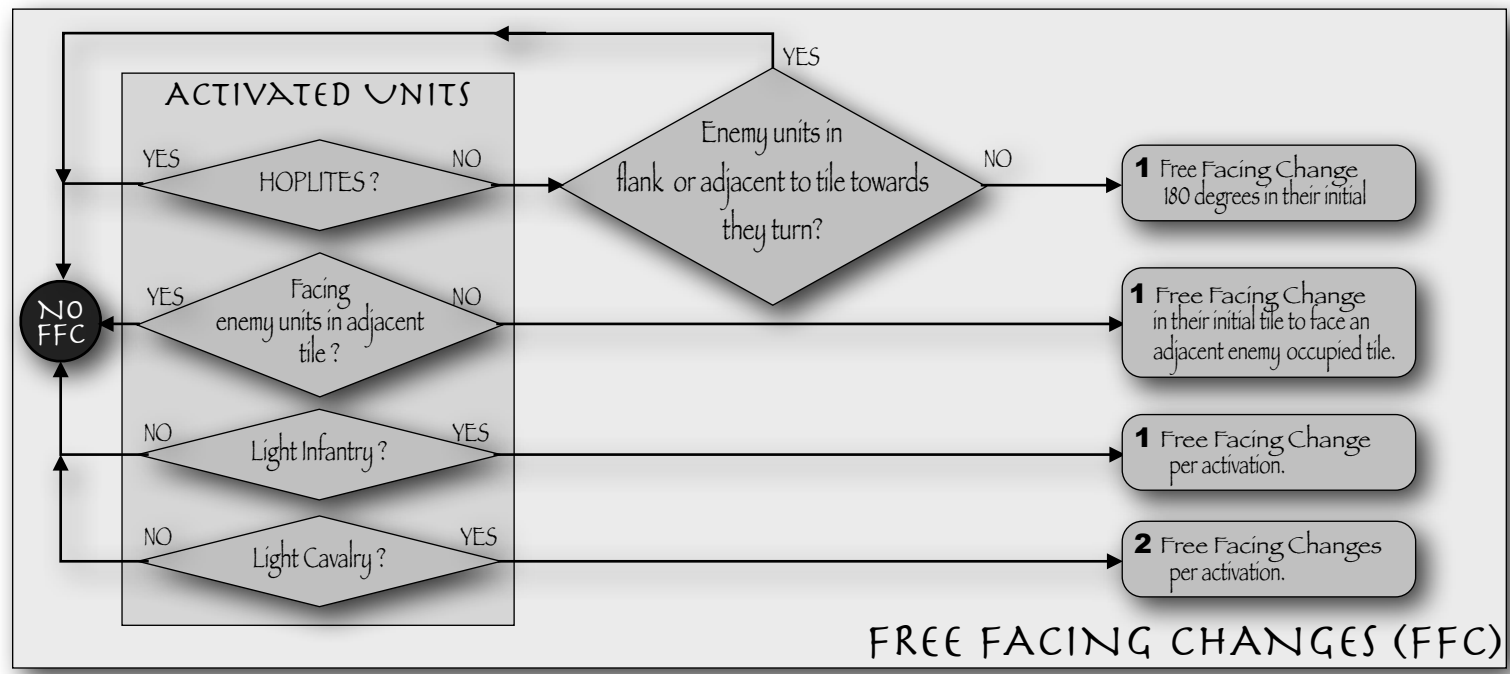
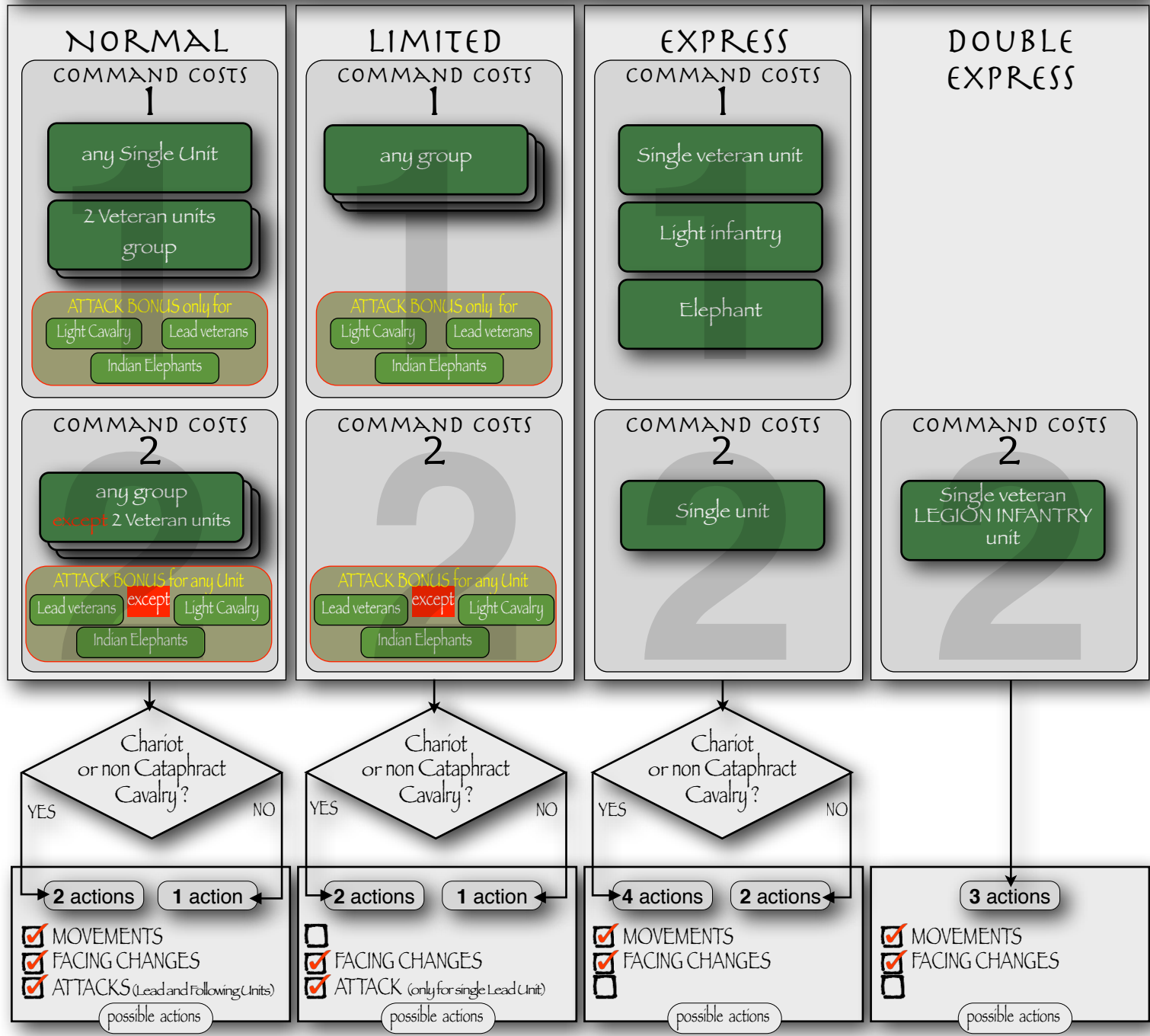
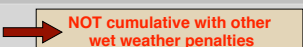


ACTIVATION TYPES



 = Lead position relevant to bonus and malus at a glance

	POS	ATTACKING UNIT	FACING	ATTACKING	CONSTRAINTS / NOTES / SPECIFICATIONS	MOD
UNITS		UNIT			was given an attack bonus	+1
		any UNIT	cataphract cavalry		moved or changed facing (even at no cost) earlier in their activation	-1
		Lead UNIT EXCEPT SCYTHED CHARIOTS			if enemy is facing the attack	-1
		Lead UNIT		river-tile	And there are neither adjacent enemies to left and right tile nor adjacent enemies to front and rear tile	+1
		Lead UNIT		river-/stream-tile	from a non river-tile	+1
		LEADER's GUARD in Lead			in wet weather 	-1
		Non-LEVY-UNIT		Levy-Unit	was given a second attack bonus	+1
INFANTRY		Last attacking UNIT in a group spent attacking UNITS			if it takes half the usual number of attack points.	-1
					in a fatigued army	-1
		Lead INFANTRY	fresh Legion Infantry		if enemy is facing the attack	-1
		Lead Heavy INFANTRY			attacking downhill (from a hill to a non-hill tile)	+1
		Heavy INFANTRY (of any kind)	Hoplites		attacking into or from wood, marsh, hill or fortified camp	-1
			Phalanx		and enemy is not facing the attack	+1
			Archer-Infantry		and enemy is not facing the attack	+1
		fresh Lead PHALANX		Heavy Infantry	if attacking in or from any clear terrain (excluding camps), and there are no adjacent enemy units besides those directly in front.	+1
		Following unit of fresh Average PHALANX		Heavy Infantry	if the attacking unit is supported by an identical fresh unit which neither makes its own individual attack nor supports another attack this turn	+1
		HOPLITES		tile	containing at least one enemy hoplite unit that was already there during its own preceding player turn.	+1
		fresh Lead HOPLITES		Heavy Infantry		+1
		Following unit of fresh Average HOPLITES		Heavy Infantry	if the attacking unit is supported by an identical fresh unit which neither makes its own individual attack nor supports another attack this turn	+1
		Archer INFANTRY		Light Infantry		+1
CAVALRY				Light Cavalry		+1
		spent Light INFANTRY			in wet weather	-1
					in wet weather	-1
		Lead CAVALRY	elephants		if enemy is facing the attack	-1
		CAVALRY		Heavy Infantry	if the Heavy Infantry are facing 180° away	+1
CHARIOTS				Heavy Infantry	if both units are on field edge tiles	+1
				Heavy Infantry	if the Heavy Infantry are accompanied by fresh Cavalry, Chariots or Light Infantry	+1
		Light CAVALRY		Units	into or from wood, marsh, hill or fortified camp	-1
					in wet weather	-1
		Lead CHARIOTS	elephants		if enemy is facing the attack	-1
ELEPHANTS				Heavy Infantry	if the Heavy Infantry are facing 180° away	+1
				Heavy Infantry	if both units are on field edge tiles	+1
		CHARIOTS		Heavy Infantry	if the Heavy Infantry are accompanied by fresh Cavalry, Chariots or Light Infantry	+1
				Units	into or from wood, marsh, hill or fortified camp	-1
					in wet weather	-1
		ELEPHANTS		Units	into or from wood, marsh, hill or fortified camp	-1
		African ELEPHANTS		tile	with Indian Elephants	-1