

Archers

Open Order Foot
4 points

MOVE

3

CLOSE COMBAT

vs. Foot vs. Mounted

+2

+4

RANGED COMBAT

Shooting Targeted

+3

+3

Shattered by: Any mounted.

Shatters: Artillery in close combat.

Evades: *None.*

Panicked by: *None.*

Notes: Negates rear support. Shooting range 3 MU.

Bow Levy

Open Order Foot
2 points

MOVE

2

CLOSE COMBAT

vs. Foot vs. Mounted

+2

+3

RANGED COMBAT

Shooting Targeted

-

+3

Shattered by: Any mounted.

Shatters: Artillery.

Evades: *None.*

Panicked by: *None.*

Notes: Negates rear support.

Light Foot

Open Order Foot

3 points

MOVE

5

CLOSE COMBAT

vs. Foot

vs. Mounted

+3

+2

RANGED COMBAT

Shooting

Targeted

-

+3

Shattered by: Knights or Chariots in open terrain.

Shatters: Elephants and Artillery.

Evades: *None.*

Panicked by: *None.*

Notes:

Light Spear

Open Order Foot

3 points

MOVE

4

CLOSE COMBAT

vs. Foot

vs. Mounted

+3

+3

RANGED COMBAT

Shooting

Targeted

-

+3

Shattered by: Knights or Chariots in open terrain.

Shatters: Artillery.

Evades: *None.*

Panicked by: *None.*

Notes: Rear support +1 (see 69.3).

Rabble

Open Order Foot
2 points

MOVE

3

CLOSE COMBAT

vs. Foot

vs. Mounted

+2

+1

RANGED COMBAT

Shooting

Targeted

-

+2

Shattered by: Knights or Chariots in open terrain.

Shatters: Elephants and Artillery.

Evades: *None.*

Panicked by: Any mounted in difficult terrain; Elephants; any close order foot except Pavisiers; Light Spear, Raiders or Warband.

Notes: May group move without penalty in difficult terrain or through other troops if group is entirely Skirmishers and/or Rabble (see 32.1). Negates rear support.

Raiders

Open Order Foot
4 points

MOVE

4

CLOSE COMBAT

vs. Foot vs. Mounted

+4

+2

RANGED COMBAT

Shooting Targeted

-

+3

Shattered by: Knights or Chariots in open terrain.

Shatters: Elephants, Knights, Cataphracts and Artillery.

Evades: *None.*

Panicked by: *None.*

Notes:

Skirmishers

Open Order Foot

3 points

MOVE

5

CLOSE COMBAT

vs. Foot

vs. Mounted

+2

+1

RANGED COMBAT

Shooting

Targeted

-

+3

Shattered by: *None.*

Shatters: Elephants and Artillery.

Evades: Any mounted in difficult terrain;
Any close order foot except Pavisiers;
Artillery or War Wagons shooting; Light
Spear, Raiders or Warband.

Panicked by: Elephants in open terrain.

Notes: May move through and be moved through by all troop types. May group move without penalty in difficult terrain or through other troops if group is entirely Skirmishers and/or Rabble (see 32.1). Negates rear support. +2 tactical factor vs. Elephants.

Warband

Open Order Foot

3 points

MOVE

4

CLOSE COMBAT

vs. Foot

vs. Mounted

+3

+2

RANGED COMBAT

Shooting

Targeted

-

+3

Shattered by: Knights or Chariots in open terrain.

Shatters: Elite Foot, Heavy Foot, Horde, Pavisiers, Pike, Spear and Artillery.

Evades: *None.*

Panicked by: *None.*

Notes: Always pursue (see 78.1).

Artillery

Close Order Foot

3 points

MOVE

2

CLOSE COMBAT

vs. Foot

vs. Mounted

+2

+2

RANGED COMBAT

Shooting

Targeted

+4

+3

Shattered by: All in close combat.

Shatters: War Wagons when shooting.

Evades: *None.*

Panicked by: *None.*

Notes: Unaffected if beaten but not doubled when shot at. Requires +1 command point to move. May not be deployed or move through difficult terrain except on roads. Never pursue. Shooting range 8 MU.

Elite Foot

Close Order Foot

4 points

MOVE

3

CLOSE COMBAT

vs. Foot

vs. Mounted

+5

+3

RANGED COMBAT

Shooting

Targeted

-

+3

Shattered by: Knights or Chariots in open terrain; Warriors or Warband.

Shatters: Artillery.

Evades: *None.*

Panicked by: *None.*

Notes:

Heavy Foot

Close Order Foot

3 points

MOVE

3

CLOSE COMBAT

vs. Foot

vs. Mounted

+4

+3

RANGED COMBAT

Shooting

Targeted

-

+3

Shattered by: Knights or Chariots in open terrain; Warriors or Warband.

Shatters: Artillery.

Evades: *None.*

Panicked by: *None.*

Notes:

Horde

Close Order Foot

2 points

MOVE

2

CLOSE COMBAT

vs. Foot

vs. Mounted

+3

+2

RANGED COMBAT

Shooting

Targeted

-

+2

Shattered by: Knights or Chariots in open terrain; Warriors or Warband.

Shatters: Artillery.

Evades: *None.*

Panicked by: *None.*

Notes:

Pavisiers

Close Order Foot

4 points

MOVE

3

CLOSE COMBAT

vs. Foot

vs. Mounted

+3

+4

RANGED COMBAT

Shooting

Targeted

+3

+3

Shattered by: Knights or Chariots in open terrain; Warriors or Warband.

Shatters: Artillery in close combat.

Evades: *None.*

Panicked by: *None.*

Notes: Shooting range 3 MU.

Pike

Close Order Foot

3 points

MOVE

3

CLOSE COMBAT

vs. Foot

vs. Mounted

+3

+4

RANGED COMBAT

Shooting

Targeted

-

+3

Shattered by: Knights or Chariots in open terrain; Warriors or Warband.

Shatters: Artillery.

Evades: *None.*

Panicked by: *None.*

Notes: Rear support +2 (see 69.2). Always pursue if recieved rear support (see 78.1).

Spear

Close Order Foot

4 points

MOVE

3

CLOSE COMBAT

vs. Foot

vs. Mounted

+4

+4

RANGED COMBAT

Shooting

Targeted

-

+3

Shattered by: Knights or Chariots in open terrain; Warriors or Warband.

Shatters: Artillery.

Evades: *None.*

Panicked by: *None.*

Notes:

War Wagons

Close Order Foot

3 points

MOVE

2

CLOSE COMBAT

vs. Foot

vs. Mounted

+3

+4

RANGED COMBAT

Shooting

Targeted

+3

+4

Shattered by: Artillery shooting; Elephants.

Shatters: Artillery in close combat.

Evades: *None.*

Panicked by: *None.*

Notes: Unaffected if beaten but not doubled (except when shattered, see 76.2). Requires +1 command point to move. May not be deployed or move through difficult terrain except on roads. Never pursue. Cannot be pushed back. Shooting range 3 MU.

Warriors

Close Order Foot

3 points

MOVE

3

CLOSE COMBAT

vs. Foot

vs. Mounted

+3

+2

RANGED COMBAT

Shooting

Targeted

-

+3

Shattered by: Knights or Chariots in open terrain.

Shatters: Elite Foot, Heavy Foot, Horde, Pavisiers, Pike, Spear and Artillery.

Evades: *None.*

Panicked by: *None.*

Notes: Rear support +1 (see 69.3). Always pursue (see 78.1).

Bad Horse

Open Order Mounted
3 points

MOVE

6

CLOSE COMBAT

vs. Foot

vs. Mounted

+2

+2

RANGED COMBAT

Shooting

Targeted

-

+2

Shattered by: *None.*

Shatters: Archers, Bow Levy and Artillery.

Evades: *None.*

Panicked by: Any in difficult terrain if beaten but not doubled.

Notes: Moves 3 MU in difficult terrain.
Negates rear support.

Battle Taxi

Open Order Mounted
3 points

MOVE

6

CLOSE COMBAT

vs. Foot

vs. Mounted

+2

+2

RANGED COMBAT

Shooting

Targeted

-

+2

Shattered by: *None.*

Shatters: Archers, Bow Levy and Artillery.

Evades: Any foot except Archers, Pavisiers, Skirmishers, Bow Levy or Artillery in open terrain.

Panicked by: Any in difficult terrain if beaten but not doubled.

Notes: Moves 3 MU in difficult terrain.
Negates rear support.

Chariots

Open Order Mounted
4 points

MOVE

6

CLOSE COMBAT

vs. Foot

vs. Mounted

+2

+3

RANGED COMBAT

Shooting

Targeted

-

+3

Shattered by: *None.*

Shatters: Archers, Bow Levy and Artillery; Light Foot, Light Spear, Rabble, Raiders, Warband, Warriors, Elite Foot, Heavy Foot, Horde, Pavisiers, Pike or Spear in open terrain.

Evades: Any foot except Archers, Pavisiers, Skirmishers, Bow Levy or Artillery in open terrain.

Panicked by: Any in difficult terrain if beaten but not doubled.

Notes: Moves 3 MU in difficult terrain.
Negates rear support.

Elite Cavalry

Open Order Mounted

4 points

MOVE

6

CLOSE COMBAT

vs. Foot

vs. Mounted

+3

+3

RANGED COMBAT

Shooting

Targeted

-

+3

Shattered by: *None.*

Shatters: Archers, Bow Levy and Artillery.

Evades: Heavy Foot, Horde, Light Spear, Pike or Spear in open terrain.

Panicked by: Knights or Cataphracts in open terrain; any in difficult terrain if beaten but not doubled.

Notes: Moves 3 MU in difficult terrain.
Negates rear support.

Horse Bow

Open Order Mounted
4 points

MOVE

8

CLOSE COMBAT

vs. Foot

vs. Mounted

+2

+3

RANGED COMBAT

Shooting

Targeted

-

+2

Shattered by: *None.*

Shatters: Archers, Bow Levy and Artillery.

Evades: Any foot except Archers, Pavisiers, Skirmishers, Bow Levy or Artillery in open terrain.

Panicked by: Knights, Cataphracts or Artillery shooting in open terrain; any in difficult terrain if beaten but not doubled.

Notes: Moves 3 MU in difficult terrain.
Negates rear support.

Javelin Cavalry

Open Order Mounted

4 points

MOVE

8

CLOSE COMBAT

vs. Foot

vs. Mounted

+3

+2

RANGED COMBAT

Shooting

Targeted

-

+2

Shattered by: *None.*

Shatters: Archers, Bow Levy, Knights, Cataphracts, Elephants and Artillery.

Evades: Heavy Foot, Horde, Light Spear, Pike or Spear in open terrain.

Panicked by: Any in difficult terrain if beaten but not doubled.

Notes: Moves 3 MU in difficult terrain.
Negates rear support.

Knights

Open Order Mounted
4 points

MOVE

5

CLOSE COMBAT

vs. Foot

vs. Mounted

+3

+4

RANGED COMBAT

Shooting

Targeted

-

+2

Shattered by: Elephants, Javelin Cavalry or Raiders.

Shatters: Archers, Bow Levy and Artillery; Light Foot, Light Spear, Rabble, Raiders, Warband, Warriors, Elite Foot, Heavy Foot, Horde, Pavisiers, Pike and Spear in open terrain.

Evades: *None.*

Panicked by: *None.*

Notes: Moves 3 MU in difficult terrain. Destroyed if beaten in difficult terrain (see 76.5). Always pursue (see 78.1).

Cataphracts

Close Order Mounted

4 points

MOVE

4

CLOSE COMBAT

vs. Foot

vs. Mounted

+4

+4

RANGED COMBAT

Shooting

Targeted

-

+3

Shattered by: Elephants, Javelin Cavalry or Raiders.

Shatters: Archers, Bow Levy and Artillery.

Evades: *None.*

Panicked by: *None.*

Notes: Moves 3 MU in difficult terrain.
Destroyed if beaten in difficult terrain (see 76.5).

Elephants

Close Order Mounted

4 points

MOVE

4

CLOSE COMBAT

vs. Foot

vs. Mounted

+5

+4

RANGED COMBAT

Shooting

Targeted

-

+3

Shattered by: Skirmishers, Light Foot, Javelin Cavalry, Rabble or Raiders.

Shatters: Archers, Bow Levy, War Wagons, Knights, Cataphracts and Artillery.

Evades: *None.*

Panicked by: *None.*

Notes: Requires +1 command point to move. Moves 3 MU in difficult terrain. Always pursue (see 78.1). Destroys friendly stands except Skirmishers when falling back (see 80.4). Cannot be pushed back (see 82.1).