

Tactical and March Move Distances

	Marching entirely along a road	Normal	If entering or ending in RG	If entering or ending in DG
Flyer, Dragon, Avatar	---	480	---	240
Clerics	400	200	160	80
Giants, Magicians	400	200	200	160
Airboats except (X), anything air-mobile	---	320	---	160
Airboats (X)	---	160	---	80

Troops classed as Fast (F) or Heroic (H), add an extra 40p ...

Spontaneous Advance

- Any troops graded (H) and any troops graded (E) except Artillery.
- Giants, Avatars and Dragons.
- Irregular Clerics (S).
- Any troops (except train or graded (C)) that are aware of broken or shattered enemy ...

Combat Factors

Your element is	Its opponent is	
	mounted	other
Avatars or Dragons	+5	+5
Elephants, Expendables or Shot	+5	+4
Spears, Blades, Artillery if shooting, Giants if shot at or War Wagons.	+4	+4
Pikes. Bows if shooting without being shot at that bound	+4	+3
Bows in other circumstances	+4	+2
Giants if in close combat	+3	+5
Airboats, Clerics, Knights, Cavalry if in close combat	+3	+4
Cavalry if shot at, Magicians, Warband or Auxilia	+3	+3
Flyers	+3	+2
Light Horse, Camelry, Galleys or Ships	+2	+3
Psiloi, Hordes, Artillery unless shooting, Baggage or Boats	+2	+2
Any naval if troops disembarked	+1	+1

Close Combat Rear Support Factors

- An element graded (H) may count itself as any other grade for the purpose of receiving rear support, but may never give rear support itself.

+1 in enemy bound only if:

- 2nd Rank spears only if fighting against Elephants, Dragons, Giants, Expendables,

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Knights, Camelry, Pikes, Blades, Warband or Hordes.

- Bd 2nd rank only if fighting against Elephants, Dragons, Giants or Knights.
- Ps 2nd rank. - only if fighting against foot, Flyers or Airboats.
- Shot 2nd rank - only if fighting against Warband, Giants or against mounted troops except Knights (X).
- Any foot supported by any Cleric - only if fighting supernaturals. This will usually just cancel the -1 Tactical Factor for fighting supernaturals.

Tactical Factors

- +3 They are behind any fortifications and in close combat with or shot at by a War Wagon (S) or Ship (X) tower, or any aerials.
- +1 If graded (H) and either in close combat or shot at
- -1 If in close combat with supernaturals, unless supernatural, Magician, Cleric, or graded (C) or (H)

Grading Factors

- -1 if Entity (E) scoring equal or less: if fighting a supernatural (including another (E)), Magician, Cleric or any opponent graded (H).

Combat Outcome

Elements disregard outcomes when:

- bespelling any but a magician, cleric or avatar, or when aiding bespelling

If an element's total is less than that of its opponent, but more than half:

Avatars	Banished by Clerics or Magicians. Stand unless fighting supernatural or any graded (H).
Dragons	Destroyed by any graded (H). Flee if in close combat.
Airboats	Destroyed by Artillery, Avatars or Dragons.
Flyers	Flee from Light Horse, Magician, and from Bows shooting.
Elephants	Destroyed by Magician (using a strike spell like Artillery). Flee from any graded (H).
Knights	Destroyed by Dragons or Magicians.
Cavalry	Flee from Dragons or Magicians, or if in enemy bound from Giants.
Light Horse	Flee from Dragons or Magicians.
Camelry	Flee from Dragons.
Clerics	Destroyed by Expendables in enemy bound if opponent counts as in good going.
Spears, Pikes	Destroyed by Dragons or Magicians. Destroyed by Clerics (S) in enemy

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	bound if opponent counts as in good going.
Blades	Destroyed by Dragons or Magicians. Destroyed by Clerics (S) in enemy bound if opponent counts as in good going.
Warband	Destroyed by Dragons or Magicians. Destroyed by Clerics (S) in enemy bound if opponent counts as in good going.
Bows, Shot	Destroyed by Magicians.
Auxilia	Destroyed by Clerics (S) in enemy bound if opponent counts as in good going. Flee from Avatar, Magicians or Dragons if in good going.
Psiloi	Destroyed by Clerics (S) or (O) or Flyers (S) if in enemy bound and opponent counts as in good going.
Artillery	Destroyed by Magicians.
War Wagons	Destroyed by Dragons, Giants or Magicians.
Hordes	Destroyed by Dragons or Magicians. Destroyed by Clerics (S) if opponent counts as in good going.
Magicians	Destroyed by any graded (H).
Giants	Destroyed by Artillery or Magicians.

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

Dragon	Spent unless in close combat with Magician, Cleric or supernatural, or in close combat or shot at by any graded (H).
Cavalry	Flee from Airboats.
Light Horse	Spent if in close combat against, or shot at by, Airboats.
Psiloi	Flee from Airboats.

Destroyed Elements

- Element behind is destroyed if the destroyed element was Dragons, Elephant or Expendables.

Recoiling Elements

- Recoiling elements do not push Dragons or Avatars back. Recoiling Dragons cause elements passed through or pushed back to flee.