

Melee Table

Die Roll	Strength Points						
	1	2	3	4	5	6	7+
0<	-	-	-	-	-	-	-
1	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-
3	-	-	-	-	-	-	1
4	-	-	-	-	-	1	1
5	-	-	1	1	1	1	1
6	1	1	1	1	1	1	1
7	1	1	1	1	1	1	2
8	1	1	1	1	2	2	2
9	1	1	1	2	2	2	2
10	1	1	2	2	2	2	2
11	1	2	2	2	2	2	3
12+	1	2	2	2	2	3	3

Die Roll Modifiers:

Attacking in Flank	+1
Attacking in Rear	+1
Attacking Up Slope	-1
Leader Bonus	+?
Part of Concentric Attack in Flank or Rear	+2
Attacking Down Slope	+1

Type Modifier Table

Attacker	Inf	MaA	HC
Defender			
Inf	-	+1	+2
MaA	-1	-	+1
HC	-1	-1	-

Shaken units apply a -1 DRM

Die Used:

Infantry	D6
Men at Arms	D8
Heavy Cavalry	D10

Command Chits

Command Capabilities

4	Attack, plus Continuation. May initiate as many attacks as desired + Continuation.
3	Attack, may initiate as many attacks as desired.
2	May initiate 2 new attacks.
1	May initiate 1 new attacks.
0	May not enter enemy ZOC.

Fire Table

Die Roll	Range (in Hexes)		
	1	2	3
1 - 7	-	-	-
8	1	-	-
9	1	1	-
10	1	1	1