

Combat in The World

Shooting and Bespelling Ranges

Bespelling =12

Artillery =10

Shooters =4

Combat Factors

Spears supporting Spears or Warband supporting Warband if both are in good going+1
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

Uphill of or defending riverbank from ground troops+1

Each flank overlapped or contacted or each supporting enemy shooter or bespeller-1

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

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

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