Terrain	Compulsory	Optional (2-3)
Arable	1 BUA or 2 Plough (Pl)	Rv, DH, GH, Wd, extra Pl, E, Rd, WW, Scrubby (Sb), Boggy (B)
Forest	1-2 Wood (Wd)	Rv, Marsh (M), GH, Wds, BUA
Hilly	1-2 Difficult Hills (DH)	Rv, Wd, BUA, Rd, extra DH
Steppe	1-2 Gentle Hills (GH)	Rv, Rocky, Scrub, Gully (G), BUA
Dry	1-2 Rocky or Scrub	Dunes (D), DH, Oasis (O), BUA
Tropical	1-2 Woods (Wd)	Rv, Marsh (M), Gully (G), BUA, E, Rd, extra Wds
Littoral	1 Waterway (WW)	Either DH or Marsh, either Wd or Dunes (D), BUA, Rd, Rv

Terrain Selection, River Crossing & Terrain Type

Terrain must include BAD or ROUGH going or Rv, WW. Cannot include more than 1 WW, Rv, Oasis, Gully or BUA, or 2 Roads or 3 of any other type.

River: 1-2 Paltry; 3-4 slows crossing and aids defence; 5-6 as previous but only in single columns.

BAD: DH, Wd, M, G or D/O except Camels

ROUGH: Rocky, Scrubby, Boggy flat ground, E, P (if 1)

PIP & Command Range

0 PIP	Only if full possible move by road and column/element's first move of bound
+1 PIP if	SCh (Except into contact), El, Hd, WWg, Art, Denizens, camp followers, garrison
+1 PIP if	Other than Gen if Gen lost or in BUA, Camp, Woods, Oasis, Marsh, Gully or starts beyond command range
Command Range	LH 20 BW. Others 8BW, or 4 BW if entirely beyond hill crest, BUA, camp, or on DH, or in or beyond Wood, Oasis or Dunes

Subsequent Moves

LH & Mnt Inf	2nd or 3rd move - never in 1BW of enemy Must be entirely in GG
PS	2nd move in 1st bound - never in 1 BW of enemy
PS	2nd move if start in GG and end in RG or BG but never in 1BW of enemy
Any	If in column moving along road

Tactical Factors

+4	Garrison defending a City or Fort in CC or Shot at.
+2	If Camp Followers or other Foot in own camp in CC or Shot at. Denizens defending their own City.
+1	General's element in CC or Shot at.
	In CC, uphill or defending non-paltry riverbank off-road
-1	Each flank or rear edge overlapped or contacted (Ps & SCh can't be corner overlapped p10)
	Additional enemy elements still assaulting a City, Fort or Camp (2 max)
	Each supporting enemy shooter (2 max)
-2	Any except Ax, Wb, Bw or Ps in CC in BG (not Rough)

Combat Factors / Movement (in BW)

Troops	vs. Foot	vs. Mtd	GG	BG/RG
Artillery (not in City or Fort)	+4	+4	2	1 (RG only)
Artillery (in City or Fort)	+2	+2	2	(see Pg 7)
Auxilia - Solid	+3	+3	2	2
Auxilia - Fast			3	3
Blades - Solid	+5 +4 if shot at	+3	2	1
Blades - Fast			3	3
Bows - Solid	+2	+4	2	1
Bows - Fast			3	3
Camelry	+3	+3	3	1
Camp Followers & Denizens	+2	+0	2	1
Cavalry	+3	+3	4	1
Elephants	+5	+4	3	1
Hordes - Solid	+3	+2	2	1
Hordes - Fast			3	3
Knights	+3	+4	3	1
Light Horse & Light Camelry	+2	+2	4	1
Mounted Infantry	as weapon type		3	1
Pikes - Solid	+3	+4	2	1
Pikes - Fast			3	3
Psiloi (all Fast)	+2	+2	3	3
Scythed Chariots	+3	+4	4	1
Spears (all Solid)	+4	+4	2	1
Command Wagons, CP & Lit (these always have +1 modifier for being generals)	+5 +4 if shot at	+3	2	1
War Wagons	+3	+4	2	1 (RG only)
Warbands - Solid	+3	+2	2	2
Warbands - Fast			3	3

Flank Support (CC vs. Foot)

+1	Spear in mutual edge contact with Spear/Solid Blades & both in GG
	Solid Bow in mutual edge contact with Solid Blades & both in GG

Second Rank Rear Support (in CC & both ranks in GG)

+3	Pikes vs. Foot (except Ps)
+1	Pikes vs. Kn, El or SCh
	Wb vs. Foot (not Ps)
	LH in frontal contact
	Double Based Elements (not in a City, Fort or Camp) vs. Foot in frontal CC and the double element is entirely in GG

Distance Combat

Ranges - Bows & WWg 3BW; Artillery 5BW

Shooting - at 1/2 BW target directly within 1 BW of shooting edge. Not through a hill's crest, city or fort, or a 1/2 BW depth of difficult hills, woods, oasis, dunes, hamlet or edifice, or shooting at or from gully

WWg, Bows, Mtd Inf can't shoot if they moved more than 1 BW. They must target enemy in TZ, then any shooting at them; otherwise may choose.

Artillery can always choose target. May shoot over/through enemy Ps. Can only shoot during own bound, unless shot at by Artillery in enemy bound.

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If its total is EQUAL to that of its opponent:

No effect if attacking or defending a city, fort or camp. If not:

	Destroyed by:	Otherwise:
Scythed chariots	Everything	
Knights or **Camelry**	Bd, Lb or Cb in CC	Recoiled in CC by Solid Foot. 4Kn recoiled by 3Kn. Otherwise No effect
Other Mounted		Recoiled by Solid Foot in CC, otherwise NE
Fast Foot		Recoiled by Solid Foot in CC with it or shooting at it, otherwise No effect
CP, CWg or **Lit**	Foot if in contact on 2 or more edges by enemy front edges	No effect

If its total is LESS THAN that of its opponent but MORE THAN HALF:

Destroyed if sacking a city or the defenders of a city, fort or camp or denizens or camp followers that have sallied or Mtd Ft in BG. Recoil if in CC against defenders of a city, fort or camp. No effect if CP, Lit or CWg. Otherwise:

	Destroyed by:	Otherwise:
Elephants	Ps, Ax, LH, Art shooting; or if in CC vs a City or Fort	Flee from El. Otherwise recoil.
Scythed chariots	Everything in CC or rear edge at least partly shot at	If shot at from any direction except rear edge, flee
Knights	El, SCh, Cm, LH	Recoil
Camelry	SCh or if in BG themselves	Flee from El. Otherwise recoil.
Cavalry		Flee from SCh, or if BG. Otherwise recoil.
Light Horse		Flee from SCh, from Art shooting, or if in BG. Otherwise recoil
Spears, Pikes, Blades	Kn or SCh if in GG, or by WB	Recoil
Auxilia	Kn in GG	Recoil
Bows	Any Mounted	Recoil
Psiloi	Kn, Cv, CM if in going the enemy counts as good	Recoil
Warband	Kn or SCh if in GG	Recoil
Hordes	Kn, El if in GG, or by Wb	Recoil if shot at. If neither, No effect
War Wagons	Art shooting or El	No effect
Artillery	Everything	

If its total is HALF OR LESS than that of its opponent:

Destroyed if defenders of a city, fort or camp. If not:

Cavalry	Flee from Pikes, Spears or Hordes if in GG or Artillery in CC. If not, destroyed
Light Horse	Destroyed if in BG., or by any Mounted, Artillery shooting, Bows or Psiloi. If not, Flee
Psiloi	Destroyed by Kn, Cv, Cm or LH if in going the enemy counts as good, or if in CC vs. Ax, Bw or Ps. Recoil from El or SCh. If not, Flee
All Others	Destroyed

Outcome Moves

Recoil:	**Foot**: Base depth or 1/2 BW if less	**Mounted**: Choose 1BW or own depth if less than 1BW	
Pursue:	**1BW**: 3Kn, SCh, El, Hordes and any in column behind pursuers	**1/2 BW**: Pk, Bd, Wb vs. any foot except Ps and any in column behind pursuers	