

	Symbol	Foot/Mtd	Movement GG/BG/RD	Range	Combat Foot/Mtd	Outcome Results Beaten	Doubled
<b>Artillery (Shooting)</b>	Art (Sh)	Foot	2" / 0" / 4"	5"	+4 / +4	Recoil	Destroyed
<b>Artillery (Close Combat)</b>	Art (CC)	Foot	2" / 0" / 4"		+2 / +2	Destroyed.	Recoil: Art (CC). Else Destroyed.
<b>Auxilia</b>	Aux	Foot	3" / 3" / 4"		+3 / +2	Destroyed: (Kn in GG). Else Recoil.	Recoil: Art (CC). Else Destroyed.
<b>Blades</b>	Bd	Foot	2" / 2" / 4"		+5 / +3	Destroyed: (Kn or SCh in GG), Wb**. Else Recoil.	Recoil: Art (CC). Else Destroyed.
<b>Bows</b>	Bw	Foot	2" / 2" / 4"	2"	+2 / +4	Destroyed: Mounted. Else Recoil.	Recoil: Art (CC). Else Destroyed.
<b>Camelry</b>	Cm	Mounted	4" / 2" / 4"		+2 / +4	Flee: SCh, or if in BG. Else Recoil	Recoil: Art (CC). Else Destroyed.
<b>Cavalry</b>	Cv	Mounted	4" / 2" / 4"		+3 / +3	Flee: SCh, or if in BG. Else Recoil	Flee: (Pk, Sp, or Hd in GG), or Art (CC). Else Destroyed.
<b>Elephants</b>	El	Mounted	3" / 2" / 4"		+4 / +5	Destroyed: (Ps, Aux, LH, or Art(Sh)). Else Recoil.	Recoil: Art (CC). Else Destroyed.
<b>Hordes</b>	Hd*	Foot	2" / 2" / 4"		+3 / +2	Destroyed: (In BUA or Camp), (El, Kn, or SCh in GG), Wb** or if Shot At. Else No Effect.	Recoil: Art (CC). Else Destroyed.
<b>Knights</b>	Kn*	Mounted	3" / 2" / 4"		+3 / +4	Destroyed: El, SCh, LH, Bw (contacted), or in BG. Else Recoil.	Recoil: Art (CC). Else Destroyed.
<b>Light Horse</b>	LH	Mounted	5" / 2" / 5"		+2 / +2	Flee: SCh, Art (Sh), or in BG. Else Recoil.	Destroyed: Mtd, Art (Sh), Bw, Ps, or in BG. Else Flee.
<b>Pikes</b>	Pk	Foot	2" / 2" / 4"		+3 / +4	Destroyed: (El, Kn, LH, or SCh in GG), Wb**. Else Recoil.	Recoil: Art (CC). Else Destroyed.
<b>Psiloi</b>	Ps	Foot	3" / 3" / 4"		+2 / +2	Destroyed: (Kn, Cv, Cm in GG). Else Recoil.	Destroyed: (Kn, Cv, Cm, LH in GG), or Bw, Aux, Ps. Else Flee.
<b>Scythed Chariots</b>	SCh*	Mounted	4" / 2" / 4"		+4 / +4	Destroyed.	Recoil: Art (CC). Else Destroyed.
<b>Spears</b>	Sp	Foot	2" / 2" / 4"		+4 / +4	Destroyed: (El, Kn, LH, or SCh in GG), Wb**. Else Recoil.	Recoil: Art (CC). Else Destroyed.
<b>War Wagons</b>	WWg	Foot	2" / 0" / 4"	2"	+3 / +4	Destroyed: Art (Sh), El, or if in BUA or Camp. Else No Effect.	Recoil: Art (CC). Else Destroyed.
<b>Warband</b>	Wb*	Foot	2" / 2" / 4"		+3 / +2	Destroyed: (El, Kn, SCh in GG). Else Recoil.	Recoil: Art (CC). Else Destroyed.
<b>Camp/BUA Denizens</b>	CF	Foot			+1 / +1	Surrender: Art (Sh), Destroyed: Close Combat. Else No Effect.	Recoil: Art (CC). Else Destroyed.

NOTE: Scythed Chariots destroyed on ties. \*Impetuous Troops follow-up lesser of BaseDepth/BaseWidth \*\*If Wb is not currently garrisoning a BUA or Camp

#### Beginning the Battle

- Each side dices and adds aggression. Lower is the defender.
- Defender places terrain.
- Invader numbers sides, 1,2,3 with fourth 4-6 (except 2 next to BUA).
- Invader dices for his base edge. Defender is opposite.
- If necessary, Defender places camp then Invader.
- Defender deploys all troops (except landing force)
- Invader deploys all troops
- Defender may swap up to 2 deployed elements
- Invader takes the first bound.

**Interpenetration** (must be parallel and facing same or opposite direction)

*Tactical Moves and Flees:* Mounted through Ps and Ps through all friends

*Recoils:* Mounted through all but Pk and El. Bd through Bd or Sp. Pk or Bw through Bd. Ps through all friends except Ps. (Same direction only)

Topography Compulsory Optional		
ARABLE	BUA, Road	River, Steep Hills, Gentle Hills, Woods, Road, Waterway
FOREST	Woods	River, Marsh, Gentle Hills
HILLY	Steep Hills	River, Woods, BUA, Road
STEPPE	Gentle Hills	River, Rough, BUA
DRY	Rough	Dunes, Steep Hills, Oasis, BUA
TROPICAL	Woods	River, Marsh, Rough, BUA, Road
LITTORAL	Waterway	Steep Hills or Marsh, Woods or Dunes, BUA, River

DBA: 1-2 Comp, 2-3 Opt, max 2 same BBDBA: 1-3 Comp, 3-4 Opt, max 3 same

- At least 3 quarters must contain part of a terrain feature
- At least 2 quarters must include a Waterway, River or Bad Going
- It cannot include more than 1 Waterway, River, Oasis, or BUA

Rear Second-Rank Support Applies Against	
Pikes (+3) and Warband (+1)	All except Cv, LH, SCh, Bw, Ps
Spears (+1)	Kn or Sp
Rear Psiloi Support Applies Against	
Spears, Blades, and Aux (+1)	Mounted (Cm, Cv, El, Kn, LH, SCh), Wb, and BUA

- +3 If foot/denizens garrisoning a BUA; in close combat or shot at
- +2 Camp followers or other foot occupying their own camp; in close combat or shot at
- +1 If General's element; in close combat or shot at
- +1 If in close combat; and either uphill or defending any but a paltry river's bank off-road
- 1 For each enemy in flank, overlap, or rear contact, or for each aiding shooting
- 2 If any but Aux, Bw, Wb, or Ps in, or mounted in contact with enemy in Bad Going
- 2 If mounted attacking a BUA, except for Elephants