

Combat factors for Scythed Chariots

Clarification : 2.b

- *Troops (p15 and p20)*
- *Melee resolution (p55)*

Questions :

What exactly are all the factors that apply in a fight involving a Scythed Chariot?

Remember :

- The Scythed Chariot (SCh) is a category that also includes other suicide troops such as stampeding herds or flaming wagons.
- It is considered to be a mounted type but with certain peculiarities (see below)
- It is considered to be impetuous (so he has furious charge ability) but it does not gain impact for the melee.

Answer :

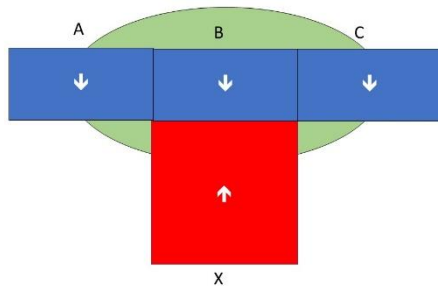
- For combat, the Scythed Chariot has no intrinsic basic factor, it's main effect is exerted on it's front edge during the first round of melee:
 - The base factor of other troops is reduced to 0, except
 - LMI and WWG retain their basic factor, and the javelin bonus applies to all troops that have it, so:
 - LMI Bow and Crossbowmen = +1
 - LMI Javelinmen = +2
 - WWG = +1
 - LH and LI armed with javelins = +1
 - Enemy supports are ignored,
 - The impact ability of enemy units (except elephants) does not apply,
 - Enemy missile support bonus still apply.
- The other modifiers (situation, flank or rear attack, terrain, fortifications etc) still apply.
- Stakes ability apply (-2 for SCh and removal of its Furious charge)
- Panic caused by elephants and camels does not apply to Scythed Chariots (because this category also covers troops that are unaffected by camels and elephants)
- Armour counts only for mounted enemy (because that of enemy infantry is cancelled by the Furious charge of the Scythed Chariot)

Note :

- Because the Scythed chariot only has one cohesion point, the 2HW ability has no effect against it.
- After the first round of melee, enemy units fighting the Scythed chariot regain their basic factor and possible support factors.

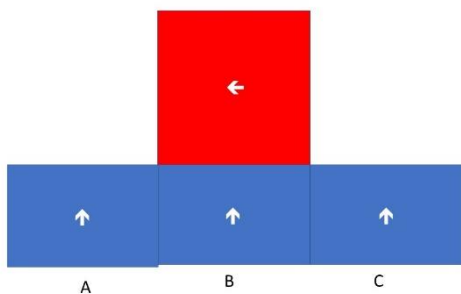
Examples :

1. A Scythed Chariot charges 3 LI Javelins deployed on a hill:



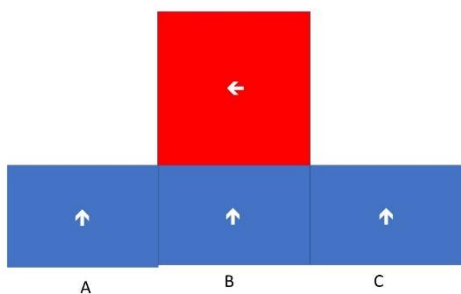
- Factors in the first turn of melee :
- SCh = 0
 - LI B
 - Javelin +1
 - Uphill +1
 - A and C do not count as support
 - Result = +2 for LI B

2. 3 LH Javelins charge a scythed chariot in the flank



- Factors in the first turn of melee :
- SCh = 0
 - LH B
 - Hit on the flank +1
 - Javelin +1
 - A and C count a support + 2
 - Result = +4 for LC B

3. In the same situation as that above, A , B and C are HI impact :

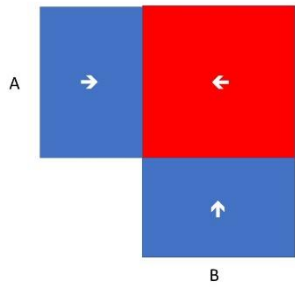


- Factors in the first turn of melee :
- SCh = 0
 - HI B
 - Base factor +1
 - Hit on the flank +1
 - A and C count a support + 2
 - Result = +4 for HI B

Note :

- a. The Furious Charge of SCH is cancelled because it is not fighting on its front edge
- b. The impact of HI does not count as it is attacking a mounted unit

4. 2 Cav charge a SCh on front and flank.



The factors of the first round do not matter. The SCh is attacked in two directions by non-light troops, so it loses a point of cohesion as soon as they make contact. Having lost its single point of cohesion it is automatically destroyed at the end of the melee phase.