

Shooter modifiers (P48)	
LI/LH shooting	-1
Target in cover/fortification	-1
Shooter disordered	-1
Shoot from cover, or diff terrain except LI	-1
LMI,MI,HI bow vs mounted	+1
Each support (max +3, LI/LH count ½)	+1
Artillery vs EI or WWg	+1

Target modifiers(P48)	
Protection	As troop type chart except 0 vs Artillery unless LI,LH 1 vs crossbow,firearms except EI,WWg
Armour	+1 except vs crossbow, firearms
Heavy armour	+2 except vs crossbow, firearms
Pavise except vs Art	+1 unless in cover or behind fortifications
Longbows shooting	-1 except vs Art,WWg,LI,LH to minimum 0
WWg shooting	Use modifier for weapon carried

Missile weapon (P46)	Range
LI or LH javelin	1
LI or LH other missile weapons	2
Javelinmen	1
MI atlatl	1
Cv with bow,crossbow,firearm	2
LMI/MI/HI bow or crossbow	4
War wagon or light artillery	4
Medium artillery	6
Heavy artillery	8

Combat result (P55)	
Lose shooting	-1
Lose melee by 1-2	-1
Lose melee by 3-4	-2
Lose melee by 5-6	-3
Lose melee by 7+	Dead

Quality re-roll (P55)	
+1 if elite roll 1,2 or 3	
-1 if mediocre roll 4,5 or 6	

Close combat modifiers (P16-18,P55-56)		
Impact in first round	+1	Impact of foot cancelled if they charge mounted Impact of foot cancelled if charged by mounted with impact Hvy Spearmen/Pikemen keep their impact if charged by mounted No impact vs EI or if mounted vs stakes Only if charging or receiving charge to front
Javelin in first round	+1	If charging or receiving charge to front except if enemy count impact
Bowmen/crossbowmen vs mtd in first round	+1	If receiving charge to front
Cavalry in first round vs LMI/MI	+1	If Cv does not have impact
Commander included or engaged	+1	
Attacking flank or rear	+1	Enemy basic factor reduced to 0
If higher, on river bank, on gully edge or defending fortification	+1	
Each support except vs SCH in first round	+1	
Unit disordered	-1	
Panic from camels or elephants	-1	
Mtd vs fortification or stakes	-2	Except EI vs stakes
Foot in rough terrain	-2	if Heavy Spearmen or Pikemen
	-1	if other HI or /WWg
Foot in difficult terrain	-2	if HI
	-1	if LMI/MI
Mounted in rough terrain	-2	
Mounted in difficult terrain	-3	Except camels in sand dunes/brush or EI in brush/fields

Zones of Control (P34)	
Stay in place	
Advance, pivot/slide or turn to	
- align with most threatening enemy	
- to move closer most threatening enemy	
- to charge most threatening enemy	
Expand or contract without leaving ZOC	
Evaders move back in straight line	
- LI/LH can turn to face enemy	
- Others have backs to enemy	
Others move back (difficult manouver)	
- 2UD for mounted	
- 1 UD for foot	
- Lose 1 cohesion if not disordered	

Interpenetration (P43)	
LI through all any orientation and vice versa	
Mtd through LH and vice versa same orientation	
Knights on foot and non-impetuous swordsmen through bow/xbow same orientation. <u>Not</u> vice versa	
Foot through Art/WWg by long side only	

Disengage (P44)	
LI vs foot, EI or mounted penalised in terrain	
Javelinmen vs HI or EI	
Mounted (except EI/Sch) vs slower foot or mounted	
All vs Art, WWg, fortifications or flank/rear	

Combat result modifiers (P16-18,58)		
Unit with better armour loses	-1 to combat difference	Does not apply vs front of EI or furious charge
Unit with 2HW wins, or draws vs spear/pike	+1 to combat difference	Apply after quality mod but before armour mod Only if fighting to front
Unit with missile support loses first round	-1 to combat difference	Only if charged to front except by heavy armour
Furious charge	+1 cohesion loss	Impetuous foot vs all foot Impetuous Cv/Kn or with impact vs all foot Other Cv/Kn vs LMI LH vs LI EI/Sch vs all foot except LI,Javelinmen Cancelled if mounted vs stakes Only if charging or charged to front

Contact Restrictions (P52)	
Bow,Xbow,LH can charge camp,Art,LI,LH,flank/rear or foot support	
LH can also charge frontally if impact or enemy disordered	
Mixed unit can charge foot,flank/rear. Can contact mtd if they are already in melee	
LI can charge LI,Art,Sch,EI,camp, flank/rear,disordered enemy	
LI can also charge in rough/diff if enemy penalised in terrain	
WWg and Art cannot contact enemy	