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	RANGE MU
8	Light Horse (b)	
6	Cavalry (b)	
6	Dragoons (b)	3
6	General, Mtd (b)	
5	Auxilia Camelry (b) General, Foot # Knights (b) Pistols (b)	
5	Skirmishers	3
4	Elephants (b) Raiders	
3	Blades	
3	Bows	3
3	Cannon	12
3	Guns	6
3	Hordes	
3	Shot	3
3	Pikes	
3	War Wagons	3
3	Warband	

* (b) Mounted and Dr in Bad Going: 3 MU for all.
* Bad Going off-road N/A: Can, Guns, WWg.
* River Movement: 2 MU for all.
* Road Move: 8 MU for LH, 6 MU for others.
# Foot Gen. only if army not capable of any mtd.

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 Cannon, 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.
× Cannon, Guns, and War Wagons may not move into edge or corner contact with any enemy.

DISTANT SHOOTING
* Elements may shoot into or from overlap.

BASIC COMBAT FACTORS

Element Type	vs. Foot	vs. Mounted
Auxilia	+3	+2
Blades	+5	+3
Bows	+2	+4
Camelry	+3	+2
Camp Followers	+1	+1
Cannon (CC)	+2	+2
Cannon (DS)	+4	+4
Cavalry	+3	+3
Dragoons #	+3	+2
Elephants	+5	+4
General	+2	+2
Guns (CC)	+2	+2
Guns (DS)	+4	+4
Hordes	+3	+2
Knights	+3	+4
Light Horse	+2	+2
Pikes	+3	+4
Pistols	+4	+4
Raiders	+4	+2
Shot	+4	+4
Skirmishers	+2	+2
War Wagons	+3	+4
Warband	+3	+2

Dragoons count as Foot for all Distant Shooting, Close Combat, and Combat Results purposes.

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 attached 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 & Sk
Pikes	Same	+2 vs El, Kn, Pi
Pistol	Same	+1 vs. All
Warband	Same	+1 vs. All Foot except Bw & Sk
Warband	Same	+1 vs El, Kn, Pi
Auxilia Blades Raiders	Skirmishers	+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 attached	+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 (not Dr)	In Bad Going OR in close combat with an enemy element that is in Bad Going	-2
Blades Cannon Guns Hordes Pikes Shot War Wagons	In Bad Going	-2

CC : FLANK SUPPORT FACTORS

Element Type	Supported By	Factor +1/-1 Maximum Total
Shot	Pike or Pistol	+1 vs. Mounted or Wb
Cannon Guns Shot	Guns	+1 vs. All
Mounted		-1 vs. Pk or Pi that are flanked by their own Dr or Sh

Elements provide Flank Support even if engaged with an enemy to their front.

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
Auxilia	* in Good Going AND vs. Knights	Destroyed
	* Otherwise	Recoil
Blades Raiders	* in Good Going AND vs. Knights * vs. Warband not in a camp	Destroyed
	* Otherwise	Recoil
Bows	* vs. Mounted (not Dragoons)	Destroyed
	* Otherwise	Recoil
Camelry	* vs. Cavalry, Knights, Light Horse, or Pistols	No Effect
	* in Bad Going (for Camels)	Flee
	* Otherwise	Recoil
Camp-Followers	* vs. All	Destroyed
Cannon Guns	* in Close Combat	Destroyed
	* Otherwise	No Effect
Cavalry	* vs. Camelry * in Bad Going	Flee
	* Otherwise	Recoil
Dragoons	* In Good Going AND vs. Knights or Pistols	Destroyed
	* Otherwise	Recoil
Elephants	* vs. Auxilia, Light Horse, or Skirmishers * vs. Cannon or Guns shooting	Destroyed
	* vs. Shot shooting	Flee
	* Otherwise	Recoil
General	* vs. All	Recoil
Hordes	* in Good Going AND vs. Elephants or Knights * vs. Warband not in a camp * in a Camp	Destroyed
	* being shot at	Recoil
	* Otherwise	No Effect
Knights	* vs. Camelry, Elephants, or Light Horse * in Bad Going	Destroyed
	* Otherwise	Recoil
Light Horse	* vs. Cannon or Guns shooting * in Bad Going	Flee
	* Otherwise	Recoil
Pikes	* in Good Going AND vs. Knights or Pistols * vs. Warband not in a camp	Destroyed
	* Otherwise	Recoil
Pistols	* vs. Knights	Destroyed
	* Otherwise	Recoil
Shot	* in Good Going AND vs. Mounted (not Dragoons) * vs. Warband not in a camp	Destroyed
	* Otherwise	Recoil
Skirmishers	* In Good Go. AND v. Cav, Dragoons, Knights, or Pistols * in Good Going, Dunes, or Oasis AND vs Camelry	Destroyed
	* Otherwise	Recoil
War Wagons	* vs. Cannon or Guns shooting * vs. Elephants * in a Camp	Destroyed
	* Otherwise	No Effect
Warband	* in Good Going AND vs. Knights	Destroyed
	* Otherwise	Recoil

EQUAL: If an element's combat score is equal to its opponent's combat score, then 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 or Pikes * vs Cannon or Guns in close combat	Flee
	* Otherwise	Destroyed
Dragoons	* in Good Going AND vs. Blades, Pikes, or Wb	Flee
	* vs Cannon or Guns in close combat	Recoil
	* Otherwise	Destroyed
Light Horse	* vs. Mounted (not Dr), Bows, or Skirmishers * vs. Cannon or Guns shooting * in Bad Going	Destroyed
	* Otherwise	Flee
Skirmishers	* vs. Aux, Bows, or Sk	s
	* in Good Going AND vs. Cav, Dragoons, Knights, Light Horse, or Pistols * in Good Going, Dunes, or Oasis AND v Camelry	Destroyed
	* Otherwise	Flee
All Others	* vs Cannon or Guns in close combat	Recoil
	* Otherwise	Destroyed

INTERPENETRATION

Moving Element	Can Pass Through	Situation
Mounted	Skirmishers Dragoons	Making a tactical move OR fleeing after completing a recoil, if there is enough clear space and movement allowance
Dragoons Skirmishers	Any	
Blades Dragoons Pikes Shot Skirmishers	Shot (and vice-versa)	
Mounted	Any except: Elephants Pikes	Recoiling
Blades Bows Pikes Shot	Blades	
Skirmishers	Any except: Skirmishers	

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.

		FLANK SUPPORT : Only apply a max of +1/-1 to each element				
Gun	**Gun**	**Can/Shot**	**Gun**	**Shot**	**Pike/Pistol**	**Dragoon**
+1 >	< >	+1	< >	+1 >	<	<
Any		Any		Mtd/Wb	Mounted -1	

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