

## RANGED COMBAT

### Combat Factors

#### Shooting Stands

Troop Type	Combat Factor
Archers Pavisiers War Wagons	+3
Artillery	+4

#### Target Stands

Troop Type	Combat Factor
Rabble / Horde	+2
War Wagons	+4
All Other Foot	+3
Chariots / Cataphracts Elite Cavalry / Elephants	+3
All Other Mounted	+2

### Tactical Factors

Troop	Situation	Factor
Any Target Stand	Shot at from the rear	-1
Any Shooting Stand	Shooting at general's stand	-1

## CLOSE COMBAT

### Combat Factors

Troop Type	vs Foot	vs Mtd	Troop Type	vs Foot	Vs Mtd
Archers	+2	+4	Bad Horse	+2	+2
Bow Levy	+2	+3	Battle Taxi	+2	+2
Light Foot	+3	+2	Chariots	+2	+3
Light Spear	+3	+3	Elite Cavalry	+3	+3
Rabble	+2	+1	Horse Bow	+2	+3
Raiders	+4	+2	Javelin Cav	+3	+2
Skirmishers	+2	+1	Knights	+3	+4
Warband	+3	+2	Cataphracts	+4	+4
Artillery	+2	+2	Elephants	+5	+4
Elite Foot	+5	+3			
Heavy Foot	+4	+3			
Horde	+3	+2			
Pavisiers	+3	+4			
Pikes	+3	+4			
Spear	+4	+4			
War Wagons	+3	+4			
Warriors	+3	+2			

Rear Support allowed vs

- Any foot except Archers, Skirmishers, Rabble, or Bow Levy
- Knights, Cataphracts, or Elephants

### Tactical Factors

Troop	Situation	Factor
Any	General's stand	+1
Pike	Receiving rear support	+2
Light Spear Warriors	Receiving rear support	+1
Any	Uphill	+1
Skirmishers	vs Elephants	+2
Any	For each edge: • Overlapped by corner or side edge contact • Or with an enemy stand in flank or rear contact (including with the contacted edge)	-1
Mounted	In difficult terrain	-1
Close Order Foot	In difficult terrain vs any foot	-2

## COMBAT RESULTS

if a TIE: there is **NO EFFECT**

if BEATEN but not doubled: a stand must **FALL BACK**

*Exception: Shattered*

Losing Troop	Situation
Light Foot Rabble Warband	Light Spear Raiders Warriors
Elite Foot Horde Pike	Heavy Foot Pavisiers Spear
Archers	Bow Levy
War Wagons	vs Elephants OR vs Artillery shooting
Elephants	vs Skirmishers, Light Foot, Javelin Cavalry, Rabble, or Raiders
Knight	Cataphracts
Artillery	vs any in close combat

*Exception: No Effect*

Losing Troop	Situation
Artillery	vs any shooting
War Wagons	vs any (unless Shattered)

*Exception: Mounted in Difficult Terrain*

Losing Troop	Result
Knights or Cataphracts	Destroyed
Elephants	Fall Back (unless shattered)
any other	Panic

if DOUBLED: a stand is **DESTROYED**

*Exception: Evade*

Losing Troop	Winning Troop
Skirmishers in difficult terrain	any mounted
Skirmishers in any terrain	any close order foot except Pavisiers Artillery or War Wagons shooting Light Spear, Raiders, or Warband
Elite Cavalry or Javelin Cavalry and in open terrain	Heavy Foot, Horde, Light Spear, Pike, or Spear
Horse Bow, Battle Taxi, or Chariots and in open terrain	any foot except Archers, Pavisiers, Skirmishers, Bow Levy, or Artillery

*Exception: Panic*

Losing Troop	Winning Troop
Rabble in difficult terrain	any mounted
Rabble in any terrain	Elephants any close order foot except Pavisiers Light Spear, Raiders, or Warband
Skirmishers in open terrain	Elephants
Horse Bow or Elite Cavalry and in open terrain	Knights or Cataphracts
Horse Bow in open terrain	Artillery shooting

## TACTICAL MOVEMENT

### Command

+ 1 command point if a tactical move includes any stands of:

- Artillery
- Elephants
- War Wagon

+ 1 command point if all the stands in a tactical move start outside the general's command distance, or the general's stand has been destroyed or is not on the game board.

Command Distance:

- 8 MU if the line crosses the crest of a hill or any part of a woods, village, oasis, or dunes terrain piece
- 16 MU otherwise

### Movement Distance

Distance (MU)	Close Order Troops		Open Order Troops	
8			Horse Bow	Javelin Cavalry
6			Bad Horse Chariots	Battle Taxi Elite Cavalry
5			Light Foot Knights	Skirmishers
4	Cataphracts	Elephants	Light Spear Warband	Raiders
3	Elite Foot Spear Pike	Heavy Foot Pavisiers Warriors	Archers	Rabble
2	Artillery	Horde War Wagons	Bow Levy	

Mounted have a movement distance of 3 MU when moving entirely or partly in difficult terrain.

## ADDITIONAL COMBAT RULES

### Ranged Combat: Maximum Range

Shooting Troop Type	Range
Archers Pavisiers War Wagons	3 MU
Artillery	8 MU

### Attacking a Camp

Close combat only—no ranged combat

Attacking troop stand uses its vs Foot combat factor.

Camp combat factor

- Ungarrisoned camp: +2
- Garrisoned camp: 1 + garrison troop cost

When multiple stands attack a camp, resolve each attack separately.

No overlaps when attacking a camp.

### Combat Results

Tie: No Effect

If camp is beaten or doubled: Camp is Destroyed and removed; attacker is removed but does not count as destroyed.

If attacker is beaten but not doubled: attacker must Fall Back.

If attacker is doubled: attacker is Destroyed; except Archers, Skirmishers, Horse Bow, Chariots or Elite Cavalry who must Fall Back.

# TRIUMPH!

## OUTCOME MOVES

### Fall Back

A stand that is forced to fall back must move directly to its rear without turning. It moves its own base depth.

### Evade

A stand that is forced to evade must:

- Fall back
- Move 4 MU directly to its rear without turning

It avoids:

- Enemy stands
- Friendly stands it cannot pass through
- A camp
- Impassable terrain

It is destroyed if it meets the edge of the game board.

### Panic

A stand that is forced to panic must:

- Fall back
- Turn in place 180 degrees
- Make a panic move, the equivalent of a full tactical move in the direction it is now facing

It is destroyed if it meets any of the following while making its panic move:

- A friendly stand
- An enemy stand
- A camp
- Impassable terrain
- The edge of the game board

### Pursuit

A stand that scores higher than its opponent in close combat must pursue if it is one of the following troop types:

- Elephants
- Knights
- Warband
- Warriors
- Pikes that received rear support
- Any (except Artillery or War Wagons) that scores double

## VICTORY CONDITIONS

Destroy 16 points of enemy troops and while losing fewer points. Sacked camp counts as 8 points plus cost of garrison (if any).

Points	Troop Type		
2	Bow Levy	Horde	Rabble
3	Artillery Heavy Foot War Wagons Bad Horse	Light Foot Pike Warband Battle Taxi	Light Spear Skirmishers Warriors
4	Archers Raiders Cataphracts Elite Cavalry Knights	Elite Foot Spears Chariots Horse Bow	Pavisiers Elephants Javelin Cavalry