

SAS Ancient RULES!

Introduction

We at SAS had played with the PoW (Principles of War) rules, covering the 19th Century for many years, liking the combat, morale systems, and unit strength systems, and how they inter-related. We were once keen 'Ancients' players (WRG 6th edition mostly), but found later WRG products lacking in the traditional feel and playability. We briefly tried Shieldbearer, which we liked until the Author changed them, due to pressure from gamers who liked the current WRG. After that we abandoned 'Ancients' until recently. Looking for rules for a Crusader campaign, and looking for a mechanism that represented the punch of knights charging, the strength multiplier factor for lancers in PoW the melee system, looked ideal, so we nicked it, plus the core of the rules. Added troop types and basing from WRG DBM, and played a dozen trial games. The rules have evolved a lot, mostly along the lines of clarifications, but also allowing for special tactics by certain armies. The core however has remained the same, which we think is the sign of a good set of rules (obvious really as they work well in PoW).

Time Scale

10-18 turns of daylight, depending on time of year and latitude.

Ground scale

1" / 2.5cm equals 25yds / 25ms

Army Organisation

All armies are divided up into 'Battles', to use a medieval term. An army must consist of at least one battle, and a battle must contain at least one commander, and one combat unit. The size of a battle is unlimited, but we suggest no more than eight units.

Commander Quality

Great commander	Die Average +1	(Alexander the Great, Hannibal)
Skilful commander	Die Average	(Caesar, Pompey, Belisarius)
Proficient commander	Die D6	(experienced officers)
Rotten commander	Die D4	(Green, cowardly, small commands)

Army commanders may donate points surplus to their requirements to other commanders. There is no distance limitation. The quality of the army commander can thus influence the entire army, not only troops directly under his own command.

Troop Definitions

Unit sizes

Cavalry and skirmishing foot are nominally 500 strong. All other foot are 1000 strong. Elephants and artillery are 10 strong. Chariots are 100 strong. For smaller or larger armies, use different scales, but keep the proportions between the units sizes the same.

Quality Class

Fanatics High quality troops moved by religious fervour or a belief in their own invincibility.

Elite's & Veterans High quality troops usually guards.

Soldiers & Warriors The bulk of troops forming an army.

Militias & tribal Poorly trained or inexperienced troops.

Levies Unwilling and untrained

Elephants, artillery, and expendables do not have a quality class.

Other variations

Formation trained Troops with better than average drill, which gives them greater manoeuvrability.

Marksmen Some missile troops were particularly effective and recognised for this by an increase in shooting effectiveness.

Skirmishers Peltastes, psiloi, and light horse are skirmishers who's greater agility and wave attacks make them harder targets for missile troops.

Mounted Infantry Some troops are given mules, horses, or camels to increase their mobility. They are not mounted, and do not count mounted factors, but move at cavalry rates, until they dismount.

Impetuous Troops Troops who rely on shock action to defeat their Opponents. They are more difficult to rally and are often fatigued as well. Warband and knights are impetuous troops, an initiative point has to be spent to rally them from pursuit. Each time knights or heavy chariots pursue they lose one strength point to fatigue.

Mounted All troops who fight from the backs of horse, camel and elephant, or ride in vehicles drawn by them.

Foot All men fighting on foot(including artillery)

Troop Types

Knights	Heavy horsemen, and heavy chariots that destroy the enemy by the weight and impetuous of their charge
Cavalry	Represent the partially armoured horsemen often combining missile combat with hand combat in controlled charges.
Light Horse	Horsemen and light chariots that rely on missile fire and skirmishing to defeat the enemy
Elephants	Of either species and various crew complements. They are used to charge solid foot, and to disrupt mounted troops by frightening the horses. They are most easily killed by artillery and skirmishing foot.
Expendables	Scythed chariots and stampeded herds of cattle, and elephants. Most effective against solid troop bodies who cannot dodge. Expendables may charge only once, and then are removed from play, they do not count as a unit for command morale purposes.
Spearmen	Spear armed men fighting in a close order shieldwall. Very effective as long as they hold together.
Pikemen	Close formation infantry fighting with pikes or long spears in two hands. Can roll over opposition if charging, vulnerable to swordsmen.
Swordsmen	Close fighting men skilled in individual combat with swords, axes, and halberds or similar. Very effective against shaken enemy.
Warband	Usually tribal troops, but can be religious fanatics that rely on a ferocious charge to sweep away enemy foot.
Peltastes	Loose order troops that first weaken the enemy by skirmishing with javelins or darts. Then closing in to finish with hand combat. They are vulnerable to a mounted charge.
Bowmen	Massed bodies of missile troops, using bows, crossbows, or handguns. They rely on their shooting or obstacles to avoid hand combat. Bowmen fronted by sparabara or pavisiers are less vulnerable to return shooting and in melee.
Psilio	Dispersed foot shooting individually with bows, slings, javelins, handgun, or staff sling. They cause a slow trickle of losses, that will mount in time. If charged they prefer to evade.

Artillery	All machines designed to project a missile whether using gunpowder, torsion, counterweight, or pulled ropes.
Horde	Forced Levi's, praying monks, camp servants, etc, poorly Equipped, trained, and unwilling to fight.
Shields	Mounted never count shieldless, but do count as mounted when shot at. All foot who lack shields count as shieldless when shot at, except for skirmishers, artillery, and elephants. Bowmen with a front rank of pavisiers\sparabara or crossbowmen with pavises on their backs count as shielded.
Mixed Units	Some armies featured units with a mixture of hand combat Troops. If missile troops predominate, treat them as mass bow with pavisiers. If hand combat troops predominate, count their full strength for hand combat, and half strength for shooting.

Basic Unit Strengths

Elite's, Veterans, fanatics bodyguards:-	8pts
Trained, experienced, scythed chariots, artillery, and mercenaries:-	6pts
Militias, tribal levies, raw recruits, etc:-	4pts
Hordes, Elephants:-	2pts
Armoured Troops:-	+1pt
Heavily Armoured troops:- (mostly knights)	+2pts

Random factor

Pikemen, Spearmen, swordsmen.	1 x D6 +4
Peltastes, Warband, Bowmen, elephants, hordes.	1 x D10
All others	1 x D6

Simultaneous Move Sequence

- 1A Commanders roll for initiative & declare Charges.
 - B Declare charging units. Move charging units.
 - C Test morale for units charged but are not countercharging.
 - D Move retiring, evading, or routing units from 1d.
 - E Deduct one point for pursuing knights; move pursuers.
 - F Move other units.
- 2A Stationery units shoot.
 - B Moving units who can, shoot.
 - C Units suffering casualties take morale test.
 - D. Move retiring and routing units from 2c.
- 3A Hand combat
 - B Morale tests for all in hand combat
 - C Move retiring and routed units from 3b
 - D Move pursuers.
- 4A Commander replacement.
 - B Remove routed/destroyed units and commands.

Morale Test

Take base strength and adjust for the following in the column below. Roll 1D20 and compare with morale. The result is one worse if a 20 is rolled or a melee lost. One morale result better if melee won.

- +4 Skirmishers attempting to evade
- +2 Commander with unit
- +2 Defending fortifications
- +1 Uphill of all enemy
- 1 Shot at by artillery
- 1 Per unit lost from command (not psiloi, unless psiloi majority type)
- 2 Psilio & peltastes charged by cavalry or knights.
- 2 Mounted or warband in contact with elephants.
- 3 Attacked in flank or rear
- 4 Marching column charged or in melee.

Morale test result

Less than or equal to morale value	Steady
Greater than unit morale value	Shaken
Over double unit morale value	Retire shaken
Over treble unit morale value	Rout

Morale test results definitions

- Steady** The unit passes the test. However this does not remove a previous shaken result.
- Shaken** The unit becomes shaken and may not move nearer any enemy, if charging will stop 1" short. If the enemy is countercharging, they will be contacted whilst stationary. While shaken the melee, and shoot at reduced effect.
- Shaken** The unit becomes shaken and immediately retires a full move away from the cause of the morale test, avoiding enemy units, end its move facing the threat. Artillery does not move.
- Retire**
- Rout** The unit is immediately retired a full move facing away from the enemy. It is removed from play at the end of the turn. A commander attached is lost, unless an enemy unit is in contact at the end of the turn, in which case he is captured. Surrounded units will surrender, in which case the enemy must leave a unit as guards. Alternatively the captives may be butchered, which requires an extra turn.
- Shaken status** may only be removed by use of an officers initiative points.

Command Morale

If the number of units in a command is reduced to a third or less of the starting number (not including psiloi unless majority troop type), the remains of the command is removed from play. Exception, an elite unit led by an attached general, may continue fighting.

Initiative Points and Movement

- a. Move a unit or group of units.
 - b. Interpenetrate or retire one unit.
 - c. Change one units formation.
 - d. Rally a shaken or impetuous unit.
 - e. To move one unit into contact with the enemy. (ie Charge)
- +1 To cost if commander or unit, out of sight of each other, in melee, or more than 10"/25cm from unit.

<u>Movement</u>	Good going	Difficult going
Light Horse and mounted commanders	12"	4"
Cavalry and light chariots	10"	4"*
Knights and expendables	9"	3"*
Pike, Spearmen, Horde, & Baggage	4"	2"*
Swordmen, Warband, and bowmen	5"	4"
Peltasts, and skirmishers	6"	6"
Elephants	6"	3"
Crossing obstacles;	Mounted -4	Foot -2

*note Chariots and baggage may not enter difficult going.

- a) Charges may not be in march column.
- b) Shaken units may not advance towards, charge, or countercharge an enemy.
- c) On entering difficult going a unit's movement stops for that turn, except for psiloi, peltastes, and warband.
- d) A unit may not wheel more than 45° and charge.
- e) Units may retire facing the enemy at half speed, skirmishers at full speed.
- f) Bow armed foot may not counter-charge, or charge mounted.
- g) Other foot may not counter-charge mounted, and can only charge mounted if they are shaken or exposing a flank or rear.
- h) There is no reduced movement rate for wheeling.
- i) Formation trained troops can move to the flank at half speed.
- j) Crusader mounted, may interpenetrate Crusader foot for free, if they began the move in linear base contact with the foot

March Moves

If a unit or group of units are in march column (a formation a single element wide), multiple moves can be used, command points allowing. All units in the column move at the speed of the slowest. March columns may not approach within 12" of enemy in the open (foot bow long range). If enemy are in cover a march column may not approach within 4" (javelin range). March moves may not be used in difficult going except on roads or tracks passing through.

Ambushes and visibility

Troops in ambush are not placed on table. Their on table location must be out of sight of all enemy at time of deployment. As soon as they move or shoot, or an enemy approaches close enough to see them, they are placed on table.

Troops more than 1" within woods or a builtup area cannot be seen. If within orchards, olive or palm groves, or sand dunes, they cannot be seen beyond 4". Psiloi in vineyards, marsh, rocky areas, or brush cannot be seen beyond 4". A gully can only be seen into at its edge.

Evading

If charged, skirmishing troops and missile armed cavalry that pass their morale test, may evade. They move the distance of the chargers full move from their original position plus one inch (ie, they should be positioned 1" ahead of the pursuers). They end their move facing away from the enemy. Alternatively if they fail their morale test with a retire shaken result, they must do a full move to the rear, ending facing the enemy. Note pursuers, if of the same troop type will catch retire shaken units, who will then be automatically routed.

If they fail with a shaken result, the enemy catches the skirmishers where they are. Chargers will do a full move in pursuit from the evaders initial position, unless they are stopped by entering difficult going, or contacting other enemy.

Light horse armed with bow may fire to the rear if they evaded that turn.

Psiloi who pass their morale test, and chose to evade due to being charged by mounted, are routed if they cannot enter difficult going, or passed behind non psiloi friends within a normal move distance.

Charging

To declare a charge, the charging unit must be facing its target, or to do so would require less than a 45' wheel, and is a single move from it. The charging unit may not change face, or formation, in an attempt to contact its target.

When two units simultaneously charge each other, morale checks are not required.

Units that are shaken may not declare charges.

If two units contact each other during movement, but no charge was declared, contact has not occurred. The units are placed 1" apart.

Bow, crossbow, handgun, sling, and artillery armed foot may not charge mounted in any circumstances, they prefer to shoot. Other foot will only charge mounted, if they are shaken or exposing a flank or rear.

Counter charge

A unit may counter charge at the charge declaration phase, by spending initiative points and declaring a charge back (being moved in the charging phase).

Alternatively a unit will stand and take a morale test, which if it passes it may countercharge, counting the column shift modifier (the unit is not moved), or change face towards the enemy (to avoid a flank attack), but does not then count as countercharging. Only mounted may countercharge mounted. Massed bow and crossbow do not countercharge in any circumstances.

Units that have had friends; retire, rout, or evade through them may not countercharge their pursuers.

Flank Attacks

To count as a Flank attack, at least half of the attacking unit must be behind, the front edge of the target unit.

Changing Formation

Units may move and change formation (formation may be changed more than once) in the same turn, initiative points allowing.

Interpenetration

All troops may interpenetrate other units at a cost of 1 initiative point except psiloi which do not cost. Units that recoil will push back friends, except recoiling psiloi who will interpenetrate instead.

Troops in combat may not interpenetrate, except for Roman Legionaries, who may interpenetrate other legionaries, as part of a recoil, or as part of movement (the legionaries in combat retire back through the friendly unit) Troops who have elephants recoil into them will retire a full move.

Evading, routing, or retiring shaken units ignore interpenetration penalties. They are moved back a full move behind friendly troops, further if needed to clear a friendly units position. Troops interpenetrated by evading, routing, or retiring shaken troops may not fire or countercharge that turn.

Crusader mounted practiced a tactic, of sheltering behind their foot then launching charges through them, with the infantry opening ranks on command. Crusader mounted in line contact with Crusader foot, do not pay a point to interpenetrate when charging.

Retiring and routed units movement

Retiring and routed units ignore movement penalties and restrictions. Retiring units are placed facing the enemy, routing units facing away from enemy, both one normal move to their rear. Routed units are removed at the end of the turn.

Shooting and movement

Elephants, peltastes, javelin armed psiloi, and light horse can move full and shoot. Other skirmishers and bow armed cavalry can move half and shoot. Massed missile foot, and war wagons can move 1" and shoot. Artillery cannot move and shoot. Movement may be as an advance or retirement.

Enemy that pass through a units flank lines, are still eligible targets, even though they are out of range at the time of shooting resolution.

No shooting into melees is permitted, except at units that charged into melee that turn.

Shooting

For multiple units firing, calculations will be combined.

Shooting Ranges	4"	8"	12"	24"
Artillery	2	2	1	1
Bowmen	2	1½	½	-
Crossbowmen	1½	1½	1	-
War Wagon	1½	1	1	-
Horse archers	1½	1	½	-
Slings & handguns	1	1	-	-
Javelins	1	-	-	-

Shooting Modifiers

Per target unit		Per shooting Unit	
Shieldless foot	1R	Marksmen	1R
Mounted	1R	Unit Shaken	1L
Skirmishers	1L	Target in cover/WWG	1L
Armoured horses	1L	Artillery v Pikes	1R

Target Priorities

- (i) Troops charging self or adjacent friends.
- (ii) Enemy within 6" capable of charging self.
- (iii) Troops firing on self who are in range.
- (iv) Non artillery must fire on nearest enemy.
- (v) Target unit must be within the firing units flank lines.

Melee

Multiply the units strength by the following factors:-

- 0.5 All troops who have been contacted in march column, flank, rear, or are artillery, or Psiloi.
- 3 Charging knights, heavy and scythed chariots.
- 2 Charging cavalry.
- 2 Elephants fighting mounted.
- 2 Warband charging foot (not psilio).
- 2 Pikemen charging, or fighting mounted
- 1 All other circumstances and troops.

*Following up a recoil or pursuing an enemy is not charging.

These higher factors (and lower factor for psiloi) apply only on open ground, and as long as the unit has not crossed difficult going, an obstacle, or is attacking fortifications.

Melees may only be reinforced from the rear. Reinforcements add only their strength to the melee. They do not count as charging.

Tactical modifiers (column shifts)

Charging, Pursuing, or following up recoils	1R
Uphill of all enemy	1R
Commander with unit	1R
Swordmen fighting shaken(not psilio)	1R
Spearmen unshaken in good going	1R (Shieldwall)
Enemy behind fortification	2L
Enemy behind obstacle	1L
Unit shaken	1L
Mounted in bad going or Versus steady spearman	1L (except elephants)
Bowmen(except with paviseirs)in melee	1L
Pike fighting swordmen	1L
Horse mounted fighting camelry Or elephants	1L

- Apply column shifts for each unit in the melee.
- Consult casualty chart.
- The winner is the side causing the most casualties.
- Test the morale of each side in the following order.

Test morale in order

1.Losers	8.Warband
2.Attackers v Fortification	9.Light Horse
3.Artillery	10.Cavalry
4.Psilio	11.Knights
5.Elephants	12.Swordmen
6.Bowmen	13.Spearmen
7.Peltastes	14.Pikemen

If a unit has all its opponents rout or retire, the worst morale result it may receive is shaken.

If a unit rolls 20 it counts one morale result worse. If it rolls 1 it counts one morale result better.

Pushbacks and followups

Losers of melees are pushed back a base depth(not artillery). Winners follow up unless shaken. Skirmishers, Bowmen(including other massed missile troops), and those behind fortifications may choose not to. Artillery do not followup.

If a unit suffers a shaken result for its morale test after a drawn melee, it will recoil one base depth. If both testing units receive shaken results, only the first to test recoils. Followups are as above.

Pursuing after melee or breakoffs.

Knights, Heavy Chariots, Cavalry and Warband always pursue a full move from the point of contact unless shaken, if; the enemy retires, evades, breaksoff, or routs. Knights and warband will continue pursuit in subsequent turns, unless rallied. If not rallied they will head for the enemies camp, meleeing any enemy they contact on the way (counting pursuit factors and not charging factors).

Others may pursue if the enemy is shaken, must pursue if the enemy routs. Artillery does not pursue. If pursuers meet fresh enemy due to an evade, the contacted unit tests for being contacted as normal. If the pursuit is after combat, the test for contacted is carried out next turn. The pursuers count ordinary factors if they are pursuing after a melee, charge multipliers if pursuing due to an evade (i.e. a continued charge).

Rallying

All units who pursue must spend a turn stationery, once they cease pursuit rallying. While rallying, they may change formation, and facing, but they may not countercharge. Knights, heavy chariots, and warband must pay an initiative point to rally.

Breakoffs

Treat as evades. The unit attempting to breakoff takes a morale test, and follows the results as for evades, with the enemy pursuing.

SAS Ancient Rules

Random factor for Unit Strengths

Pikemen, Spearmen, swordmen	1 x D6 + 4
Peltastes, Warband, Bowmen, elephants, horde.	1 x D10
All others	1 x D6

Simultaneous Move Sequence

- 1A Commanders roll for initiative.
B Declare charges. Move charging units.
C Test morale for units charged but are not countercharging.
D Move retiring, evading, or routing units from 1d.
E Deduct one strength point for pursuing knights; move pursuers.
F Move other units.
- 2A Stationery units shoot.
B Moving units who can, shoot.
C Units suffering casualties take morale test.
D. Move retiring and routing units from 2c.
- 3A Hand combat
B Morale tests for all in hand combat
C Move retiring and routed units from 3b
D Move pursuers.
- 4A Commander replacement.
B Remove routed/destroyed units and destroyed commands.

Morale Test

Take base strength and adjust for the following in the column below.
Roll 1D20 and compare with morale. The result one worse if a 20 is rolled or a melee lost. One morale result better if melee won or 1 rolled.

- +4 Skirmishers attempting to evade.
- +2 Commander with unit
- +2 Defending fortifications
- +1 Uphill of all enemy
- 1 Per unit lost from command(not psiloi unless majority troop type).
- 1 Shot at by artillery.
- 2 Psilio & Peltastes charged by cavalry or knights
- 2 Mounted or warband meleeing elephants
- 3 Attacked in flank or rear.
- 4 Marching column charged or in melee.

Morale test result

Less than or equal to morale value	Steady
Greater than unit morale value	Shaken
Over double unit morale value	Retire shaken
Over treble unit morale value	Rout

Initiative Points and Movement

- a. Move a unit or group of units.
 - b. Interpenetrate or retire a unit.
 - c. Change a units formation
 - d. Rally a shaken or impetuous unit.
 - e. To move one unit into contact with the enemy.(ie Charge)
- +1 To cost for commander out of sight, in melee, or more than 10" of unit

Commander Quality

Great commander	Die Average +1
Skilful commander	Die Average
Proficient commander	Die 6
Rotten commander	Die 4

- 1. Charges may not be in march column.
- 2. Shaken units may not advance towards enemy, or charge/countercharge.
- 3. Retiring facing the enemy is at half speed (skirmishers full speed).
- 4. Stop on entering difficult going except Psiloi, warband and peltastes.
- 5. Chargers may not wheel more than 45°.
- 6. Foot may only charge shaken mounted, or the flank/rear of non countercharging mounted.
- 7. Bow armed foot may not counter-charge, or charge mounted.
- 8. There is no reduced movement rate for wheeling.
- 9. Formation trained troops can move to the flank at half speed.
- 10. Crusader mounted, my interpenetrate Crusader foot for free, if they began the move in linear base contact with the foot

Movement	Good going	Difficult going
Light Horse and mounted commanders	12"	4"
Cavalry and light chariots	10"	4"
Knights and expendables	9"	3"
Pike, Spearmen, Horde, & Baggage	4"	2"
Swordsmen, Warband and bowmen	5"	4"
Peltastes, and skirmishers	6"	6"
Elephants	6"	3"
Crossing Obstacles	Mounted -4	Foot -2

Shooting	4"	8	12	24"	Modifiers	Per shooting Unit	Per shooting Unit
Artillery	2	2	1	1	Per target unit		
Bowmen	2	1½	½	-	Shieldless foot	1R	Marksmen 1R
Crossbowmen	1½	1½	1	-	Mounted	1R	Unit Shaken 1L
Horse archers	1½	1	½	-	Skirmishers	1L	Target in cover/WWG 1L
Slings & Hguns	1	1	-	-	Armoured horses	1L	Artillery v pikes 1R
Javelins	1	-	-	-			

Target Priorities	Move and Shoot
(vi) Troops charging self or adjacent friends.	Light Horse Full
(vii) Enemy within 6" capable of charging self.	Peltastes & Jav Psiloi Full
(viii) Troops firing on self who are in range.	Other Psilio & Bow Cav ½
(ix) Non artillery must fire on nearest enemy.	Massed missile foot 1"
(x) Target must be within flank lines of firing unit.	

Melee

Multiply the units strength by the following factors:-

- 0.5 Contacted in flank, rear, artillery, Psiloi, or in march column.
- 3 Charging/counter charging knights, heavy & scythed chariots.
- 2 Charging/counter charging cavalry. (Following up recoils or pursuing)
- 2 Elephants fighting mounted. (enemy is not charging !)
- 2 Warband charging foot (not Psiloi).
- 2 Pikemen charging or fighting mounted (not Psiloi).

Tactical modifiers (column shifts)

Charging, Pursuing, or following up	1R
Uphill of all enemy	1R
Commander with unit	1R
Swordsmen fighting shaken(not psilio)	1R
Spearmen unshaken in good going	1R (Shieldwall)
Enemy behind fortification	2L
Enemy behind obstacle	1L
Unit shaken	1L
Mounted facing steady spearmen, or in bad going	1L (except elephants)
Bowmen(except with paviseirs)in melee	1L
Pike fighting swordsmen	1L
Horse mounted fighting camelry or elephants	1L

- (i) Apply column shifts for each unit in the melee.
- (ii) Consult casualty chart.
- (iii) The winner is the side causing the most casualties.
- (iv) Test the morale of each side in the following order.

Morale Test Sequence

1.Losers	8.Warband	If a unit has all its opponents rout or retire, the worst morale result it may receive is shaken.
2.Attackers v Fortification	9.Light Horse	
3.Artillery & Horde	10.Cavalry	
4.Psilio	11.Knights	
5.Elephants	12.Blades	
6.Bowmen	13.Spearmen	
7.Peltastes	14.Pikemen	

Die	<1	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100<	Die
1	0*	0	0	0	0	1	1	1	2	2	2	3*	3	3	4	4	4	5	5	5	6*	1
2	0	0	0*	0	1*	1	1	2	2	2*	3	3	3	4*	4	4	5	5	5*	6	6	2
3	0	0	0	1	1	1	2	2*	2	3	3	3	4	4	4	5	5*	5	6	6*	6	3
4	0	0	1	1*	1	2	2*	2	3	3	3	4	4	4	5*	5	5	6	6	6	7	4
5	0	1	1	1	2	2*	2	3	3*	3	4	4	4*	5	5	5	6	6*	6	7	7*	5
6	1	1*	1	2	2	2	3	3	3	4	4*	4	5	5	5	6*	6	6	7	7	7	6

* Commander, if attached to unit is killed.

SAS Ancient Rules For the Crusades

Basic Unit Strengths

Religious Orders, Veterans, bodyguards:-	8pts
Experienced fuedal hosts, Mercenaries:-	6pts
Militias, tribal levies, raw recruits, etc:-	4pts
Formation trained:-	+1pt
Armoured:-	+1pt
Heavily armoured:-	+2pts

Random factor

Spearmen, swordmen	1 x D6 + 4
Peltastes, Bowmen, warband.	1 x D10
All others	1 x D6

Simultaneous Move Sequence

1A Commanders roll for initiative & declare Charges.

B Move charging units.

C Deduct one strength point for charging knights & heavy Chariots.

D Test morale for units charged but are not countercharging.

E Move retiring, evading, or routing units from 1d.

F Move pursuing units and then other units.

2A Stationery units shoot.

B Moving units who can, shoot.

C Units suffering casualties take morale test.

D. Move retiring and routing units from 2c.

3A Hand combat

B Morale tests for all in hand combat

C Move retiring and routed units from 3b

D Move pursuers.

4A Commander replacement.

B Remove routed/destroyed units and destroyed commands.

Morale Test

Take base strength and adjust for the following in the column below.

Roll 1D20 and compare with morale. The result one worse if a 20 is rolled or a melee lost. One morale result better if melee won or 1 rolled.

+4 Skirmishers attempting to evade.

+2 Commander with unit

+2 Defending fortifications

+1 Uphill of all enemy

-1 Per unit lost from command(not psiloi unless majority troop type).

-2 Attacked in flank or rear

-2 Psilio & Peltastes charged by cavalry or knights

-4 Marching column charged or in melee.

Morale test result

Less than or equal to morale value	Steady
Greater than unit morale value	Shaken
Over double unit morale value	Retire shaken
Over treble unit morale value	Rout

Initiative Points and Movement Commander Quality

a. Move a unit or group of units. Great commander Die Average +1

b. Interpenetrate or retire a unit. Skilful commander Die Average

c. Change a units formation Proficient commander Die 6

d. Rally a shaken or impetuous unit. Rotten commander Die 4

e. To move one unit into contact with the enemy.(ie Charge)

+1 To cost if commanders out of sight, in melee, or more than 10" from unit/s.

a)Charges may not be in column.

D)Stop on entering difficult going except

b)Shaken units may not advance towards enemy. Psiloi, peltastes and warband.

c)Retiring facing he enemy is at half speed. e)Last 4" charge must be striaght ahead.

Except skirmishers who may move at full speed.

f)Foot may only charge shaken mounted, or the flank/rear of non countercharging mounted

g)Wheel at full speed.

h)Formation trained can move to the flank at half speed.

Movement	Good going	Difficult going
Light Horse and mounted commanders	12"	4"
Cavalry	10"	4"
Knights	9"	3"
Spearmen	4"	2"
Swordmen, warband, and bowmen	5"	4"
Peltasts, skirmishers & foot commanders	6"	6"

Shooting	4"	8"	12"	Shooting Modifiers			
Bowmen	2	1	1	Per target unit		Per shooting Unit	
Horse archers	2	1	-	Shieldless foot	1R	Marksmen	1R
Crossbowmen	1	1	1	Mounted	1R	Unit Shaken	1L
Others	1	-	-	Skirmishers	1L	Target in cover	1L
				Armoured horses	1L		

Target Priorities	Move & Shoot	
(a) Troops charging self or adjacent friends.	Light Horse	Full
(b) Enemy within 6" capable of charging self.	Peltastes & Jav Psiloi	Full
(c) Troops firing on self who are in range.	Other Psiloi & Bow Cav	½
(d) Non artillery must fire on nearest enemy.	Massed missile foot	1"
(e) Target must be within flank lines of firing unit.		

Melee

Multiply the units strength by the following factors:-

Contacted in March column, flank, or rear	0.5
Charging knights.	3
Charging Cavalry.	2
Warband charging foot (not psiloi)	2
All other circumstances and troops	1
* Following up recoil's or pursuing an enemy does not count as charging.	

Tactical modifiers (column shifts)

Charging, Pursuing, or following up recoils	1R
Uphill of all enemy	1R
Commander with unit	1R
Swordmen fighting shaken(not psilio)	1R
Spearmen unshaken in good going	1R (Shieldwall)
Enemy behind fortification	2L
Unit shaken	1L
Mounted facing steady spearmen	1L
Bowmen(except with paviseirs)in melee	1L

- Apply column shifts for each unit in the melee.
- Consult casualty chart.
- The winner is the side causing the most casualties.
- Test the morale of each side in the following order.

Morale Test Sequence

1. Losers	7. Warband
2. Attackers v Fortification	8. Light Horse
3. Horde	9. Cavalry
4. Psilio	10. Knights
5. Bowmen	11. Swordsmen
6. Peltastes	12. Spearmen

If a unit has all its opponents rout or retire, the worst morale result it may receive is shaken.

Die	<1	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	<	Die	
1	0*	0	0	0	0	1	1	1	1	2	2	2	3*	3	3	4	4	4	5	5	5	6*	1	
2	0	0	0*	0	1*	1	1	2	2	2*	3	3	3	3	4*	4	4	4	5	5	5*	6	6	2
3	0	0	0	1	1	1	2	2*	2	3	3	3	4	4	4	5	5*	5	6	6	6*	6	6	3
4	0	0	1	1*	1	2	2*	2	3	3	3	4	4	4	5*	5	5	6	6	6	6	7	7	4
5	0	1	1	1	2	2*	2	3	3*	3	4	4	4*	5	5	5	6	6*	6	7	7*	7	7	5
6	1	1*	1	2	2	3	3	3	3	4	4*	4	5	5	5	6*	6	6	7	7	7	7	7	6

* commander attached to unit is killed.