

TERRAIN		
Topography	Compulsory	Optional
Arable	Road	Gentle Hills, Steep Hills, Rough, Woods, River, Waterway
Dry	Rough	Dunes, Oasis, Steep Hills
Forest	Woods	Gentle Hills, Marsh, River
Hilly	Steep Hills	Woods, River, Road
Littoral	Waterway	Either Dunes or Woods, either Steep Hills or Marsh, River
Steppe	Gentle Hills	Rough, River
Tropical	Woods	Marsh, Rough River, Road

The board must contain 3 to 5 terrain pieces. 1 to 3 must be the compulsory type and 0 to 3 may be optional types. No more than 2 of each optional type may be chosen. At least 3 quadrants of the field must contain some terrain. At least 2 quadrants must contain a River, Waterway, or some Bad Going.

MOVEMENT DISTANCES		
Distance MU	Element Type	
8	Light Horse (m)	
6	Cavalry (m) Scythed Chariots (m)	
5	Auxilia Camelry (m) Knights (m) Psiloi	
4	Cataphracts (m) Elephants (m) Light Spear Raiders	
3	Artillery	8
	Blades	
	Bows	3
	Hordes	
	Spears	
	Pavises	3
	Pikes	
	War Wagons	3
	Warband	

- * (m) Mounted in Bad Going: 3 MU for all.
- * Bad Going off-road N/A: Artillery and WWg.
- * River Movement: 2 MU for all.
- * Road Move: 8 MU for LH, 6 MU for others.

TERRAIN MODIFICATION

- * If no Bad Going within 8 MU of center and roll 1–2, add or move Bad Going to center. (New piece up to 4x4 MU.)
- * Roll for each Area Terrain piece; on a 1–2, shift 4 MU or rotate 45 degrees.

DEPLOYMENT ZONE

- * Within 10 MU of Base Edge or Waterway
- * At least 4 MU from Side Edge.

+1 PIP

- * Group includes Artillery, Elephants, Hordes, or War Wagons.
- * More than 16 MU from General OR more than 8 MU and beyond camp, crest, dunes, oasis, or woods OR General lost.
- * General in camp, marsh, woods, or oasis.

DISTANT SHOOTING

- * Elements may shoot into or from overlap.
- * Bows, Pavises, and WWg shoot 3 MU.
- * Artillery shoots 8 MU.

BREAKING OFF FROM CLOSE COMBAT

- An element may only break off if:
- * Its Move Distance is greater than its opponent's in the terrain it ends its move.
- * It does not start with an enemy element in front edge contact with its side or rear.
- * It does not end in any contact with an enemy element or friends it cannot pass through.
- * The element may only move straight backwards and may not change facing.
- * The element must move at least 3 MU.

BASIC COMBAT FACTORS		
Element Type	vs. Foot	vs. Mounted
Artillery (CC)	+2	+2
Artillery (DS)	+4	+4
Auxilia	+3	+2
Blades	+5	+3
Bows	+2	+4
Camelry	+3	+2
Camp Followers	+1	+1
Cataphracts	+4	+4
Cavalry	+3	+3
Elephants	+5	+4
Hordes	+3	+2
Knights	+3	+4
Light Horse	+2	+2
Light Spear	+3	+3
Pavises (CC)	+3	+4
Pavises (DS)	+2	+4
Pikes	+3	+4
Psiloi	+2	+2
Raiders	+4	+2
Scythed Chariots	+4	+4
Spears	+4	+4
War Wagons	+3	+4
Warband	+3	+2

DISTANT SHOOTING FACTORS		
Element Type	Situation	Factor
Blades Elephants Raiders	Shot at by any	-1
Foot	Occupying its own camp and being shot at	+2
Any	General's element and being shot at	+1
Any	For each enemy element aiding the shooter; Max. -2	-1

CC : REAR SUPPORT FACTORS		
Element Type	Supported By	Factor
Pikes	Same	+3 vs. All Foot except Bw & Ps +2 vs Cat, El, Kn
Light Spear Spears Warband	Same	+1 vs. All Foot except Bw & Ps +1 vs Cat, El, Kn
Auxilia Blades Light Spear Raiders Spears	Psiloi	+1 vs. Mounted, Wb, or Camp

Same type support bonus only if neither of the 2 elements are in Bad Going. Either can be in BGo for Ps support bonus.

CLOSE COMBAT FACTORS		
Element Type	Situation	Factor
Foot	Occupying its own Camp	+2
Any	General's element	+1
Any	Uphill or defending the bank of a river	+1
Any	For each enemy element in in flank or rear contact, or in overlap*; Max. -1 on e. flank	-1
Mounted	In Bad Going OR in close combat with an enemy element that is in Bad Going	-2
Artillery Blades Hordes Pavises Pikes Spears War Wagons	In Bad Going	-2
Raiders	In Bad Going	-1

* The penalty for enemy elements overlapping does not apply against Scythed Chariots.

COMBAT RESULTS TABLE

BEATEN:	If an element's combat score is less than, but more than half of, its opponent's combat score:	
Element	Situation	Result
Artillery	* in Close Combat	Destroyed
	* Otherwise	No Effect
Auxilia	* in Good Going AND vs. Knights	Destroyed
	* Otherwise	Recoil
Blades	* in Good Going AND vs. Knights or Scythed Chariots	Destroyed
Light Spear		
Pavises	* vs. Warband not in a camp	
Pikes		
Raiders	* Otherwise	Recoil
Spears		
Bows	* vs. Mounted	Destroyed
	* Otherwise	Recoil
Camelry	* vs. Cataphracts, Cavalry, Knights, or Light Horse	No Effect
	* vs. Scythed Chariots	Flee
	* in Bad Going (for Camels)	
	* Otherwise	Recoil
Camp-Followers	* vs. All	Destroyed
Cavalry	* vs. Camelry	Flee
	* in Bad Going	
	* Otherwise	Recoil
Elephants	* vs. Auxilia, Psiloi, or Light Horse	Destroyed
	* vs. Artillery shooting	
	* Otherwise	Recoil
Hordes	* in Good Going AND vs. Elephants, Knights, or Sch	Destroyed
	* vs. Warband not in a camp	
	* in a Camp	
	* being shot at	Recoil
	* Otherwise	No Effect
Knights	* vs. Camelry, Elephants, Light Horse, or Sch	Destroyed
	* in Bad Going	
	* Otherwise	Recoil
Light Horse	* vs. Artillery shooting	Flee
	* vs. Scythed Chariots	
	* in Bad Going	
	* Otherwise	
Psiloi	* in Good Going AND vs. Cavalry or Knights	Destroyed
	* in Good Going, Dunes, or Oasis AND vs Camelry	
	* Otherwise	Recoil
Scythed-Chariots	* vs. All	Destroyed
War Wagons	* vs. Artillery shooting	Destroyed
	* vs. Elephants	
	* in a Camp	
	* Otherwise	
Warband	* in Good Going AND vs. Knights or Scythed Chariots	Destroyed
	* Otherwise	Recoil

EQUAL:	If an element's combat score is equal to its opponent's combat score:	
Element	Situation	Result
Scythed-Chariots	* vs. All	Destroyed
All Others	* vs. All	No Effect

DOUBLED:	If an element's combat score is half, or less than half, of its opponent's combat score:	
Element	Situation	Result
Cavalry	* in Good Going AND vs. Hordes, Pike, or Spear	Flee
	* vs Artillery in close combat	
	* Otherwise	Destroyed
Light Horse	* vs. Mounted, Bows, Pavises, or Psiloi	Destroyed
	* vs. Artillery shooting	
	* in Bad Going	
	* Otherwise	Flee
Psiloi	* vs. Auxilia, Bows, Pavises, or Psiloi	Destroyed
	* in Good Going AND vs. Cataphracts, Cavalry, Knights, or Light Horse	
	* in Good Going, Dunes, or Oasis AND v Camelry	
	* Otherwise	
Scythed-Chariots	* vs. All	Destroyed
All Others	* vs Artillery in close combat	Recoil
	* Otherwise	Destroyed

Pursuit after Enemy Combat Opponent breaks-off, recoils, or is destroyed	
Element	Pursues straight forward it's own base depth
Knights	* Will Pursue into Marsh and Rough.
Scythed-Chariots	* Stops at the edge of other Bad Going.
	* Does not pursue if already in other Bad Going.
Elephants	* Pursues into all Bad Going.
Warbands	

INTERPENETRATION		
Moving Element	Can Pass Through	Situation
Mounted	Psiloi	Making a tactical move OR fleeing after completing a recoil, if there is enough clear space and movement allowance
Psiloi	Any	
Mounted	Any except: Elephants Pikes	Recoiling
Blades	Blades Spears	
Pikes	Blades	
Bows	Blades	
Psiloi	Any except: Psiloi	

Elements may only recoil through if both are facing exactly in the same direction. Otherwise units may pass through if both are facing exactly in the same or opposite directions.