

## 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 or rear edge</b>	-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 or 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 <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 Wedge (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	160	80	0	400
WWg	160	80	0	400

Bge	160	80	0	400
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Naval not (X)	320	-	160	-
Naval (X)	160	-	80	-

<b>(F) +40p</b> 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
side shift ≤ 40p to line up with friendly group ≤ 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
<b>Opposite</b> 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
<b>Turn 180°</b> if only TZ-ed from rear
<b>TZ are ineffective if</b> Hd (l), Bge, Routers Beyond Water, TF/PF, Obstacle own element makes outcome move/flee/roust

**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

<b>Spontaneous</b> 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 (p. 34)	Element	Range
	Sh	80
	Bw, Art (X), WWg, Gal, Shp, Bts (X)	240
	Art (l)	320
	Art not (X/l)	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 ½ 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
	lrr
	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 ≤ 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
	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
	<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 halted
	in close combat encamped at night
	of army baggage command foot defending a river edge
	dishheartened 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 own 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 GGo by Exp, Kn, Cm (S)	Destroyed in GGo by Exp, Kn, Cm (S)	✓
		both Destroyed by El	Destroyed by El	✓
Bd	<	both Destroyed in close combat by Exp	Destroyed in close combat by Exp	✓
		enemy Destroyed by Bd, Wb	Destroyed by Bd, Wb	✓
Ax	=	both Destroyed in GGo by Exp, Kn, Cm (S)	Destroyed in GGo by Exp, Kn, Cm (S)	✓
		both Destroyed by El	Destroyed 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)	Repulsed in close combat from Any not destroyed if player wishes	✓
Wb	=	both Destroyed in close combat in GGo from Foot not Ps	Repulsed in close combat in GGo from Foot not Ps	✓
		both 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	✓
		both 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)	✓
		both Destroyed by Any if Hd (I)	Destroyed in close combat by El, Wb	✓
Art	<	both Flee if 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	✓
		both 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 Stand otherwise in close combat	Stand otherwise in close combat	✓

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

## 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

Recoling 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, WW&G, 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 through is **forbidden** and facings are same, land troops **push back** Any not EI, WW&G, 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, WW&G, 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 **Recoling** elements or **Pushed-Back** elements:

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

Flee as a result of the start 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 Ry)

- 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**. Troops **embarked on a ship** are destroyed when ship is destroyed.

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

- **Foot** and destroyed element's frontal opponent was **Wb**
- **Bw, Sh** and destroyed element's frontal opponent was **Exp, Kn, Cm (S)**
- **Ds, Hd, Art** and **direct behind** destroyed element which was in edge 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**, **routes** 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 **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  $\rightarrow$  than shooting enemy → **must** press forward

→ Element **and** friends lined up rear move straight forward **80p**

**PIP EXPENDITURE (p. 27)**

**Brilliant Generals** can **double** a raw PIP score by using a Brilliant Stroke if **Reg C-in-C**: own score or of sub-general ≤ 2000p away

**Inert Generals** always **deduct 1** from own command's raw score if **ally** if **C-in-C**: from **every** command's raw score

**Shattered Commands** throw **no** PIP dice

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

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

**2 Mount or dismount** by element not mounted infantry or embarking  
 Trigger **feigned flight**

**3 Activate ally** by C-in-C  
**Change Orders** by C-in-C unless by Brilliant Stroke

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

**+1 Move or halt** between **dusk and dawn**

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

**+1 C-in-C changed command order** last bound unless by Brilliant Stroke

**+1 Move or halt** by element or group including **Exp, Hd (O/I), Train** not (F)

**+1 Move or halt** by element or group including **Mounted** not EI, General **and Foot** not capable of providing rear support to mounted

**+1 Part of army baggage command** not marching in single column

**+1 ≥ 3rd march move** if **Irr** off-road

**+1 ≥ 4th march move** if **Reg** off-road

**+1 March move** by element or group into **contact** with enemy

**+1 \* No element of group moves maximum distance unless**  
 - ending in **contact** with **friends** not already in contact with  
 - ending in **contact** with **enemy**  
 - reaching **RGo, DGo, Impassable**  
 - turning **180°**  
 - expanding or turning 90° **from column**

\* **Wheel** by **group** not in column  
 \* Turning **180°** by **group** or Exp, WWg, Shp  
 \* **Mounted** embarking  
 \* **Train** embarking or disembarking

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

**TERRAIN DEFINITIONS (p. 19)**

Good going	Rough going	Difficult going *
GH, F frozen: BF, M, Water Space between terrain	RH*, SH* BF*, SF*, RF*	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

* Special cases		
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
Pk (F), Bd, Wb (S/O), Hd (O) against Foot in DGo	-1
Mounted, Sp, Pk not (F), Train, Naval in DGo	-2

WATER FEATURES (p. 20)		
Difficult going	Good going	Impassable
Backwards 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

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 vs Mounted in close combat and Cv vs Train if shooting
Cm	close combat vs Mounted
WVg (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>
Ps	frontal close combat vs Any not Ax, Ps
Art (I)	otherwise
Ps (I)	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	†

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

**VISIBILITY (p. 25)**

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



COMBAT DICE PROBABILITY CHART

	Kn	CV	LH	Cm	PK	5p	Bd	AA	Ps	WD	HD	BW	E	Epp
vs Kn	50%	42%	28%	17%	9%	5%	3%	2%	1%	0%	0%	0%	0%	0%
vs CV	42%	28%	17%	9%	5%	3%	2%	1%	0%	0%	0%	0%	0%	0%
vs LH	28%	17%	9%	5%	3%	2%	1%	0%	0%	0%	0%	0%	0%	0%
vs Cm	17%	9%	5%	3%	2%	1%	0%	0%	0%	0%	0%	0%	0%	0%
vs PK	9%	5%	3%	2%	1%	0%	0%	0%	0%	0%	0%	0%	0%	0%
vs 5p	5%	3%	2%	1%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
vs Bd	3%	2%	1%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
vs AA	2%	1%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
vs Ps	1%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
vs WD	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
vs HD	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
vs BW	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
vs E	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
vs Epp	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%

How to use:

The column captions contain the attacking elements, the row captions contain the defending elements. Find the desired attacking element (e.g. "Kn") and then go down the column to the desired defending element (e.g. "vs CV").

The cells in the quadrant of the intersection between the columns and the rows contain the following information (example for "Kn vs CV"):

22% 15% 12% 10% 8% 6% 4% 2% 1% 0%

17% 12% 9% 7% 5% 3% 2% 1% 0% 0% 0% 0% 0% 0%

12% 8% 6% 4% 3% 2% 1% 0% 0% 0% 0% 0% 0% 0%

8% 5% 4% 3% 2% 1% 0% 0% 0% 0% 0% 0% 0% 0%

5% 3% 2% 1% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%

3% 2% 1% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%

2% 1% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%

1% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%

0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%

Probability that defender dies higher than attacker  
 Probability that attacker and defender die equal  
 Probability that attacker doubles attacker's die roll  
 Probability that defender doubles attacker's die roll  
 Probability that attacker doubles defender's die roll

Attacker's Combat Factor reduced by 2  
 Attacker's Combat Factor reduced by 1  
 Defender's Combat Factor reduced by 2  
 Defender's Combat Factor reduced by 1

## ELEMENT BASING (p. 13)

Element	Depth
Art (O) on Wagon, WWg, Bge (S), Naval	80mm
EI, 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

## MORALE EQUIVALENTS (p. 42)

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

## VICTORY & DEFEAT (p. 43)

An army is <b>defeated</b> when its cumulative losses (incl. any temporary ME penalties) is > ½ the army's original ME	
The <b>winner</b> gets <b>25 VP</b> minus his Penalty Points	
The <b>loser</b> gets <b>25 VP</b> minus the winners VP	
If <b>neither</b> or <b>both</b> sides are <b>defeated</b> , then calculate <b>Penalty Points</b> for both sides	
if Penalty Points	differ by 1, the side with <b>least</b> gets <b>13 VP</b> , the side with <b>more</b> gets <b>12 VP</b>
	differ by 2-4, the side with <b>least</b> gets <b>14 VP</b> , the side with <b>more</b> gets <b>11 VP</b>
	differ by >4, the side with <b>least</b> gets <b>15 VP</b> , the side with <b>more</b> gets <b>10 VP</b>
	are <b>equal</b> and <b>neither</b> side was defeated, the <b>defender</b> gets <b>12 VP</b> , the <b>invader</b> gets <b>13 VP</b>
	are <b>equal</b> and <b>both</b> sides were defeated, the <b>defender</b> gets <b>13 VP</b> , the <b>invader</b> gets <b>12 VP</b>
A side's <b>Penalty Points</b> are	
<b>2</b>	for each complete <b>10%</b> of its original ME that have been <b>lost</b> or <b>broken</b>
<b>1</b>	for each <b>unbroken</b> command which is <b>disheartened</b> or <b>lost its general</b>

40mm	30mm	20mm	15mm	Element Depth
				160p
				200p
				240p
				320p
				360p

MAXIMUM EXPANSIONS FROM COLUMN INTO LINE