


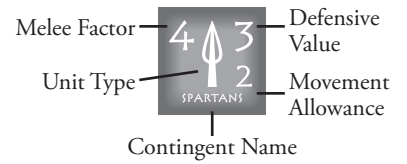


## FIRE RESULTS TABLE (D10)

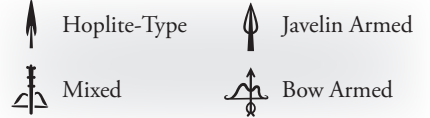
Unit Type	Range	Miss	One Hit	Two Hits
	Same	1-5	6-7	8-10
	1	1-7	8-9	10
	2-3	1-6	7-8	9-10
	4	1-8	9-10	
	Same	1-6	7-8	9-10
	1	1-7	8-9	10
	2	1-8	9-10	
	Same	1-5	6-8	9-10
	1	1-6	7-8	9-10
	2	1-7	8-9	10
	3	1-8	9-10	

Subtract one from Disordered unit's Defensive Value when assessing hits.

## UNITS



### Unit Types



## MARKERS



## MELEE COMBAT RESULTS TABLE (MCRT)









DIE ROLL	ODDS RATIO						
	≤ 1 to 3	1 to 2	1 to 1	3 to 2	2 to 1	3 to 1	≥ 4 to 1
≤ 1	4 / 0	3 / 0	2 / 1	2 / 1	2 / 1	2 / 2	2 / 3
2-3	3 / 0	3 / 1	2 / 2	1 / 1	1 / 1	2 / 2	2 / 4
4-5	3 / 1	3 / 2	2 / 2	2 / 2	2 / 2	2 / 3	1 / 4
6-7	3 / 1	3 / 2	2 / 2	2 / 2	2 / 3	1 / 3	1 / 4
8-9	3 / 1	2 / 1	1 / 1	1 / 2	2 / 3	1 / 3	0 / 4
≥ 10	2 / 1	2 / 2	1 / 2	1 / 2	1 / 3	0 / 3	0 / 4

Results are expressed in terms of Step Losses: *Attacker / Defender*

Disordered units that attack suffer a penalty of *one column shift to the left*.

Hoplites *reduce Step Losses by one* if attacked through their Front facing.

### COLUMN SHIFTS for UNIT TYPE

Attacking Unit Type	Defending Unit Type			
				
		2 right	3 right	3 right
	1 left		2 right	2 right
	3 left	2 left		1 right
	3 left	2 left	1 left	



### COLUMN SHIFTS for SITUATION

If Attacker moved into melee from Defender's Flank or Rear areas:

**1 shift right or**

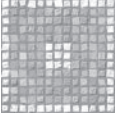
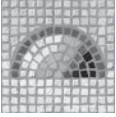
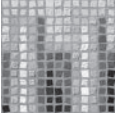
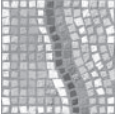
**2 shifts right if Hoplites attacking**

### FACING

Greek			Persian		
Front Left	Front	Front Right	Rear Right	Rear	Rear Left
Flank Left		Flank Right	Flank Right		Flank Left
Rear Left	Rear	Rear Right	Front Right	Front	Front Left

In the two-player game, the Persian diagram is identical to the Greek.

## TERRAIN EFFECT CHART

	MOVEMENT	FIRE COMBAT	MELEE COMBAT
 LEVEL 1	1 to enter		
 LEVEL 2	1 to enter +1 if moving from Level 1		Shift 1 column left if attacking from Level 1
 WALL	1 to enter	-1 to die roll if firing into or across Wall	Shift 1 column left if attacking from Level 1
 COAST	Not permitted	Not permitted	Not permitted

## PERSIAN MAIN CONTINGENT COMMITMENT TABLE (D10)

	Day 1	Day 2	Day 3
DAHAE	1	1-2	1-3
MEDES	2-5	3	4
SCYTHIANS	6	4	5-7
SUSA	7-8	5	8-10
IMMORTALS	9-10	6-10	

## EPHIALTES TABLE (D10)

Die Roll	Action Round of Entry
1-4	3
5-6	4
7-8	5
9-10	6

Add one to the Round of Entry if any Greek contingent but the Phocians are put in Ephialtes Box on the Third Day.

## GREEK CONFERENCE TABLE (D10)

Die Roll	Number of Contingents Remaining
1-5	3
6-8	4
9-10	5

## GREEK MORALE TABLE (D10)

	HOPLITES				BOW & JAVELIN
	No Step Losses	1 Step Loss	2 Step Losses	3 Step Losses	No Step Losses
SPARTAN	8	8	7	7	
THESPIAN	8	7	6	6	
THEBAN	8	7	6	6	
PHOCIAN	6	6	5	4	
MALIAN	7	7	6	6	
LOCRIAN	7	6	6	5	
PELOPONNESIAN	7	6	6	5	7

## PERSIAN MORALE TABLE (D10)

	MIXED				BOW & JAVELIN
	No Step Losses	1 Step Loss	2 Step Losses	3 Step Losses	No Step Losses
IMMORTALS	8	7	7	6	
DAHAE	7	6			7
MEDES	8	6			8
SCYTHIANS	7	5			6
SUSA	6	5			6

## DIE ROLL MODIFIER (both tables)

+1 to roll if the unit checking is currently Disordered.

## RESULTS (both tables)

Roll ≤ to the Morale Rating listed = No Effect (*Disordered units recover*)

Roll 1 or 2 more than the Morale Rating listed = Disorder

Roll 3 or more than the Morale Rating listed = Rout