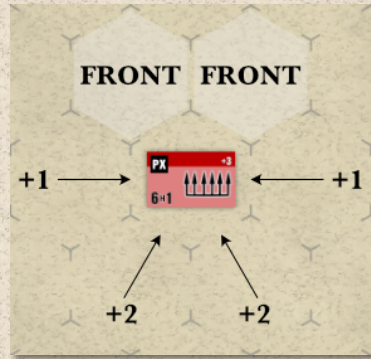


COMBAT MODIFIERS

VECTOR MODIFIERS

MELEE COMBAT RESULTS

- Melee Strength Determination**
- Size Ratio Adjustment
 - Clash of Shields Adjustment
 - Terrain Modifier Adjustment(s)
 - Attack Vector Adjustment
 - Melee Adjustment
 - Exertion Adjustment
 - Other Adjustments
- Melee Strength Adjustments**
- Leader Bonus
 - Event Bonus



- n** No effect
- n-d** Target unit must make a morale check using the modifier in the third column of the melee resolution table. If the morale check succeeds, there is no effect. Otherwise, the target suffers a 'd' result.
- d** Simple disruption. Flip the unit to its disrupted side. If already disrupted, there is no additional effect.

- d-D** Target unit must make a morale check using the modifier in the third column of the melee resolution table. If the morale check succeeds, the target suffers a 'd' result. Otherwise, the target suffers a 'D' result.
- D** Special disruption. Flip the unit to its disrupted side. If already disrupted, the unit is eliminated.
- E** Elimination. The unit is eliminated.

CLASH OF SHIELDS TABLE

		ATTACKING UNIT																				
		LI	MI	HI	PX	PK	MM	LA	HA	LG	HG	LC	HC	KT	CC	MA	CT	HT	CH	BC	EL	
DEFENDING UNIT	Unit Type																					
	Light Infantry	LI	-	+1	+2	+2	+1	-	-1	-1	-	-	-	+1	+3	-	-	+1	+1	-	-	-1
	Medium Infantry	MI	-1	-	+1	+1	-	-3	-3	-1	-2	-1	-1	-	+2	+1	-1	+1	+1	-	+1	-1
	Heavy Infantry	HI	-2	-1	-	-	-1	-3	-3	-2	-3	-2	-1	-	+1	-	-1	-	+1	-1	+1	-
	Phalanx	PX	-3	-2	-	-	-1	-3	-3	-2	-3	-2	-2	-3	-1	-1	-2	-2	-1	-2	-	-
	Pikemen	PK	-2	-1	-	-	-	-2	-2	-2	-3	-2	-2	-3	-2	-2	-2	-2	-1	-3	-1	-
	Mixed Missiles	MM	-	+2	+3	+2	+2	-	-	-	-	-	-	+1	+2	+1	-	+1	+2	+1	+2	-2
	Light Archers	LA	+1	+2	+3	+2	+2	-	-	-	-	-	-	+1	+2	+1	-	+1	+2	+1	+2	-2
	Heavy Archers	HA	+1	+1	+2	+1	+1	-	-	-	-1	-	-1	+2	+3	+2	-1	+2	+3	+1	+2	-
	Light Gunners	LG	+1	+2	+3	+2	+2	-	-	+1	-	+1	-	+2	+3	+2	-	+2	+2	+1	+2	-
	Heavy Gunners	HG	+1	+1	+2	+1	+1	-	-	-	-1	-	-1	+1	+3	+1	-1	+2	+2	+1	+2	-
	Light Cavalry	LC	-	-	+1	+2	+2	-	-	+1	-1	-	-	+1	+1	+3	-	+2	+2	-	+1	-1
	Heavy Cavalry	HC	-1	-1	-	+2	+2	-1	-2	-1	-2	-1	-1	-	+2	+1	-1	-	+1	-1	-	+2
	Knights	KT	-3	-2	-1	-	-	-2	-3	-2	-3	-3	-3	-2	-	+1	-3	-2	-1	-2	+1	+2
	Camelry	CC	-1	-	-	-	-	-1	-2	-1	-2	-1	-2	-2	-1	-	-3	-2	-1	-2	-1	+1
	Mounted Archers	MA	-	-	+1	+1	+1	-	-	+1	-1	-	-	+1	+1	+3	-	+1	+2	-	+1	+3
	Cataphracts	CT	-1	-1	-	+1	+1	-1	-2	-1	-2	-2	-2	-	+2	+2	-1	-	+1	-1	-	+1
	Heavy Cataphracts	HT	-1	-2	-1	-	-	-2	-3	-2	-3	-3	-2	-1	+1	+1	-2	-1	-	-2	-1	+1
	Chariots	CH	-	-	+1	+1	+1	-	-1	-1	-1	-1	-	+1	+2	+2	-	+1	+2	-	+1	+3
	Battle Chariots	BC	-	-1	-1	-	-	-1	-2	-2	-2	-2	-1	-	-	+1	-1	-	+1	-1	-	+2
	Elephants	EL	+1	+1	-2	-	-1	+2	-5	-3	+1	-1	-4	-2	-2	-2	-4	-2	-	-2	-	-
	Cannon	AY	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E
	Camp	CP	-	+1	+1	+2	+2	-	-2	-	-2	-	-	+1	+3	+1	-	+1	+2	-	+1	+2
	War Wagon	WW	+1	+2	+2	+3	+3	+1	-	+1	-	+1	+1	+2	+4	+2	+1	+2	+3	+1	+2	+4

TABLE RESULTS: +#: POSITIVE MELEE SHIFT -#: NEGATIVE MELEE SHIFT -: NO SHIFT E: ELIMINATED

RANGED COMBAT RESOLUTION (8.0)

1. The attacker selects lead and support (if any) units.
2. The attacker draws a number of attack card results equal to the lead unit's missile attack value and select the highest result. Increase this result by the number of support units.
3. The defender draws one die result and adds (or subtracts) the defending unit's missile defense value.
4. If the attacker's modified value is greater than the defender's modified value, the defending unit is disrupted. If the defending unit was already disrupted, it is eliminated. Otherwise, the attack has no effect.





MELEE COMBAT RESOLUTION (10.0)

1. The active player selects the attacking and defending units.
2. The defending unit may retreat, if possible
3. A defending gunpowder unit may fire, if possible.
4. Determine base melee strength (using the modifiers below), by subtracting the lower total strength from the higher total strength. The player with the higher total has a base melee strength equal to the difference, while the other player has a base melee strength equal to the reciprocal value.
 1. Size Ratio Adjustment
 2. Clash of Shields Adjustment
 3. Vector Adjustment
 4. Terrain Effects Adjustment(s)
 5. Melee (red Done! marker) Adjustment
 6. Exertion Adjustment
 7. Other Adjustments
5. Each player adjusts their base melee strengths by the availability of a present leader's combat value and the play of event cards.
6. Both players draw event cards. If not "ex Machina" cards, each player determines the combat effect upon the *opposing* unit.

HANDICAP VP RESOLUTION (13.5)

BANKED POINTS VALUE	DIE DRAW
16+	6
11-15	5
7-10	4
4-6	3
2-3	2
1	1

RANDOM EVENT ICONS (14.5)

ICON	CONTROL EFFECT
	Panic: If the drawing army is at or above its panic level, initiate panic movement immediately.
	Reshuffle: Shuffle all remaining action cards and the discard pile (including the event card) into a new deck of action cards.
	Fatigue: If both players draw this event, advance the turn marker one space to the right. Otherwise, a die draw less or equal to the current turn causes a -1 to all future morale checks.
	End-of-Game: Draw a die result and compare its value to the end-of-game indicator on the turn track (if there is one). If the result is less than or equal to the indicator value, the game ends immediately. If both players draw this event, the game ends immediately.

VICTORY LEVEL (13.0)

VICTORY POINTS	VICTORY LEVEL
0	Draw
1	Marginal
2	Substantial
3+	Decisive

EX MACHINA RESOLUTION (14.6)

1. If one player draws or plays an *ex Machina* card, the other player's card is discarded unused. Otherwise, each player refers to their own *ex Machina* card.
2. Players reference their Melee Combat Strengths on the *ex Machina* card to determine a die draw modifier.
3. Each player draws a die result and modifies it accordingly.
4. The unit belonging to the player drawing the higher modified result receives a 'd' result. The opposing unit receives a result dependent upon the difference between the two results, per the table printed on the *ex Machina* card.

ACTION POINT USES (5.0)

1. Steal or Retain Initiative
2. Activate Unit or Formation to:
 - Move
 - Fire
 - Move and Fire (BC, CH, MA only)
 - Fire and Move (BC, CH, MA only)
 - Rally
3. Modify Die Roll (± 1)
4. Purchase Event Card
5. Bank for Handicap
6. Melee Exertion (+1)
7. Capture AY Unit (1 per)
8. Other by Event

ELEPHANT CONTROL DRAW (15.8)

DIE	CONTROL EFFECT
1-3	No Effect
4	The elephant balks. Place an Active! marker on it. If there is already an Active! marker, exchange it with a Done! marker.
5	The elephant is frightened, but control is maintained. Place a Done! marker on it. If there is already a Done! marker on it, the unit becomes disrupted. There is no other effect, if already disrupted.
6	The elephant panics and moves into an adjacent hex. The owning player draws a random die result and compares the result to the direction compass in the middle of the map. If necessary, rotate the elephant to face the hex and then enter the determined hex. If another unit occupies the hex, regardless of the unit's owner, melee combat ensues between the elephant and the unit occupying the entered hex. The attack occurs even if the elephant was previously marked with a Done! marker. Any melee attacks are resolved as if the elephant were the attacker. If the attack is against a friendly unit, the opposing player temporarily takes control of the elephant as if it were part of his or her own army until the attack is resolved.

TERRAIN EFFECTS CHART

Terrain Type	Movement Effects	Combat Effects
	<p>Clear One movement point to enter.</p>	<p>None.</p>
	<p>Hill Two movement points to enter, even if entering from an adjacent hill.</p>	<p>Attacking units on hill terrain in melee causes a -1 adjustment. Hill terrain blocks line of sight.</p>
	<p>River May not be entered except at bridge or ford.</p>	<p>None.</p>
	<p>Bridge One movement point to enter.</p>	<p>Units attacking out of bridge terrain suffer a -2 adjustment in melee.</p>
	<p>Ford Two movement points to enter.</p>	<p>Units attacking out of ford terrain suffer a -1 adjustment in melee.</p>
	<p>Rough Two movement points to enter.</p>	<p>Units defending in or attacking out of rough terrain suffer a -1 adjustment in melee.</p>
	<p>Stream Units must stop upon entry.</p>	<p>Units defending in or attacking out of stream terrain suffer a -2 adjustment in melee.</p>
	<p>Town One movement point to enter.</p>	<p>Attacking units in a town hex during melee causes a -2 adjustment. Units in a town hex gain a +2 bonus to missile defense. Town terrain blocks line of sight.</p>
	<p>Battlefield Church One movement point to enter.</p>	<p>Attacking units in a battlefield church during melee causes a -1 adjustment. Units in a battlefield church hex gain a -1 adjustment to morale roles during combat.</p>
	<p>Wooded Two movement points to enter.</p>	<p>Attacking units in wooded terrain during melee causes a -1 adjustment. Units in wooded terrain gain a +1 bonus to missile defense. Wooded terrain blocks line of sight.</p>