

## MELEE PHASE CLOSE COMBAT

MELEE PHASE DICE		
Elephants, knights, all chariots, artillery	2 dice per front rank base. No dice for rear rank bases of any type.	
Battle wagons	2 dice per front rank base width. No dice for rear rank bases of any type.	
Other Troops	1 dice per base in first 2 ranks	
Overlaps	As above	
Reductions		
Light foot or light horse	Lose 1 dice per 2 unless: <ul style="list-style-type: none"><li>• Light Foot fighting against Light Foot.</li><li>• Light Horse fighting against Light Horse or Light Foot.</li><li>• Fighting against FRAGMENTED enemy.</li></ul>	
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

MELEE POAs			
Any one of....	Skilled swordsmen	+	against any except elephants or STEADY pikemen/spearmen
	Foot swordsmen	+	against any except elephants, skilled swordsmen or STEADY pikemen/spearmen
	Mounted swordsmen	+	against any except elephants or STEADY pikemen/spearmen
	Spearmen (at least 2 ranks)	+	unless FRAGMENTED or SEVERELY DISORDERED
	Pikemen (at least 3 ranks)	+	unless FRAGMENTED or SEVERELY DISORDERED
	Heavy weapon	+	against any. Also cancels enemy 'better armour' POA if any.
	Elephants	+	against heavy or medium foot, battle wagons or any mounted
	Heavy or scythed chariots	+	against any except skirmishers, elephants, battle wagons or STEADY pikemen/spearmen
	Artillery	-	
	Extra for 4th rank of pikemen in <b>open terrain</b>	+	unless FRAGMENTED
Fighting enemy in two directions		-	
Uphill or foot defending field fortifications or a riverbank		+	
Better armour (front rank)		+	against any except heavy weapon, elephants, chariots, artillery or battle wagons. This POA does not apply if there is only one level of armour advantage (i.e. Protected vs Unprotected, Armoured vs Protected, Heavily Armoured vs Armoured) and it would bring the overall net POA above +.