

(9.42) Shock Superiority Chart

Attacker Weapons/Armor System vs. Defender

Defender Type	PH+	HI+	MI+	LI	SK	HC+	LN+	LC	EL+	CH+
[PH] Phalanx	-	-	-	DS	NA	DS	DS	DS	DS	DS
[HI] Heavy Inf	-	-	-	-	NA	DS	DS	DS	-	DS
[MI] Medium Inf	AS	-	-	-	NA	-	-	DS•	-	-
[LI] Light Inf	AS	AS	-	-	NA	-	-	DS•	-	-
[SK] Skirmisher	AS	AS	AS	AS	NA	AS	AS	AS	AS	AS
[HC] Heavy Cav	-	-	-	-	NA	-	-	-	AS	DS
[LN] Lancer Cav	-	-	-	-	NA	AS	-	-	AS	-
[LC] Light Cav	-	-	-	-	NA	AS	AS	-	AS	-
[EL] Elephant	-	-	-	-	NA	-	-	-	-	-
[CH] Chariot	-	-	-	-	AS	-	-	-	AS	-

- Always read down the Attacker Column.
- Use Available Weapons System most advantageous to each player.
- Shock attacks against units in Column are automatically Attack Superior.

AS = Attacker Superior: Double the Defender's Cohesion Hit result on the Shock Combat CRT
DS = Defender Superior: Triple the Attacker's Cohesion Hit result on the Shock Combat CRT
DS• = Applies if defender has Javelin capability and has missiles available; otherwise treat as No Superiority.

NA = Not Allowed.

+ = Units Must Attack, if they moved

- = No Superiority: Cohesion Hits normal for both sides

Regardless of weapons/armor type, any unit that attacks an enemy through its Flank or Rear achieves Position Superiority and is therefore automatically Attack Superior.

Exception: Cavalry, Chariots, and Elephants may never achieve Position Superiority against Elephants.

Positional Superiority cannot be gained against defenders in Strongholds, City Block, Temple, or Palace hexes.

Artillery cannot Shock attack under any circumstances.

Elephant Chariots (elCH) are treated as Elephants (EL) for purposes of Shock.

(9.45) Leader Casualty Chart

Leader Casualties: Leader casualties occur from two possible sources:

- **Missiles:** casualties from these are determined as they occur, as per 8.111. However, they use the resolution system discussed below.
- **Shock:** casualties are determined before proceeding with Shock resolution, per 9.15.

Possible Casualties to leaders from Missiles or during Shock require the player to roll a die. If the DR is a '1-9', nothing has happened. If the die roll is a '0':

1. The leader has been **Wounded**. The player then rolls a second time; if that die roll is greater than the leader's Initiative Rating, the leader has been **Killed** instead.
2. If a leader is **Wounded**, he is immediately Finished. For the remainder of the game, subtract one (-1) from all numeric ratings (i.e. there is no effect on the leader's Line Command ability), to a minimum of '0'. See 9.45.
3. If **Killed**, time to settle those Karmic accounts ... our hero is now dead, to be reborn another day. Dead leaders are immediately removed from play and are not replaced. A leader who has been Killed as part of Shock combat has a negative effect on that combat; see 9.17[3].

(10.19) Elephant Rampage Table

Die Roll	Result
0	Move Rampaging Elephant in the direction of the nearest friendly unit.
1-6	EL moves 3 hexes in direction indicated on the Compass on the map. Elephant Chariots (elCH) move two (2) hexes; see 9.92.
7-9	<ul style="list-style-type: none"> • First Rampage die roll – Rampaging elephant moves directly away from the unit that caused the rampage • Subsequent die roll – Rampaging Elephant is eliminated.

(5.33) The Dieroll of Doom

Die Roll	Result
0, 1	Re-Activation is possible. Play immediately transfers to the opposing player, who may activate any one of his leaders, regardless of whether the leader is Finished or not! Such a Re-Activated leader may not use Momentum himself.
2-8	Leader attempting Momentum is Finished. Go Back to Phase "A".
9	The leader has had a Crisis of Faith. All friendly combat units within one-half his range, rounded up, must withdraw two hexes even if they are in an enemy ZOC. That includes the leader who is now Finished. See 6.63[1] and [3].

(9.43) Clash of Spears & Swords Chart

Defender Aspect	Defender Weapon Class	Attacker Weapons Type									
		PH	HI	MI	LI	SK	HC	LN	LC	EL	CH
Front	PH—Phalanx	7	6	5	4	NA	5	4	3	6	5
	HI—Heavy Inf	8	7	6	5	NA	6	5	4	7	6
	MI—Medium Inf	9	8	7	6	NA	7	6	5	10	7
	LI—Light Inf	10	9	8	7	NA	8	7	6	11	9
	SK—Skirmisher	13	12	11	10	NA	11	10	9	13	12
	HC—Heavy Cav	9	8	7	6	NA	7	6	5	12	9
	LN—Lancer Cav	11	10	9	8	NA	9	8	7	13	10
	LC—Light Cav	11	10	9	8	NA	9	8	7	13	11
	EL—Elephant	4	3	3	1	NA	NA	NA	NA	7	3
	CH—Chariot	9	8	7	6	6	7	6	5	10	7
		PH	HI	MI	LI	SK	HC	LN	LC	EL	CH
Flank	PH—Phalanx	12	11	10	9	NA	10	9	8	13	12
	HI—Heavy Inf	11	10	10	8	NA	9	8	7	13	13
	MI—Medium Inf	11	10	10	9	NA	8	7	6	13	13
	LI—Light Inf	10	9	8	7	NA	8	7	6	13	10
	SK—Skirmisher	13	12	11	10	NA	11	10	9	13	12
	HC—Heavy Cav	10	9	8	7	NA	8	7	6	13	10
	LN—Lancer Cav	11	10	9	8	NA	9	8	7	13	11
	LC—Light Cav	11	10	10	8	NA	9	8	7	13	11
	EL—Elephant	9	8	7	6	NA	7	6	5	7	7
	CH—Chariot	13	12	11	10	7	7	9	9	13	13
		PH	HI	MI	LI	SK	HC	LN	LC	EL	CH
Rear	PH—Phalanx	13	12	12	10	NA	11	11	9	13	13
	HI—Heavy Inf	13	12	12	10	NA	11	11	9	13	13
	MI—Medium Inf	12	12	12	11	NA	10	9	7	13	13
	LI—Light Inf	12	11	10	9	NA	10	8	6	13	12
	SK—Skirmisher	13	12	11	10	NA	11	11	9	13	12
	HC—Heavy Cav	11	10	9	8	NA	9	8	7	13	11
	LN—Lancer Cav	12	11	10	9	NA	10	9	8	13	12
	LC—Light Cav	12	11	11	9	NA	10	9	8	13	13
	EL—Elephant	12	11	11	9	NA	10	10	8	7	11
	CH—Chariot	13	12	12	10	7	7	9	9	13	13

= Shock CRT Column to be used
 NA = Not allowed
 Elephant Chariots (elCH) are treated as Elephants (EL).

