

Tamburlaine

Great Medieval Battles (S&T #197)

[8.3] Fire Combat Results Table

Target Unit Type Range	Firing Weapon Type & Range					
	Cavalry		Infantry			Infantry
	Longbow		Shortbow			Crossbow
	1	2	1	2	3	1-4
Plate	2...4	2	2...4	2...3	-	2...3
Mail	2...5	2...3	2...5	2...4	2	2...4
Leather	2...6	2...4	2...6	2...5	2...3	2...4
Non-Armored	2...8	2...6	2...8	2...7	2...5	2...4

- = No effect

#...# = Dice roll necessary to affect target unit (see Morale Effects Table)

Modifiers

The current rout level of the defending unit is subtracted from the die roll.

Defender is charging +2

Defender is stacked with a wagon lager +2

[9.4] Melee Combat Results Table

Attacking unit type

Defending unit type	P Cav	M Cav	All Inf	Elephants
Plate Cav	2...4	2...3	2...5	2...8
Mail Cav	2...5	2...4	2...6	2...7
Leather Cav	2...6	2...5	2...7	2...6
Non-Armored Cav	2...7	2...6	2...8	2...5
Mail Inf	2...4	2...3	NA	2...4
Leather Inf	2...6	2...5	NA	2...5
Non-Armored Inf	2...8	2...7	2...9	2...6
Elephants	2...3	2	2...6	NA

NA= Not Applicable

#...# = Dice roll necessary to affect target unit (see Morale Effects Table)

Modifiers

The current rout level of the defending unit is subtracted from the die roll.

Attacker is double-counter unit attacking through front left, front right, or flank hex +2

Attacker is charging without lance -2

Attacker is charging with lance -4

Attacker is stacked with Tamburlaine -1

Attacker is rampant elephant -3

Defender is stacked with wagon lager +2