## Shooting POAs

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| SHOOTING POAs | | | |
| **Nearest rank of target is:** | |  | **If shooting with:** |
| Any one of | Unarmoured mounted battle troops unless entirely 1 base deep | **+** | Bow, bow\*, sling or javelins |
| Fully armoured gendarmes | **-** | Bow, bow\*, sling or javelins |
| Any mounted troops | **-** | Musket, musket\*, salvo, arquebus, carbine, pistol, artillery |
| Elephants | **+** | Any except bow, bow\* or sling |
| Battle wagons | **-** | Any except bombs, ~~or~~ artillery or regimental guns |
| Artillery | **--** | Artillery |
| Fully armoured foot | **--** | Bow, bow\*, sling, or javelins |
| **-** | Artillery, carbine, pistol or crossbow |
| Any of the following at long range: musket, musket\* or salvo |
| Armoured or heavily armoured foot | **-** | Artillery, carbine, pistol, crossbow, bow, bow\*, sling, or javelins |
| Any of the following at long range: musket, musket\* or salvo |
| Unarmoured foot | **-** | Artillery, carbine, pistol or crossbow |
| Any target | **0** | Regimental guns |
| Any one of | Any | **-** | Any, if shooting at a battle group in close combat other than as an overlap only |
| Any | Any, if shooting by a battle group which is in close combat other than as an overlap only |
| Any | Any, if shooting to rear (Light Horse with bow only) |
| ~~Any~~ | ~~Captured or recaptured artillery~~ |
| Any foot | Foot battle troops with ***threatened flank***(see ***glossary***) |
| Battle troops which   * have any file of their battle group in 3 or more ranks (unless this is the 3 deep pike file of a Swedish brigade formation), or * are a tercio, or * are mob, or * are in ***square***, or * are shot at from ***enfilade***(see ***glossary***) | | **+** | Artillery |
| In cover or behind field fortifications or an obstacle | | **-** | Any except heavy or medium artillery |

### Impact POAs

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| IMPACT POAs | | | | |
| Any one of | Foot using salvo. Pike in the same battle group as foot using salvo | | **++** | against any foot |
| Impact foot. Pike in the same battle group as impact foot. | | **+** | against any foot |
| Pike or protected shot, if not charging and not FRAGMENTED or SEVERELY DISORDERED | | **+** | against any mounted |
| Spearmen in 2 or more ranks, if not charging and not FRAGMENTED or SEVERELY DISORDERED | | **+** | against any mounted |
| Spearmen in 2 or more ranks, if not FRAGMENTED or SEVERELY DISORDERED | | **+** | against any foot except pike in 3 or more ranks, protected pike, protected shot, foot with bayonet or impact foot |
| Heavy weapon | | **+** | against any foot except ~~pike in 3 or more ranks,~~ protected pike, protected shot, foot with bayonet, ~~or~~ impact foot or STEADY pike in 3 or more ranks |
| Foot with light spear unless they are charging mounted shock troops | | **+** | against any except pike in 3 or more ranks, protected pike, protected shot, foot with bayonet or impact foot |
| Regimental guns | | **0** | against any |
| Elephants | | **+** | against any |
| Battle wagons | | **+** | against any mounted |
| Pistol | | **+** | against any except elephants, battle wagons, impact mounted or non-charging STEADY foot who are any of pike, protected shot or foot with bayonet |
| Heavy lancers | Only in open terrain (see ***glossary***) | **+** | against any except elephants, battle wagons, pistol or non-charging STEADY foot who are any of spearmen, pike, protected shot or foot with bayonet |
| Light lancers | **+** | against any except elephants, battle wagons, heavy lancers, pistol or non-charging STEADY foot who are any of spearmen, pike, protected shot or foot with bayonet |
| Impact mounted | **+** | against any except elephants, battle wagons, heavy lancers or non-charging STEADY foot who are any of spearmen, pike, protected shot or foot with bayonet |
| Pike in 4 or more ranks whether charging or not, unless FRAGMENTED or SEVERELY DISORDERED | | **+** | against any |
| Any mounted | | **+** | against any light foot, dragoons, warriors or unprotected medium foot without bayonet |
| Protected cavaliers, protected horse or protected determined horse | | | **+** | If they are at an overall disadvantage against any mounted after all other POAs of both sides have been totalled and netted out (raising - to 0, worse to -) |
| *Uphill* or foot defending field fortifications, an obstacle or a riverbank | | | **+** |  |
| Charge counting as on flank or rear | | | **++** | **Final overall POA regardless of all other factors** |

**Melee POAs**

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| MELEE POAs | | | |
| Any one of…. | Pike or protected shot, unless FRAGMENTED or SEVERELY DISORDERED | **+** | against any mounted |
| Pistol | **+** | against any except:   * elephants * STEADY foot who are any of pike, protected shot or foot with bayonet * mounted swordsmen if the pistoliers are not STEADY |
| Swordsmen | **+** | against any except elephants, STEADY pistols, or STEADY foot who are any of spearmen, pike, protected shot or foot with bayonet |
| Spearmen in 2 or more ranks, unless FRAGMENTED or SEVERELY DISORDERED | **+** | against any except pike in 3 or more ranks, protected pike, protected shot or foot with bayonet |
| Heavy Weapon | **+** | against any except ~~pike in 3 or more ranks,~~ protected pike, protected shot, ~~or~~ foot with bayonet or STEADY pike in 3 or more ranks.  ~~Also cancels enemy ‘better armour’ POA if any.~~ |
| Elephants | **+** | against any |
| Pike in 4 or more ranks, unless FRAGMENTED or SEVERELY DISORDERED | | **+** | against any |
| Protected cavaliers, protected horse or protected determined horse | | **+** | If they are at an overall disadvantage against any mounted after all other POAs of both sides have been totalled and netted out (raising - to 0, worse to -) |
| ~~Better Armour (front rank)~~ | | **~~+~~** | ~~against any except shot, heavy weapon, elephants or battle wagons~~ |
| Fighting enemy in two directions | | **-** | unless early tercio, or later tercio/keil not in contact to its rear |
| *Uphill* or foot defending field fortifications, an obstacle or a riverbank | | **+** |  |
| If fighting as an overlap - foot with swordsmen or heavy weapon capability or warriors | | **++** | **Final overall POA regardless of all other factors** |