

Commands & Colors Ancients Dice Results Summary (v. 1.2, Covering Base Game + Expansions 1-5)

*Instructions: For each die rolled, first apply Defender then Attacker Exceptions.
If there are any remaining dice not covered by exceptions, apply the Standard Result to each remaining die.*

Die	Standard Result	Attacker Exceptions	Defender Exceptions
Symbol	1 HIT on unit with matching symbol.	NONE	• Cavalry/chariot vs. elephants/camels: IGNORE 1
Swords	1 HIT on any unit.	<ul style="list-style-type: none"> • Ranged combat: MISS • Green unit (other than auxilia or chariots) attacking: MISS • War machines attacking: MISS • Elephants attacking: HIT and RE-ROLL 	<ul style="list-style-type: none"> • vs. evading unit: MISS • vs. detached leader: MISS • vs. elephant: MISS (may not ignore caltrop hits) • vs. chariot, cataphract cavalry, or cataphract camels: IGNORE 1 (may not ignore caltrop hits) • vs. infantry behind a rampart or wagon laager, or in a camp: IGNORE 1
Flag	Target must RETREAT toward its friendly board edge. Unit's retreat distance is usually equal to its maximum movement rate (e.g., Light Cavalry retreat 4 hexes per Flag).	<ul style="list-style-type: none"> • Elephants/camels vs. cavalry/chariots: (RETREAT+1 HEX) per Flag 	<ul style="list-style-type: none"> • vs. evading unit: MISS • vs. detached leader: MISS • Cavalry/chariot vs. elephant: IGNORE 1 • vs. non-elephant unit w/ attached leader: IGNORE 1 • vs. non-elephant unit w/ 2 adjacent friendly units/leaders: IGNORE 1 • vs. full-strength warriors: IGNORE 1 • vs. infantry behind rampart or wagon laager, in a camp, or on a bridge: IGNORE 1
Leader	Unit in combat with attached/adjacent leader: convert to symbol HIT. Otherwise MISS.	<ul style="list-style-type: none"> • Ranged combat: MISS • Elephants attacking: MISS 	<ul style="list-style-type: none"> • vs. evading units: MISS • vs. detached leader: HIT

Important note: Elephants *provide* support but do not *receive* support for the purpose of ignoring retreats. In addition, Leaders have no effect on elephants.

<u>Result</u>	<u>Explanation</u>	<u>Result</u>	<u>Explanation</u>
HIT	Remove 1 block from target.	IGNORE 1	1 die of this type has no effect.
MISS	All dice of this type have no effect.	RE-ROLL	Re-roll the die; apply any new results as well.
		RETREAT	Target retreats appropriate # of hexes.

- Flags: Unless noted in special rules, units *need not ignore* Flag results. (That is, they may choose to retreat at their option.)
- Leader Elimination: Any unit with an attached leader that takes casualties or is completely eliminated, must check for leader casualties:
 - Unit eliminated: roll 1 die; leader is killed on 1 Leader symbol (i.e., 1/6 chance).
 - Unit takes 1 or more Hits without being eliminated: roll 2 dice; leader is killed on 2 Leader symbols (i.e., 1/36 chance).

Evasion Procedure:

- Confirm that the defending unit is allowed to evade the attacker (e.g., Medium Cavalry may evade vs. Heavy Cavalry but not vs. Light Cavalry).
- Retreat evading unit towards friendly board edge 2 hexes. (Note: 1 hex evade is allowed if all possible 2nd hexes are blocked.)
- Attacker rolls dice normally, but hits only on Symbols. In addition, the attacker may not make a Momentum Advance after combat.