

Sequence

1. Player A dices for PIPs, deploys replacement or new elements, then moves other elements
2. Player A resolves bespelling and both Players resolve shooting in an order decided by Player A. Only Player A may shoot artillery and then only if it didn't move.
3. Fight Close Combats in an order decided by Player A
4. Repeat the above for Player B to complete a pair of bounds.

Pip Costs

Move element or group of elements (groups must move straight ahead, wheel or form column only)	1
Extra if element or group contains Aerials or Magician	+1
Extra if general is lost or element or group is out of sight and > 600p away or greater than 1200p away	+1
Deploy Lurker (1 st time)	1
Deploy Lurker (2 nd time)	2
Deploy Lurker (3 rd time)	3
Replace Horde	1
Replace desorcelled Magician or Hero	6
Deploy a single God	6
Deploy all Dragons	6
Bespell	2
Aid Bespelling	1

Interpenetration

- Sneakers can pass or be passed through by anything.
- Magicians can pass through any friends.
- Gods can pass through any elements
- Ground troops can pass under friendly aerials or enemy Fliers or Aerial Heroes, but not if they are in close combat.
- Aerials not recoiling can pass over any ground troops and cannot end a move in woods or BUA.
- Recoiling aerials cannot pass over any troops or through woods or BUA.
- Mounted can pass through friendly foot facing in the same or opposite direction.

Shooting and Bespelling Ranges

Bespelling	600p
Artillery	500p
Shooters	200p

Combat Factors

If in bad going and not Shooters, Warband, Lurkers or Beasts, or if mounted (except Beasts) or aerials fighting enemy in bad going, or if fighting Water Lurkers, or if bespelling enemy Magician within 600p of his Stronghold.	-2
Line from bespeller crosses water or within 600p of Paladin or Cleric or shot at or bespelled in Wood or BUA	+2
General's element shot at, bespelled or in close combat	+1
Each 2 nd or 3 rd element aiding a shooting or bespelling enemy or an enemy attacking a stronghold	-1
<i>Close Combat only</i>	
Full front edge of enemy in contact with rear edge	-1
Uphill of or defending riverbank from ground troops	+1
Each flank overlapped or contacted or each supporting enemy shooter or bespeller	-1
Spears supporting Spears or Warband supporting Warband if both are in good going	+1

Combat Results

- Bespellers or Shooters ignore adverse results unless bespelling God or Magician, or shooting at an enemy that shot back.
- Opponents of Sneakers ignore adverse results unless Sneakers, a general or a Stronghold.
- Recoilers pass through friends if allowed to otherwise push them back. Behemoths, Dragons and Gods can only be pushed back by each other.
- An element forced to recoil with a non-sneaker enemy in contact with flank or rear is destroyed.
- A recoiler who meets impassable terrain, a Stronghold, or enemy or friends it cannot pass through, push back or destroy is destroyed.
- Recoiling Behemoths and Dragons destroy any elements met except Behemoths, Aerials or Sneakers.
- Fleeing elements (except Lurkers) recoil first. Unless fleeing field, elements flee 600p.
- A magician rolling a '1' when bespelling is turned into a frog if he has rolled a '1' before.
- Knights, Beasts, Behemoths and Warband (including a second rank) follow up

Type	Cost	Road	Good	Bad	vs Foot	vs Other	Equal	LessThan	Doubled
Aerial Hero (A)	6AP	1200p	1200p	1200p	+5	+5	Destroyed if in Close Combat with Hero or Aerial Hero and final score is odd	Enscelled by Magician. Destroyed by Aerial Hero, Hero, Paladin or Artillery. Flee from Stronghold else Recoil	Destroyed
Airboat (A)	3AP	500p	500p	500p	+5	+3	Draw	Flee from Magician else Recoil	Destroyed
Artillery (F)	3AP	300p	200p	-	+4	+4	Draw	Destroyed if in Close Combat	Destroyed
Beasts* (M)	2AP	400p	400p	400p	+3	+4	Draw	Destroyed by Mounted in Close Combat else Recoil	Destroyed
Behemoth* (M)	4AP	400p	300p	200p	+4	+5	Draw	Flee from Magician, Dragon or Artillery else Recoil	Destroyed
Blades (F)	2AP	400p	200p	200p	+5	+3	Draw	Destroyed by Warband else Recoil	Destroyed
Cleric (F)	3AP	400p	200p	200p	+4	+4	Draw	Destroyed by Knights if in Good Going, or by Warband else Recoil	Destroyed
Dragon ^ (A)	4AP	1200p	1200p	1200p	+6	+6	Draw	Destroyed by Aerial Hero, Hero or Paladin else flee field	Destroyed
Fliers (A)	2AP	1200p	1200p	1200p	+2	+2	Draw	Flee from Magician else Recoil	Destroyed by Hero, Magician, Aerials or Shooters else Flee
God ^ (A)	4AP	1200p	1200p	1200p	+6	+6	Draw	Flee field from God, Magician or Cleric	Destroyed
Hero (M)	4AP	500p	500p	200p	+5	+5	Destroyed if in Close Combat with Hero or Aerial Hero and final score is odd	Enscelled by Magician. Destroyed by Aerial Hero, Hero, Paladin or Artillery. Flee from Stronghold else Recoil	Destroyed
Hordes (F)	1AP	400p	200p	200p	+2	+2	Draw	Destroyed by Knight if in Good Going or Warband else Recoil	Destroyed
Knights* (M)	2AP	400p	300p	200p	+3	+4	Draw	Destroyed by Behemoth, or by Magician, Shooters or Artillery contacted this bound, or if in Bad Going else Recoil	Destroyed
Lurkers ^ (F)	1AP	400p	200p	200p	+2	+2	Draw	Flee field	Destroyed
Magician (F)	4AP	500p	500p	200p	+4	+4	Destroyed if in Close Combat with Paladin and final score is odd	Enscelled by Magician. Destroyed by Aerial Hero, Hero, Paladin, Dragon or God else Recoil	Destroyed
Paladin ^ (M)	4AP	500p	500p	200p	+6	+6	Destroyed if in Close Combat with Magician and final score is odd	Destroyed if in Close Combat	Destroyed
Riders (M)	2AP	500p	500p	200p	+3	+3	Draw	Destroyed if in Bad Going else Recoil	Destroyed
Shooters (F)	2AP	400p	300p	300p	+3	+4	Draw	Destroyed by Mounted in Close Combat else Recoil	Destroyed
Sneakers ^ (F)	3AP	400p	300p	300p	+5	+3	Draw	Flee	Destroyed
Spears (F)	2AP	400p	200p	200p	+4	+4	Draw	Destroyed by Knight if in Good Going or by Warband else Recoil	Destroyed
Stronghold	Free	-	-	-	+6	+6	Draw	Destroyed by any except Aerials	Destroyed
Warband* (F)	2AP	400p	200p	200p	+3	+3	Draw	Destroyed by Behemoth, or Knight if in Good Going else Recoil	Destroyed

* - Follows up in combat, '^' - Not General, M - Mounted, F - Foot, A- Aerial