

SHOOTING RANGES		Effective	Maximum
Bows, longbows or crossbows	Medium Foot	4	6
	Light Foot	3	6
	Cavalry or Camelry entirely 1 deep, Light Horse	3	-
	Cavalry or Camelry not entirely 1 deep, Cataphracts, Chariots	4	-
Sling		3	-
Javelins or firearms		2	-
Heavy artillery		6	12
Light artillery		6	-

COMBAT DICE			
SHOOTING			
Artillery (except when on battle wagons)	2 dice per base in effective range 1 dice per base outside effective range		
MF with Bow, Crossbow or Longbow (Not Bow*)	1 dice per base of 1st shooting rank in effective range 1 dice per 2 bases of 2nd shooting rank or outside effective range		
Medium foot with Bow*	1 dice per 2 bases of 1st 3 ranks in effective range 1 dice per 3 bases of 1st 3 ranks outside effective range		
Cavalry with Bow or Crossbow (Not Bow*)	1 dice per base of 1st shooting rank 1 dice per 2 bases of 2nd shooting rank		
Cavalry with Bow*	1 dice per 2 bases of 1st 3 shooting ranks		
Medium foot or Mounted battle troops with Javelins or Firearm	1 dice per front rank base		
Chariots	1 dice per front rank base		
Battle wagons	1 dice per base width from long edge only		
Light foot or Light horse	1 dice per 2 bases in effective range 1 dice per 3 bases outside effective range		
IMPACT			
Scythed Chariots	4 dice per front rank base		
Battle Wagons	3 dice per 1st rank base width - 2 against elephants		
Others	3 dice per 1st rank base - 2 against elephants		
Support shooting	Medium foot against any Light foot against mounted only	1 rank of foot with Bw, LB, XB or Firearm in 2nd or (if bow) 3rd rank behind non-charging foot in combat	
MELEE			
EI, Kn, all Ch, Artillery	2 dice per front rank base. No dice for rear rank bases of any type		
Battle wagons	2 dice per front rank base width. No dice for rear rank bases.		
Other troops	1 dice per base in 1st or 2nd ranks		
Overlaps	As above		
Reductions			
Light Foot or Light Horse in impact or melee	Lose 1 dice per 2 unless:- Light Foot vs Light Foot, Light Horse vs Light Horse or Light Foot, or fighting against FRAGMENTED enemy		
Additional reductions (after taking above into account)			
DISRUPTED or DISORDERED	Lose 1 dice per 3	Dice loss for Disruption, Fragmentation, Disorder or Severe Disorder is not cumulative - whichever is worst applies.	
FRAGMENTED or SEVERELY DISORDERED	Lose 1 dice per 2		
SCORE TO HIT			
Advantage	Shooting	Close Combat	
++	N/A	3	
+	3	4	
No POA	4	4	
-	5	5	
--	6	5	
QUALITY RE_ROLLS		CLOSE COMBAT RE-ROLLS	
Elite	Reroll 1's & 2's	Average	no Rerolls
Superior	Reroll 1s	Poor	Reroll 6's
		1 level better	Reroll 1's.
		2+ levels better	Reroll 1's & 2's Cannot go lower

POINTS of ADVANTAGE			
SHOOTING			
Nearest rank of target is:		POA	If shooting with:
Unprotected cavalry	unless entirely 1 rank deep	+	Longbow, bow, crossbow, javelins, sling
Protected cavalry		+	Longbow or crossbow
Armoured cavalry or knights		-	Bow, javelins, sling
Cataphracts or heavily armoured knights		-	Any except bow or sling
Elephants		-	Any except artillery
Battle Wagons		+	Longbow, bow, javelins, sling
Unprotected heavy or medium foot		-	Crossbow, firearm, artillery
Armoured foot		-	Any except longbow
Heavily armoured foot		-	Longbow, crossbow, firearm or artillery
Any other foot		-	Bows, javelins, sling
Any		-	Crossbow, firearm, artillery
			If shooting to rear
			If shooting at a BG in combat other than only as an overlap
			If shooting when in combat other than only as an overlap
			If providing support shooting during the impact phase - unless Light Foot
In cover or behind field fortifications		-	Any except artillery
IMPACT			
Impact Foot		++	against any foot
Pikemen if not charging		+	against any mounted, unless charging shock mounted
Spearmen if not charging		+	Must be at least 3 ranks deep Must have a 2nd rank of <i>battle troops</i>
Pike charging foot or non-shock mounted		+	Must be at least 3 ranks deep
Offensive Spear charging foot or non-shock mounted		+	Must have a 2nd rank of spearmen
Defensive Spear charging Defensive Spear			
Heavy weapon			against any foot
Foot with Light Spear or Polearm			unless charging shock mounted
Mounted troops with Light Spear		+	against any if no other net POAs
Elephants			against heavy or medium foot, battle wagons or any mounted
Battle Wagons			against any mounted except elephants
Only in open terrain	Knights Lancers Other Lancers Heavy or Scythed Chariots Mounted except Elephants or Scythed Chariots Extra for 4th rank of pikemen	+	except against EI, Sch, BWg or non-charging STEADY Pike/Spear except against lancers, EI, Sch, BWg or non-charging STEADY Pike/Spear except vs skirmishers, lancers, EI, BWg or non-charging STDY Pike/Spear against any medium or light foot if all 4 ranks are in open terrain and not FRAGMENTED
Uphill or foot defending field fortifications or river bank		+	
In column when the charge was declared		-	Against a BG not in column
Charging flank or rear		++	Net POA regardless of other factors
MELEE			
Any one of.....	Skilled Swordsmen Foot Swordsmen Mounted Swordsmen Spearmen in at least 2 ranks Pikemen in at least 3 ranks Heavy weapon or Polearm Elephants Heavy or scythed chariots Artillery	+	against any except Elephants or STEADY Pike/Spear against any except Elephants, skilled swordsmen or STEADY Pike/Spear against any except Elephants or STEADY Pike/Spear Both ranks must be spearmen All 3 ranks must be pikemen against any. HW cancels enemy armour POA, Polearm cancels 1 level only against heavy or medium foot, BWg or any mounted against any except skirmishers, Elephants, BWg or STEADY Pike/Spear against any
	Extra for 4th rank of Pikemen in open terrain	+	if all 4 ranks are in open terrain and not FRAGMENTED
	Any but skilled swordsmen fighting enemy in 2 directions	-	against any
Better Armour		+	against any except HW, Elephants, Chariots, Artillery, BWg and Polearms who are 1 level of armour lower. Doesn't apply if already a net +POA and only 1 level of armour higher, 2 levels against polearms.
Uphill or foot defending field fortifications or river bank		+	