Terrain

Topography	Compulsory	Optional
Arable	Road	River, Steep Hills, Gentle Hills, Woods, Waterway, Rough
Dry	Rough	Dunes, Steep Hills, Oasis
Forest	Woods	River, Marsh, Gentle Hills
Hilly	Steep Hills	River, Woods, Road
Littoral	Waterway	Either Steep Hills or Marsh, either Woods or Dunes, River
Steppe	Gentle Hills	River, Rough
Tropical	Woods	River, Marsh, Rough, Road

A legal game board must contain 3 to 5 terrain pieces, of which 1 to 3 must be the compulsory type and 0 to 3 must be an optional type.

Movement Distances

Distance (MU)	Element Types
8	Light Horse
6	Cavalry, Scythed Chariots
5	Auxilia, Camelry, Knights, Psiloi
4	Cataphracts, Elephants, Light Spear, Raiders
3	Artillery, Blades, Bows, Hordes, Spears, Pavises, Pikes, War Wagons, Warband

Road movement: 8 MU for LH; 6 MU for others
River movement distance: 2 MU for all
Mounted in Bad Going: 3 MU for all

Terrain Modification

- If no bad going within 8 MU of center and roll 1 or 2; add or move bad going to center
- Roll for each area terrain piece; on 1 or 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

- Includes Elephants, Hordes, War Wagons, or Artillery
- More than 16 MU from general OR more than 8 MU and beyond crest, camp, wood, oasis, or dunes OR general lost
- General in camp, woods, oasis or marsh

Distant Shooting

- Elements may shoot into or from overlap
- Bows, Pavises, and War Wagons shoot 3 MU, Artillery shoots 8 MU

Basic Combat Factors

Element Type	vs. Foot	vs. Mtd
Artillery (CC)	+2	+2
Artillery (DS)	+4	+4
Auxilia	+3	+2
Blades	+5	+3
Bows	+2	+4
Camelry	+3	+2
Camp Followers	+1	+1
Cataphracts	+4	+4
Cavalry	+3	+3
Elephants	+5	+4
Hordes	+3	+2
Knights	+3	+4
Light Horse	+2	+2
Light Spear	+3	+3
Pavises (CC)	+3	+4
Pavises (DS)	+2	+4
Pikes	+3	+4
Psiloi	+2	+2
Raiders	+4	+2
Scythed Chariots	+4	+4
Spears	+4	+4
War Wagons	+3	+4
Warband	+3	+2

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's element and being shot at	+1
Any	For each enemy element aiding the shooter	-1

Rear Support Factors

Element Type	Supported By	Factor
Pikes	same	+3 vs. All Foot except Ps and Bw +2 vs. Kn, Cat, El
Light Spears Spears Warband	same	+1 vs. All Foot except Ps and Bw + 1 vs. Kn, Cat, El
Auxilia Blades Light Spears Raiders Spears	Psiloi	+1 vs. Mounted, Wb or Camp

Close Combat Factors

Element Type	Situation	Factor
Foot	Occupying its own camp	+2
Any	General's element	+1
Any	Uphill or defending the bank of a river	+1
Any	For each enemy element overlapping or in flank or rear contact	-1
Mounted	In bad going OR In close combat with an enemy element that is in bad going	-2
Artillery Blades Hordes Pavises Pikes Spears War Wagons	In bad going	-2
Raiders	In bad going	-1

Combat Results Table

EQUAL: If the element's combat score is equal to its opponent's combat score:

Element Type	Situation	Result
Scythed Chariots	⬥ vs. All	Destroyed
All others	⬥ vs. All	No Effect

BEATEN: If the element's combat score is less than, but more than half of, its opponent's combat score:

Element Type	Situation	Result
Artillery	⬥ In close combat	Destroyed
	⬥ Otherwise	No Effect
Auxilia	⬥ In good going AND vs. Knights	Destroyed
	⬥ Otherwise	Recoil
Blades **Pikes**	⬥ In good going and vs. Knights or Scythed Chariots	Destroyed
Light Spear **Raiders**	⬥ vs. Warband not in a camp	
Pavises **Spears**	⬥ Otherwise	Recoil
Bows	⬥ vs. Mounted	Destroyed
	⬥ Otherwise	Recoil
Camelry	⬥ vs. Knights, Cataphracts, Cavalry, or Light Horse	No Effect
	⬥ vs. Scythed Chariots	Flee
	⬥ In bad going	
	⬥ Otherwise	Recoil
Camp Followers	⬥ vs. All	Destroyed
Cavalry	⬥ vs. Camelry or Scythed Chariots	Flee
	⬥ In bad going	
	⬥ Otherwise	Recoil
Elephants	⬥ vs. Psiloi, Auxilia, or Light Horse	Destroyed
	⬥ vs. Artillery shooting	
	⬥ Otherwise	Recoil
Hordes	⬥ In good going AND vs. Knights, Elephants, or Scythed Chariots	Destroyed
	⬥ vs. Warband not in a camp	
	⬥ In a camp	
	⬥ vs. Bows, Pavises, War Wagons, or Artillery AND being shot at	Recoil
	⬥ Otherwise	No Effect
Knights	⬥ vs. Elephants, Camelry, Light Horse, or Scythed Chariots	Destroyed
Cataphracts	⬥ In bad going	
	⬥ Otherwise	Recoil
Light Horse	⬥ vs. Scythed Chariots	Flee
	⬥ vs. Artillery shooting	
	⬥ In bad going	
	⬥ Otherwise	Recoil
Psiloi	⬥ In good going AND vs. Knights or Cavalry	Destroyed
	⬥ In good going, dunes, or oasis AND vs. Camelry	
	⬥ Otherwise	Recoil
Scythed Chariots	⬥ vs. All	Destroyed
War Wagons	⬥ vs. Elephants	Destroyed
	⬥ vs. Artillery shooting	
	⬥ Occupying a camp	
	⬥ Otherwise	No Effect
Warband	⬥ In good going and vs. Knights or Scythed Chariots	Destroyed
	⬥ Otherwise	Recoil

DOUBLED: If the element's combat score is half, or less than half, of its opponent's combat score:

Element Type	Situation	Result
Cavalry	⬥ In good going AND vs. Pikes, Spears, or Hordes	Flee
	⬥ vs. Artillery in close combat	
	⬥ Otherwise	Destroyed
Light Horse	⬥ vs. Mounted, Bows, Pavises, or Psiloi	Destroyed
	⬥ vs. Artillery shooting	
	⬥ In bad going	
	⬥ Otherwise	Flee
Psiloi	⬥ In good going AND vs. Knights, Cataphracts, Cavalry, Camelry, or Light Horse	Destroyed
	⬥ vs. Bows, Pavises, Auxilia, or Psiloi	
	⬥ Otherwise	Flee
Scythed Chariots	⬥ vs. All	Destroyed
All Others	⬥ vs. Artillery in close combat	Recoil
	⬥ Otherwise	Destroyed