

| 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 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 | | |
| 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 | | 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 1 rank deep | + | Longbow, bow, crossbow, javelins, sling | |
| Protected or armoured cavalry and armoured knights | | + | Longbow or crossbow | |
| Cataphracts or heavily armoured knights | | - | Bow, javelins, sling | |
| Elephants | | + | Any except bow or sling | |
| Battle Wagons | | - | Any except artillery | |
| Unprotected heavy or medium foot | | + | Longbow, bow, javelins, sling | |
| | | - | Crossbow, firearm, artillery | |
| Armoured foot | | - | Any except longbow | |
| Heavily armoured foot | | - | Longbow, crossbow, firearm or artillery | |
| | | -- | Bows, 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 | |
| | | + | against any mounted, unless charging shock mounted | |
| Pikemen if not charging | | + | Must be at least 3 ranks deep | |
| Spearmen if not charging | | + | 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 | Knighly Lancers | | except against EI, Sch, BWg or non-charging STEADY Pike/Spear | |
| | Other Lancers | | except against lancers, EI, Sch, BWg or non-charging STEADY Pike/Spear | |
| | Heavy or Scythed Chariots | | except vs skirmishers, lancers, EI, BWg or non-charging STDY Pike/Spear | |
| | Light Chariots | | Against any foot except skirmishers or non-charging STDY Pike/Spear | |
| | Mounted except Elephants or Scythed Chariots | | against any medium or light foot | |
| Extra for 4th rank of pikemen | | | if all 4 ranks are in open terrain and not FRAGMENTED | |
| 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 Swordsmen | | against any except Elephants or STEADY Pike/Spear | |
| | Foot Swordsmen | | + | against any except Elephants, skilled swordsmen or STEADY Pike/Spear |
| | Mounted Swordsmen | | | against any except Elephants or STEADY Pike/Spear |
| | Spearmen in at least 2 ranks | | + | Both ranks must be spearmen |
| | Pikemen in at least 3 ranks | | + | All 3 ranks must be pikemen |
| | Heavy weapon or Polearm | | + | against any. HW cancels enemy armour POA, 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 | |
| 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 | | + | | |