

WRG 6th Edition Ancients Rule Clarifications/Amendments

- 2010

Optional Rules

The only optional rule to be used will be the “Optional change to regular loose formation foot”. It **MUST** be clearly indicated on the player’s army list if any LMI or LHI will use the 15mm frontage bases. Dismounted cavalry are not allowed to exercise this option.

Page 8 - Mounted Infantry and Dismounted Cavalry and Camelry

No unit of double mounted camels over 25 figures strong is permitted to dismount under any circumstances.

Page 10 - Organising Figures and Models into Units or Other Bodies

Paragraph 3 - Change “In order to separate the two again, the body must be given new orders” to “In order to separate the two again, it must be during phase 8, and morale must be above shaken and below impetuous, new orders may be given.”

Page 12 - Generals’ Personal Standards, Army Standards and Religious Parties

Generals may carry their own standards and move at the appropriate speed for their troop type.

Page 13 - Permitted Formations

Skythian Formation - Horse archers are LC armed with a bow.

In a Skythian formation the figures in the nearest side are assumed to shoot from their position along that side. Figures on the other side are assumed to fire from the position of the figure to which they are adjacent.

In a Skythian formation the requirement that the unit must be parallel to their target should not be taken literally.

Wedges must conform to the description in the rules, but a 6 man wedge may lose one figure, or a 12 man wedge two figures, from its third rank and still fight as a wedge. A wedge may not be formed, and may not reform with these figures missing from its second or third ranks. Rallying counts as reforming.

Page 16 - Deployment

Force marched units do not increase visibility beyond the initial deployment zone.

Armies that have not been outscouted do not need to move or declare any forced marches until after order writing.

Page 17 - Flank Marches

All figures that fight mounted on horses count as cavalry.

Page 17 - **Off-Table Reinforcements**

The dicing for the arrival of off-table reinforcements may be delayed. However, one dice throw is lost for each turn of delay after turn 2. If the off-table reinforcements do not come on by the end of turn 4, then they count as half points lost at the end of the game.

Off-table reinforcements must be given orders in the normal way at the start of the game with the addition that the turn in which they will first dice for arrival is noted.

Page 18 - **Battlefield Visibility**

Visibility in woods - the total distance a figure can see when his line of sight wholly or partly goes through a wood is limited to 20 paces, unless the figure is at the edge and looking out. Figures that are within 20 paces of the woods edge looking into a wood can also only see a total distance of 20 paces.

Single general figures and any non-combatant standard bearers do not block line of site, unless they count as models.

Page 20 - **Movement Instructions**

A body can straddle two sectors during the first three periods of a game.

Page 22 - **Sequence of Play**

Immediately after declaring charges, declare any break offs. Then do morale. Note that a body that has a charge declaration made upon it, may not declare any break off intentions, and that a skirmish response also classes as a break off when a unit in melee is charged.

Page 25 - **Reaction Tests**

If a General is superseding the command of a body for a reaction test, this must be announced before the dice are thrown.

A General failing to rally a routing body is not carried away in rout.

Page 26 - **Reaction Definitions**

To count as advancing a friendly unit must have moved closer to either the enemy base edge, or any enemy.

Page 27 - **Charging**

A body or unit may declare a charge on more than one enemy body or unit if it is capable of contacting them all at the time of the charge declaration. Such a charge **MUST** attempt to contact all of its targets, but any body which it is unable to contact may then make a normal move, if it has made no charge or countercharge move itself.

A charging body or unit must take as direct a line towards its target(s) as is practicable allowing for intervening terrain, other units, and declared changes of formation.

Page 28 - **Charge Responses**

A unit or body standing to receive a charge may wheel or turn to face an attack, time permitting.

Individual figures may contract out of the path of a charge, using the time permitted, as long as the unit or body to which they belong can still be reached by the chargers.

Page 28 - **Breaking Off From Combat**

Figures engaged in base to base, hand to hand combat may not mount, dismount, turn, change formation or lay stakes, caltrops or spiked pavises.

Page 31 - **Effect of Difficult Terrain**

Light infantry count the actual distance for category 2.

Page 34 - **Use of Shields**

In melee, super heavy troops do **not** have an unshielded flank for the purposes of calculating overlaps.

Page 35/36 - **Shooting**

Under target priorities point 2, should read: Enemy who are advancing and are close enough to charge, and are capable of charging the shooters next period.

When calculating which troops are the most expensive for the purposes of shooting priorities, the target's morale class should **not** be included.

When two or more targets are eligible under the same priority, the next priority following in the list is used to decide which target should be shot at. If the next priority cannot differentiate between them, then the next priority is used and so on, in order 2, then 3, then 4 (GMEACX), and finally 5, until differentiation is achieved.

Target priorities apply to each individual figure shooting.

Shooting may not be timed to avoid shooting priorities.

Rallying troops may shoot (other conditions permitting), but are disordered.

Page 36 - **Shooting Combined with Movement or Hand to Hand Combat**

Paragraph 2 should read: " Bows or darts can shoot from a rear rank, or darts from a front rank from beyond 40 paces while charging or countercharging, providing that the overhead shooting rules permit.

Page 38 - **Hand to Hand Random Factors**

The entry for armed elephant or chariot crew also includes the rear figure of a double mounted camel.

Page 40 - **Troops Entitled to Fight**

No3: Replace with the following: - “They are the end figures of the second or third rank of a wedge, the nearest front rank figure of which is entitled to fight by 1 or 2 if it stood to receive a charge or countercharged, or it has an enemy to the whole of the front of its base if it charged.

See diagram. (To follow)

“ Troops who are struck in flank or rear.....”: the crews of elephants, chariots, artillery and the second crewman on a camel can fight disordered.

Page 43 - **Risk to Generals**

Challenges to personal combat may not be made.

If a general fights in the front rank of a wedge, the rules are to be read literally.

Page 44 - **After Hand to Hand Combat**

Troops who are unable to recoil due to intervening friends are disordered. Troops following up such a unit still count as following up, even though they may not have moved.

Page 45 - **Pursuers**

Troops who must now pursue, may not declare charges.

Page 45 - **Troops Leaving the Table**

Units or bodies that recoil as a result of melee do not leave the table; they remain at the table edge and their opponents count as following up if the melee continues.

Page 46 - **Winners and Losers**

All shaken troops count as half points.