

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,P41,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 No impact if impetuous foot charge non-impetuous swordsmen front 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	
Uncontrolled charge	-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	Except camels in sand dunes/brush or EI in brush/fields
Mounted in difficult terrain	-3	

Zones of Control (P34)
Stay in place
Advance, pivot/slide or turn to
- align with most threatening enemy
- 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 maneuver)
- 2UD for mounted
- 1 UD for foot
- Lose 1 cohesion if not disordered

Uncontrolled Charge (P40-41)
If subject to uncontrolled charge all moves cost 3CP unless -
- Charging or moving to support
- Already in melee or supporting
- Cannot charge due to ZOC
- In ambush
- Defending/attacking fort.,river or village
- Mounted vs stakes
- Only target is an elephant or war wagon
- if mounted charge would contact EI
- if have to pass through friends vs LI
- if foot target is front of mounted
- if Cv target is front of non-disordered HI
- Charge would leave unit in penalising terrain

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

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
LI can charge in rough/diff if enemy penalised in terrain, disordered,flank/rear
WWg and Art cannot contact enemy

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	Impet. foot vs foot not also with furious charge 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 Applies only if charging or charged to front Cancelled vs WWg (except EI) or fortifications Cancelled if mtd vs stakes Cancelled if in penalising terrain