

## 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 a 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 other than a single element wide column includes any irregulars marching on land for a third or subsequent time that bound, except skirmishers.

## Tactical Moves in Paces

Class	On Road	Good	Rough	Difficult
Light Horse	250	<b>250</b>	200	100
Cavalry, Expendables, Camelry	200	<b>200</b>	150	100
Knights, Elephants	200	<b>150</b>	150	100
Auxilia, Psiloi	200	<b>150</b>	150	150
Spears, Pikes, Blades	200	<b>100</b>	100	100
Bowmen, Warband, Hordes	200	<b>100</b>	100	100
War Wagons, Artillery(except S), Baggage	150	<b>100</b>	50	50
Artillery (S)	100	<b>50</b>	50	N/A
Naval (except X)	N/A	<b>200</b>	N/A	100
Naval (X)	N/A	<b>100</b>	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.

## Combat Factors

Troops	vs Mtd	vs Foot	vs Naval	Ranges	Paces
Elephants	+5	+4	+3	Artillery (X)	100
Spears, Expendables or Artillery	+4	+4	+4	Bows	200
Knights (+4 vs Bw shooting) or Pikes	+4	+3	+4	Artillery(I)	200
War Wagons (+4 vs Bw shooting)	+4	+3	+4	War Wagons	200
Bowmen or Camelry	+4	+2	+3	Galleys	200
Cavalry, Galleys or Ships	+3	+3	+3	Ships	200
Blades (+4 vs shooting)	+3	+5	+4	Boats (S)	200
Warband or Auxilia	+2	+3	+3	Other Artillery	500
Light Horse, Psiloi, Hordes or Boats	+2	+2	+2	Impetuous Troops	
Baggage, or Naval if troops disembarked	+1	+1	+1	Irr: Kn(S/O/F), Cm(S), Exp, Wb, Bd(F), Hd(S).	

## Rear Support Factors

Some troop types add to their normal combat factor if supported to their rear by contiguous friendly elements of appropriate type and of the same command, lined up with them and facing in the same direction, provided that no rank is of chariots, nor in difficult going, nor defending fortifications, nor being shot at unless knights **(I)**, nor has any edge in contact with the front edge of enemy expendables, nor has just moved into close combat against artillery **(S)**.

- 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)**.
- Cavalry who are fighting cavalry or light horse to their front add +1 for a supporting 2nd rank of cavalry **(I)** if **(I)**, **(O)** if not.
- Spears add +1 for a supporting 2nd rank of spears, if both are the same grade and in good going.
- Pikes except **(X)** add +1 for each supporting 2nd, 3rd or 4th rank of pikes, if all are 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.
- Blades who are fighting knights or camelry **(S)** to their front add +1 for a supporting 2nd rank of blades.
- Warband add +1 for a supporting 2nd rank of warband.
- Warband **(S)** who are fighting mounted troops to their front add +1 for each supporting 3rd or 4th rank of warband **(S)** if all ranks are of warband **(S)**.
- 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 who are fighting skirmishers to their front add +1 for a supporting 2nd rank of psiloi **(O)**.
- If expressly permitted by their army list, spears, pikes, blades or auxilia who are fighting warband or mounted troops except knights **(X)** to their front or attacking fortifications or war wagons add +1 if 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.
- If expressly permitted by their army list, cavalry who are fighting cavalry or knights **(X)** to their front add +1 for a supporting 2nd rank of psiloi **(S)** or **(I)**.

## 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.
- 2 If an element of a demoralised command, other than its general, and either in close combat or shot at.
- 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 or (S) or (O) warband in close combat against foot to their front while in rough or difficult going.
- 2 If spears, pikes, (O) 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 in close combat in your bound or shooting, is not artillery, and scored more than (F) opponents.

## Pursuing Elements

If its close combat opponents recoil, break off, flee or are destroyed, an element of knights except (X), pikes, irregular blades, irregular spears (but not bow (X)), waders or naval, or of any impetuous troops, immediately pursues straight ahead its full move if this contacts enemy baggage, otherwise the lesser of its own base depth or width, unless any of:

- It is in contact with an enemy front edge to its flank or rear after a frontal opponent breaks off.
- It fought only as an overlap or flank contact.
- It was foot fighting skirmishers, pikes or blades vs mounted, or knights vs psiloi, and chooses not to pursue.
- It was defending a fortification or river bank, took a tower, or would enter a river or reach a waterway.
- Its pursuit would take any part of its base off table.

Elements which provided rear support to pursuers also pursue.

## HWS

## 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:

Elephants	Destroyed by artillery shooting, by light troops or by <b>(X)</b> camelry. If not, recoil.
Knights	Destroyed by elephants, expendables or light horse, by <b>(S)</b> bowmen whose front they moved into contact with this bound, by <b>(X)</b> blades in an enemy 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.
Expendables	Destroyed.
Other Mounted	Flee from expendables, or if in difficult going. If not, recoil.
Spears, Pikes, Blades	Destroyed by knights, <b>(S)</b> camelry or expendables if in going these count as good, or by warband. If not, recoil.
Warband	Destroyed by knights, <b>(S)</b> camelry or expendables if in going these count as good, or by elephants. If not, recoil.
Auxilia	Destroyed by knights or <b>(S)</b> camelry if in going these count as good, and also, if auxilia <b>(X)</b> , by elephants, expendables or warband. If not, recoil.
Bowmen	Destroyed by any mounted troops in contact. If not, recoil.
Psiloi	Destroyed by knights, cavalry, light horse or <b>(S)</b> 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.
Artillery	Destroyed by any in contact. If not, recoil unless in a fortification.
War Wagons	Destroyed by artillery except <b>(X)</b> or, unless <b>(X)</b> , by elephants. If not, recoil if <b>(S)</b> assaulting fortifications.
Hordes	Destroyed by knights, <b>(S)</b> camelry or expendables if in going these count as good, or by elephants or warband. If not, recoil.
Naval	Recoil.
Unladen Naval	Destroyed by any in contact except expendables.
Baggage	Destroyed by any in contact. If not, flee if mobile.

### If an element's total is half or less than half that of the enemy:

Cavalry	Flee from spears, pikes or auxilia <b>(X)</b> if in good going, from close combat with artillery except <b>(I)</b> or <b>(X)</b> , or from naval. Otherwise destroyed.
Light Horse	Destroyed if in close combat by any mounted troops, bowmen, psiloi <b>(O)</b> or war wagons <b>(O)</b> , 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 <b>(X)</b> , or psiloi, or if <b>(X)</b> . If not, flee.
Other Land	Flee from close combat with artillery except <b>(I)</b> or <b>(X)</b> , or from naval. Otherwise destroyed.
Naval	Destroyed by artillery <b>(S)</b> , or by any in contact except expendables. Flee from other shooting.
Unladen Naval	Destroyed by any except expendables.