

# SHOOTING

## SHOOTING DICE

Artillery (except when on battle wagons)	2 dice per base in effective range	
	1 dice per base outside effective range	
Medium Foot 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	
Cavalry with Bow or Crossbow (not Bow*)	1 dice per base of 1st shooting rank	
	1 dice per 2 bases of 2nd shooting rank	
Chariots	1 dice per base	
Battle wagons	1 dice per base width from long edge only	
Light foot, Light horse or any troops with Javelins, Sling, Firearm or Bow*	1 dice per 2 bases in effective range	
	1 dice per 3 bases outside effective range	
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	

## SHOOTING POAs

Nearest rank of target is:		If shooting with:
Unprotected cavalry unless entirely 1 base deep	+	Longbow, bow, crossbow, javelins or sling
Armoured or protected cavalry unless entirely 1 base deep. Armoured knights unless entirely 1 base deep.	+	Longbow or crossbow
Cataphracts or heavily armoured knights	-	Bow, javelins or sling
Elephants	+	Any except bow or sling
Battle wagons	-	Any except artillery
Unprotected heavy or medium foot	+	Longbow, bow, javelins or sling
	-	Crossbow, firearm or artillery
Armoured foot	-	Any except longbow
Heavily armoured foot	-	Longbow, crossbow, firearm or artillery
	-	Bow, javelins or sling
Any other foot	-	Crossbow, firearm or artillery
Any	-	Any, if one or more of the following apply. (Count only one -): Shooting <ul style="list-style-type: none"> <li>to rear (LH or LCh)</li> <li>at a battle group which is partly in close combat other than only as an overlap. (Does not apply to support shooting).</li> <li>by a battle group which is partly in close combat other than only as an overlap. (Does not apply to support shooting).</li> </ul>
In cover or behind field fortifications	-	Any except artillery

## SHOOTING RANGES (MUs)

		Effective	Maximum
Bows, longbows or crossbows	Medium Foot	4	6
	Light Foot	3	6
	Cavalry or Camelry entirely 1 base deep, Light Horse	3	-
	Cavalry or Camelry not entirely 1 base deep, Cataphracts, Chariots	4	-
Sling		3	-
Javelins or firearms		2	-
Heavy artillery		6	12
Light artillery		6	-

## SHOOTING ROLLS TO HIT

Advantage	PoA	Minimum score to hit
Advantage	+	3
No advantage	No PoA	4
Disadvantage	-	5
Big disadvantage	--	6