

IMPACT PHASE CLOSE COMBAT

IMPACT PHASE DICE		
Elephants and scythed chariots		3 dice per front rank base
Battle wagons		2 dice per front rank base width
Other troops		2 dice per front rank base
Foot with bow, longbow, crossbow or firearm supporting medium or heavy foot of the same stationary battle group from a 2nd rank, or (bow only) from a 3rd rank.	Medium foot vs mounted or foot.	1 dice per 2nd or 3rd rank base behind a base in combat (one rank only). Use Points of Advantage (POA) as if shooting. (No dice against a flank or rear charge.)
	Light foot only vs mounted.	
Reductions		
Light foot or light horse		Lose 1 dice per 2 unless: <ul style="list-style-type: none">• Light Foot fighting against Light Foot.• Light Horse fighting against Light Horse or Light Foot.• Fighting against FRAGMENTED enemy.
then		
DISRUPTED or DISORDERED	Lose 1 dice per 3	Dice loss for Disruption, Fragmentation, Disorder or Severe Disorder is not cumulative, but whichever is worst applies.
FRAGMENTED or SEVERELY DISORDERED	Lose 1 dice per 2	

CLOSE COMBAT ROLLS TO HIT		
Advantage	PoA	Minimum score to hit
Big advantage	++	3
Advantage	+	4
No advantage	No PoA	4
Disadvantage	-	5
Big disadvantage	--	5

IMPACT POAs			
Impact foot		++	against any foot
		+	against any mounted, unless the foot are charging mounted shock troops
Any spearmen or pikemen if not charging		+	unless FRAGMENTED or SEVERELY DISORDERED or less than 2 ranks of spearmen or 3 ranks of pikemen
Pikemen or offensive spearmen if charging foot or non-shock mounted. Defensive spearmen if charging defensive spearmen		+	unless SEVERELY DISORDERED or less than 2 ranks of spearmen or 3 ranks of pikemen
Heavy weapon		+	against any foot
Foot with light spear		+	unless charging mounted shock troops
Mounted troops with light spear		+	against any troops if no other net POAs (other POAs cancel out)
Elephants		+	against heavy or medium foot, battle wagons or any mounted
Battle wagons		+	against any mounted except elephants
Only in open terrain	Knightly lancers	+	against any except elephants, scythed chariots, battle wagons or non-charging STEADY pikemen/spearmen
	Other lancers	+	against any except lancers, elephants, scythed chariots, battle wagons or non-charging STEADY pikemen/spearmen
	Heavy or scythed chariots	+	against any except skirmishers, lancers, elephants, battle wagons or non-charging STEADY pikemen/spearmen
	Mounted except elephants or scythed chariots	+	against any medium or light foot
	Extra for 4th rank of pikemen whether charging or not	+	unless FRAGMENTED
Uphill or foot defending field fortifications or a riverbank		+	
Charging flank or rear		++	Net POA regardless of other factors