

SHOOTING RANGES		Effective	Maximum
Bow, bow*, longbows or crossbows	Medium Foot & Battle Wagons armed with bBow or crossbow	4	6
	Light Foot	3	6
	Cataphracts, Cavalry or Camelry entirely 1 deep, Light Horse	3	-
	Cataphracts, 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 shooting ranks in effective range 1 dice per 3 bases of 1st 3 shooting 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 - 3 against elephants				
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	1 rank of foot with Bw, BW* LB, XB or Firearm in 2nd or (if bow) 3rd rank behind non-charging foot in combat			
	Light foot against mounted only				
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 fighting 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 (not close combat)			CLOSE COMBAT RE-ROLLS		
Elite	Reroll 1's & 2's	Average	no Rerolls	1 level better	Reroll 1's.
Superior	Reroll 1s	Poor	Reroll 6'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 1 rank deep	+	Longbow, bow, bow*, crossbow, javelins, sling	
Protected or armoured cavalry and armoured knights		+	Longbow or crossbow	
Cataphracts or heavily armoured knights		-	Bow, bow*, javelins, sling	
Elephants		+	Any except bow, bow* or sling	
Battle Wagons		-	Any except artillery	
Unprotected heavy or medium foot		+	Longbow, bow, Bow*, javelins, sling	
		-	Crossbow, firearm, artillery	
Armoured foot		-	Any except longbow	
Heavily armoured foot		-	Longbow, crossbow, firearm or artillery	
		--	Bows, bow*, javelins, sling	
Any other foot		-	Crossbow, firearm, artillery	
Any		-	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		+	Must be at least 3 ranks deep	
	Spearmen if not charging		Must have a 2nd rank of battle troops	Unless FRAGMENTED or SEVERELY DISORDERED
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	Unless SEVERELY DISORDERED
Defensive Spear charging Defensive Spear		+	against any foot	
Heavy weapon			unless charging shock mounted	
Foot with Light Spear or Polearm		+	against any if no other net POAs	
Mounted troops with Light Spear			against heavy or medium foot, battle wagons or any mounted	
Elephants		+	against any mounted except elephants	
Battle Wagons			except against EI, Sch, BWg or non-charging STEADY Pike/Spear	
Only in open terrain	Knightly Lancers	+	except against lancers, EI, Sch, BWg or non-charging STEADY Pike/Spear	
	Other Lancers		except vs skirmishers, lancers, EI, BWg or non-charging STDY Pike/Spear	
	Heavy or Scythed Chariots		Against any foot except skirmishers or non-charging STDY Pike/Spear	
	Light Chariots		against any medium or light foot	
	Mounted except Elephants or Scythed Chariots		if all 4 ranks are in open terrain and not FRAGMENTED	
Extra for 4th rank of pikemen				
Uphill or foot defending field fortifications or river bank		+	against any	
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 Swordsman	+	against any except Elephants or STEADY Pike/Spear	
	Foot Swordsman		against any except Elephants, skilled swordsmen or STEADY Pike/Spear	
	Mounted Swordsman		against any except Elephants or STEADY Pike/Spear	
	Spearmen in at least 2 ranks		Both ranks must be spearmen	unless FRAGMENTED or SEVERELY DISORDERED
	Pikemen in at least 3 ranks		All 3 ranks must be pikemen	
	Heavy weapon or Polearm		against any. HW cancels enemy armour, STEADY Polearm cancels 1 level only	
	Elephants		against heavy or medium foot, BWg or any mounted	
	Heavy or scythed chariots		against any except skirmishers, Elephants, BWg or STEADY Pike/Spear	
	Artillery		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	
Uphill or foot defending field fortifications or river bank		+		
Better Armour	against HW, Elephants, Chariots, Artillery, or BWg	NA	These troop types ignore armour	
	against STEADY Pole arms		only if at least 2 levels higher	
	against all others	+	must be 2 levels higher if already on a net +POA	