

Player Initiative Point Dicing (PIP)

- 1 If the element or group includes the C-in-C if to be moved or halted, or a sub-general who has not moved during the game if to be halted. Each general can only apply this modifier to his own command, and only once per bound.
- +1 If the element or group to be moved or halted is more than **1,200p** from the general's element, or more than **600p** and neither is in sight of the other; or if the general's element is in front edge contact with enemy, or is straggling off-table or has been lost. The distance is taken as being the shortest distance between the nearest point of the general's element and the nearest point of the element or group to be moved or halted without passing either through terrain impassable to both light horse and boats or through any enemy element.
- +1 If a single element or group move on land, but not a halt, includes any irregulars except light troops or cavalry, **and either of the following also apply:**
 - Any element deviates from straight ahead, **unless** following another element in (but not into) a 1 element wide column, or moving (1 element wide) along a road or river bank, or any element contacts enemy
 - Any irregular element, other than of light troops or a general and any troops double based with him, moves less than its full move, **unless** the move ends when at least one element contacts enemy, a river or impassable terrain, or a march discovers enemy within **200p**.
- +1 If a group move, but not a halt, includes any mounted infantry, knights, cavalry or light horse, other than a general and any troops double based with him, **and also** any unmounted foot except psiloi behind cavalry they can support.
- +1 If a single element or group move, but not a halt, includes any artillery except **(F)** or **(X)**.
- +1 For each single element move used to mount or dismount.
- +1 If a single irregular element or group including any irregulars is halted to prevent spontaneous advance or retreat, **unless** entirely of foot occupying rough or difficult going, or entirely of foot defending fortifications or a river edge, or entirely of foot uphill of the nearest enemy of whom they are aware.
- +1 If a marching group is marching for a fourth or subsequent time that bound, or for a third time if it includes any of the following:
 - Any knights (other than a general and any troops double based with him) in any formation.
 - Any irregulars (other than skirmishers) not in a single element wide column.

Tactical Moves in Paces	Road	Good	Rough	Difficult
Light Horse	250	250	200	100
Cavalry, Expendables, Camelry	200	200	150	100
Knights, Elephants	200	150	150	100
Auxilia, Psiloi	200	150	150	150
Spears, Pikes, Blades	200	100	100	100
Bowmen, Warband, Hordes	200	100	100	100
War Wagons, Art (O, I, X), Baggage	150	100	50	50
Artillery (S)	100	50	50	N/A
Naval (except X)	N/A	200	N/A	100
Naval (X)	N/A	100	N/A	50

- Troops classed as Fast **(F)**, add an extra **50p** to their maximum tactical, march or fleeing move distance off-road, if either mounted, artillery or naval in good going or if other foot.
- An element in front corner to front corner or side edge to side edge contact with an enemy element at the start of its move can add 50p to its maximum distance to move into frontal contact with that enemy element's flank edge.

Impetuous Troops

Irregular elements of; Kn **(S/O/F)**; Cm **(S)**; Exp; Wb; Bd **(F)**; or Hd **(S)**.

Combat Factors

Troop type against	Mtd	Foot	Naval
Elephants	+5	+4	+3
Spears, Expendables or Artillery	+4	+4	+4
Knights (+4 vs Bw shooting) or Pikes	+4	+3	+4
War Wagons (+4 vs Bw shooting)	+4	+3	+4
Bowmen vs Bowmen shooting		+3	
Bowmen and Camelry	+4	+2	+3
Cavalry, Galleys or Ships	+3	+3	+3
Blades (+4 vs shooting)	+3	+5	+4
Warband or Auxilia	+2	+3	+3
Light Horse, Psiloi, Hordes or Boats	+2	+2	+2
Baggage, or unladen Naval	+1	+1	+1

Ranges in Paces	
Art (X)	100
Bow	200
Art (I)	200
WWg	200
Galley	200
Ships	200
Boats (S)	200
Art (S, O)	500

Rear Support Factors

- If expressly required by their army list to be mounted on a double element base, knights **(I)** fighting foot, knights, cavalry or light horse to their front or shot at except by artillery add +1 for a supporting 2nd rank of knights **(I)**.
- Spears add +1 for a supporting 2nd rank of spears, if both are the same grade and in good going, and their frontal opponents are not elephants. If fighting elephants to their front, their combat outcome is modified as specified on P.23.
- Pikes except **(X)** add +1 for each supporting 2nd or 3rd rank of pikes, if all are the same grade and in good going, and their frontal opponents are not elephants. If fighting elephants to their front, their combat outcome is modified as specified on P.23.
- Foot fighting to their front against pikes except **(X)** deduct 1 if the pikes are supported by a 4th rank of pikes, if all ranks are pikes of the same grade and in good going.
- Pikes **(X)** add +1 for each supporting 2nd or 3rd rank of pikes **(X)** or **(I)**, if all are in good going, and their frontal opponents are not elephants. If fighting elephants to their front, their combat outcome is modified as specified on P.23.
- Warband add +1 for a supporting 2nd rank of warband.
- Warband **(S)** or **(O)** who are fighting mounted troops to their front add +1 for each supporting 3rd or 4th rank of warband if all ranks are of **(S)** or **(O)** warband or a mixture thereof.
- Auxilia **(X)** add +1 for each supporting 2nd or 3rd rank of auxilia **(X)**, if the 2nd rank is of auxilia **(X)**.
- Other auxilia in close combat against spears, pikes, blades, auxilia or bowmen to their front add +1 for a supporting 2nd rank of auxilia of the same grade.
- Bowmen in close combat against spears, pikes, blades, auxilia or bowmen to their front add +1 for a supporting 2nd rank of bowmen of the same grade, armed with the same type of bow.
- Psiloi **(S)** or **(O)** who are fighting skirmishers to their front add +1 for a supporting rank of psiloi of the same or **(O)** grade.

Tactical Factors

- +2 If foot defending behind Fortifications when shot at or in close combat unless any of the following apply:
 - They are War Wagons.
 - They are behind permanent Fortifications and being shot at by Artillery **(S)**.
 - They are behind temporary Fortifications and being shot at by any Artillery or in close combat with Psiloi **(X)**.
 - They are behind any Fortifications and in close combat with or shot at by a War Wagon **(S)** or Ship **(X)** tower.

- +1 If the general's element of an undemoralised command, and either in close combat or shot at.
- +1 If in close combat and either upslope, on a raised PF tower, or defending a river bank except at a road ford/bridge.
- 1 For each flank overlapped, and/or each enemy element in frontal contact with flank or rear, or for each 2nd or 3rd element aiding a shooting enemy.
- 1 If disadvantaged by weather or shooting to or from a wood, orchard or olive or palm grove.
- 1 If **(S)** or **(O)** warband in close combat against foot to their front while in rough or difficult going.
- 2 If an element of a demoralised command other than its general.
- 2 If mounted troops who are attacking across fortifications; or in close combat while in, or in contact with the front edge of enemy foot who are in, going rough or difficult to the mounted troops.
- 2 If blades in close combat against foot to their front while in rough or difficult going.
- 2 If spears, pikes, **(O)** or **(I)** hordes or train in close combat while in rough or difficult going or while crossing any but a paltry river except by a road ford or bridge.

Grading Factors

Compare your element's total score before grading factors to that of its shooting or frontal close combat opponent before grading factors, then adjust it by each of the following that apply:

- 1 If your element is neither artillery shooting nor elephants in close combat, and scored more than **(S)** opponents.
- +1 If your element is **(S)** shooting, and scored exactly 1 more than **(S)** opponents, or equal to **(O)** or **(F)** opponents.
- +1 If your element is shooting or in close combat, and scored equal to or more than **(I)** opponents.
- +1 If your element is not artillery, and scored at least 2 more than **(F)** opponents.

Mitigating Rear Support Factors

Compare your element's total score after grading factors to that of its shooting or frontal close combat opponent after grading factors, then adjust the winning element's score by each of the following that apply:

- 1 If any troop-type except elephants or artillery scored more than enemy cavalry if these are supported by a 2nd rank of cavalry **(O)** if **(O)**, **(I)** if **(I)**."
- 1 If cavalry or knights **(X)** scored more than cavalry **(O)** or **(I)** if these are supported by a 2nd rank of psiloi **(S)** or **(I)**, provided that such support is expressly permitted by their army list..
- 1 If warband, mounted troops except knights **(X)**, war wagons or troops defending fortifications scored more than enemy spears, pikes, blades or auxilia if these are supported by a single 2nd or 3rd rank of psiloi armed with bows, or a single 2nd rank of psiloi armed with crossbows or handguns, provided that such support is expressly permitted by their army list.

Combat Outcome

If an element's total is equal to that of its opponent:

Expendables Destroyed
Other troops Continue fighting next bound if in close combat and neither breaks-off.

If an element's total is less than its opponent, but more than half:

Artillery Destroyed by any in contact. If not, recoil unless in a fortification.
Auxilia Destroyed by knights or **(S)** camelry if in going these count as good, and also, if auxilia **(X)**, by elephants, expendables or warband. If not, recoil.
Baggage Destroyed by any in contact. If not, flee if mobile.
Blades Destroyed by knights, **(S)** camelry or expendables if in going these count as good, or by warband. Blades **(S)** or **(O)** fighting knights or **(S)** camelry to their front instead recoil if supported by a 2nd rank of **(S)** or **(O)** blades. In other circumstances, recoil.
Bowmen Destroyed by any mounted troops in contact. If not, recoil.
Elephants Destroyed by artillery shooting, by light troops or by **(X)** camelry. If not, recoil.
Expendables Destroyed.

Hordes Destroyed by knights, **(S)** camelry or expendables if in going these count as good, or by elephants or warband, or if **(I)** in close combat. If not, recoil unless **(I)**.

Knights Destroyed by elephants, expendables or light horse, by **(S)** bowmen whose front they moved into contact with this bound, or by any enemy if in close combat in difficult going. If not, recoil.

Light Horse Flee from artillery shooting, from expendables, or if in difficult going. If not, recoil.
Other Mounted Flee from expendables, or if in difficult going. If not, recoil.
Naval Recoil.
Naval unladen Destroyed by any in contact except expendables.
Pikes Destroyed by elephants, knights, **(S)** camelry or expendables if in going these count as good, or by warband. Pikes fighting elephants to their front instead recoil if supported by a 2nd rank of the same grade, or of **(X)** or **(I)** if the front rank is **(X)**. In other circumstances, recoil.

Psiloi Destroyed by knights, cavalry, light horse or **(S)** camelry if in going these count as good. Recoil from elephants or expendables or if shot at except by artillery, or if in going neither counts as good. If not, flee.

Spears Destroyed by elephants, knights, **(S)** camelry or expendables if in going these count as good, or by warband. Spears fighting elephants to their front instead recoil if supported by a 2nd rank of spears of the same grade. In other circumstances, recoil.

War Wagons Destroyed by artillery except **(X)** or, unless **(X)**, by elephants. If not, recoil if **(S)** assaulting fortifications.

Warband Destroyed by knights **(S)** camelry or expendables if in going these count as good, or by elephants. If not, recoil.

If an element's total is half or less than half that of the enemy:
Cavalry Flee from spears, pikes or auxilia **(X)** if in good going, from close combat with artillery except **(I)** or **(X)**, or from naval. Otherwise destroyed.
Light Horse Destroyed if in close combat by any mounted troops, bowmen, psiloi **(O)** or war wagons **(O)**, or if in close combat in difficult going. If not, flee.
Psiloi Destroyed by any mounted troops if in going these count as good, by bowmen, auxilia except **(X)**, or psiloi, or if **(X)**. If not, flee.
Other Land Flee from close combat with artillery except **(I)** or **(X)**, or from naval. Otherwise destroyed.
Naval Destroyed by artillery **(S)**, or by any in contact except expendables. Flee from other shooting.
Naval unladen Destroyed by any except expendables.

Pressing Forward

If an undemoralised group (entirely of foot, or of foot plus a mounted general and any troops double based with him) causes all of its frontal close combat opponents to flee in its own bound, without pursuing any of them, it can press forward after all combats have been resolved for the bound. This is only permitted if any tactical move the elements comprising the group made earlier in the bound was entirely straight ahead. Skirmishers can only press forward if in a rear rank behind other troops. All ranks must press forward if any do. No troops can press forward across fortifications.

A press forward move is straight ahead, up to the full tactical move of the slowest element in the group. Any enemy skirmishers that would obstruct the push forward move flee (once only) without being contacted. The move ends if fresh enemy non-skirmishers are contacted. Combat is not resolved till next bound. If skirmishers are contacted (because their flee move was forced to deviate to avoid some obstruction), they are immediately destroyed; the press forward move can continue.

Credits

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