

Terrain type (P63-65,67-68)	Plain	Forest	Mountain	Desert	Steppes	Category	Ambush	Cover
River/coast*	1	1	1		1 River	Impass (coast) or Variable (river)	No	-
Gentle (G) or steep (S) hill	1 (G)	2	3 (1) S	2	3 (1) G	Open (G) or Diff (S)	All behind crest	Variable
Field	3 (1)	-	-	-	-	Rough	LI	-
Brush	-	2	2	2	3	Rough	LI	-
Plantation	2	-	-	1	-	Rough	All except EI	Yes, -1 shooting
Wood	-	3 (1)	2	-	-	Difficult	All	Yes, -1 shooting
Marsh	-	2	1	-	-	Difficult	LI	-
Sand dune	-	-	-	3 (1)	-	Difficult	LI	-
Gully	1	1	1	1	1	Rough	All except EI	-
Road	1	1	1	-	-	As terrain	No	-
Village*	1	1	1	-	-	Difficult	All except EI	Yes, -1 shooting
Impassible	-	1	1	1	-	Impassible	No	-

* requires 4,5 or 6

1D6	Terrain position (P68)
1-4	Touch edge, river or coast
5-6	At least 2UD from any edge

1D6	Terrain adjustment (P68)
1-2	Element stays in place
3-4	Move upto 4UD or rotate
5	Move upto 6UD or rotate or remove impass
6	Move upto 6UD or rotate or remove (not comp)

General (P21-23)	Cmd Value	Range	Range LI/LH
Ordinary	0	4UD	8UD
Competent	+1	6UD	12UD
Brilliant	+2	8UD	16UD
Strategist	+3	8UD	16UD

Troop type	Cat	Protect	Cohesion	Basic close combat factors (P20)	Modifiers (P16-20)	Movement rates (P27)		
						Open	Rough	Diff
Artillery	Art	1	2	+1 for enemy unless LI or LH		2	1	0
Light infantry	LI	1	2	Destroyed in open by LMI,MI,HI,Cv,Kn, else 0		3	3	3
Bowmen,Crossbowmen	LMI	0	3	+1 vs LI,LH	+1 first phase vs mounted	3	3	2
Javelinmen		+1 vs LI,LH,EI,SCh.		Javelin				
Medium swordsmen	MI	1		+1 vs all except Kn	Cancel impet.swords impact to front			
Medium spearmen					Cancel impact of mtd except EI			
					Impact vs mtd except EI			
Levy	HI	1	3	+1 vs LI,LMI,LH		2	2	1
Heavy swordsmen	HI	1	4	+2 vs LMI in open or LH, else +1	Cancel impact of impet.foot	2	2	1
Heavy spearmen				+2 vs all	Cancel impact of mtd except EI			
Pikemen				+2 vs LMI in open or LH, else +1	Impact vs mtd except EI			
Foot knights					Cancel impet.swords impact to front			
					Heavy armour,2HW			
War wagon	WWg	2	4	+1 vs LI and mtd except EI, +2 vs LH	Cancel impct,jav,furious ch except EI	2	1	0
Light cavalry/camelry	LH	1	2	+1 vs LI if LI in open		5	4	2
Medium cavalry/camelry	Cv	0	3	+1 vs mtd,LI,LMI,MI,Levy or flank/rear of HI	+1 in first phase vs LMI,MI unless already has impact.	4	3	1
Heavy cavalry					Heavy cavalry has armour.	4	2	0
Light chariots								
Medium Knights	Kn	0	3	+2 vs LMI and mtd except EI	Armour	3	2	1
Heavy Knights				+1 vs EI and foot except WWg	Heavy armour			
Cataphracts				+2 vs LMI,LH	Heavy armour			
Cataphract camelry				+1 vs all except WWg	Impact vs foot			
Heavy chariots				+2 vs LMI,LH,Cv +1 vs else except WWg	Armour			
Elephant	EI	0	3	+2 vs mtd, +1 vs foot	Impact except vs LI,LH and Javelimen	3	3	1
Scythed chariot	SCh	0	1	Enemy 0 except LI,LH,LMI,WWg,EI	Cancel enemy support in first phase	4	2	0

Deployment (P71)	
LI,LH	3UD from centre
Others	5UD from centre Not 4UD of edge

Orders (P22,32,45)	
Spontaneous charge	0
Uncontrolled charge	0
Move in command range	1
Rally in melee	2
Rally <4UD from enemy	1
Rally >4UD from enemy	0
Stop impetuous unit	3
Outside command range	+1
Difficult manouver	+1
Gen in melee except rallying att/incl unit	+1

Rallying (P45)	
More than 4UD of enemy	3+
4UD or less to enemy	4+
In melee	5+
Gen included/attached	+1

Expansion (P30)	
2UD	1 unit
3UD	2 units
4UD or more	3 units

Unmaneuverable units in red. Any impetuous unit is also unmaneuverable.