that pursues its enemy off the table returns to the same point as where it left in its next turn. It may not charge, but can otherwise move and fight as normal. The unit counts as having moved for the purposes of shooting.

Redress the ranks & lapping around (p.36)

- Reform in combat to face attacker

## SPECIAL UNITS

### Light Infantry (p. 54)

Have a maximum rank bonus of 2+.
May adapt a skirmish formation.
Reform back into ranks costs 1 movement fase.
Can't shoot or charge.

### Light Cavalry (p. 56)

May adapt a skirmish formation.
Reform back into ranks costs 1 movement fase.
Can't shoot or charge.
Half movement in difficult terrain.

### Skirmishers (p.54)

<b>Move</b>	Skirmishing models in a unit deploy 2" apart from one another. Skirmishers can move at double their Movement rate in any direction they want and suffer no penalties for moving through difficult terrain or crossing obstacles.
<b>Shoot</b>	If skirmishers move at double pace they may not shoot. Skirmishers have a 90° arc a block each other LOS. Missile fire targeted at skirmishers suffers a -1 to hit penalty. Shooting at skirmishers in HtH; don't randomise between the units. Skirmishers not already engaged in HtH may shoot. Next movement fase they must move into the combat. Skirmishers block line of sight when minimal 2 ranks thick.
<b>Charge</b>	Skirmishers may charge an enemy unit visible to at least 1 of its members. Models are moved individually towards their target and arranged into a fighting line. Models unable to reach the enemy are formed up behind the models in the fighting line. If skirmishers are charged, the enemy is halted once it reaches the closest skirmisher. The skirmishers now form up as described above.
<b>Combat</b>	Skirmishers receive no combat bonuses for extra ranks. Skirmishers get +1/+2 CR for flank/rear attacks. Enemy does NOT loose rank bonus. May not use standard or musician for combat result.
<b>Tests</b>	Can't test of a character LD, general or battle standard. Skirmishers have no rear or flank. They cause no panic test
<b>Chariots</b>	May open ranks to allow scythed chariots to pass through on frontal charge if Ld test is made
<b>Elephant</b>	Only hit by an elephant on a to-hit roll of 6+.

### Warbands (p.53)

<b>Start of the turn</b>	2-6: normal move 1: must charge closest enemy. must move 4" to closest enemy (will turn of wheel). may stop when blocked bij other units or terrain.
<b>Overwhelming charge</b>	Enemy breaks when: - Charged by warband that turn. - Defeated in HtH. - Outnumbered. - Stubborn units break on 1-3 on a D6.
<b>LD</b>	extra LD for every extra ranks. Max. +3.

### Drilled ( p.120)

<b>Move</b>	May turn or change formation up to 2 ranks for free at start of movement.
<b>Combat</b>	Do not require a Leadership test to disengage versus enemies with equal or lesser movement rates
<b>Tests</b>	No Leadership test required when pursuing troops.
<b>Chariots</b>	May open ranks to allow scythed chariots and elephants to pass through on frontal charge if Ld test is made.

### Confused Units

<b>Failed charge</b>	May not shoot.
<b>Pursued off table</b>	Next turn: may not move, but may shoot and fight.
<b>Rallied</b>	Stay stationary, may not shoot or fight.
<b>FBIGO</b>	May not charge next movement, but may shoot and move.
<b>Disengaged</b>	-
<b>Reformed</b>	May not move or shoot.

### Chariots (p.57)

	Heavy / Scythed chariot	Light chariot
<b>Move</b>	May not march. ½ movement if they turn. Diff. terrain: 1-3: destroyed	March. No penalty for turns. Diff. Terrain: 1: destroyed.
Squadrons end facing same direction.		
<b>Dismount</b>	Models may move – percentage the chariot travelled.	
<b>Shoot</b>	No large target	-1 to hit if moved previous turn.
Bows or javelin may fire twice		
<b>Charge</b>	Hvy: D3 automatic hits Sc: D6+2 automatic hits	-
<b>Combat</b>	Enemy fight the chariot. Models on the chariot fight individually against the enemy.	
<b>Tests</b>	Cause Fear on infantry.	
<b>Armour</b>	Riders armour save +2 save.	
<b>Collision</b>	Every chariot a D6. If equal: destroyed. Characters suffer 1 wound.	
<b>Drilled</b>	Scythed Chariot pass on successful LD test.	
<b>Flee/pursuit</b>	2D6"	2D6" first turn, then 3D6"
<b>Runners</b>	...	

### Elephants (p.61)

<b>Move</b>	Can't march. ½ movement on turns.
<b>Shoot</b>	Large target. Hits: 1-4: elephant, 5-6: crew Bows & javelin may fire twice.
<b>Charge</b>	Cavalry may not charge elephants and flee (and fire) when charged.
<b>Combat</b>	To hit: Use WS of elephant. To wound: divide hits 1-4: elephant, 5-6: crew.
<b>Result</b>	No unit on either side adds rank bonus (only for combat result).
<b>Tests</b>	Cause terror to cavalry & fear in infantry. Use LD of mahout if still alive. Immune to panic & psychology. African elephant counts as 5 models, Indian elephant as 6 models.
<b>Armour</b>	4+ save on front zone. Barding gives +1 save. Howdah gives +2 save.
<b>'used to'</b>	'used to' infantry do not fear elephants. 'used to' cavalry only fear elephants.
<b>Drilled</b>	May open lines to let elephant trough on LD test.

### Stampede

<b>When</b>	Lost combat: don't break but stampede. Mahout dead: LD test. If fails: stampede 1 missile wound: LD test. If fails: stampede
<b>Move</b>	2D6" immediately. After close combat: 180° turn. Roll D6 on stampede template. Continues to move until of table. On encounter with impassable terrain: scatter dice.
<b>Pursue</b>	-
<b>Test</b>	Are not counted as fleeing. Can't rally.
<b>Get in the way</b>	Attacks the unit. Crew doesn't have to fight. Will pursue 2D6" if unit breaks. Then continues stampede. If loses combat: 180° turn. Roll D6 on template.

### War machines (p.64)

	Stone	Big Stone	Huge Stone	Bolt
<b>Range</b>		48"		48"
<b>Strength</b>	6	7	8	5-1 per rank
<b>Damage</b>	D3	D6	D6	D4
<b>Save</b>		None		None
<b>Move</b>		As crew		As crew
<b>Toughness</b>		7		7
<b>Wounds</b>		3		3
<b>When damaged</b>	D6>" #wounds suffered " needed to fire			

- Hits on war machines*

<b>Missile fire</b>	large target
	1-4: machine
	5-6: crew
<b>Template fire</b>	Everything under template
<b>Close combat</b>	Machine has automatic hit.
	Crew fight on front of machine.

- Stone throwers*

- 1) Declare target and guess range.
- 2) 3" template, Scatter en Artillery dice
  - a. Misfire: misfire chart
  - b. HIT: hits the exact spot.
- 3) Model under center template: HIT. Models partially under template HIT on 4+
- 4) No armour save.

- Bolt thrower*

- 1) Roll to hit on BS of crew
- 2) S5 – 1 per rank wounds, no armour save.

- Misfire chart*

<b>1-2</b>	destroyed
<b>3-4</b>	May not shoot next turn. 1 crew dead.
<b>5-6</b>	May not shoot

## Army Rules

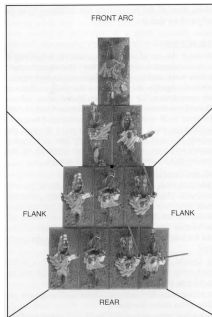
### Phalanx (AoA p.14)

required	Minimal 16 models & 1 rank bonus
Charge	Cavalry may not charge front (elephants, scythed & heavy chariots may)
	May charge and still fight in 2 ranks
Combat	All enemy attacks suffer -1 to hit (shooting & HtH)
	May not change facing when in close combat.
Move	Only formation change is 180° turn.
	May wheel (but not on charge or march move)
	May drift 1" to the right when marching or charging.

### Trained phalanx (AtG p.5)

required	Minimal 16 models & 1 rank bonus
Charge	Cavalry may not charge front (elephants, scythed & heavy chariots may)
	May charge and still fight in 2 ranks
Combat	All enemy attacks suffer -1 to hit (shooting & HtH)
	May not change facing when in close combat.
Move	Only formation change is 180° turn and a rank adjustment and reform
	May wheel (even on charge or march move)
	May drift 1" to the right when marching or charging.
Drilled	Minimal 12 models & 1 rank bonus.
	May turn 90°

### Wedge (AtG p.6)



Formation	Min 6 - Max 15 models
	Max 2 characters
Move	No turn or wheel but a pivot.
	Pivot >90° costs ¼ movement
	May pivot and march.
Charge	One pivot only.
	Wedge flattens when charged in flank or rear.
	Wedge flattens when charged without possibility to countercharge
	Charging skirmishers or units <5 models do not flatten the wedge.
Combat	Max 9 models may fight once apex is in contact.
	Enemy may fight back with half of the 9 models
	After a lost combat wedge flattens (or FBIGO)
Challenge	Place enemy against the character.
Flatten	Looses all wedge rules
	Reforms in formation 2 ranks deep.
	Still faces original direction.
Pursue	May reform into wedge next turn or when pursuing