

## COMBAT FACTORS (p. 36)

Throw a **dice** for element, then add **combat factor**

Own element	against	
	Mounted	Others
El	+5	+4
Exp	+5	+4
Kn	+3	+4
Cv in close combat	+3	+4
Cv shot at	+3	+3
LH	+2	+3
Cm	+2	+3
Pk	+4	+3
Sp	+4	+4
Bd	+4	+4
Ax	+3	+3
Ps	+2	+2
Wb	+3	+3
Hd	+2	+2
Bw shooting not shot at	+4	+3
Bw shot at or in close combat	+4	+2
Sh	+5	+4
Art shooting	+4	+4
Art not shooting	+2	+2
WWg	+4	+4
Bge	+2	+2
Gal	+2	+3
Shp	+2	+3
Bts	+2	+2
Naval if troops disembarked	+1	+1

## TACTICAL FACTORS (p. 37)

Throw a **dice** for element, then add **combat factor**, then add **rear support factor**, then add/subtract **tactical factors**

Foot, Train <b>upslope</b> in close combat in <b>enemy</b> bound	+1
Mounted <b>upslope</b> in GGo in front edge combat in <b>own</b> bound	+1
Each flank <b>overlapped</b>	-1
Each enemy front edge on <b>flank</b> or <b>rear</b> edge	-1
Unable to start <b>recoil</b> because rear edge or corner in contact	-1
Having <b>marched</b> and in close combat or shot at	-1
Mounted, Sp, Pk not (F), Train in close combat in <b>RGo</b>	-1
Mounted, Sp, Pk not (F), Train, Naval in close combat in <b>DGo</b>	-2
Pk (F), Bd, Wb (S/O), Hd (O) in close combat in <b>DGo</b> against Mounted (in GGo for them) or Foot	-1
Mounted (not El, LH) in front edge combat over <b>PO</b>	-2
<b>WWg (O/I)</b> in close combat in own bound	-1
<b>Broken</b> or <b>shaken</b> in close combat or shot at	-1
Brilliant General in close combat declaring a <b>Brilliant Stroke</b>	+2
<b>General</b> in close combat or shot at	+1
In contact with <b>own General</b> in close combat in own bound (if he destroyed an element earlier this bound)	+1
In contact with <b>own Bge (S)</b> in close combat in own bound	+1
<b>Primary Shooter</b> aided by element contiguous behind it	+1
<b>Primary Shooter</b> aided by element contiguous behind aiding shooter	+1
If <b>not contiguous</b> behind Shooter: for each shooting element aiding enemy Primary Shooter	-1
<b>Shooting</b> into BUA, CH, WH, Wd, O, Oa	-1
Foot, Art, Bge (O) <b>manning TF/PF</b> shot at or in front edge combat ( <i>exceptions!</i> )	+3
Any <b>manning a PF Tower</b> shot at or in close combat	+2
Any on a <b>PF Wall Walk</b> in close combat	+1
Any manning an <b>upslope TF/PF</b> in close combat	+1
Disadvantaged by <b>weather</b> (see Table WEATHER EFFECT)	-1
<b>Irr</b> during enemy bound at <b>night</b>	-1
<b>Mounted</b> in close combat between <b>dusk and sunrise</b>	-2

## REAR SUPPORT FACTORS (p. 36)

Throw a **dice** for element, then add **combat factor**, then add **rear support factor**

Front Rank	Rear Rank	Enemy	Bound	
Kn, Cv	required double-based	all	Own	+1
Cv *	Ps (S/I)	Cv, Kn (X)	Enemy	+1
LH (F)	LH (F)	Foot not Bw	Own	+1
Sp, Pk, Bd, Ax *	2nd rank Ps (S/O)	Wb, Mounted not Kn (X)	Enemy	+1
Sp, Pk, Bd, Ax *	3rd rank Ps (O) if 2nd rank same as 1st	Wb, Mounted not Kn (X)	Enemy	+1
Pk	2nd rank Pk same or higher grade	Any not Cv, LH, Ps, Train	Both	+1
Pk	3rd rank Pk same or higher grade	Any not Cv, LH, Ps, Train	Both	+1
Pk (S/O/I)	4th rank Pk same grade as 2nd rank all ranks in GGo	Foot not Ps, Train	Own	+2
Sp (S/O/Reg I)	Sp same or * grade	Foot not Wb, Ps	Own	+1
Sp	Sp same or * grade	El, Exp, Kn, Cm, Pk, Bd, Wb, Hd	Enemy	+1
Bd (S/O/I)	Bd or Sp	El, Kn	Enemy	+1
Bd (S/O) *	Bw (S/O)	Foot	Enemy	+1
Reg Ax (S)	Reg Ax (S)	Kn	Enemy	+1
Ps	Ps (O)	LH, Ps	Enemy	+1
Wb	Wb	Foot not Ps	Own	+1
Wb	Wb	Kn	Enemy	+1
Foot	Foot	TF, PF	Own	+1
Bw (S/O)	Bw	Any	Enemy	+1
Bw (X)	double-based Bw	Any	Enemy	+1
Bw (S/O) *	Bd (S/O)	Foot	Enemy	+1
Sh	Sh	Any	Enemy	+1

\* only if permitted by army list

## GRADING FACTORS (p. 37)

Throw a **dice** for element, then add **combat factor**, then add **rear support factor**, then add/subtract **tactical factors**, then **compare total** score and adjust by **grading factor**

Own element	Fighting	Scoring	Bound	Against	
Foot (S)	close combat	>	Own	Foot	+2
Foot (S)	close combat	=	Own	Foot	+1
Foot (S)	close combat	<	Enemy	Foot, Mounted	+1
Mounted (S)	close combat	>	Own	Mounted not same	+2
Mounted (S)	close combat	=	Own	Mounted	+1
Mounted (S)	close combat	<	Own	Foot	+1
Reg (S)	shooting	>	Both	Any	+2
Irr (S)	shooting	>	Both	Any	+1
(S) not shooting	shot at	<	Both	Any not Art, Sh	+1
(F)	close combat	<	Enemy	Any	-1
(F)	shot at	<	Both	Any not Art	-1
(I)	close combat	<	Both	Any	-1
(I)	shooting	≤	Both	Any	-1
(I)	shot at	≤	Both	Any	-1
Train (S)	close combat	>	Own	Foot	+2
Naval	close combat	>	Own	Naval	+2
Naval (S)	close combat	<	Own	Foot, Naval	+1

## OVERLAPS (p. 35)

Element is **overlapping** if

**friends** are in **close combat** with enemy element and overlapper is in **side edge** contact with **friends** or **enemy**

Element not Ps, LH, Bge is **overlapped** in **enemy bound** if

**battlefield edge** prevents enemy element moving into overlap position

Overlaps are **ignored** if

Overlapper is	El not aiding El, Foot, <b>Art, Exp</b>
Overlapped is	<b>Mounted</b> in its own bound and <b>overlapping</b> is Foot not Bw which is not in side edge contact with enemy <b>Kn</b> in Wedge (unless Kn (F) against LH), <b>Exp, WWg</b>
Aided is	<b>Exp</b>

**MOVE DISTANCES (p. 29)**

1 tactical move OR 1-6 march moves per bound

**March move only if**  
not start in contact with enemy  
full distance except final move  
start > 400p from known enemy groups unless group (I) straight ahead and not contiguous non-skirmishers, entirely Train or rear corner closer than both front corners

Element	GGo	RGo	DGo	Rd (march)
Kn	200	160	80	400
Cv	240	160	80	480
LH	320	240	160	640
El	200	160	80	400
Cm	240	160	80	480
Exp				
Pk	160	160	80	400
Sp				
Bd				
Ax	200	200	160	400
Ps				
Wb	160	160	80	400
Hd				
Art (S)	80	40	-	240
Art not (S)	160	80	0	400
Sh	160	160	80	400
Bw				
WWg	160	80	0	400
Bge	160	80	0	400
Naval not (X)	320	-	160	-
Naval (X)	160	-	80	-

**(F) +40p** to tactical, march, repulse, flee, press if Any, Mounted in GGo  
Extra movement to **line up** in close combat or in TZ:  $\leq 80p$  for sideways shift or wheel/pivot  
side shift  $\leq 40p$  to line up with friendly group  $\leq 240p$  ahead  
No further than **maximum visibility** for time/weather +40p

MOVES STARTING IN OR ENTERING A TZ (p. 32)
<b>Line up</b> in front edge to front edge contact with element most in front opposite TZ-ing element most in front as overlap on element also contacted by another element of same group
<b>Move straight forward</b> a full tactical move without contacting enemy to contact an enemy front (I) edge/corner directly towards TZ-ing element
<b>Move straight back</b> without contacting enemy edge/corner (unless in close combat)
<b>Follow or move</b> to rear support friends partly directly in front
<b>Turn 180°</b> if only TZ-ed from rear
<b>TZ are ineffective if</b> Hd (I), Bge, Routers Beyond Water, TF/PF, Obstacle own element makes outcome move/flee/roust

TZ extends 80p forward of front edge  
TZ passes through other elements

**INTERPENETRATION OF FRIENDLY TROOPS (p. 32)**

Not allowed if friends are		Allowed if
in contact with enemy	in a Rv	passing through only 1 corner
marching along the same Rd		moving straight forward/back only if*

* Actor	* State	* Through	* Facing
Mounted not LH, Exp	Not recoiled/pushed back/repulsed	LH, Foot not Pk, Hd	Same or opposite
Reg Cv	Repulsed	Reg Cv	Same
Reg LH	Repulsed	Reg Cv	Same
Reg Bd	Any	Bd, Sp, Pk	Same or opposite
Ax	Any	Bd	Same
Ps	Any	Any land	Same or opposite
Ps to end lined up in contact behind facing same	Recoiled/repulsed	Any	Any
Bw not (X)	Any	Bd	Same
Mounted, Foot	Any	Train 1 deep	90°
Mounted, Foot	Any	Train	Same or opposite
Bts	Any	Naval	Same or opposite
Naval	Any	Bts	Same or opposite

**Spontaneous** troops pass through Any not Pk  $\geq 3$  deep or El, if friends are not  
in close combat giving rear support giving overlap support in Rv  
impetuous already moved this bound

If **Spontaneous** or **Routing** troops pass through, the following occurs  
Any passed through by El, Exp flee  
Impetuous not yet moved this bound follow behind  
Non-Impetuous passed through by Kn, Cm (S) are spent  
Non-Impetuous passed through by Any not Kn, Cm (S) recoil as each successive element passes through  
Broken troops passed through by Routers join behind in rout

SHOOTING (p. 34)	Element	Range
	Sh	80
	Bw, Art (X), WWg, Gal, Shp, Bts (X)	240
	Art (I)	320
	Art not (X/I)	560
	<b>Shooting is mandatory</b> except for Art (X) Troops not Art must shoot at target most directly in front – Art can choose target! 2nd and 3rd friends shoot as aiding shooters	
	<b>Shooting and shot back only if</b> Art, Bts (X) not moved this bound Art (S) not moved in 3 previous bounds not marched, fled, routed, waded shooter and target not in close combat (or contiguous to rear) except overlaps target must be visible within 1/2 base width of straight ahead of any part of shooting edge 40p or complete flank of target edge is exposed	
	<b>Shooting over troops as aiding shooter</b> if contiguous behind and not in DGo Sh over Sh, Bw over Bw double-based Bw over Bw (X)	
	<b>Shooting over troops not as aiding shooter</b> Art (F), El (X), WWg (S), Shp (X) can shoot over - enemy who are not a valid target - single rank of friendly foot >80p from target Art can shoot over/through enemy Ps	

IMPETUOUS TROOPS (p. 30)	Troop types
	Irr
	Kn (S/O/F) LH (S) Cm (S)
	Sp (O) Bd (F) Wb Hd (S/F)
	Reg
	Kn (F) in wedge Cv alone in ambush
	Any aware of broken or shattered enemy < 400p aware of enemy Feigned Flight $\leq 480p$
	Ps in enemy foot's TZ that will contact enemy Bge
	Exp crossing HO in Rv unless fleeing
	<b>Advance without pip</b> until broken or cause ceases
	<b>Spontaneous direction</b> Straight ahead if that would contact enemy Otherwise Change direction by least angle and move least distance into front or rear edge contact or overlap with nearest enemy Towards visible enemy Bge or Routers < 400p most nearly straight ahead Towards enemy rear battlefield edge along a Rd, a battlefield edge or a terrain edge Straight ahead unless closer to own rear battlefield edge If nothing Remaining in place but count as moved!
	<b>Advance full tactical move distance except</b> +80p if straight ahead in GGo without ending in contact with enemy double distance if this will contact enemy routers pivots < 90° to end facing same as friends it contacts which are in close combat / can't pass through / impetuous and moved
	<b>Ends movement when</b> contacts friends it cannot pass through has pivoted to conform to friends or enemy in contact is overlapping and does not wish to continue moving
	<b>Advance spontaneously unless</b> moved halted in close combat encamped at night of army baggage command foot defending a river edge disheartened command unreliable ally in DGo and not yet moved and chose not to move in undiscovered ambush and not yet moved and chose not to move overlapping and chose not to move Kn making contact with El or Cm move would cross TF/PF from inside Mounted reaching TF/PF or unfrozen Water or DGo none of directions above possible (count as moved)

**COMBAT OUTCOME (p. 38-39)**

**Disregard outcomes when**

- shooting without being shot back
  - fighting as overlap
  - in close combat against rear edge\*
  - in close combat against flank edge of enemy also fighting to its front/rear\*\*
  - in close combat against flank edge of Exp
  - in close combat against flank edge of Exp
- \* if friendly element fighting enemy element's front must recoil/flee or is repulsed/destroyed/spent:  
→ friendly element in front edge contact with enemy element's flank or rear recoils (if not possible: spent)

>	Press forward or pursue if mandatory or optional, otherwise stand (or turn 180° if contacted on rear edge) unless exception <i>Exception: Exp</i>
=	Stand (or turn 180° if contacted on rear edge) unless exception <i>Exception: Exp, Sh, Bge (I), LH, Ax, Ps, other Foot</i>
<	Destroyed if - in flank or rear close combat - in PF Tower and shot at by Art - in PF Tower and in close combat Recoil if Foot - in close combat across TF/PF - assaulting an undefended TF/PF-section Otherwise recoil unless exception <i>Exception: El, Exp, Kn, Cv, LH, Cm, Sp, Pk, Bd, Wb, Bw, Sh, Ax, Ps, Art, WWg, Hd, Naval, Bge</i>
<<	Destroyed in flank or rear close combat Recoil if assaulting an undefended TF/PF-section Otherwise destroyed unless exception <i>Exception: Cv, LH, Ps, Naval</i>
EXCEPTIONS	
Element	Scoring
El	< both Destroyed by Ps, LH, elephant-killer-Ax, Sh, Art, Cm (X)
Exp	> both Pursue = both Destroyed in close combat < both Destroyed
Kn	< both Destroyed by El, Exp, Bd (X) Flee in close combat from Cm, Bw, Sh Repulsed in close combat from Foot not Bd (X), Bw, Sh if player wishes
Cv	< own Destroyed from Kn, Foot enemy Destroyed by Kn not in Wedge in GGo Flee from Wb, Exp, Cm Flee in DGo Spent by Sp, Pk, Bd in GGo << both Repulsed in close combat from Train not Art (I) Flee from Naval
LH	= both Repulsed in close combat from Any not destroyed if player wishes < own Repulsed in close combat from Kn enemy Flee in close combat from Kn, Cm (S), LH (O) if (F/I) both Flee from Exp, Art shooting, DGo Repulsed in close combat from Foot, Train
	<< own Spent in close combat against Kn both Spent in close combat in GGo/RGo against Foot not Ps (O) or Bw Spent in close combat against Train, Naval Spent if shot at by Train, Naval Destroyed by Exp in GGo
Cm	< enemy Destroyed by Exp in GGo

**QUICK KILLS (p. 38-39)**

**Destroyed if scoring <**  
Destroyed if scoring =

Element	Scoring	Bound	Outcome	QK
Sp	<	both Destroyed in close combat by Exp	✓	
		enemy Destroyed by Bd, Wb Destroyed in GGo by Exp, Kn, Cm (S) Destroyed by El	✓	
Pk	=	both Destroyed in close combat by Exp	✓	
		enemy Destroyed by Bd, Wb Destroyed in GGo by Exp, Kn, Cm (S) Destroyed by El	✓	
Bd	=	both Destroyed in close combat by Exp	✓	
		enemy Destroyed by Wb Destroyed in GGo by Exp, Kn, Cm (S) Destroyed by El	✓	
Ax	=	both Destroyed in close combat from Any not destroyed if player wishes	✓	
		enemy Destroyed in GGo by Kn, Cm (S) Repulsed in close combat from Any not destroyed if player wishes	✓	
Ps	=	both Repulsed in close combat from Any not destroyed if player wishes	✓	
		enemy Destroyed in GGo by Kn, Cv, LH (S/O), Cm (S/O) Repulsed in close combat in GGo from Foot not Ps Spent in close combat in RGo/GGo from Foot not Ps, Ax, Bw Flee in close combat in RGo/DGo from Mounted Flee in close combat against Train, Naval Flee if shot at by Train, Naval	✓	
Wb	=	both Destroyed in close combat by Exp	✓	
		enemy Destroyed by Bd Destroyed in GGo by Exp, Kn, Cm (S) Destroyed by El	✓	
Hd	=	both Destroyed in close combat by Exp	✓	
		both Destroyed in close combat in GGo by Exp, Kn, Cm (S) Destroyed in close combat by El, Wb Destroyed by Any if Hd (I) Flee if in BUA Flee in close combat if Hd (O/F) is not part of group Stand otherwise in close combat	✓	
Bw	=	both Destroyed in close combat by Exp	✓	
		both Destroyed by Mounted, Wb Flee from shooting by WWg Destroyed in close combat	✓	
Sh	=	both Destroyed in close combat	✓	
		both Destroyed in close combat	✓	
Art	<	both Destroyed in close combat	✓	
		both Unable to move and shoot if shot at in distant combat Destroyed by Art, El not WWg (X) Stand otherwise (unless (S) against PF)	✓	
WWg	<	both Destroyed in close combat if Bge (I) Destroyed by Any in contact if Bge (I/O) Flee if Bge (F) Stand if shot at (not Bge (F)) Stand if Bge (S)	✓	
		both Destroyed in close combat if Bge (I) Destroyed by Any in contact if Bge (I/O) Flee if Bge (F) Stand if shot at (not Bge (F)) Stand if Bge (S)	✓	
Bge	=	both Destroyed in close combat if Bge (I) Destroyed by Any in contact if Bge (I/O) Flee if Bge (F) Stand if shot at (not Bge (F)) Stand if Bge (S)	✓	
		both Destroyed in close combat if Bge (I) Destroyed by Any in contact if Bge (I/O) Flee if Bge (F) Stand if shot at (not Bge (F)) Stand if Bge (S)	✓	
Naval	<	both Stand if Ship not in contact with land Stand in close combat against Exp Destroyed if in contact with land and not fighting Exp Stand in close combat against Exp Flee if shot at (not Art (S) or in contact with land)	✓	
		both Stand if Ship not in contact with land Stand in close combat against Exp Destroyed if in contact with land and not fighting Exp Stand in close combat against Exp Flee if shot at (not Art (S) or in contact with land)	✓	

Element	versus
Any	Exp
	Art
	Sh
	Bge (I)
	Bge (I/O)
Mounted	Bw
Kn in GGo	Pk
	Sp
	Bd
	Ax
	Ps
	Wb
	Hd
Kn not in wedge in GGo	Cv
Cv in GGo	Ps
LH	El
LH (S/O) in GGo	Ps
El	Kn
	Pk
	Sp
	Bd
	Wb
	Hd
El not WWg (X)	WWg
Cm (S) in GGo	Pk
	Sp
	Bd
	Ax
	Wb
	Hd
	Ps
Cm (S/O) in GGo	El
Cm (X)	El
Exp	Kn
	Pk
	Sp
	Bd
	Wb
	Hd
Exp in GGo	Cm
	Pk
	Sp
	Bd
	Hd
	Wb
Bd	Pk
	Sp
	Wb
Bd (X)	Kn
	El
Ps	El
	Pk
	Sp
	Bd
	Hd
	Wb
	Bw
Art	El
	WWg
	El
Sh	El

<b>OUTCOME MOVEMENT (p. 40-42)</b>
<b>TURNING OF REAR CONTACTED ELEMENTS</b>
Element contacted on its rear edge <b>cannot turn</b> until close combat is resolved (unless contacted by march) → if total $\geq$ it turns <b>180°</b> , if total $<$ it is <b>destroyed</b>
<b>RECOLLING ELEMENTS</b>
Recoiling element <b>moves back</b> its <b>base depth</b> to its rear without turning An element <b>cannot recoil</b> if rear edge/corner starts in contact with and <b>ends recoil</b> if it meets: - friends it cannot pass through or push back (EI, WWG, Bge, Naval cannot be pushed back!) - enemy element - impassable terrain - battlefield edge - TF/PF Elements <b>unable</b> to recoil are <b>penalized</b> in combat! - Recoiling elements <b>pass through</b> friends if permitted (to the friendly element's rear). <b>Ps push Ps</b> back if passing through is <b>forbidden</b> and facings are same, land troops <b>push back</b> Any not EI, WWG, Bge - Elements that would be passed through or pushed back by recoiling EI flee - <b>Bge (F/I) always flee</b> out of the way from recoiling friendly or enemy elements - Elements recoiling from <b>distant combat</b> by an enemy element <b>behind</b> it <b>turn 180°</b> instead of recoiling - Elements recoiling because of interpenetration from in front of <b>spontaneous</b> friends <b>turn 180°</b> instead of recoiling
<b>PUSHED-BACK ELEMENTS</b>
An element pushed-back by <b>recoilers</b> moves straight back until recoiled element has completed recoil If front element of a <b>bent column</b> recoils, the column is pushed-back around bend Elements in <b>close combat</b> or of a type that do <b>not recoil</b> cannot be pushed-back (EI, WWG, Bge, Naval)
<b>REPULSED ELEMENTS</b>
A repulsed element moves straight back still facing the opponent $\geq 160p \leq 240p$ If a 160p repulse is <b>prevented</b> by troops or impassable terrain, the element <b>must recoil</b> A repulsed element is <b>destroyed</b> if an enemy front edge is in contact with its <b>flank</b> or <b>rear</b> edge
<b>FLEEING ELEMENTS</b>
Flee as a result of <b>Combat Outcome</b> : <b>Recoil*</b> its base depth, then turn <b>180°</b> , then continue <b>flee</b> move * Destroyed if initial recoil cannot be completed Friends that <b>pushed-back</b> by recoil of the fleeing element <b>also flee</b> <b>Impetuous</b> or <b>Double-based</b> must turn <b>180°</b> at end of bound unless contact with enemy front edge Flee as a result of <b>Flank Marcher Arrival</b> : <b>Turn</b> , then move directly <b>away</b> from the originally designated arrival flank edge Flee as a result of <b>Recoiling</b> elements or <b>Pushed-Back</b> elements: <b>Turn</b> , then move in the <b>same direction</b> as the recoiling element Flee as a result of the start of a <b>Feigned Flight</b> : <b>Turn</b> (if necessary), then move to the <b>rear</b> battlefield edge or to <b>entry</b> edge if flank marched All elements not contacted by enemy front edge <b>turn</b> at the end of next enemy bound <b>Flee move</b> (including initial recoil) is <b>full tactical</b> move distance for the going in which it starts Measured in straight line between nearest rear corners from before recoil to after the flee move <b>Unbroken</b> elements flee for <b>1 bound</b> only - Fleeing element must (if possible) <b>change direction</b> by pivoting the minimum necessary, up to 90° to pass through friends or to pass around friends or to avoid impassable terrain or to avoid ending closer to enemy (unless > 800p away or beyond Rv) - Fleeing element <b>cannot change direction</b> if enemy, friends it cannot pass through/around or impassable terrain are visible in this direction within 400p - if fleeing element <b>contacts enemy</b> it cannot avoid, it fights them in close combat next bound - if fleeing element <b>contacts enemy</b> it cannot avoid, it fights through them <b>without</b> inflicting any combat outcome if its combat total is $\leq$ than enemy, it is <b>destroyed</b> - if fleeing element contacts friends it cannot pass through/around it <b>bursts</b> through them, then <b>recoils</b> friends if fleeing element's ME is $\geq$ than friends or is <b>spent</b> if fleeing element's ME is $<$ - Special rules for fleeing across <b>bridge</b> , <b>frozen water</b> or <b>frozen marsh</b> : p. 41

<b>ROUTED ELEMENTS</b>
Routing elements are elements of a <b>broken command</b> which are - not halted and - not in close combat with front edge Initial <b>flee</b> movement as a combat outcome, then in later bounds <b>turn</b> and move towards nearest point of <b>rear</b> battlefield edge (or edge of arrival if flank marched) Route move <b>continues</b> until element <b>leaves</b> the battlefield or is <b>destroyed</b> Route move is <b>same as flee</b> move, <b>except</b> that - it is only in <b>own</b> side's bound - it is <b>twice</b> a tactical move distance - when routing element <b>bursts</b> through friends of a <b>broken</b> command, they <b>route behind</b> - routing element is <b>destroyed</b> without close combat when its front edge/corner contacts enemy (if enemy are contacted on their side/rear edge or rear corner, they must <b>recoil</b> ) Routing elements cannot - <b>be halted</b> - <b>make a tactical move</b> - <b>turn</b> to face enemy
<b>SPENT ELEMENTS</b>
Spent elements are <b>removed</b> but <u>don't</u> count as lost unless - general's element - general's element has been lost - command becomes broken
<b>DESTROYED ELEMENTS</b>
Destroyed elements are <b>removed</b> . Troops <b>embarked on a ship</b> are destroyed when ship is destroyed. When element <b>other than Ps</b> is destroyed in close combat, all friends directly <b>beyond</b> and with nearest part less than <b>depth</b> of the destroyed element's <b>base</b> away from destroyed element are <b>also destroyed</b> if: - <b>Foot</b> and destroyed element's frontal opponent was <b>Wb</b> - <b>Bw, Sh</b> and destroyed element's frontal opponent was <b>Exp, Kn, Cm (S)</b> - <b>Ps, Hd, Art</b> and <b>direct behind</b> destroyed element which was in edge contact with enemy front edge - required to be <b>double-based</b> with destroyed element by army list - <b>entirely side edge</b> is in contact with an enemy element's front edge - destroyed element was <b>EI, Exp</b>
<b>PURSING ELEMENTS</b>
Unbroken element pursues if close combat opponent <u>not</u> repulsed or spent, <b>recoils</b> , <b>flee</b> , <b>routes</b> or is <b>destroyed</b> <b>Pursue</b> is <b>straight ahead</b> element's <b>base depth</b> or <b>base width</b> - <b>stop</b> at any front contact with enemy! Elements lined up contiguous <b>behind</b> pursuing element <b>also pursue</b> <b>Never pursue</b> if - fought only as <b>overlap</b> , <b>flank</b> contact or <b>corner</b> contact - <b>Foot</b> fighting Mounted - element would leave battlefield - reaching <b>Dgo</b> or <b>Water</b> - defenders of <b>TF/PF</b> <b>Otherwise can pursue</b> if - non-impetuous <b>Cv, LH</b> - non-impetuous <b>Kn</b> in enemy bound unless vs <b>Kn</b> - non-impetuous <b>Reg Bd/Sp</b> fighting <b>Foot</b> - <b>Ps</b> <b>Otherwise must pursue</b> if - Mounted not <b>Cv, LH</b> , non-impetuous <b>Kn</b> in enemy bound unless vs <b>Kn</b> , single-based <b>Kn (X)</b> or <b>Cm (X)</b> - <b>Pk, Ax, Bd</b> not Reg fighting <b>Foot</b> , <b>Sp</b> not <b>Bw (X)</b> or Reg fighting <b>Foot</b> - in <b>column</b> behind pursuing element - any <b>Impetuous</b> - <b>naval</b> - <b>wading</b> <b>Exp</b> are destroyed if pursuing into <b>Dgo</b>
<b>PRESSING FORWARD AGAINST SHOOTING</b>
If score of unbroken element $>$ than shooting enemy → may press forward If score of unbroken <b>impetuous</b> element $\rightarrow$ than shooting enemy → <b>must</b> press forward → Element <u>and</u> friends lined up rear move straight forward <b>80p</b>

**PIP EXPENDITURE (p. 27)**

<b>Brilliant Generals</b> can <b>double</b> a raw PIP score by using a Brilliant Stroke if <b>Reg C-in-C</b> : own score or of sub-general ≤ 2000p away
<b>Inert Generals</b> always <b>deduct 1</b> from own command's raw score if <b>ally</b> if <b>C-in-C</b> : from <b>every</b> command's raw score
<b>Shattered Commands</b> throw <b>no</b> PIP dice

<b>0</b> <b>First march move</b> this bound without contacting enemy if - entirely along <b>Rd</b> without reversing direction - all <b>Foot</b> headed by ≥ 2 ranks <b>Pk</b> moving straight ahead - <b>Naval</b> in GGo
---

<b>1</b> <b>Move</b> by element or group Expanding or turning 90° from/into <b>column</b> <b>Halt</b> by element or group which is - broken - impetuous <b>Halt</b> by single <b>Naval</b> element Setting up <b>PO</b> by element
--

<b>2</b> <b>Mount</b> or <b>dismount</b> by element not mounted infantry or embarking Trigger <b>feigned flight</b>
--

<b>3</b> Activate <b>ally</b> by C-in-C <b>Change Orders</b> by C-in-C unless by Brilliant Stroke
--

<b>-1</b> <b>Move</b> or <b>halt</b> per bound by - element or group <b>with C-in-C</b> not inert - entirely <b>Reg</b> element/group with <b>sub general</b> or with <b>ally general</b>
---

<b>+1</b> <b>Move</b> or <b>halt</b> between <b>dusk</b> and <b>dawn</b>
--

<b>+1</b> <b>Move</b> or <b>halt</b> by element or group which <b>general</b> is - in frontal <b>close combat</b> - away > <b>800p</b> - away > <b>2000p</b> and element or group is entirely LH, Naval, Army Bge - <b>lost</b> - not on <b>battlefield</b> - <b>unreliable</b> - unable to <b>see</b> because of time and weather - moving <b>shaken</b> element/group of a <b>disheartened</b> command nearer to enemy
--

<b>+1</b> C-in-C <b>changed command order</b> last bound unless by Brilliant Stroke
---

<b>+1</b> <b>Move</b> or <b>halt</b> by element or group including <b>Exp</b> , <b>Hd (O/I)</b> , <b>Train</b> not (F)
<b>+1</b> <b>Move</b> or <b>halt</b> by element or group including <b>Mounted</b> not EI, General <b>and Foot</b> not capable of providing rear support to mounted
<b>+1</b> Part of <b>army baggage command</b> not marching in single column
<b>+1</b> ≥ <b>3rd</b> march move if <b>Irr</b> off-road
<b>+1</b> ≥ <b>4th</b> march move if <b>Reg</b> off-road
<b>+1</b> <b>March move</b> by element or group into <b>contact</b> with enemy

<b>+1</b> * <b>No</b> element of <b>group</b> moves <b>maximum distance</b> <b>unless</b> - ending in <b>contact</b> with <b>friends</b> not already in contact with - ending in <b>contact</b> with <b>enemy</b> - reaching <b>RGo</b> , <b>DGo</b> , <b>Impassable</b> - turning <b>180°</b> - expanding or turning 90° <b>from column</b> * <b>Wheel</b> by <b>group</b> not in column * <b>Turning 180°</b> by <b>group</b> or <b>Exp</b> , <b>WWg</b> , <b>Shp</b> * <b>Mounted</b> embarking * <b>Train</b> embarking or disembarking
--

<b>+1</b> <b>Irr</b> element / group including <b>Irr</b> - not LH, Ps, Ax in GGo/RGo or Cv (O) in GGo or General's element - moves <b>other than straight ahead</b> <b>unless</b> along road, river, terrain edge - performs any of <b>marked</b> * above - <b>halts</b> to prevent spontaneous advance or rout <b>unless</b> - beyond a <b>Rv</b> from nearest known enemy - <b>uphill</b> of nearest known enemy - <b>Foot</b> in RGo, DGo
---

**TERRAIN DEFINITIONS (p. 19)**

<b>Good going</b> GH, F frozen: BF, M, Water Space between terrain	<b>Rough going</b> RH*, SH* BF*, SF*, RF*	<b>Difficult going *</b> DH, CH*, WH Wd, O, Oa, E, V, M, D* B, G BUA
---	---	---

\* **Group** moves must be in column **QR** only Ps **QR** into close combat

* <b>Special cases</b>		
Terrain	Element	Going
CH	Any not Ax, Bw, Ps	Impassable
	EI	Good going
SH	Any Camelry incl. Bge (F)	Difficult going
	Chariots	Difficult going
RH	EI	Difficult going
	Any Camelry incl. Bge (F)	Difficult going
BF	Any Camelry incl. Bge (F)	Difficult going
	Chariots	Difficult going
SF	EI	Good going
	Any Camelry incl. Bge (F)	Good going
RF	Any Camelry incl. Bge (F)	Difficult going
	Chariots	Difficult going
D	Any Camelry incl. Bge (F)	Good going

Special Tactical Factors for close combat		Quick Kill deny
Mounted, Sp, Pk not (F), Train in RGo	-1	Kn, Cv, LH, Cm
Pk (F), Bd, Wb (S/O), Hd (O) against Foot in DGo	-1	in
Mounted, Sp, Pk not (F), Train, Naval in DGo	-2	RGo / DGo

**WATER FEATURES (p. 20)**

<b>Difficult going</b> Backwards Gal in strong wind Bts in low river Bts upstream in spate Shp no wind Shp 45° upwind	<b>Good going</b> All other naval movement	<b>Impassable</b> All frozen features
---	---	--

Navigability		
Rv (< 80p) by None	WW by Gal (F/I), Shp, Bts	S by Any Naval
Rv (≥ 80p) by Bts	L by Bts	

Wading		
Rv (≥ 80p)	Foot, Train, Exp, Chariots	Difficult going
Rv (≥ 80p)	Mounted not Exp or Chariots	Rough going
Rv (≥ 80p) in spate	Any	Difficult going
Rv (≥ 80p) low	Any	Rough going
Rv (< 80p)	Foot	Rough going
Rv (< 80p)	Mounted, Train	Difficult going
Rv (< 80p) in spate	Any	Difficult going
Rv (< 80p) in spate and within 800p of S	Any	Good going

X-GRADING (p. 4-9)	
Element count as	if
Kn *	shot at by Bw
Kn (S)	close combat vs Cv, LH, Sp, Pk, Bw
Kn (I)	close combat vs Kn not (X), Bd, Wb, EI, Exp
Kn (O)	otherwise
* no pursuit	
EI	shooting
Art (F)	otherwise *
EI (I)	* enemy use of Cv vs Mounted in close combat and Cv vs Train if shooting
Cm	close combat vs Mounted
Ww (I)	otherwise
Ege (I)	close combat vs Mounted
Pk	close combat vs Cv, LH, Ps, Ax, Bw
Pk (S)	shooting or shot at vs Cv, LH, Ps, Ax, Bw
Pk (I)	otherwise
Bd	in all cases, but <b>OK</b> vs <b>Kn</b>
Bd (F)	
Ps	frontal close combat vs Any not Ax, Ps
Art (I)	otherwise
Ps (I)	
Bw	double-based with Bw (S) in distant combat
Bw (S)	shot at by Bw and cannot shoot back
Bw (O)	otherwise in distant combat
Sp (O)	close combat if Reg
Sp (I)	close combat if Irr

**GROUP MOVES (p. 29)**

Changes of direction only allowed if

- 1 wheel 2 & elements wide ≤ 90° if not in column any number of wheels if in column
- 1 initial or final turn of 180° if group is entirely Reg Land entirely Cv entirely Light Troops disheartened

side shift ≤ 40p to line up with friendly group ≤ 240p ahead

Group moves must be in column if between dusk and dawn through gateway entirely along Rd across bridge

Group moves in DGo must be entirely Ps tactical move into close combat with known enemy

Changing formation of a group by entire tactical or full length march move expanding from straight/bent column contracting / turning 90° into column turning 90° from straight column into line (2 ranks if Mounted, 3-4 ranks if Foot)

Troops at least **half way up hills** cannot see or be seen beyond lower Hill, Wd, O, Oa, D from < **800p** Troops in G can see out (but not shoot out) and be seen only from its edge

\* revealed by shooting out  
† revealed by moving or close combat

Troops inside	cannot be seen	unless
Wd/WH	> 40p	*
Wd/WH	> 80p	*
O, Oa	> 80p	*
BUA not manning TF/PF	> 160p	*
D	> 160p	†

Troops < distance inside see out as if outside

**VISIBILITY (p. 25)**

LOS blocked by Hills, D, Wd, O, Oa, BUA, TF, PF  
LOS NOT blocked by Troops!

Situation	Visibility
Day (clear weather)	∞
Mist (day/dawn)	≤ 160p
Fog	≤ 80p
Dust-Storm	≤ 80p
Snow	≤ 160p
Dusk	≤ 400p
Dawn	≤ 400p
Night: Moonlight	≤ 160p
Night: Moonless	≤ 80p
Night: Overcast, Mist, Fog, Rain, Snow, Dust Storm	≤ 80p

**SETUP OF BATTLE (p. 18-22)**

- Nomination of season**  
Each C-in-C nominates a season
- Dicing for aggression**  
Dice for aggression, then add army's aggression factor (if scores are equal, dice again)  
Higher score: **Invader**  
Lower score: **Defender**
- Determine season**  
Season is that nominated by **Invader** (delayed by 1 season for each equal scores)
- Facing**  
Defender faces **west** if dice score was **odd**, **east** if it was **even**  
(if Defender places **FW**, he faces in direction specified in army list)
- Choosing terrain**  
Terrain must be of **types** listed in Army Book for **Defender's** army  
- except that Invader can choose **S, WW** only if compulsory or permitted for his army in own Army Book  
- except that any army can have **M** if placed on edge of water feature and **D** if placed on sea shore touching a beach  
**Invader** chooses terrain (not BUA) of **0-2 FE**  
**Defender** chooses terrain of **2-4 FE + 0-2 FE** of Invader's FE not chosen } must include at least 1 of each compulsory type!  

<b>0 FE</b>	1st unpaved Rd for each player
<b>½ FE *</b>	area feature ≤ 480 x 480p 2nd unpaved Rd
<b>1 FE †</b>	area feature > 480 x 480p ≤ 800 x 600p 1st and 2nd paved Rd
<b>2 FE</b>	area feature > 800 x 600p ≤ 1200 x 800p linear feature unless 1st/2nd paved/unpaved Rd

\* **O, BF** must be ½ FE size  
† FE cost for **GH, F** is halved

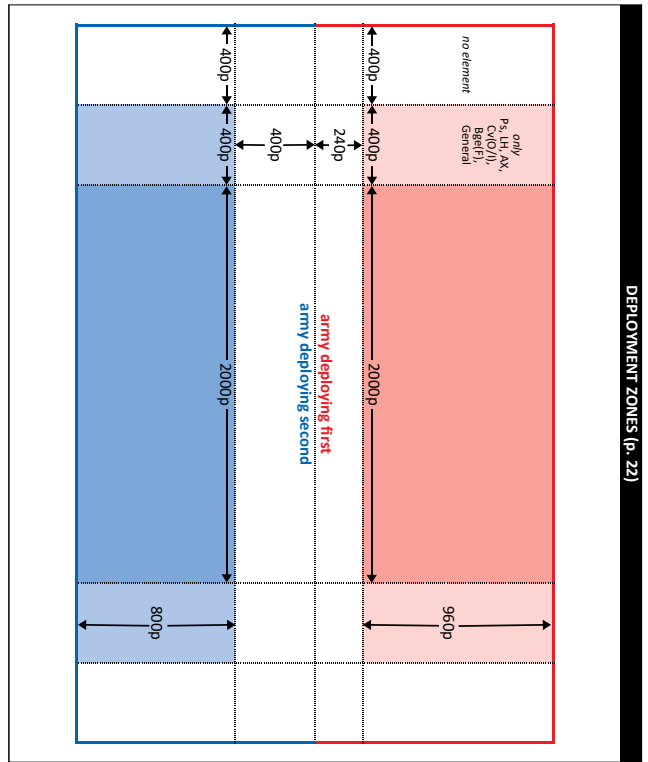
Player can choose **no more** than  
- 2 FE of **each** terrain type  
- 2 non-compulsory terrains of **same** type  
- 3 of ½ FE terrain types
- Placing terrain**  
Mark table edges **1-4 clockwise** from Defender's left. **Defender** marks **5**, **Invader** marks **6**  
Each terrain is placed by chooser in **fixed order**  
(if both sides must place at same stage, **Defender** places first)  

1. S, WW, L, Oa	5. DH, WH, CH, Wd	9. BUA not on hill	13. BF, SF, RF
2. Navigable Rv	6. RH, SH	10. F, E	14. G
3. Other Rv	7. GH, V	11. O	
4. M, D	8. Rd	12. B	

S, WW, BUA are placed **without dicing**. Position for others is determined by **2 dices**:  
**1st dice**: Battlefield edge, to which part of terrain is **closer** than to any other edge  
**2nd dice**: Multiple of 80p as **maximum distance** to battlefield edge for **first** terrain of edge  
Multiple of 80p as **minimum distance** between any terrain **after first** terrain

- Deployment**  
**At least 1** command must start **deployed** on the battlefield  
**Up to 2** commands can be kept off the battlefield as **delayed** or **flank marching**  
All elements of a command **must**  
- deploy inside a **rectangle** parallel with the battlefield edges that does **not intersect** other command's rectangles  
- be placed within **800p** of their **General** if Land, or **2000p** if Naval (except Army Baggage Command, Command Baggage, Ambushers)  
- deploy as **groups** unless EI, Exp, in TF/PF, Command Baggage, Ambushers, Naval  
**Restrictions for centre line**  
Army deploying **first** must not deploy < **240p**  
Army deploying **second** must not deploy < **400p** (unless in ambush or in BUAf)  
**Restriction for short battlefield edge**  
No element can deploy < **400p** (unless in ambush or in BUAf)  
**Ps, LH, Ax, Cv (O/I), Bge (F), General (F)**'s element grouped with these can deploy **400-800p**  
All other elements must deploy > **800p**  
All elements must deploy > **240p** from an enemy **TF/PF**  

Stages of deployment	
1.	Each army records relative <b>position</b> of initially deployed <b>commands</b>
2.	Each army records <b>final choice of Stratagems</b>
3.	Each army records which elements are used in a <b>Scouting Stratagem</b>
4.	Each army records the route for <b>Guides Stratagem</b>
5.	Each army records the <b>position of HO and Ambushes</b>
6.	Each army records the <b>arrival edge of Flank March</b>
7.	Each army records any <b>Delayed Command</b>
8.	Each army <b>dices</b> for deployment <i>Optional adjustment by +3 or -1 if all initially deployed elements are Mounted, Ps, Bge (F)</i> <b>Defender</b> deploys <b>first</b> unless <b>Invader</b> <b>doubles</b> the dicing score of Defender - Difference is <b>weather</b> score (if scores are equal, dice again) - Total of all scores is <b>hours after midnight</b> that deployment is completed
9.	<i>Dice for Scouting – see p. 15</i>
10.	Army deploying <b>first</b> places all <b>elements</b> not Delayed, Flank Marching, in Concealed Command, in Ambush or of Unusual Troops Stratagem It places also PF, TF or FO not placed as part of a BUA or used by Ambushers
11.	Army deploying <b>second</b> does same as in <b>10</b>
12.	Army deploying <b>first</b> places any elements of <b>Unusual Troops Stratagem</b> or exchanges commands in a <b>Changing Deployment Stratagem</b>
13.	Army deploying <b>second</b> does same as in <b>12</b>
14.	Reg C-in-C record which regular commands are allocated the <b>highest, next highest and lowest PIP</b> scores or whose scores are <b>averaged</b>
15.	<i>Dice for Delaying Battle Stratagem delay</i>



DEPLOYMENT ZONES (p. 22)

**SEQUENCE OF PLAY (p. 26)**

- If only one side's C-in-C is **inert**, the other side takes **first bound**  
Otherwise **first bound** is taken by  
- **Invader** if he **deployed first** or if **visibility is < 400p**  
- **Defender** unless **Invader** **deployed first** or if **visibility is ≥ 400p**
- During each side's bound:**
1. Check if any command has been **shattered**
  2. C-in-C **dices** on behalf of each of its commands for **PIP**
  3. Note any changes in **weather**
  4. Make all **march** moves, **tactical** moves and **halts**
  5. Then make any **spontaneous advances** or **naval drifting**
  6. Then make all **route** moves
  7. Eligible elements of both sides **shoot**, then perform **outcome moves**
  8. Any elements of both sides in combat contact **turn** to face enemy, then fight in **close combat**, then perform **outcome moves**
  9. Tigger and make **Feigned Flights**
  10. Check if commands of either side has become **disheartened** or **broken**
  11. **Fleeing** elements of either side can turn **180°**

**DISHEARTENED COMMANDS (p. 43)**

- Command is disheartened if > ¼ of its ME **lost**
- 0 ME** elements not required to be double-based are **removed**  
**1 ME** and ½ **ME** elements become **shaken** \*  
**Bge** not (S) become **shaken** \*  
\* **PIP +1** for **moving** element/group **nearer** to enemy  
\* **Tactical Factor -1** in **close combat** or **shot at**

**BROKEN COMMANDS (p. 43)**

- Command is broken if > ½ of its ME **lost** or > ½ of its ME **lost or spent**
- Only **move General** not routed  
Only **halt** elements/groups not routed  
All land elements must **route** unless  
- moved or halted that bound  
- in front edge combat  
- Bge (S/O)  
- inside TF/PF
- Other** unbroken commands that have lost ≥ 1 **element** and **see** elements of broken command < **800p** at end of bound have their lost ME **increased** for that **bound-end only**  
- 1 ME for broken command ≤ 12  
- 2 ME for broken command > 12  
→ **Check**, if unbroken command becomes disheartened or broken!

**SHATTERED COMMANDS (p. 43)**

- Broken command becomes shattered if > ½ of its ME **destroyed/off-table**
- No **PIP** dicing anymore  
All mobile elements must **route** unless inside TF/PF not entered by enemy

Climate *	Season	Dawn	Sunrise	Sunset	Dusk †	Difference between deployment dice					
						0	1	2	3	4	5
							Perfect clear and dry No wind in bounds with PIP ≤ 2	Perfect clear and dry			Mud until 2h after dawn, or if it really rains (for ≥ 2 bounds) until equal number of bounds after rain ceases
Cold	Spring	05:00	06:00	18:00	19:00	No wind Mist from 1h before dawn	Light wind NE / Risk of dazzle Frozen L / Ice on S, WW, Rv Irr LH hungry	Light wind NE	Strong wind SW	Light wind NW Mud Rv in spate	Light wind NE / Overcast Risk of rain / Mud
	Summer	01:00	03:00	21:00	23:00	No wind Mist from 1h before dawn	Light wind NE Risk of dazzle	Light wind NE	Strong wind SW	Light wind NW	Light wind NE Risk of dazzle
	Autumn	05:00	06:00	18:00	19:00	No wind / Fog	Light wind NE Risk of dazzle	Light wind NE	Strong wind SW	Light wind NW	Strong wind NW / Overcast Risk of rain / Mud
	Winter	07:30	08:00	16:00	16:30	No wind Mist from 1h before dawn	Light wind NE Risk of dazzle	Light wind NE	Strong wind SW Overcast Risk of snow	Light wind NW Risk of snow	Light wind NE / Overcast Risk of snow Frozen WW, Rv, L, BG, M
Cool	Spring	05:00	06:00	18:00	19:00	No wind / Mist	Light wind SW	Light wind SW	Strong wind SW Risk of rain	Light wind NW / Overcast Mud / Risk of rain / Rv in spate	Light wind SW / Overcast Risk of rain / Mud Rv in spate
	Summer	02:30	03:30	20:30	21:30	No wind / Mist	Light wind SW / Rv low	Light wind SW / Rv low	Strong wind SW / Risk of rain	Light wind NW	Light wind SW / Risk of dazzle
	Autumn	05:00	06:00	18:00	19:00	No wind / Mist	Light wind SW	Light wind SW	Strong wind SW Risk of rain	Light wind NW / Overcast Mud / Risk of rain	Light wind SW / Overcast Risk of rain / Mud Rv in spate
	Winter	07:00	07:30	16:30	17:00	No wind / Fog	Light wind NE Risk of dazzle	Light wind NE	Strong wind SW Risk of rain	Light wind NW Risk of snow	Light wind NE / Overcast Risk of snow Frozen WW, Rv, L, BG, M
Warm	Spring	05:30	06:00	18:00	18:30	No wind Mist from 1h before dawn	Light wind NW	Light wind NW	Strong wind S	Light wind NW Rv in spate	Light wind NW / Overcast Risk of rain / Mud
	Summer	04:30	05:00	19:00	19:30	No wind Mist from 1h before dawn	Light wind NW Rv low	Light wind NW Rv low	Strong wind S	Light wind NW	Light wind NW Risk of dazzle
	Autumn	05:30	06:00	18:00	18:30	No wind Mist from 1h before dawn	Light wind NW Rv low	Light wind NW Rv low	Strong wind S	Light wind NW	Light wind NW / Overcast Risk of rain / Mud
	Winter	06:30	07:00	17:00	17:30	No wind Mist from 1h before dawn	Light wind NW	Light wind NW	Strong wind SW Risk of rain	Light wind NW	Light wind NW / Overcast Rv in spate
Dry	Spring	05:40	06:00	18:00	18:20	No wind	Light wind SW	Light wind SW	Strong wind S Risk of dust storm	Light wind SW	Light wind SW Overcast
	Summer	05:10	05:30	18:30	18:50	No wind	Light wind SW Rv low	Light wind SW Rv low	Strong wind S Risk of dust storm	Light wind SW	Light wind SW Risk of dazzle / Thirst
	Autumn	05:40	06:00	18:00	18:20	No wind	Light wind SW Rv low	Light wind SW Rv low	Strong wind S	Light wind SW	Light wind SW Overcast / Thirst
	Winter	06:10	06:30	17:30	17:50	No wind	Light wind SW	Light wind SW	Strong wind S	Light wind SW	Light wind SW / Overcast Risk of rain / Mud Rv in spate
Tropical	Spring	05:50	06:00	18:00	18:10	No wind Mist from 1h before dawn	Light wind SW	Light wind SW	Strong wind SW Risk of rain	Light wind SW / Overcast Mud / Risk of rain	Light wind SW / Overcast Risk of rain / Mud
	Summer	05:50	06:00	18:00	18:10	No wind Mist from 1h before dawn	Light wind SW	Light wind SW	Strong wind SW	Light wind SW / Overcast Mud / Risk of rain	Light wind SW
	Autumn	05:50	06:00	18:00	18:10	No wind Mist from 1h before dawn	Light wind SW	Light wind SW	Strong wind SW	Light wind SW	Light wind SW Overcast / Rv in spate
	Winter	05:50	06:00	18:00	18:10	No wind Mist from 1h before dawn	Light wind SW	Light wind SW	Strong wind SW	Light wind SW	Light wind SW Risk of dazzle

\* Battle is in the defender's climate! (see Army List)

† If Dusk occurs, battle continues until no enemy can be seen. An element/group that cannot see enemy cannot move closer to enemy or to enemy's rear battlefield edge. When fighting ceases, both sides record decision whether to continue battle at dawn or retreat, then reveal simultaneously. Battle ends if both sides retreat.

### WEATHER CHANGES (p. 25)

Wind direction changes	Defender's PIPs average ≤ 2 → <b>45° clockwise</b>
	Defender's PIPs average ≥ 5 → <b>45° anticlockwise</b>
Wind reduction	Strong wind reduced to <b>light wind</b> after shift in <b>reverse direction</b>
Risk of snow, rain or dust storm	Any PIPs average ≥ 5 → <b>start</b>
	Any PIPs average ≤ 3 → <b>cease</b> or <b>end risk</b>
Fog or mist clearing	Any PIPs average ≤ 3 → <b>clears</b> <b>Clears 3 hours after sunrise</b>

### WEATHER EFFECT (p. 25)

Type	Visibility	Movement	Combat	Shooting
Overcast	80p at night	120p at night		
Snow	160p	200p		-1 TF <sup>1)</sup>
Fog	80p	120p		-1 TF
Mist	160p at day 80p at night	200p at day 120p at night		-1 TF
Rain				-1 TF if Sh <sup>2)</sup>
Mud		Unpaved Rd = RGo F, BF = DGo	-1 TF <sup>3)</sup>	
Dust Storm	80p	120p	-1 TF <sup>4)</sup>	-1 TF
Dazzle			-1 TF <sup>5) 6)</sup>	-1 TF <sup>5) 6)</sup>
Rv in Spate		DGo for land troops		
Rv (80p-200p) Low		RGo for land troops		
No wind		DGo for Shp		
Strong winds		Restrictions for Naval <sup>7)</sup>		-1 TF if Art, Sh shooting range for Bw, WWg ≤ 80p <sup>8)</sup>
Thirst				-1 TF after 12:00 <sup>9)</sup>
EI				-1 TF in Cold in winter
Irr LH				-1 TF in Cold in spring <sup>10)</sup>

<sup>1)</sup> except if target is within 45° of directly downwind

<sup>2)</sup> after 6 bounds of rain, Art and Sh can no longer shoot

<sup>3)</sup> (unless on PRD) if moved upslope or Kn (mounted or dismounted as (S)) or Chariots

<sup>4)</sup> unless Bedouin or Tuareg desert nomads

<sup>5)</sup> if facing within 45° of due east from sunrise for 1h or within 45° of due west for 1h before sunset

<sup>6)</sup> unless element's front edge is entirely within Wd, O, Oa, G or on a hill's shaded slope

<sup>7)</sup> see p. 25

<sup>8)</sup> unless target is within 45° of directly downwind

<sup>9)</sup> unless Rv, L, Oa, friendly BUA closer to rear battlefield edge than is the rear of most forward element

<sup>10)</sup> if of a side defending in Cold in spring after 8th PIP dice

### MOON EFFECTS (p. 23)

Score	1	Status	Moon effects based on Invader's 1st deployment dice
	3, 5		
2, 4, 6	Risen already at sunset	Visibility	80p 160p 80p (good weather) (overcast, mist, fog, rain, snow, dust storm)
	Sets at end of 1st night bound after 2nd / 4th / 6th bound		

### TIME FACTORS (p. 23)

Total of all deployment raw dice scores is hours after midnight that deployment is completed
If deployment ends between dusk and dawn, side deploying second can choose whether to start night attack
If not, battle starts at sunrise
Each player's bound adds 10 minutes to clock

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# COMBAT DICE PROBABILITIES

	vs 0		
0	42 (25)	17	42 (25)
1	28 (11)	14	58 (33)
2	17 (3)	11	73 (42)
3	8 (0)	8	83 (50)
4	3 (0)	6	91 (58)
5	0 (0)	3	98 (67)
6	0 (0)	0	100 (75)
7	0 (0)	0	100 (83)
8	0 (0)	0	100 (89)
9	0 (0)	0	100 (94)
10	0 (0)	0	100 (97)

	vs 1		
0	58 (33)	14	28 (11)
1	42 (17)	17	42 (17)
2	28 (6)	14	58 (25)
3	17 (0)	11	72 (33)
4	8 (0)	8	84 (42)
5	3 (0)	6	92 (50)
6	0 (0)	3	97 (58)
7	0 (0)	0	100 (67)
8	0 (0)	0	100 (75)
9	0 (0)	0	100 (83)
10	0 (0)	0	100 (89)

	vs 2		
0	73 (42)	11	17 (3)
1	58 (25)	14	28 (6)
2	42 (11)	17	42 (11)
3	28 (3)	14	59 (17)
4	17 (0)	11	72 (25)
5	8 (0)	8	83 (33)
6	3 (0)	6	92 (42)
7	0 (0)	3	97 (50)
8	0 (0)	0	100 (58)
9	0 (0)	0	100 (67)
10	0 (0)	0	100 (75)

	vs 3		
0	83 (50)	8	8 (0)
1	72 (33)	11	17 (0)
2	59 (17)	14	28 (3)
3	42 (6)	17	42 (6)
4	28 (0)	14	58 (11)
5	17 (0)	11	73 (17)
6	8 (0)	8	83 (25)
7	3 (3)	6	91 (33)
8	0 (0)	3	98 (42)
9	0 (0)	0	100 (50)
10	0 (0)	0	100 (58)

	vs 4		
0	91 (58)	6	3 (0)
1	84 (42)	8	8 (0)
2	72 (25)	11	17 (0)
3	58 (11)	14	28 (0)
4	42 (3)	17	42 (3)
5	28 (0)	14	59 (6)
6	17 (0)	11	72 (11)
7	8 (0)	8	84 (17)
8	3 (0)	6	92 (25)
9	0 (0)	3	97 (33)
10	0 (0)	0	100 (42)

	vs 5		
0	98 (67)	3	0 (0)
1	92 (50)	6	3 (0)
2	83 (33)	8	8 (0)
3	73 (17)	11	17 (0)
4	59 (6)	14	28 (0)
5	42 (0)	17	42 (0)
6	28 (0)	14	59 (3)
7	17 (0)	11	73 (6)
8	8 (0)	8	83 (11)
9	3 (0)	6	92 (17)
10	0 (0)	3	97 (25)

	vs 6		
0	100 (75)	0	0 (0)
1	97 (58)	3	0 (0)
2	92 (42)	6	3 (0)
3	83 (25)	8	8 (0)
4	72 (11)	11	17 (0)
5	59 (3)	14	28 (0)
6	42 (0)	17	42 (0)
7	28 (0)	14	58 (0)
8	17 (0)	11	72 (3)
9	8 (0)	8	84 (6)
10	3 (0)	6	92 (11)

	vs 7		
0	100 (83)	0	0 (0)
1	100 (67)	0	0 (0)
2	97 (50)	3	0 (0)
3	91 (33)	6	3 (0)
4	84 (17)	8	8 (0)
5	73 (6)	11	17 (0)
6	58 (0)	14	28 (0)
7	42 (0)	17	42 (0)
8	28 (0)	14	58 (0)
9	17 (0)	11	72 (0)
10	8 (0)	8	84 (3)

	vs 8		
0	100 (89)	0	0 (0)
1	100 (75)	0	0 (0)
2	100 (58)	0	0 (0)
3	97 (42)	3	0 (0)
4	92 (25)	6	3 (0)
5	83 (11)	8	8 (0)
6	72 (3)	11	17 (0)
7	58 (0)	14	28 (0)
8	42 (0)	17	42 (0)
9	28 (0)	14	58 (0)
10	17 (0)	11	72 (0)

	vs 9		
0	100 (94)	0	0 (0)
1	100 (83)	0	0 (0)
2	100 (67)	0	0 (0)
3	100 (50)	0	0 (0)
4	97 (33)	3	0 (0)
5	92 (17)	6	3 (0)
6	84 (6)	8	8 (0)
7	72 (0)	11	17 (0)
8	58 (0)	14	28 (0)
9	42 (0)	17	42 (0)
10	28 (0)	14	58 (0)

	vs 10		
0	100 (97)	0	0 (0)
1	100 (89)	0	0 (0)
2	100 (75)	0	0 (0)
3	100 (58)	0	0 (0)
4	100 (42)	0	0 (0)
5	97 (25)	3	0 (0)
6	92 (11)	6	3 (0)
7	84 (3)	8	8 (0)
8	72 (0)	11	17 (0)
9	58 (0)	14	28 (0)
10	42 (0)	17	42 (0)

**Example of use:**

Assuming that one's own double-overlapped Bd (O) fights against a rear-supported Pk (O). The adjusted combat values are 2 vs 4. The corresponding table (middle table in the second row) gives the numbers:

72 (25)	11	17 (0)
---------	----	--------

The probability of rolling **lower** than the opponent is 72%. The probability of being **doubled** by the opponent is 25%.

The probability that both rolling **same** is 11%.

The probability of rolling **higher** than the opponent is 17%. The probability of **doubling** the opponent is 0%.

**MAXIMUM EXPANSIONS FROM COLUMN INTO LINE**

Element Depth	Move Distance			
	160p	200p	240p	320p
15mm				
20mm				
30mm				
40mm				

**ELEMENT BASING (p. 13)**

Element	Depth
Art (O) on Wagon, WWg, Bge (S), Naval	80mm
EI, Exp, Chariot, Kn in wedges, Art (S/F/I/X), Bge (O/F/I)	40mm
Kn not in wedges, Cv, Lh, Cm, Hd	30mm
Pk (F), Bd (F/X), Ax, Wb (F), Ps, Bw, Sh	20mm
Sp, Pk (S/O/I/X), Bd (S/O/I), Wb (S/O)	15mm

Element	Figures
Lh, Ps	2
Kn (S/O/F/I), Cv, Cm, Wb (F)	3
Pk (F), Bd (F/X), Kn (X) or dismounted as Bd, Ax, Bw, Sh	3-4
Sp, Pk (S/O/I/X), Bd (S/O/I), Wb (S/O)	4
Hd	5-8

**MORALE EQUIVALENTS (p. 42)**

General	4 ME	1/2 ME
Bw (I)	Art (X)	1 ME
Kn	WWg (X)	0 ME
Cv (S)	WWg (S/O)	2 ME
Cm (S)	Bge (S)	3 ME
Cm (X)	Reg Army Bge (O/I/F/X)	2 ME
El (S/O)	Naval (S/O/I/F)	1/2 ME
Exp	Other	1 ME
lrr Pk	lrr Sp (I)	1/2 ME
Sp (S)	Bd (S)	2 ME
Bd (S)	Ax (O/I/F/X)	1/2 ME
Ps	Wb (O/I/F/X)	1/2 ME
Wb (O/I/F/X)	Hd (S/O/F)	1/2 ME
Hd (S/O/F)	Hd (I)	0 ME

**VICTORY & DEFEAT (p. 43)**

An army is **defeated** when its cumulative losses (incl. any temporary ME penalties) is > 1/2 the army's original ME. The **winner** gets **25 VP** minus his Penalty Points. The **loser** gets **25 VP** minus the winners VP.

If **neither or both** sides are **defeated**, then calculate **Penalty Points** for both sides  
**differ by 1**, the side with **least gets 13 VP**, the side with **more gets 12 VP**  
**differ by 2-4**, the side with **least gets 14 VP**, the side with **more gets 11 VP**  
**differ by >4**, the side with **least gets 15 VP**, the side with **more gets 10 VP**  
 are **equal** and **neither** side was **defeated**, the **defender gets 12 VP**, the **invader gets 13 VP**  
 are **equal** and **both** sides were **defeated**, the **defender gets 13 VP**, the **invader gets 12 VP**

A side's **Penalty Points** are  
**2** for each complete **10%** of its original ME that have been **lost or broken**  
**1** for each **unbroken** command which is **dishheartened** or **lost its general**

**ARTILLERY**

<b>Movement</b>	+1 PIP if single element or group including Art not F
<b>Single element move only</b>	forward 180° turn change direction by pivot/wheel ≤ 90°
<b>Shooting range</b>	Art (X) 240 Art (I) 320 Art not (X/I) 560
<b>Shooting is mandatory</b> except for Art (X) can choose target within shooting edge [2nd/3rd friends shoot as aiding shooters]	
<b>Shooting and shot back only if</b>	Art (S) not moved in 3 previous bounds
<b>Art not 5</b> not moved <b>this bound</b>	Art (S) not moved in 3 previous bounds
<b>Shooter and target not in close combat</b> (or contiguous to rear) except overlaps	target must be visible within 1/2 base width of straight ahead of any part of shooting edge
<b>40p</b> or complete flank of target edge is exposed	
<b>Shooting over troops</b>	enemy who are not a valid target
<b>Art (F) can shoot over</b>	single rank of friendly foot >80p from target
<b>any Art can shoot over/through enemy Ps</b>	
<b>Close combat</b>	Destroyed if score <
<b>edge first contacted</b> by enemy is <b>front edge</b>	
<b>no turn</b> if contacted on <b>flank</b> or <b>rear edge</b>	
<b>any other edge</b> is <b>side edge</b>	<b>no edge</b> is <b>rear edge</b>

**EXPENDABLES**

Always <b>impetuous</b>
If moved <b>spontaneously</b> , <b>no halt or move</b> using PIPs
<b>Removed</b> if command is <b>dishheartened</b>
<b>Movement</b>
+1 PIP if single element or group including Exp
<b>forward</b>
<b>Single element</b> move only
180°-turn (+1 PIP)
change direction by pivot/wheel ≤ 90°
<b>Close combat</b>
Destroyed if score ≤
contacted on <b>rear edge</b>
<b>No overlaps and no overlapping</b>
<b>No turn</b> if contacted on <b>flank edge</b>
<b>Opponent doesn't suffer outcomes</b> if contacting on <b>flank</b>
Elements < than <b>base depth</b> behind are also <b>destroyed</b>