

SHOOTING RANGES		Effective	Maximum
Bow, bow*, longbows or crossbows	Medium Foot & Battle Wagons armed with Bow or crossbow	4	6
	Light Foot	3	6
	Cataphracts, Cavalry or Camelry entirely 1 deep, Light Horse	3	-
	Cataphracts, Cavalry or Camelry not 1 deep, front rank of Ca/Char/EI	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, Chariots or Cavalry with Javelins or Firearm		1 dice per front rank base			
Chariots and Elephants with bow		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			
	Light foot against mounted only	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 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	
FRAGMENTED or SEVERELY DISORDERED		Lose 1 dice per 2		Severe Disorder is not cumulative - whichever is worst applies.	
SCORE TO HIT					
Advantage	Shooting		Quality re-rolls apply		
			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		
Armoured foot			-	Crossbow, firearm, artillery		
Heavily armoured foot			-	Any except longbow		
Any other foot			-	Longbow, crossbow, firearm or artillery		
Any			-	Bows, bow*, javelins, sling		
			-	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		
			+	against any mounted, unless charging shock mounted		
Pikemen if not charging			+	Must be at least 3 ranks deep	Unless FRAGMENTED or SEVERELY DISORDERED	
Spearmen if not charging				Must have a 2nd rank of battle troops		
Pike charging foot or non-shock mounted			+	Must be at least 3 ranks deep	Unless SEVERELY DISORDERED	
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	Knightly 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 (either side)			-	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		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		