

Ace in the Hole Table

Roll one pair of D6 *per* Army fielded (one red & one white). The Red die result must be rolled & kept on-table. The white is deployed with a General or actioned straight away. Players must record the Ace in the Holes issued to the CinC or his/her sub-Generals.

Red Die	White Die	Result	Remarks
1	1	AGGRESSIVE DEPLOYMENT	You can field your army at 2H from the table middle-line, instead of 4H . Cancel after use.
1	2	AMBUSH	You can deploy up to 2 Units of S and up to 2 Units (or 1 <i>Large</i> Unit) of FL . But they must be completely inside woods. Units in ambush are deployed at the end of the deployment phase, after your opponent's Units. This Ace must be shown after Terrain preparation and before Deployment. <i>If both Players</i> have this Ace, then only the Defender can use it. <i>This Ace</i> cannot be used with Flank March and Forward Deployment. Cancel after use.
1	3	BETRAYAL	It allows the Player to make the opponent re-roll a <i>Cohesion Test</i> after a melee. If the second test is passed, then the opponent will get free a <i>Betrayal Ace in the Hole</i> to be used in another melee. Cancel after use.
1	4	ENEMY COMMAND DELAYED	Any one <i>Command</i> (multiple armies only) is delayed in forming up for battle. Place all of one of an enemy's <i>Commands</i> up to 3H to the rear.
1	5	SCIPIO'S RE-DEPLOYMENT	You can re-deploy your own army after your opponent has fully deployed. Roll 1D6 per General. On a '6' their <i>Command</i> is deployed in the central Sector facing the Sector it is moving to (or if it was to be re-deployed to the central sector then it should remain in the sector of its original deployment. Cancel after use. <div style="text-align: center;"> <p>SECTORS</p> <p>----- Centreline -----</p> <div style="display: flex; justify-content: center; gap: 10px;"> <div style="border: 1px solid black; padding: 2px 5px;">Left</div> <div style="border: 1px solid black; padding: 2px 5px;">Centre</div> <div style="border: 1px solid black; padding: 2px 5px;">Right</div> </div> </div>
1	6	WELL MET!	A meeting engagement has been chosen. Both sides write down their Order of March (by <i>Commands</i> & then <i>Units</i>). The first <i>Command</i> ; <i>Unit</i> or <i>Large Unit</i> is placed on table as per normal deployment. Each Side then rolls 1D6 . A '1' = wheel own force 1H left & a '6' 1H right. Further <i>Commands</i> or <i>Unit</i> s or <i>Large Units</i> or <i>Groups</i> are placed 1H behind each other in column of march. The column can avoid impassable & difficult terrain by wheeling around it. Cancel after use.

Red Die	White Die	Result	Remarks
2	1	DECISIVE INITIATIVE	Roll 3 dice for Initiative instead of 2. You cannot apply if the <i>Unit</i> with the <i>Leader</i> has been destroyed . You cannot use with an Initiative re-roll . If with 3 dice you get a draw , and both player must re-roll, you have to re-roll with just 2 dice. Cancel after use.
2	2	SLOW OFF THE MARK!	Any one of the Opponent's nominated by the (card-holder) <i>Units</i> , <i>Large Units</i> or <i>Groups</i> is prevented from moving this turn. <i>Skirmishers</i> may <i>Evade</i> .
2	3	LEONIDAS's FEINT	Any FP or FL <i>Unit</i> with a starting BUV of 6+ or in a <i>Group</i> (but not a <i>Large Unit</i>) may carry out a second free Melee action (without the opponent fighting back). Roll 1D6 and if the score is equal to or less than the individual <i>Unit's Impetus</i> value then the feint works, otherwise discard the card. -1 to the die roll if a <i>General</i> is with the <i>Unit</i> .
2	4	SUPERIOR COMMAND STAFF	A Player with this card can deduct -1 from all other Ace in the Hole die rolls.
2	5	CLOSED RANKS	Any non-Bow-armed FL <i>Units</i> can act as FP <i>Units</i> until routed. Reduce their I rating by -2 whilst in effect.
2	6	THEY'RE RATHER EAGER!	Any FP <i>Units</i> of one Command gain a temporary rating bonus of +2 to their I rating whilst <i>Fresh</i> .
3	1	DESPERATE CHARGE	It allows a <i>Unit</i> no longer <i>Fresh</i> to charge with its original <i>Impetus</i> bonus. Cancel after use.
3	2	STORM OF ARROWS	A <i>Unit</i> of T (also if within a <i>Large Unit</i>) can re-roll all missed hits on shooting. Can be used also for <i>Defensive Fire</i> .
3	3	CAVALRY MANOEUVRE	Any ' <i>Volume 3. Alexander the Great and Successors</i> ' CP2 <i>Unit</i> may make a 120 ^a or 240 ^a turn or any Thessalian CL may make A 90 ^o or 180 ^o turn free of any deductions once per game. Cancel after use.
3	4	BLOODTHIRSTY	A <i>Unit</i> or <i>Large Unit</i> of <i>impetuous</i> foot (FP or FL) can re-roll all missed hits in melee. Cancel after use.
3	5	RE-ROLL (TWICE)	Re-roll on this table two more times
3	6	NEED A LIFT?	Any Light Cavalry (CL) <i>Units</i> can each transport a <i>Skirmisher</i> (S) <i>Unit</i> at no penalty. Place the S <i>Unit</i> directly behind the CL <i>Unit</i> transporting it. If contacted the S <i>Unit</i> immediately dismounts.

Red Die	White Die	Result	Remarks
4	1	LAST STAND	It allows a <i>Unit</i> to have a +2 in a <i>Cohesion Test</i> after a <i>melee</i> . Use it before the test. Cancel after use.
4	2	IRON DISCIPLINE	It allows a <i>Unit</i> to <i>re-order</i> and <i>charge</i> in the same turn (<i>cannot fire</i>). Cancel after use.
4	3	RESOLUTE	This allows a <i>Unit</i> to ignore a ZOC and turn and move/charge even if <i>Disordered</i> . Cancel after use.
4	4	MARCH MOVE	Any ONE <i>Command</i> , <i>Group</i> or <i>Unit</i> move moves up to double its normal distance provided that it does not enter a known enemy <i>Unit</i> 's charge reach. Units count as <i>Disordered</i> during this turn only (recovering automatically at the end of the turn).
4	5	...RAPID ADVANCE	A Heavy Infantry (FP) army (at least 75% of all <i>Units</i> are such) may move at double the FP normal movement allowance closer to their enemy without changing direction (even for terrain) for a number of turns. Roll 1D6 each turn for the whole Army. Results: 1 – 4 = double move. 5 – 6 discard card & normal move. If a <i>Unit</i> has double-moved in the current turn then it counts as <i>Disordered</i> In <i>Melee</i> , but ignores one hit from missiles.
4	6	STEALING A MARCH	This Ace allows a <i>Side</i> who's Initiative roll is 7 higher than his opponents to activate again after his opponent has finished his activation. However no shooting or <i>Melee</i> actions take place. Can be used once, then discard.

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5	1	BAGGAGE	You can place the Baggage in any part of your deployment area. Baggage must be placed on good terrain (can include a gentle hill) before any other Unit is placed . A Baggage base must be of rectangular shape and with each side being no more than 6H and not less than 2H . Baggage can be interpenetrated only by friendly troops. A Baggage base has a BUV=1 . It nullifies the Impetus bonus of any enemy that attacks it. It provides an additional 2DVs to any one Command but if lost counts as -3 DVs .
5	2	DELAYING ACTION	A <i>Unit</i> or a <i>Large Unit</i> or <i>Command</i> of Light Infantry (FL) can evade like <i>Skirmishers</i> during one turn. Roll for an <i>Evade</i> attempt. A failure means the card must be discarded otherwise the card may be re-used in this and future turns.
5	3	COUNTER	Immediately cancel any one of the opponent's <i>non-deployment</i> card when played. Cancel after use.
5	4	FLEXIBILITY OF COMMAND	Any unplayed Ace in the Hole may be exchanged for a random replacement. Cancel after use.
5	5	EVADER SURPRISED!	An Evading Unit is forced to test whether or not it evades and gets the following die roll modifiers: -1 if charging Unit is carrying out a Side charge. -1 if in Woods or Marsh or Broken Ground. -2 if charging Unit is carrying out a Flank or Rear charge.
5	6	RE-GROUP & REORGANISE	Any ONE <i>General</i> may recover one <i>Unit's</i> BUV at a time by one point per turn if he/she is within 3H of the <i>Unit</i> and the <i>Unit</i> nor the <i>General</i> is neither in Melee, an enemy ZOC or being shot at by enemy Missiles in short or long range brackets. <i>Units</i> brought back up to full strength never regain their <i>Fresh</i> status.

Red Die	White Die	Result	Remarks
6	1	FLANK MARCH	This Ace allows up to one <i>Unit, Large Unit, Group</i> or <i>Command</i> to flank march on one of the opponent's two flanks. (and within 6H of the opponent's baseline). Roll 1D6 once both player's have completed their activations. On a '1' the first or only <i>Unit</i> arrives at the head of a column. Deduct -1 from the die if all <i>Cavalry</i> . Additional <i>Units</i> arrive in column behind. or alongside, (if room) at the beginning of the player's following activation turns.
6	2	ENCIRCLEMENT (must be played with FLANK MARCH)	If a Player's Army could have four times the maximum number of cavalry Units as the opponent he may enter one or more Cavalry <i>Units, Large Units, Groups</i> or <i>Commands</i> into an opponent's rear . Roll 1D6 per flank once both player's have completed their activations. On a '1' the first or only <i>Unit</i> arrives at the head of a column. Roll for these Units only once one flank march has started to arrive (i.e. a successful roll).
6	3	PONTIUS'S RUSE	The Player of this Ace requests his opponent to deploy in column along the centreline (facing towards a short table edge). The terrain is then deployed. The Ace-holding player then rolls 1D6. 1 – 2 = his <i>Skirmishers</i> and <i>Light Infantry</i> may be deployed within 2H of any enemy Unit. The remainder deploy as normal. 3 = his <i>Skirmishers</i> may be deployed within 2H of any enemy Unit. The remainder deploy as normal. 4 – 5 = all his <i>Commands</i> use normal deployment 6 = the ruse was foiled (the opponent takes control of the card).
6	4	A CUNNING (BATTLE) PLAN	Playing this card shows that your Side's Army has prepared properly for battle. Orders have been given. All Units move and extra 1H per move (excluding Units with increased charge moves – these moves negate the bonus). Roll 1D6 at the start of each turn (after turn 1). On a result of a '6' the card is discarded (because really the plan wasn't that cunning).
6	5	CAUTIOUS COMMAND	A General (including the CinC) is <i>Cautious</i> roll 1D6 to determine – 1-2 = CinC; 3-4 – nominated sub-General & 5-6 <i>other</i> nominated sub-General). The following rule modifications are in effect: <ul style="list-style-type: none"> Any winning initiative rolls are re-rolled once per turn (if CinC is <i>Cautious</i>) All Cohesion Test permanent losses are reduced by one. All Charge & Pursuit rolls have a -1 die roll modifier
6	6	RASH COMMAND	A General (including the CinC) is <i>Rash</i> (roll 1D6 to determine – 1-2 = CinC; 3-4 – nominated sub-General & 5-6 <i>other</i> nominated sub-General). The following rule modifications are in effect: <ul style="list-style-type: none"> Any losing initiative rolls are re-rolled once per turn (if CinC is <i>Rash</i>) Initiative rolls of both 11 & 12 allow a 2nd Activation after both Sides have activated.