

SHOOTING RANGES		Effective	Maximum
Bow, bow*, 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 - 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
		+	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 battle troops
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		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 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
	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		+
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
	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