Special Rules:

- Minimum unit size is 50 points
- Shields get +1 armor vs. ranged & pike attacks
- Horses charging into melee get 3 dice to attack (not archers)
- Mounts double all move penalties.
- Ranged attacks are ½ dice with move up to half; –1 to hit over half range.
- Mounts & pikes lose special attacks in non-open terrain (half attacks only)
- Pikes get interrupt when attacked; double damage vs. large types
- Horse archers can move ½, shoot ½, then move ½ at end of turn
- Elephant archers make half-dice shot in melee
- Elephant melee attacks are at +2 to hit
- Morale target is 9 (roll 2d6 + health + figures/lost).