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Game: **COMMAND & COLORS: ANCIENTS**
Pub: **GMT Games (2006)**

Page 1: **Rules summary** front
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summary sheets

v1.6

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For best results, print on card, laminate and trim to size.

Commands & Colors

ANCIENTS

Setup

Setup the terrain and unit blocks on the board according to the **Scenario**. Review scenario special rules and victory conditions.

Shuffle the **Command** deck and deal Command cards to each side as per the scenario's War Council notes. Cards are kept secret from the other player.

Turn Sequence

Players alternate turns, starting with the player listed in the scenario's battle notes.

- 1. Command**
Play a Command card.
- 2. Order Units and Leaders**
Announce units you intend to order.
- 3. Move**
Move ordered units, one at a time.
- 4. Battle**
Battle one ordered unit at a time.
- 5. Draw and End of Turn**
Draw a new Command card.

Command

Command cards order units to move and/or battle. The card indicates in which section(s) of the battlefield you may issue orders, and how many units you may order.

If the number of units to be ordered is *Equal to Command*, this is equal to the number of Command cards in the player's hand (including the one played).

Order

After playing a card, announce which units you intend to order. Only units issued an order this turn may *move*, *battle* or take a *special action*. Units on a hex straddling two sections may be ordered from either section.

Only one order may be given to each unit or leader per turn. If a card allows you to issue more orders than you have units in that section, the additional orders are lost.

Movement

Move units one at a time and only once per ordered unit per turn. Movement for one unit must be completed before moving another. An ordered unit does not have to move.

Two units may not occupy the same hex, and—with some exceptions—units may not move into or through occupied hexes. Terrain may impact movement.

Blocks always stay together as a unit and cannot combine with other units. A unit may move into a hex with a solitary friendly leader, but must stop there.

Combat

Resolve battles one at a time and, normally, only once per ordered unit per turn.

One unit's battle (either ranged or close combat) must be completed before the next battle. An ordered unit does not have to battle (with the exception of warriors moving 2 hexes). A unit always fights at the same strength despite casualties (with the exception of *Warriors*).

Ranged Combat

Only units armed with missile weapons may attack in ranged combat at unit *more than 1 hex away*. Ranged combat may not be used against adjacent enemy units.

A unit adjacent to an enemy unit must engage it in close combat if it chooses to battle (it cannot target a more distant unit).

The target must be within **range**. Count the number of hexes to the target (not counting the attacker's hex but counting the target's hex) and verify that the distance is within the weapon's **range**.

The target must be within **line of sight**. Draw a line between the centres of the hexes; line of sight is blocked if any part of a hex containing an obstruction, unit or leader crosses this line. If the line runs along the edge of one or more hexes it is only blocked if the obstructions stand somewhere along both sides of the line.

Roll battle dice. If the unit did not move prior to firing roll 2 dice; if it moved, roll 1 die.

A target cannot **evade** a ranged combat attack or **battle back** afterwards.

Leaders do not affect ranged combat.

Close Combat

A unit attacking an adjacent unit is in **close combat**. It cannot use ranged combat against the adjacent unit or any other unit within range.

Some units are eligible to **evade**.

Roll battle dice. The number of dice rolled depends on unit type.

Battle Dice Effects



Green, Blue or Red Symbol: one hit on units with the matching circle symbol.



Flag: no hit, but target may retreat.



Leader Helmet: see below.



Sword Ranged: no effect
Sword Close Combat: one hit on any unit.

For each hit, one block is removed from the target unit.

War machine units, and green circled units without a white border (light infantry, light sling infantry, light bow infantry, light cavalry, and light bow cavalry) do not score a hit on a sword symbol.

Chariot units ignore 1 sword hit.

Elephant units ignore all sword hits and ignore 1 red square hit from cavalry or chariots.

Camel units ignore 1 blue triangle hit from cavalry or chariots.

One hit is scored for each **leader helmet symbol** rolled in close combat, if a friendly **leader** is attached or adjacent to any friendly *non-elephant* unit battling/battling back.


A leader alone in a hex attacked by ranged or close combat is hit on the roll of a leader symbol.

When present, terrain battle dice reductions reduce the number of dice rolled accordingly.

Battling Back

In close combat, a defending unit may battle back against an attacker if they survived and did not retreat, or was unable to fulfill a required retreat.

Retreats

 For *each flag symbol* rolled against a target unit, it must move 1 movement (the maximum number of hexes it may move when given an order) back towards its own side of the battlefield.

Terrain has no effect on retreat moves, though impassable terrain is still impassable.

Units may not retreat into or through a hex containing another unit.

An attached leader must retreat with its unit. A unit without a leader may retreat into a hex with an unattached friendly leader; the retreat move then stops.

If a unit's unit retreat path is blocked, 1 figure is removed for each retreat hex of movement that cannot be completed.

Bolster Morale

A unit can ignore 1 flag when a leader attached to the unit survives any leader casualty check.

A unit adjacent to at least 2 friendly units (a leader alone in a hex is considered a supporting unit) may ignore 1 flag.

Elephants may act as a support unit, but may not receive support from units or leaders.

Some terrain allows a defending unit to ignore 1 flag.

Full-strength **warrior** units may ignore 1 flag.

Effects are cumulative.

Evade

A unit attacked in close combat may attempt to **evade**. An attacking unit may not evade if the defender *battles back*, and evading units may never battle back.

The attacker rolls the correct number of dice, but only symbols matching the evading unit's symbol score a hit.

An **evade move** is a 2 hex move towards the unit's side of the battlefield. If only 1 hex is available, the unit may move only 1 hex.

Green units and war machine units may always evade.

Medium cavalry and camel units may evade all foot and heavy mounted units.

Heavy cavalry and heavy chariot units may evade all foot and elephant units.

Auxilia, medium infantry, warrior, heavy infantry and elephant units may *never* evade.

A leader alone in a hex *must* evade.

If a **war machine** unit evades it is removed from the battlefield but does not count as a Victory Banner.

Momentum Advance

When a unit attacks in close combat and eliminates the enemy unit or forces it to retreat from its hex, it *may* advance into the vacated hex.

A cavalry unit may advance and then, optionally, may move one additional hex.

Momentum advance is not allowed if the defender evades a close combat attack, or the hex was vacated by an evading leader.

A unit ordered by a *First Strike* card cannot momentum advance, but the targeted unit remains eligible for momentum advance and possible bonus close combat.

A unit *battling back*, or a war machine unit, cannot momentum advance.

Bonus Close Combat

After a successful close combat, some units making a momentum advance are eligible for an optional **bonus close combat** against any enemy unit in an adjacent hex.

Units that can make a bonus close combat after a momentum advance:

Warrior units.

A non-warrior unit with an attached leader (except for war machines).

A camel, cavalry, chariot or elephant unit.

If the bonus attack is successful and eliminates or pushes back the target, the attacker may then advance into the vacated hex but not battle again this turn. A cavalry unit can only move into the vacated hex, not move one additional hex.

Some terrain restrictions prevent this movement.

Draw and End of Turn

Discard the Command card played this turn and draw another.

If the draw deck runs out of cards, the discards are shuffled to form a new deck.

Players alternate turns until one player reaches the required number of **Victory Banners**, at which time the game immediately ends.

Leaders

Leaders and Units

A leader in the same hex as a friendly unit is **attached** to that unit. If the unit moves, the leader *must* move with it (this costs only one command).

When a card with a **helmet symbol** is played, one or more attached leaders may detach from a unit and move independently at a cost of one order each.

Leader Movement

When moving by himself a leader may move, once per turn, up to 3 hexes, and may move through friendly units.

Only one leader may occupy a hex. When a leader moves into a hex with another unit, he may not move again with the unit he has just joined.

Leaders in Combat

A leader may not attack if he is alone in a hex.

One hit is scored for each **leader helmet symbol** rolled in close combat, if a friendly **leader** is attached *or* adjacent to any friendly *non-elephant* unit battling/battling back.

Leaders do not affect ranged combat.

A unit can ignore 1 flag when a leader attached to the unit survives any leader casualty check.

Any *non-warrior* foot unit to which a leader is attached may make a bonus close combat attack after a momentum advance (except for war machine units).

Leader Casualty Checks

A leader casualty check is made when a unit to which a leader is attached loses one or more blocks due to ranged combat, close combat, evading, failure to complete a retreat move, elephant rampage, or blocking an elephant unit's retreat.

Roll 2 dice: to hit the leader, roll 2 leader symbols.

If the unit to which a leader is attached is eliminated, roll 1 die: to hit the leader, roll 1 leader symbol. If the leader is not hit, he must **evade**. Flags rolled against an eliminated unit have no effect on the leader.

The attacking unit may momentum advance after close combat onto the vacated hex after the leader is eliminated or evades.

If a **leader alone in a hex** is attacked by ranged or close combat, the attacker rolls its normal number of dice and scores a hit by rolling one leader symbol. If the leader is not hit he must **evade**. Flags rolled against a leader alone in a hex have no effect.

Only one leader casualty check is made per combat dice roll.

The attacking unit may *not* momentum advance after close combat onto the vacated hex after the lone leader is eliminated or evades.

Leader Evade

A leader's evade move is up to 3 hexes towards his side of the battlefield.

If a leader cannot evade a minimum of 1 hex he is eliminated. He may move *through* a hex that contains

a friendly unit or friendly leader, but may not end his move in any hex containing a friendly leader, impassable terrain, or enemy leader or unit. If he ends his move with a friendly unit, he is attached to that unit.

You may choose to evade your leader off your side of the battlefield, thus denying the Victory Banner to your opponent.

Leader Escape

If enemy units occupy 1 or 2 hexes of a leader's evade path, he must attempt to escape through those hexes.

Move the leader onto one of the enemy hexes and allow the enemy unit to battle the leader (who does not benefit from terrain). 1 leader symbol must be rolled to score a hit.

If he is not hit, the leader continues with his evade move into the next hex, which may also be occupied, in which case he can be attacked again.

Elephants

Elephant Combat

Each **sword symbol** an elephant unit rolls in close combat scores a hit, then each of these dice is rolled again for possible additional hits. Keep rolling until you get no more sword symbols.

An elephant unit ignores all sword hits rolled against it in close combat, and receives no close combat or morale benefits from an attached leader or one in an adjacent hex.

An elephant unit in close combat with a cavalry or chariot unit may ignore 1 red square hit and one flag. Cavalry or chariots forced to retreat must retreat 1 additional hex for each flag rolled against them.

Elephant Retreat (Rampage)

Before a retreating elephant is moved, *all* units and *any* lone leaders in adjacent hexes must check to see if they are **trampled**.

Roll 2 dice for each hex with a unit or lone leader (your opponent rolls for hits on your units, and you roll for hits on his units). A hit is scored when the symbol rolled matches the unit type; other symbols are ignored.

After the rampage, the elephant completes its retreat movement. If the path is occupied by friendly or enemy units, or a lone enemy leader, the elephant is not moved back and does not lose any blocks. Instead, the units or leader must each lose one block for each hex of its retreat that the elephant was unable to fulfill.

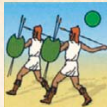
Camels

A camel unit in close combat with a cavalry or chariot unit may ignore 1 blue triangle hit. Cavalry or chariots forced to retreat must retreat 1 additional hex for each flag rolled against them.

Victory Banners

A Victory Banner is gained for each enemy leader or entire enemy unit eliminated from the battlefield. In some scenarios additional banners may be gained by capturing objectives.

LIGHT INFANTRY MOVE 2



RANGED COMBAT

Range 2

No Move: 2 ■

Moved: 1 ■

CLOSE COMBAT

Does not hit on ☒

2 ■

Evade: ✓ Retreat: 2 MA: Adv

LIGHT BOW INFANTRY MOVE 2



RANGED COMBAT

Range 3

No Move: 2 ■

Moved: 1 ■

CLOSE COMBAT

Does not hit on ☒

2 ■

Evade: ✓ Retreat: 2 MA: Adv

LIGHT SLING INFANTRY MOVE 2



RANGED COMBAT

Range 3

No Move: 2 ■

Moved: 1 ■

CLOSE COMBAT

Does not hit on ☒

2 ■

Evade: ✓ Retreat: 2 MA: Adv

AUXILIA INFANTRY MOVE 2



RANGED COMBAT

If moved 2 *cannot* fire

Range 2

No Move: 2 ■

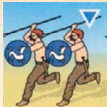
Moved: 1 ■

CLOSE COMBAT

If moved 2 *cannot* close combat 3 ■

Evade: ✗ Retreat: 1 MA: Adv

WARRIOR INFANTRY MOVE 2



RANGED COMBAT

None

CLOSE COMBAT

4/3 ■

Must CC if moved 2 hexes.

At full strength 4 ■ and may ignore 1 ☐

Otherwise 3 ■

Evade: ✗ Retreat: 2 MA: Adv, Battle

MEDIUM INFANTRY MOVE 1



RANGED COMBAT

None

CLOSE COMBAT

4 ■

Evade: ✗ Retreat: 1 MA: Adv

HEAVY INFANTRY MOVE 1



RANGED COMBAT

None

CLOSE COMBAT

5 ■

Evade: ✗ Retreat: 1 MA: Adv

ELEPHANT MOVE 2



RANGED COMBAT

None

CLOSE COMBAT

3 ■ vs elephants, camels, warriors, hvy chariots

1 ■ vs leaders

? ■ otherwise, equal to opposing unit

Re-roll ☒ repeatedly

Ignore ☒ rolled against elephants

vs Cav/Chariots, ignore 1 ■ and 1 ☐

May *support* units, but does not receive *support*.

Evade: ✗ MA: Adv, Battle

Retreat: 1

Rampage: 2 dice vs. units and lone leaders in adjacent hexes; hits on matching symbol (others ignored).

If the retreat path is blocked, elephant not moved and no losses; instead the 2 blocking units each take a loss.

LIGHT CAVALRY MOVE 4



RANGED COMBAT

Range 2

No Move: 2 ■

Moved: 1 ■

CLOSE COMBAT

2 ■

Does not hit on ☒

Evade: ✓ MA: Adv+1, Battle

Retreat: 4 (+1/☐ vs Elephants, Camels)

MEDIUM CAVALRY MOVE 3



RANGED COMBAT

None

CLOSE COMBAT

3 ■

Evade: Foot, HvyMtd

MA: Adv+1, Battle

Retreat: 3 (+1/☐ vs Elephants, Camels)

HEAVY CAVALRY MOVE 2



RANGED COMBAT

None

CLOSE COMBAT

4 ■

Evade: Foot, Elephant

MA: Adv+1, Battle

Retreat: 2 (+1/☐ vs Elephants, Camels)

HEAVY CHARIOT MOVE 2



RANGED COMBAT

None

CLOSE COMBAT

4 ■

Ignore 1 ☒ rolled against chariots

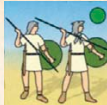
Battling back or First Strike, 3 ■

Evade: Foot, Elephant

MA: Adv, Battle

Retreat: 2 (+1/☐ vs Elephants, Camels)

LIGHT INFANTRY MOVE 2



RANGED COMBAT

Range 2

No Move: 2 ■

Moved: 1 ■

CLOSE COMBAT

Does not hit on ☒

2 ■

Evade: ✓ Retreat: 2 MA: Adv

LIGHT BOW INFANTRY MOVE 2



RANGED COMBAT

Range 3

No Move: 2 ■

Moved: 1 ■

CLOSE COMBAT

Does not hit on ☒

2 ■

Evade: ✓ Retreat: 2 MA: Adv

LIGHT SLING INFANTRY MOVE 2



RANGED COMBAT

Range 3

No Move: 2 ■

Moved: 1 ■

CLOSE COMBAT

Does not hit on ☒

2 ■

Evade: ✓ Retreat: 2 MA: Adv

AUXILIA INFANTRY MOVE 2



RANGED COMBAT

If moved 2 *cannot* fire

Range 2

No Move: 2 ■

Moved: 1 ■

CLOSE COMBAT

If moved 2 *cannot* close combat 3 ■

Evade: ✗ Retreat: 1 MA: Adv

WARRIOR INFANTRY MOVE 2



RANGED COMBAT

None

CLOSE COMBAT

4/3 ■

Must CC if moved 2 hexes.

At full strength 4 ■ and may ignore 1 ■

Otherwise 3 ■

Evade: ✗ Retreat: 2 MA: Adv, Battle

MEDIUM INFANTRY MOVE 1



RANGED COMBAT

None

CLOSE COMBAT

4 ■

Evade: ✗ Retreat: 1 MA: Adv

HEAVY INFANTRY MOVE 1



RANGED COMBAT

None

CLOSE COMBAT

5 ■

Evade: ✗ Retreat: 1 MA: Adv

ELEPHANT MOVE 2



RANGED COMBAT

None

CLOSE COMBAT

3 ■ vs elephants, camels, warriors, hvy chariots

1 ■ vs leaders

? ■ otherwise, equal to opposing unit

Re-roll ☒ repeatedly

Ignore ☒ rolled against elephants

vs Cav/Chariots, ignore 1 ■ and 1 ■

May *support* units, but does not receive *support*.

Evade: ✗ MA: Adv, Battle

Retreat: 1

Rampage: 2 dice vs. units and lone

leaders in adjacent hexes; hits on matching symbol (others ignored).

If the retreat path is blocked, elephant not moved and no losses; instead the 2 blocking units each take a loss.

LIGHT CAVALRY MOVE 4



RANGED COMBAT

Range 2

No Move: 2 ■

Moved: 1 ■

CLOSE COMBAT

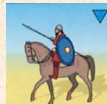
2 ■

Does not hit on ☒

Evade: ✓ MA: Adv+1, Battle

Retreat: 4 (+1/■ vs Elephants, Camels)

MEDIUM CAVALRY MOVE 3



RANGED COMBAT

None

CLOSE COMBAT

3 ■

Evade: Foot, HvyMtd

MA: Adv+1, Battle

Retreat: 3 (+1/■ vs Elephants, Camels)

HEAVY CAVALRY MOVE 2



RANGED COMBAT

None

CLOSE COMBAT

4 ■

Evade: Foot, Elephant

MA: Adv+1, Battle

Retreat: 2 (+1/■ vs Elephants, Camels)

HEAVY CHARIOT MOVE 2



RANGED COMBAT

None

CLOSE COMBAT

4 ■

Ignore 1 ■ rolled against chariots

Battling back or First Strike, 3 ■

Evade: Foot, Elephant

MA: Adv, Battle

Retreat: 2 (+1/■ vs Elephants, Camels)

HEAVY WAR MACHINE MOVE 1



RANGED COMBAT

Range 6

No Move: 2 ■

CLOSE COMBAT

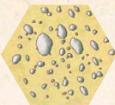
No move: 2 ■

Does not hit on ☒

Evade: Remove Retreat: 1 MA: No

Commands & Colors

ANCIENTS



BROKEN GROUND

Move:

Foot: no restriction

Mounted: must stop


War Machine: cannot enter

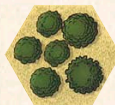
LOS: clear

Battle:

Foot: no restriction

Mounted: cannot battle on turn it enters

Max 2  **in close combat**



FOREST

Move:


All units: must stop


LOS: blocked

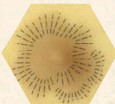
Battle:

Units: cannot battle on turn it enters

Green Foot & Warrior: no restriction

Max 2  **in close combat**

Max 1  **if targeting a unit in forest with ranged combat**





HILL


Move: no restriction

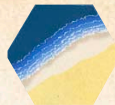
LOS: blocked to units behind. Unit on a lower level has LOS to the *first* hill hex and vice versa. Units on the same hill looking across hill hexes at the same level have LOS.

Battle (Close Combat):

All units max 2  **battling an uphill unit**

Foot units max 3  **battling a downhill unit, or unit on another hill**

Mtd units max 2  **battling a downhill unit, or unit on another hill**



SEACOAST

Move:

All units: impassable

LOS: Clear

Battle: n/a



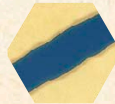
RIVER

Move:

All units: impassable

LOS: clear

Battle: n/a




FORDABLE RIVER


Move:

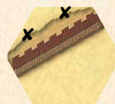
All units: must stop (can still MA after close combat)

LOS: clear

Battle:

Max 2  **in close combat**

Max 1  **in ranged combat when battling out**





RAMPART

Move: no restriction


LOS: Clear

Battle: protection along 2 forward facing hex sides (X). Mounted units receive no protection

Close Combat:

Ignore 1  **and may ignore 1**  **if attacked across rampart**

Ranged Combat:

Ignore 1  **if fired at across rampart**



FORTIFIED CAMP



Move: no restriction

LOS: blocked

Battle: mounted units receive no protection

Units roll 1 fewer  **when battling out**

Close Combat:

Ignore 1  **and may ignore 1** 

Ranged Combat:

May ignore 1 