

## 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**

<b>Only if</b>	- same command	- not in <b>DGo</b>
	- <b>lined up</b>	- front element <b>not marched</b> into combat
	- <b>facing</b> opponent	

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 *	Ps (S/O)	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	<b>TF, PF</b>	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 <b>overlapping</b> if	
friends are in <b>close combat</b> with enemy element and	
Overlapper is	in <b>side edge</b> contact with <b>friends</b> in <b>side edge</b> contact with <b>enemy</b> even if it is itself in contact with another enemy element to its front!

Overlaps are <b>ignored</b> if	
Overlapper is	El not aiding El, Foot <b>Art</b> <b>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 <b>Wedge</b> (unless Kn (F) against LH) <b>WWg</b> <b>Exp</b>
Aided is	<b>Exp</b>

**MOVE DISTANCES (p. 29)**

1 tactical move OR 1-6 march moves per bound

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

Element	GGo	RGo	DGo	Rd
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				
Sp	160	160	80	400
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: < 80p for sideways shift or wheel/pivot

No further than maximum visibility for time/weather +40p

MOVES STARTING IN OR ENTERING A TZ (p. 32)
TZ extends 80p forward of front edge TZ passes through other elements
<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 (l) 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 if only TZ-ed from rear
<b>Turn 180°</b> if only TZ-ed from rear
<b>TZ are ineffective if</b> Hd (l), Bge, Routers Beyond Water, TF/PF, Obscure own element makes outcome move/flee/routs

MOVES STARTING IN OR ENTERING A TZ (p. 32)
<b>Advance full tactical move distance except</b> +80p if straight ahead in GGo without ending in contact with enemy
<b>double distance</b> 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 in close combat of army baggage command disherminated command 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)

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

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

* 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 ≥ 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 RANGES (p. 34)			
Element	Range	Element	Range
Bw	240	WWg	240
Sh	80		
Art (X)	240	Gal	240
Art (l)	320	Shp	240
Art not (X/l)	560	Bts (X)	240
<b>Shooting is mandatory except for Art (X)</b> Troops not Art must shoot at target most directly in front of shooting edge			
<b>2nd and 3rd friends</b> shooting at enemy element act as aiding shooters			
<b>Shooting and shot back only if</b> stand or tactical move, not marched, fled, routed, waded shooter and target not in close combat (or contiguous to rear) except overlaps target must be visible within ½ base width of straight ahead of shooting edge 40p or complete flank of target edge is exposed			

IMPETUOUS TROOPS (p. 30)			
<b>Troop types</b>			
	Irr		
Kn (S/O/F)	LH (S)		Cm (S)
Sp (O)	Bd (F)	Wb	Hd (S/F)
		Reg	
			Cv alone in ambush
Kn (F) in wedge			
Any			
aware of broken or shattered enemy < 400p			
aware of enemy Feigned Flight ≤ 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 in column if they can, as individual elements only if not!			
<b>Spontaneous direction</b>			
<b>Must be</b>	Straight ahead if that would contact enemy		
<b>Otherwise</b>	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 battlefied edge		
<b>If nothing</b>	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			
<b>double distance</b> 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 in close combat of army baggage command disherminated command 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	Destroyed in close combat by Exp	✓
		enemy Destroyed by Bd, Wb	Destroyed by Bd, Wb	✓
Pk	=	both Destroyed in close combat by Exp	Destroyed in GGo by Exp, Kn, Cm (S)	✓
		enemy Destroyed by Bd, Wb	Destroyed by Bd, Wb	✓
Bd	=	both Destroyed in close combat by Exp	Destroyed in GGo by Exp, Kn, Cm (S)	✓
		enemy Destroyed by Wb	Destroyed by Wb	✓
Ax	=	both Destroyed in GGo by Exp, Kn, Cm (S)	Destroyed in GGo by Exp, Kn, Cm (S)	✓
		enemy Destroyed by El	Repulsed by El	✓
Ps	=	both Destroyed in close combat from Any not destroyed if player wishes	Repulsed in GGo by Kn, Cm (S)	✓
		enemy Destroyed in GGo by Kn, Cv, LH (S/O), Cm (S/O)	Destroyed in GGo by Kn, Cv, LH (S/O), Cm (S/O)	✓
Wb	=	both Destroyed in close combat in GGo from Foot not Ps	Repulsed in close combat in GGo from Foot not Ps	✓
		enemy Spent in close combat in RGo/GGo from Mounted	Spent in close combat in RGo/GGo from Mounted	✓
Hd	=	both Flee in close combat against Train, Naval	Flee in close combat against Train, Naval	✓
		enemy Flee if shot at by Train, Naval	Flee if shot at by Train, Naval	✓
Bw	=	both Destroyed in close combat by Exp	Destroyed in close combat by Exp	✓
		enemy Destroyed by Bd	Destroyed by Bd	✓
Sh	=	both Destroyed in GGo by Exp, Kn, Cm (S)	Destroyed in GGo by Exp, Kn, Cm (S)	✓
		enemy Destroyed by Any if Hd (I)	Destroyed by Any if Hd (I)	✓
Art	=	both Flee in BUA	Flee if in BUA	✓
		both Flee in close combat if Hd (O/F) is not part of group	Flee in close combat if Hd (O/F) is not part of group	✓
WWg	=	both Stand otherwise in close combat	Stand otherwise in close combat	✓
		enemy Destroyed by Art, El not WWg (X)	Destroyed by Art, El not WWg (X)	✓
Bge	=	both Stand otherwise (unless (S) against PF)	Stand otherwise (unless (S) against PF)	✓
		both Destroyed in close combat if Bge (I)	Destroyed in close combat if Bge (I)	✓
Naval	=	both Destroyed by Any in contact if Bge (I/O)	Destroyed by Any in contact if Bge (I/O)	✓
		both Flee if Bge (F)	Flee if Bge (F)	✓
Exp	<<	both Stand if shot at (not Bge (F))	Stand if shot at (not Bge (F))	✓
		both Stand if Bge (S)	Stand if Bge (S)	✓
Art	=	both Stand if ship not in contact with land	Stand if ship not in contact with land	✓
		both Stand in close combat against Exp	Stand in close combat against Exp	✓
Sh	=	both Destroyed if in contact with land and not fighting Exp	Destroyed if in contact with land and not fighting Exp	✓
		both Stand in close combat against Exp	Stand in close combat against Exp	✓
Wb	=	both Flee if shot at (not Art (S) or in contact with land)	Flee if shot at (not Art (S) or in contact with land)	✓
		both Destroyed by Exp in GGo	Destroyed by Exp in GGo	✓

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
Bd (X)	Wb
	Kn
Ps	El
Wb	Pk
	Sp
	Bd
	Hd
	Wb
Art	El
	WWg
Sh	El

## OUTCOME MOVEMENT (p. 40-42)

### TURNING OF REAR CONTACTED ELEMENTS

Element contacted on its **rear edge cannot turn** until close combat is resolved (unless contacted by march!)  
 → if total  $\geq$  it turns **180°**, if total  $<$  it is **destroyed**

### RECOLLING ELEMENTS

Recolling element **moves back** its **base depth** to its rear without turning

An element **cannot recoil** if rear edge/corner starts in contact with and **ends recoil** 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 **unable** to recoil are **penalized** in combat!

- Recolling elements **pass through** friends if permitted (to the friendly element's rear) - **Ps push Ps** back if passing though is **forbidden** and facings are same, land troops **push back** Any not EI, WWg, Bge
- Elements that would be passed through or pushed back by recolling **EI** flee
- **Bge (F/I)** always **flee** out of the way from recolling friendly or enemy elements
- Elements recolling from **distant combat** by an enemy element **behind** it **turn 180°** instead of recolling
- Elements recolling because of interpenetration from in front of **spontaneous** friends **turn 180°** instead of recolling

### PUSHED-BACK ELEMENTS

An element pushed-back by **recoilers** moves straight back until recoiled element has completed recoil  
 If front element of a **bent column** recoils, the column is pushed-back around bend

Elements in **close combat** or of a type that do **not recoil** cannot be pushed-back (EI, WWg, Bge, Naval)

### REPULSED ELEMENTS

A repulsed element moves straight back still facing the opponent  $\geq$  **160p**  $\leq$  **240p**

If a 160p repulse is **prevented** by troops or impassable terrain, the element must **recoil**

A repulsed element is **destroyed** if an enemy front edge is in contact with its **flank** or **rear edge**

### FLEEING ELEMENTS

Flee as a result of **Combat Outcome**:

**Recoil\*** its base depth, then turn **180°**, then continue **flee** move

\* Destroyed if initial recoil cannot be completed

Friends that **pushed-back** by recoil of the fleeing element **also flee**

**Impetuous** or **Double-based** must turn **180°** at end of bound unless contact with enemy front edge

Flee as a result of **Flank Marcher Arrival**:

**Turn**, then move directly **away** from the originally designated arrival flank edge

Flee as a result of **Recolling** elements or **Pushed-Back** elements:

**Turn**, then move in the **same direction** as the recolling element

Flee as a result of a **Feigned Flight**:

**Turn** (if necessary), then move to the **rear** battlefield edge or to **entry** edge if flank marched

All elements not contacted by enemy front edge **turn** at the end of next enemy bound

**Flee move** (including initial recoil) is **full tactical 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

**Unbroken** elements flee for **1 bound** only

- Fleeing element must (if possible) **change direction** 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 **cannot change direction** if enemy, friends it cannot pass through/around or impassable terrain are visible in this direction within 400p

- If fleeing element **contacts enemy** it cannot avoid, it fights them in close combat next bound if its combat total is > than enemy, it **bursts** through them **without** inflicting any combat outcome if its combat total is  $\leq$  than enemy, it is **destroyed**

- If fleeing element contacts friends it cannot pass through/around it **bursts** through them, then **recoils** friends if fleeing element's ME is  $\geq$  than friends or is **spent** if fleeing element's ME is < - Special rules for fleeing across **bridge**, **frozen water** or **frozen marsh**: p. 41

### ROUTED ELEMENTS

Routing elements are elements of a **broken command** which are

- not halted and
- not in close combat with front edge

Initial **flee** movement as a combat outcome, then in later bounds **turn** and move towards nearest point of **rear** battlefield edge (or edge of arrival if flank marched)

Route move **continues** until element **leaves** the battlefield or is **destroyed**

Route move is **same as flee** move, except that

- it is only in **own** side's bound
- it is **twice** a tactical move distance
- when routing element **bursts** through friends of a **broken command**, they **route behind**
- routing element is **destroyed** without close combat when its front edge/corner contacts enemy (if enemy are contacted on their side/rear edge or rear corner, they must **recoil**)

Routing elements cannot

- be **halted**
- make a **tactical move**
- **turn** to face enemy

### SPENT ELEMENTS

Spent elements are **removed** but don't count as lost unless

- general's element
- general's element has been lost
- command becomes broken

### DESTROYED ELEMENTS

Destroyed elements are **removed**

When element **other** than **Dg** is destroyed in close combat, all friends directly **beyond** and with nearest part less than **base depth** away from the destroyed element are **also destroyed** if:

- **Foot** and destroyed element's frontal opponent was **Wb**
- **Bw, Sp** and destroyed element's frontal opponent was **Exp, Kn, Cm (S)**
- **Ps, Hd, Art** and **direct behind** destroyed element which was in contact with enemy front edge
- required to be **double-based** with destroyed element by army list
- **entirely side edge** is in contact with an enemy element's front edge
- destroyed element was **EI, Exp**

### PURSING ELEMENTS

Unbroken element pursues if close combat opponent recoils, **flee**, **route** or is **destroyed**

**Pursue** is **straight ahead** element's **base depth** OR **base width** - **stop** at any front contact with enemy!

Elements lined up contiguous **behind** pursuing element **also pursue**

**Never pursue** if

- fought only as **overlap**, **flank** contact or **corner** contact
- **Foot** fighting Mounted
- element would **leave** battlefield
- reaching **DGo** or **Water**
- defenders of **TF/Pf**

**Otherwise can pursue** if

- non-impetuous **Cv, LH**
- non-impetuous **Kn** in enemy bound unless vs **Kn**
- non-impetuous **Reg Bd/Sp** fighting **Foot**
- **Ps**

**Otherwise must pursue** if

- **Mounted** not **Cv, LH**, single-based **Kn (X)** or **Cm (X)**
- **Pk, Ax, Bd** not Reg fighting **Foot**, **Sp** not **Bw (X)** or Reg fighting **Foot**
- in **column** behind pursuing element
- any **Impetuous**
- **naval**
- **wading**

**Exp** are destroyed if pursuing into **DGo**

### PRESSING FORWARD AGAINST SHOOTING

If score of unbroken element > than shooting enemy → may press forward  
 If score of unbroken **impetuous** element >> than shooting enemy → **must** press forward  
 → Element and friends lined up rear move straight forward **80p**

**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, Hd (O/I), Train</b> not (F)
<b>+1</b> <b>Move</b> or <b>halt</b> by element or group including <b>Mounted</b> not El, 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> unless - 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, DGo, Impassable</b> - turning <b>180°</b> - expanding or turning 90° <b>from column</b> * <b>Wheel</b> by <b>group</b> not in column * Turning <b>180°</b> by <b>group</b> or Exp, WWg, Shp * <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 element - moves <b>other than straight ahead</b> - 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
	El	Good going
SH	Cm incl. Bge	Difficult going
	Chariots	Difficult going
RH	El	Difficult going
	Cm incl. Bge	Difficult going
BF	Cm incl. Bge	Difficult going
	Chariots	Difficult going
SF	El	Good going
	Cm incl. Bge	Good going
RF	Chariots	Difficult going
	El	Difficult going
D	Cm incl. Bge	Difficult going
	Chariots	Difficult going

Special Tactical Factors for close combat		
<b>Mounted, Sp, Pk</b> not (F), <b>Train</b> in <b>RGo</b>	<b>-1</b>	
<b>Pk (F), Bd, Wb (S/O), Hd (O)</b> against <b>Foot</b> in <b>DGo</b>	<b>-1</b>	
<b>Mounted, Sp, Pk</b> not (F), <b>Train, Naval</b> in <b>DGo</b>	<b>-2</b>	

**WATER FEATURES (p. 20)**

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

**ELEMENT BASING (p. 13)**

Element	Depth
Art (O) on Wagon, WWg, Bge (S), Naval	80mm
El, Exp, Chariot, Kn in Wedge, Art (S/F/I/X), Bge (O/F/I)	40mm
Kn not in Wedge, 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

**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

Troops inside	cannot be seen unless
Wd/WH In Summer or Tropical	> 40p
Wd/WH In Spring, Autumn, Winter	> 80p
O, Oa	> 80p
BUA not manning TF/PF	> 80p
D	> 160p
Ps in V, M, crags, rocks, scrub	> 160p

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

**GROUP MOVES (p. 29)**

<b>Changes of direction</b> 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 entirely Cv + 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 in column entirely Ps tactical move into close combat with known enemy
<b>Changing formation</b> 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)

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

**1. Nomination of season**

Each C-in-C nominates a season

**2. Dicing for aggression**

Dice for aggression, then add army's aggression factor (if scores are equal, dice again)

Higher score: **Invader**  
Lower score: **Defender**

**3. Determine season**

Season is that nominated by **Invader** (delayed by 1 season for each equal scores)

**4. 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)

**5. Choosing terrain**

Terrain must be of **types** listed in Army Book for **Defender's** army  
(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	* FE cost for GH and F is halved
<b>2 FE</b>	area feature > 800 x 600p ≤ 1200 x 800p linear feature unless 1st/2nd paved/unpaved Rd	

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

**6. 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  
Multiple of 80p as **minimum distance** between any terrain **after first** terrain

**7. 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)

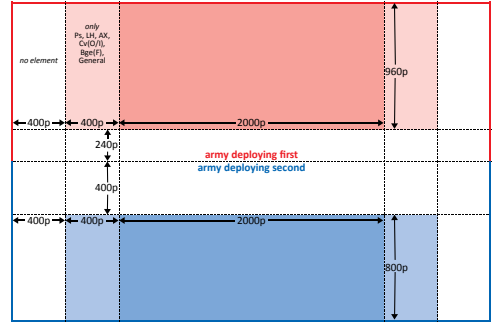
**Restriction for short battlefield edge**  
No element can deploy < **400p** (unless in ambush or in BUAf)  
**Ps, LH, Ax, Cv (O/I), Bge (F), General's** element grouped with these can deploy **400-800p**  
All other elements must deploy > **800p**

All elements must deploy > **240p** from an enemy **TF/PF**

**Stages of deployment**

- Each army records relative **position** of initially deployed **commands**
- Each army records **final choice of Stratagems**
- Each army records which elements are used in a **Scouting Stratagem**
- Each army records the route for **Guides Stratagem**
- Each army records the **position of HO and Ambushes**
- Each army records the **arrival edge of Flank March**
- Each army records any **Delayed Command**
- Each army **dices** for deployment  
Difference is **weather** score  
(If scores are **equal**, dice **again**)  
Total of all scores is **hours after midnight** that deployment is completed  
**Defender** deploys **first** unless **Invader** **doubles** the dicing score of Defender
- Dice for Scouting – see p. 15*
- Army deploying **first** places all **elements** 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
- Army deploying **second** does same as in **10**
- Army deploying **first** places any elements of **Unusual Troops Stratagem** or exchanges commands in a **Changing Deployment Stratagem**
- Army deploying **second** does same as in **12**
- Reg C-in-C record which regular commands are allocated the **highest, next highest and lowest** PIP scores or whose scores are **averaged**
- Dice for Delaying Battle Stratagem delay*

**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**  
- **Invader** if visibility is < **400p**  
- **Defender** unless **Invader** deployed **first**  
- **Defender** if visibility is ≥ **400p**

**During each side's bound:**

- Check if any command has been **shattered**
- C-in-C **dices** on behalf of each of its commands for **PIP**
- Note any changes in **weather**
- Make all **march** moves, **tactical** moves and **halts**
- Then make any **spontaneous advances** or **naval drifting**
- Then make all **rout** moves
- Eligible elements of both sides **shoot**, then perform **outcome moves**
- Any elements of both sides in combat **contact turn** to face enemy, then fight in **close combat**, then perform **outcome moves**
- Tigger and make **Feigned Flights**
- Check if commands of either side has become **disheartened** or **broken**
- Fleeing** elements of either side can turn **180°**

**DISHEARTENED COMMANDS (p. 43)**

Command is disheartened if > **½** 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 > **¼** 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 **rout 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 **rout** unless inside TF/PF not entered by enemy

**MORALE EQUIVALENTS (p. 42)**

General	4 ME	Bw (I)	½ ME
		Art (X)	0 ME
		WWg (X)	0 ME
		WWg (S/O)	2 ME
Kn	2 ME	Bge (S)	3 ME
Cv (S)	2 ME	Reg Army Bge (O/I/F/X)	2 ME
Cm (S)	2 ME		
Cm (X)	0 ME	Naval (S/O/I/F)	½ ME
EI (S/O)	2 ME		
Exp	0 ME	<b>Other</b>	1 ME
Irr Pk	½ ME	double-based rear	0 ME
Irr Sp (I)	½ ME		
Sp (S)	2 ME	Dismounted	ME of mounted
Bd (S)	2 ME	Embarked	additional to Naval
Ax (O/I/F/X)	½ ME		
Ps	½ ME		
Wb (O/I/F/X)	½ ME		
Hd (S/O/F)	½ ME		
Hd (I)	0 ME		