MeG Maximus and Magna - Combat

Charge Combat - Preferred Claims

Troop Type		Claims
Foot and BWg		**To claim or cancel a claim the file must fight to its front**
Pike *	Pk	If in 3+ ranks, +2 vs any; if in 2 ranks, +2 vs Cv, Cm, Ch; +1 vs others
Long Spear *	LSp	If in 2+ ranks, +2 vs Cv, Cm, Ch; +1 vs others
Spear *	Sp	If in 2+ ranks, +2 vs Cv, Cm, Ch; +1 vs others
Short Spear	SSp	+1 vs any
Devastating Charger (S)	DC	If in 2+ ranks, +2 vs any foot; 0 vs El or CL in good going; +1 vs others
2-Handed Cut or Crush	2HCC	+1 vs any foot
Polearm	PA	+1 vs any
Impact Weapon	IW	+2 vs any
Mounted and chariots		**To claim or cancel a claim the file must fight to its front**
Charging Lancer * (S)	CL	0 vs BWg, El; +2 vs others but cancelled by standing to receive foot LSp, foot PA or Pk
Long Spear	LSp	+1 vs any but cancelled by standing to receive foot LSp or Pk
Mounted Polearm * (S)	MP	+1 vs any mounted but cancelled by CL or LSp
Short Spear	SSp	+1 vs any but cancelled by standing to receive foot LSp, foot PA or Pk
Devastating Charger (S)	DC	If in 2+ ranks, 0 vs BWg, El; +1 vs others but cancelled by standing to receive foot LSp or Pk
Elephants (S)	EL	+3 vs close tribal or formed foot; +2 vs other foot; +4 vs Cv, Cm, El; +5 vs Ch, BWg
** not if affected, badly affected or vs Barricades (incl BWg) (S) = possible shatter*		

Charge Combat - General Claims

Each level better quality	+1	Opponent affected by terrain	+2
Cv, Cm, Ch or El vs foot not standing to receive	+1	Opponent badly affected by terrain	+3
Cv, Cm or Ch in good going vs loose foot	+1	Uphill	+1
Cv, Cm or Ch in good going vs skirmish foot	+2	Barricades*^ a) vs foot b) vs Cv, Cm or Ch	+2/+4
vs non-charging Cv, Cm or Ch who shot	+1	vs Combat Shy	+1
UG qualifying as a flank or rear charge &*	+4	TuG vs skirmishers	+2
General fighting in file	+1/+2 LG	Camels vs cavalry or chariots *	+1
** only claim when fighting to front; ^ a) Barricades (incl BWg) or Obstacles b) Caltrops or Stakes; & Not Cv, Cm, Ch or El vs El*			

Melee Combat - Preferred Claims

Troop Type		Claims
Foot and BWg		**To claim or cancel a claim the file must fight to its front**
Pike *	Pk	If in 3+ ranks, +2 vs any; if in 2 ranks, +2 vs Cv, Cm, Ch; +1 vs others
Long Spear *	LSp	If in 2+ ranks, +2 vs Cv, Cm, Ch; +1 vs others
Spear *	Sp	If in 2 ranks, +2 vs Cv, Cm, Ch; +1 vs others; if in 1 rank +1 vs foot but cancelled by ME
2-Handed Cut or Crush	2HCC	+2 vs Cv, Cm or Ch; +1 vs others
Polearm	PA	+1 vs Cv, Cm, Ch or El; if PA in 2+ ranks +1 vs others; BWg PA in 1 rank +1 vs others
Melee Expert	ME	+1 vs any except EL or Exp
Mounted and chariots		**To claim or cancel a claim the file must fight to its front**
Long Spear	LSp	+1 vs any except 2+ deep Pk in good going
Mounted Polearm	MP	+1 vs any
Melee Expert	ME	0 vs El; +1 vs others cancelled by 2+ deep Sp, LSp, Pk or shieldwall, all in good going
Elephants	EL	+2 vs close tribal or formed foot; +1 vs other foot; +3 vs Cv, Cm, El; +4 vs Ch or BWg
** not if affected, badly affected or vs Barricades (incl BWg)*		

Melee Combat - General Claims

Each level better quality	+1	Opponent affected by terrain	+2
vs Unprotected	+1	Opponent badly affected by terrain	+3
FArm, -/FArm, ArmHrs/Farm unless vs 2HCC or EL	+1	Uphill	+1
Cv, Cm or Ch in good going vs skirmish foot	+1	Barricades*^ a) vs foot b) vs Cv, Cm or Ch	+1/+2
UG qualifying as a flank or rear combat *	+2	vs Combat Shy	+1
General fighting in file	+1/+2 LG	TuG vs skirmishers	+2
** only claim when fighting to front; ^ a) Barricades (incl BWg) or Obstacles b) Caltrops or Stakes*			

Dice Colour
Down 4 or more BLACK; Down 1 to 3 WHITE; = or +1 GREEN; +2 YELLOW; +3 RED; +4 RED+WHITE; +5 RED+GREEN; +6 RED+YELLOW; +7 RED+RED
Supporting file in melee: Down 1 colour except when supporting a file fighting Pk except keil, foot LSp or Sp