

# 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).