

	AP	Symbol	Type	Movement GG/BG/RD	Range	Combat Foot/Oth	Outcome Results Beaten	Doubled
Airboat	3	Air	Aerial	5" / 5" / 5"		+5 / +3	Flee: (Mag). Else Recoil.	Destroyed.
Artillery	3	Art	Foot	2" / 0" / 3"	5"	+4 / +4	Destroyed if in contact.	Destroyed.
Beasts	2	Bst*	Mounted	4" / 4" / 4"		+3 / +4	Destroyed: Mounted in contact. Else Recoil	Destroyed.
Behemoth	4	Beh*	Mounted	3" / 2" / 4"		+4 / +5	Flee: (Mag, Drg, Art). Else Recoil.	Destroyed.
Blades	2	Bd	Foot	2" / 2" / 4"		+5 / +3	Destroyed: (Wb). Else Recoil.	Destroyed.
Clerics	3	Clr	Foot	2" / 2" / 4"		+4 / +4	Destroyed: (Kn in GG, Wb). Else Recoil.	Destroyed.
Dragon	4	Drg	Aerial	12" / 12" / 12"		+6 / +6	Destroyed: (AH, H, Pal). Else Flee off the Battlefield.	Destroyed.
Flyers	2	Fly	Aerial	12" / 12" / 12"		+2 / +2	Flee: (Mag). Else Recoil.	Destroyed: H, AH, Mag, Sh, Aerials. Else Flee.
God	4	Gd	Aerial	12" / 12" / 12"		+6 / +6	Flee off the Battlefield: (Gd, Mag, Clr). Else No Effect.	Destroyed.
Hero (Aerial)	6	AH	Aerial	12" / 12" / 12"		+5 / +5	Ensorcelled: (Mag). Destroyed: (AH, H, Pal, Art). Flee: (Str). Else Recoil.	Destroyed.
Hero (Mounted)	4	H	Mounted	5" / 2" / 5"		+5 / +5	Ensorcelled: (Mag). Destroyed: (AH, H, Pal, Art). Flee: (Str). Else Recoil.	Destroyed.
Hordes	1	Hd	Foot	2" / 2" / 4"		+2 / +2	Destroyed: (Kn in GG, Wb). Else Recoil.	Destroyed.
Knights	2	Kn*	Mounted	3" / 2" / 4"		+3 / +4	Destroyed: (Beh), (Sh, Art, Mag contacted), or if in BG. Else Recoil.	Destroyed.
Lurkers	1	Lrk	Foot	2" / 2" / 2"		+2 / +2	Flee off the Battlefield.	Destroyed.
Magicians	4	Mag	Foot	5" / 2" / 5"	6"	+4 / +4	Ensorcelled: (Mag) Destroyed: (AH, H, Pal, Drg, Gd) Else Recoil.	Destroyed.
Paladin	4	Pal	Mounted	5" / 2" / 5"		+6 / +6	Destroyed if in contact	Destroyed.
Riders	2	Rid	Mounted	5" / 2" / 5"		+3 / +3	Destroyed if in BG. Else Recoil.	Destroyed.
Shooters	2	Sh	Foot	3" / 3" / 4"	2"	+3 / +4	Destroyed: Mounted in contact. Else Recoil	Destroyed.
Sneakers	3	Snk	Foot	3" / 3" / 4"		+5 / +3	Flee.	Destroyed.
Spears	2	Sp	Foot	2" / 2" / 4"		+4 / +4	Destroyed: (Kn in GG, Wb). Else Recoil.	Destroyed.
Stronghold	0	Str	Foot	0" / 0" / 0"		+6 / +6	Captured by ground troops in contact or aerials aided by ground troops.	Destroyed.
Warband	2	Wb*	Foot	2" / 2" / 4"		+3 / +3	Destroyed: (Beh, Kn in GG). Else Recoil.	Destroyed.

*Impetuous Troops follow-up lesser of BaseDepth/Width

NOTE: Hero vs Hero or Paladin vs Magician; both are destroyed on ties if both final totals are odd numbers.

Passing Over, Under or Through Friendly or Enemy Troops

- ✘ Sneakers can pass or be passed through by any friends or enemy.
- ✘ Magicians can pass through any friends.
- ✘ Gods can pass through any friends or enemies.
- ✘ Any ground troops can pass under enemy flyers or aerial heroes or friendly aerials if these are not already in close combat contact.
- ✘ Aerials can pass over any ground troops except when recoiling.
- ✘ Mounted can pass through friendly foot, but only if facing in the same or opposite direction.

Terrain Rules

1. The majority of the playing surface must be flat good going.
2. At least three quarters must contain at least part of a terrain feature.
3. At least two quarters must contain a river, bad going, or impassible.
4. The battlefield must contain at least 4 separate terrain features. At least 2 of these must be bad going of not less than 2" diameter, placed so that at least their nearest point is within 6" of the center of the board.

Tactical Factors:

- +2 To target if bespeller is within 6" of running water, Cleric, or Paladin (friendly or enemy) or if being bespelled/shot in a wood or built-up area.
- +1 Spears and Warband with rear-rank support, if both are in Good Going.
- +1 If the General's element and in close combat, shot, or bespelled (but not shooting without being shot back at or bespelling.)
- +1 If in close combat (neither element aerial) and uphill or defending a river bank (except at a ford or bridge.)
- 1 For each 2nd or 3rd element aiding a shooting/bespelling enemy, or enemy attacking a stronghold.
- 1 If in close combat, for each flank or overlap (max one per flank), or for enemy on rear.
- 2 If any type except shooters, warband, lurkers, beasts, or stronghold is in bad going.
- 2 If mounted (other than beasts) have any edge in contact with the front edge of enemy (other than aerials) who are in bad going.
- 2 If aerials have any edge in contact with the front edge of enemy who are in wood or built-up area.
- 2 If any type except water lurkers has any edge in contact with the front edge of enemy water lurkers.
- 2 If bespelling an enemy magician who is within 6" of his own stronghold.