### Ranged Combat

**Combat Factors**

<table>
<thead>
<tr>
<th>Troop Type</th>
<th>Target Stands</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Troop Type</td>
</tr>
<tr>
<td>Archers</td>
<td>Rabble / Horde</td>
</tr>
<tr>
<td>Pavisiers</td>
<td>War Wagons</td>
</tr>
<tr>
<td>War Wagons</td>
<td>All Other Foot</td>
</tr>
<tr>
<td>Artillery</td>
<td>All Other Mounted</td>
</tr>
<tr>
<td>Chariots / Cataphracts</td>
<td>Elite Cavalry / Elephants</td>
</tr>
</tbody>
</table>

**Tactical Factors**

<table>
<thead>
<tr>
<th>Troop Type</th>
<th>Situation</th>
<th>Factor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Any Target Stand</td>
<td>Shot at from the rear</td>
<td>-1</td>
</tr>
<tr>
<td>Any Shooting Stand</td>
<td>Shooting at general’s stand</td>
<td>-1</td>
</tr>
</tbody>
</table>

### Close Combat

**Combat Factors**

<table>
<thead>
<tr>
<th>Troop Type</th>
<th>vs Foot</th>
<th>vs Mtd</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archers</td>
<td>+2</td>
<td>+4</td>
</tr>
<tr>
<td>Bow Levy</td>
<td>+2</td>
<td>+3</td>
</tr>
<tr>
<td>Light Foot</td>
<td>+3</td>
<td>+2</td>
</tr>
<tr>
<td>Light Spear</td>
<td>+3</td>
<td>+3</td>
</tr>
<tr>
<td>Rabble</td>
<td>+2</td>
<td>+1</td>
</tr>
<tr>
<td>Raiders</td>
<td>+4</td>
<td>+2</td>
</tr>
<tr>
<td>Skirmishers</td>
<td>+2</td>
<td>+1</td>
</tr>
<tr>
<td>Warband</td>
<td>+3</td>
<td>+2</td>
</tr>
<tr>
<td>Artillery</td>
<td>+2</td>
<td>+3</td>
</tr>
<tr>
<td>Elite Foot</td>
<td>+5</td>
<td>+3</td>
</tr>
<tr>
<td>Horde</td>
<td>+3</td>
<td>+2</td>
</tr>
<tr>
<td>Pavisiers</td>
<td>+3</td>
<td>+4</td>
</tr>
<tr>
<td>Pikes</td>
<td>+3</td>
<td>+4</td>
</tr>
<tr>
<td>Spear</td>
<td>+4</td>
<td>+4</td>
</tr>
<tr>
<td>War Wagons</td>
<td>+3</td>
<td>+4</td>
</tr>
<tr>
<td>Warriors</td>
<td>+3</td>
<td>+2</td>
</tr>
</tbody>
</table>

**Tactical Factors**

<table>
<thead>
<tr>
<th>Troop Type</th>
<th>Situation</th>
<th>Factor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Any</td>
<td>General’s stand</td>
<td>+1</td>
</tr>
<tr>
<td></td>
<td>Receiving rear support</td>
<td>+2</td>
</tr>
<tr>
<td>Light Spear</td>
<td>Receiving rear support</td>
<td>+1</td>
</tr>
<tr>
<td></td>
<td>Uphill</td>
<td>+1</td>
</tr>
<tr>
<td>Skirmishers</td>
<td>vs Elephants</td>
<td>+2</td>
</tr>
<tr>
<td></td>
<td>For each edge:</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td>• Overlapped by corner or side edge contact</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Or with an enemy stand in flank or rear contact (including with the contacted edge)</td>
<td></td>
</tr>
<tr>
<td>Mounted</td>
<td>In difficult terrain</td>
<td>-1</td>
</tr>
<tr>
<td>Close Order</td>
<td>vs any foot</td>
<td>-2</td>
</tr>
</tbody>
</table>

### Combinations

- **Archers vs War Wagons:** +3 (in difficult terrain)
- **Archers vs Rabble:** +2 (in any terrain)
- **Light Foot vs Chariots:** +2 (any shooting)
- **War Wagons vs Light Spear:** +1 (in open terrain)
- **Artillery vs Elephants:** +3 (in open terrain)

### Shooting at an Enemy Stand

<table>
<thead>
<tr>
<th>Troop Type</th>
<th>Situation</th>
<th>Factor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archers</td>
<td>Shot at from the rear</td>
<td>-1</td>
</tr>
<tr>
<td>Pavisiers</td>
<td>Shot at general’s stand</td>
<td>-1</td>
</tr>
<tr>
<td>War Wagons</td>
<td>Shot at rear support</td>
<td>-1</td>
</tr>
</tbody>
</table>

###_exceptions_

- **Shattered:** Evade
- **Fall Back:** Panic
- **Evade:** Panic
- **Panic:** Fall Back (unless shattered)
- **Destroyed:** Fall Back (unless shattered)
- **Mounted in Difficult Terrain:** Fall Back (unless shattered)
- **Open Terrain:** Fall Back (unless shattered)

- **Triumph:** any shooting
- **Artillery:** any shooting
- **War Wagons:** any shooting

### Artillery

- **VICTORY:** any shooting
- **VICTORY:** any shooting
- **VICTORY:** any shooting
- **VICTORY:** any shooting
- **VICTORY:** any shooting
- **VICTORY:** any shooting

### End Game

- **End Game:** any shooting

### No Effect

- **No Effect:** any shooting

### DOUBLED

- **DOUBLED:** any shooting
- **DOUBLED:** any shooting
- **DOUBLED:** any shooting
- **DOUBLED:** any shooting
- **DOUBLED:** any shooting
- **DOUBLED:** any shooting

### RECOVERIES

- **RECOVERIES:** any shooting
- **RECOVERIES:** any shooting
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### Shattered

- **Shattered:** any shooting
- **Shattered:** any shooting
- **Shattered:** any shooting
- **Shattered:** any shooting
- **Shattered:** any shooting
- **Shattered:** any shooting

### Artillery

- **Artillery:** any shooting
- **Artillery:** any shooting
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- **Artillery:** any shooting
- **Artillery:** any shooting
- **Artillery:** any shooting

### RECOVERIES

- **RECOVERIES:** any shooting
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### End Game

- **End Game:** any shooting
- **End Game:** any shooting
- **End Game:** any shooting
- **End Game:** any shooting
- **End Game:** any shooting
- **End Game:** any shooting

### Notes

- **Shuffled:** any shooting
- **Shuffled:** any shooting
- **Shuffled:** any shooting
- **Shuffled:** any shooting
- **Shuffled:** any shooting
- **Shuffled:** any shooting

### End Game

- **End Game:** any shooting
- **End Game:** any shooting
- **End Game:** any shooting
- **End Game:** any shooting
- **End Game:** any shooting
- **End Game:** any shooting

### Comments

- **Comments:** any shooting
- **Comments:** any shooting
- **Comments:** any shooting
- **Comments:** any shooting
- **Comments:** any shooting
- **Comments:** any shooting

### Exception

- **Exception:** any shooting
- **Exception:** any shooting
- **Exception:** any shooting
- **Exception:** any shooting
- **Exception:** any shooting
- **Exception:** any shooting

### Results

- **Results:** any shooting
- **Results:** any shooting
- **Results:** any shooting
- **Results:** any shooting
- **Results:** any shooting
- **Results:** any shooting

### Winning Troop

- **Winning Troop:** any mounted
- **Winning Troop:** any mounted
- **Winning Troop:** any mounted
- **Winning Troop:** any mounted
- **Winning Troop:** any mounted
- **Winning Troop:** any mounted

### Exception

- **Exception:** any mounted
- **Exception:** any mounted
- **Exception:** any mounted
- **Exception:** any mounted
- **Exception:** any mounted
- **Exception:** any mounted
TACTICAL MOVEMENT

Command
+ 1 command point if a tactical move includes any stands of:
  - Artillery
  - Elephants
  - War Wagon

+ 1 command point if all the stands in a tactical move start outside the general’s command distance, or the general’s stand has been destroyed or is not on the game board.

Command Distance:
  - 8 MU if the line crosses the crest of a hill or any part of a woods, village, oasis, or dunes terrain piece
  - 16 MU otherwise

Movement Distance

<table>
<thead>
<tr>
<th>Distance (MU)</th>
<th>Close Order Troops</th>
<th>Open Order Troops</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>Horse Bow</td>
<td>Javelin Cavalry</td>
</tr>
<tr>
<td>6</td>
<td>Bad Horse</td>
<td>Battle Taxi</td>
</tr>
<tr>
<td>5</td>
<td>Light Foot Knights</td>
<td>Skirmishers</td>
</tr>
<tr>
<td>4</td>
<td>Cataphracts</td>
<td>Light Spear Warband</td>
</tr>
<tr>
<td></td>
<td>Elephants</td>
<td>Raiders</td>
</tr>
<tr>
<td>3</td>
<td>Elite Foot Spear Pavisiers</td>
<td>Archers</td>
</tr>
<tr>
<td></td>
<td>Pike</td>
<td>War band</td>
</tr>
<tr>
<td>2</td>
<td>Artillery Horde War Wagons</td>
<td>Bow Levy</td>
</tr>
</tbody>
</table>

Mounted have a movement distance of 3 MU when moving entirely or partly in difficult terrain.

ADDITIONAL COMBAT RULES

Ranged Combat: Maximum Range

<table>
<thead>
<tr>
<th>Shooting Troop Type</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archers</td>
<td>3 MU</td>
</tr>
<tr>
<td>Pavisiers</td>
<td></td>
</tr>
<tr>
<td>War Wagons</td>
<td></td>
</tr>
<tr>
<td>Artillery</td>
<td>8 MU</td>
</tr>
</tbody>
</table>

Attacking a Camp
Close combat only—no ranged combat
Attacking troop stand uses its vs Foot combat factor.
Camp combat factor
  - Ungarrisoned camp: +2
  - Garrisoned camp: 1 + garrison troop cost

When multiple stands attack a camp, resolve each attack separately. No overlaps when attacking a camp.

Combat Results

Tie: No Effect
If camp is beaten or doubled: Camp is Destroyed and removed; attacker is removed but does not count as destroyed.
If attacker is beaten but not doubled: attacker must Fall Back.
If attacker is doubled: attacker is Destroyed; except Archers, Skirmishers, Horse Bow, Chariots or Elite Cavalry who must Fall Back.

OUTCOME MOVES

Fall Back
A stand that is forced to fall back must move directly to its rear without turning. It moves its own base depth.

Evade
A stand that is forced to evade must:
  - Fall back
  - Move 4 MU directly to its rear without turning
It avoids:
  - Enemy stands
  - Friendly stands it cannot pass through
  - A camp
  - Impassable terrain
It is destroyed if it meets the edge of the game board.

Panic
A stand that is forced to panic must:
  - Fall back
  - Turn in place 180 degrees
  - Make a panic move, the equivalent of a full tactical move in the direction it is now facing
It is destroyed if it meets any of the following while making its panic move:
  - A friendly stand
  - An enemy stand
  - A camp
  - Impassable terrain
  - The edge of the game board

Pursuit
A stand that scores higher than its opponent in close combat must pursue if it is one of the following troop types:
  - Elephants
  - Knights
  - Warband
  - Warriors
  - Pikes that received rear support
  - Any (except Artillery or War Wagons) that scores double

VICTORY CONDITIONS

Destroy 16 points of enemy troops and while losing fewer points.
Sacked camp counts as 8 points plus cost of garrison (if any).

<table>
<thead>
<tr>
<th>Points</th>
<th>Troop Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Bow Levy Horde Rabble</td>
</tr>
<tr>
<td>3</td>
<td>Artillery Light Foot Light Spear</td>
</tr>
<tr>
<td></td>
<td>Heavy Foot Pike Skirmishers</td>
</tr>
<tr>
<td></td>
<td>War Wagons Warband Warriors</td>
</tr>
<tr>
<td></td>
<td>Bad Horse Battle Taxi</td>
</tr>
<tr>
<td>4</td>
<td>Archers Elite Foot Raiders</td>
</tr>
<tr>
<td></td>
<td>Pavisiers Spears</td>
</tr>
<tr>
<td></td>
<td>Cataphracts Chariots Elephants</td>
</tr>
<tr>
<td></td>
<td>Elite Cavalry Horse Bow Javelin Cavalry</td>
</tr>
</tbody>
</table>