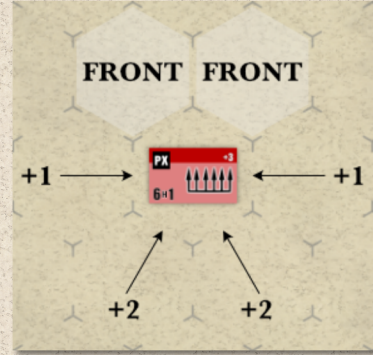


COMBAT MODIFIERS

VECTOR MODIFIERS

MELEE COMBAT RESULTS

- Melee Strength Determination**
- Size Ratio Adjustment
 - Clash of Shields Adjustment
 - Terrain Modifier Adjustment(s)
 - Attack Vector Adjustment
 - Melee Adjustment
 - Exertion Adjustment
 - Other Adjustments
- Melee Strength Adjustments**
- Leader Bonus
 - Event Bonus



- n** No effect
- n-d** Target unit must make a morale check using the modifier in the third column of the melee resolution table. If the morale check succeeds, there is no effect. Otherwise, the target suffers a 'd' result.
- d** Simple disruption. Flip the unit to its disrupted side. If already disrupted, there is no additional effect.

- d-D** Target unit must make a morale check using the modifier in the third column of the melee resolution table. If the morale check succeeds, the target suffers a 'd' result. Otherwise, the target suffers a 'D' result.
- D** Special disruption. Flip the unit to its disrupted side. If already disrupted, the unit is eliminated.
- E** Elimination. The unit is eliminated.

CLASH OF SHIELDS TABLE

| | | ATTACKING UNIT | | | | | | | | | | | | | | | | | | | | |
|----------------|-------------------|----------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| | | LI | MI | HI | PX | PK | MM | LA | HA | LG | HG | LC | HC | KT | CC | MA | CT | HT | CH | BC | EL | |
| DEFENDING UNIT | Unit Type | | | | | | | | | | | | | | | | | | | | | |
| | Light Infantry | LI | - | +1 | +2 | +2 | +1 | - | -1 | -1 | - | - | - | +1 | +3 | - | - | +1 | +1 | - | - | -1 |
| | Medium Infantry | MI | -1 | - | +1 | +1 | - | -3 | -3 | -1 | -2 | -1 | -1 | - | +2 | +1 | -1 | +1 | +1 | - | +1 | -1 |
| | Heavy Infantry | HI | -2 | -1 | - | - | -1 | -3 | -3 | -2 | -3 | -2 | -1 | - | +1 | - | -1 | - | +1 | -1 | +1 | - |
| | Phalanx | PX | -3 | -2 | - | - | -1 | -3 | -3 | -2 | -3 | -2 | -2 | -3 | -1 | -1 | -2 | -2 | -1 | -2 | - | - |
| | Pikemen | PK | -2 | -1 | - | - | - | -2 | -2 | -2 | -3 | -2 | -2 | -3 | -2 | -2 | -2 | -2 | -1 | -3 | -1 | - |
| | Mixed Missiles | MM | - | +2 | +3 | +2 | +2 | - | - | - | - | - | - | +1 | +2 | +1 | - | +1 | +2 | +1 | +2 | -2 |
| | Light Archers | LA | +1 | +2 | +3 | +2 | +2 | - | - | - | - | - | +1 | +2 | +1 | - | +1 | +2 | +1 | +2 | +1 | -2 |
| | Heavy Archers | HA | +1 | +1 | +2 | +1 | +1 | - | - | - | -1 | - | -1 | +2 | +3 | +2 | -1 | +2 | +3 | +1 | +2 | - |
| | Light Gunners | LG | +1 | +2 | +3 | +2 | +2 | - | - | +1 | - | +1 | - | +2 | +3 | +2 | - | +2 | +2 | +1 | +2 | - |
| | Heavy Gunners | HG | +1 | +1 | +2 | +1 | +1 | - | - | - | -1 | - | -1 | +1 | +3 | +1 | -1 | +2 | +2 | +1 | +2 | - |
| | Light Cavalry | LC | - | - | +1 | +2 | +2 | - | - | +1 | -1 | - | - | +1 | +1 | +3 | - | +2 | +2 | - | +1 | -1 |
| | Heavy Cavalry | HC | -1 | -1 | - | +2 | +2 | -1 | -2 | -1 | -2 | -1 | -1 | - | +2 | +1 | -1 | - | +1 | -1 | - | +2 |
| | Knights | KT | -3 | -2 | -1 | - | - | -2 | -3 | -2 | -3 | -3 | -3 | -2 | - | +1 | -3 | -2 | -1 | -2 | +1 | +2 |
| | Camelry | CC | -1 | - | - | - | - | -1 | -2 | -1 | -2 | -1 | -2 | -2 | -1 | - | -3 | -2 | -1 | -2 | -1 | +1 |
| | Mounted Archers | MA | - | - | +1 | +1 | +1 | - | - | +1 | -1 | - | - | +1 | +1 | +3 | - | +1 | +2 | - | +1 | +3 |
| | Cataphracts | CT | -1 | -1 | - | +1 | +1 | -1 | -2 | -1 | -2 | -2 | -2 | - | +2 | +2 | -1 | - | +1 | -1 | - | +1 |
| | Heavy Cataphracts | HT | -1 | -2 | -1 | - | - | -2 | -3 | -2 | -3 | -3 | -2 | -1 | +1 | +1 | -2 | -1 | - | -2 | -1 | +1 |
| | Chariots | CH | - | - | +1 | +1 | +1 | - | -1 | -1 | -1 | -1 | - | +1 | +2 | +2 | - | +1 | +2 | - | +1 | +3 |
| | Battle Chariots | BC | - | -1 | -1 | - | - | -1 | -2 | -2 | -2 | -2 | -1 | - | - | +1 | -1 | - | +1 | -1 | - | +2 |
| | Elephants | EL | +1 | +1 | -2 | - | -1 | +2 | -5 | -3 | +1 | -1 | -4 | -2 | -2 | -2 | -4 | -2 | - | -2 | - | - |
| | Cannon | AY | E | E | E | E | E | E | E | E | E | E | E | E | E | E | E | E | E | E | E | E |
| | Camp | CP | - | +1 | +1 | +2 | +2 | - | -2 | - | -2 | - | - | +1 | +3 | +1 | - | +1 | +2 | - | +1 | +2 |
| | War Wagon | WW | +1 | +2 | +2 | +3 | +3 | +1 | - | +1 | - | +1 | +1 | +2 | +4 | +2 | +1 | +2 | +3 | +1 | +2 | +4 |

TABLE RESULTS: +#: POSITIVE MELEE SHIFT -#: NEGATIVE MELEE SHIFT -: NO SHIFT E: ELIMINATED