



Command & Colors: Ancients

Original Playsheet by Chris Crane

Compatible with base game and expansions 1-6.

Setup: Standard+

Max Hand Size: N/A

Draw Deck: Single Deck

Fate Die Result Chart

C or Lowest Face-up Ops Card or !!



- If not already face-up, flip the card in slot C.
- Play card C OR the lowest order-count card face-up in slots A, B, D, or E for any allowable purpose.
- If there are multiple lowest order-count face-up cards, choose which one to play.
- Fill in the played card's slot from the draw deck (face-down).
- The !! result has no effect on this game.

Face-up Tactic Card or Lowest Face-up Order-Count Card

- If there is only one or no face-up card(s) in the display, flip any one face-down card face-up until there are two face-up cards.
- Play any face-up Tactic card OR play the lowest valued face-up Order-Count card for any allowable purpose.
- If there are multiple lowest order-count face-up cards, choose which one to play.
- Fill in the played card's slot from the draw deck (face-down).



A, B or C

- If not already face-up, flip all face-down cards in slots A, B and C.
- Play card A, B or C for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



A or B

- Flip any face-down cards in slots A and B.
- Play card A or B for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



C, D or E

- If not already face-up, flip all face-down cards in slots C, D and E.
- Play card C, D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



D or E

- Flip any face-down cards in slots D and E.
- Play card D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



Modified Setup

During scenario setup, set Max Hand Size marker to each Side's Command level on the Cards Remaining track. The Cards Remaining marker isn't used for Commands & Colors: Ancients.

Variable Hand Size

In scenarios where one Side has a larger hand of cards than the other Side, the difference is accounted for by adding a second card to some of the card slots. Use the table below to adjust accordingly. Determine the difference by subtracting the lesser Max Hand Size from the greater and then add cards to the Card Display of the Side with the greater Max Hand Size. Cards added due to the adjustment table below are added face-down.

Hand Size Difference	Adjustment
1 card	Add one card to Slot A.
2 cards	Add one card each to Slots A and D.
3 cards	Add one card each to Slots A, B and D.
4+ cards	Add one card each to Slots A, B, D and E

When the Fate Die roll indicates a slot with multiple cards, any one card may be selected for play. If one or more of the cards are face-down, flip all cards in the slot face-up. After playing a card from a slot which held more than one card, replace the card face-down from the draw deck, so that it once again holds two cards.

Game-specific Modifications

Unplayable Results

If the Fate Die roll results in a situation where no card can be played for ANY allowable purpose, reroll the Fate Die until a card can be played. If there are five unplayable face-up cards on the Card Display, discard the card in slot A and draw cards from the draw deck until a playable card is revealed. Play the revealed card and refill slot A with a face-down card from the draw deck.

Card Modifications

Lowest Order-Count: In the Fate Die Results Chart, the term “Lowest Order-Count” always refers to the Section, Troop, or Leadership card(s) on the Card Display that will order the lowest number of units with the board in its current state. It does not mean the number of units the card can potentially order. For example, an “Order Four Units Right” card could potentially order four units in the right section, but if there are only two units available for order in that section, then the order count of the card is two for purposes of checking lowest order-count.

Leadership Cards: For the purpose of determining “Lowest Order-Count,” a leadership card’s order count is equal to the leader’s hex and the adjacent linked contiguous hexes that are currently under their command. Same as above, order count accounts for current board state instead of automatically assuming that their potential command is equal to their current option.



First Strike: If the inactive side has First Strike face-up on their Card Display, it can be played in reaction to any close combat attempt without the roll of the Fate Die. Once the card is played by the inactive side, replace the card with a face-down card from the draw deck.

I Am Spartacus: When required to reshuffle, discard all face-down cards from both Card Displays, shuffle the draw deck and the discard pile, and replace every discarded card face-down.

Order One Unit Cards in Expansion 5: These cards instruct the player to draw three cards, keep two and discard the other. Instead, draw only one card to refill the empty slot but place it face-up.

Scenarios

Lake Trasimenus (Base)

In this scenario, the Roman Side increases their hand size after each play up to a hand of four cards. Use the Variable Hand Size Chart on the front of this Playsheet to set up the game for a difference of 4 cards, but instead of drawing extra cards after the Roman Side plays a card, simply refill cards as normal. As play progresses, do not refill the second card in Slots D and E on the Carthaginian side once they are played.

Hellespont (Expansion 1)

Each time a leader is eliminated, decrease the Max Hand Size marker of the eliminated leader’s side. Then reevaluate the variable hand size difference and adjust the Card Displays accordingly:

- If the hand sizes are now equal, discard the second card in slot A of Eumenes’ Card Display without refilling it.
- If there is now a hand size difference of two, add a second card in slot D of Eumenes’ Card Display.
- If there was a hand size difference of two and it decreases to one, discard the second card in slot D of Eumenes’ Card Display without refilling it.

Brindisi Raid (Expansion 3)

In this scenario, the Caesarian Side increases their hand size after each play up to a hand of five cards. Use the Variable Hand Size Chart on the front of this Playsheet to set up the game for a difference of 3 cards, but instead of drawing extra cards after the Caesarian Side plays a card, simply refill cards as normal. As play progresses, do not refill the second card in any slots on the Pompeian side once they are played.

Phyle (Expansion 6)

In this scenario, the Spartan Side increases their hand size after each play up to a hand of four cards. Use the Variable Hand Size Chart on the front of this Playsheet to set up the game for a difference of 4 cards, but instead of drawing extra cards after the Athenian Side plays a card, simply refill cards as normal. As play progresses, do not refill the second card in Slot E on the Athenian side once they are played.

