

## 72. MELEE - HOW TO FIGHT A MELEE

Use the following method to determine how much damage the enemy has sustained in the melee.

- 1) Each unit engaged in melee may only test once per turn to see if it can inflict damage upon the enemy.
- 2) To see if the target is hit, first select a figure from the melee table (see SECTION 76) by cross referencing the relevant section of the ATTACKING UNIT column with the appropriate DEFENDING UNIT column, see example below. **NOTE:** *In the table '0' means that only the morale rating of the unit, plus any command bonus etc., may be use as the melee factor.*
- 3) Add to this tabulated figure the morale rating of the unit, plus any command bonus, as applicable. This total figure is the total melee factor. Now roll 1 x D20, any score equal or less than the total melee factor hits the target. **NOTE:** *All scores of 20 or more count as an automatic HIT.*
- 4) All units hit in melee move down - **1 morale point.**
- 5) After the first round of melee has been fought, if a Charging or countercharging unit has been able to inflicted a reduction in morale point rating on the enemy, then it will also inflict the additional morale point reduction. See SECTION 78 - *Impact bonus.*
- 6) All units moving down in morale point rating due to damage sustained in melee carry out a UNIT'S MPs REDUCED IN MELEE morale test and any additional morale tests for each commander killed, as applicable.
- 7) Should a FORWARD unit withdraw or flee from the melee then any friendly supporting unit that is also fighting the melee is moved into base contact with the enemy and becomes the new FORWARD unit. The melee will continue to be fought.

### How to use the melee system:

A Parliamentarian infantry unit wants to charge uphill to attack a stationary Royalist infantry unit which is positioned behind a hedge (Informal cover).

The Parliamentarian unit has a base morale rating of 6 MPs and a unit commander (+1 MP command bonus) in base contact making a total of **7 MPs** (6 + 1), and has a (1:2) 1 Pike to 2 Musket ratio. The stationary Royalist unit has a base morale rating of 5 MPs and a '7 MP commander' in base contact making a total of **12 MPs** (5 + 7), and has a (1:2) 1 Pike to 2 Musket ratio.

The Parliamentarian unit passes its CHARGE TEST. The Royalist unit now carries out a UNIT RECEIVING CHARGE TEST and passes (see SECTION 80). The Royalist player opted to stand and receive the charge at the halt so may not countercharge (see SECTION 73), but may fire small arms (see SECTION 60). **NOTE:** *For the purpose of this example assume that the Royalist inflicted no casualties with their small arms fire.*

The Parliamentarian player now move their unit into base contact with the Royalist infantry and checks to see if it is able to inflict any damage. The Parliamentarian unit has a ratio of (1:2) 1 Pike to 2 Musket, so has a melee factor of 1 to which is added the units morale rating of 7 making a total melee factor of **8** (1 + 7). The player now rolls 1 x D20 and scores 4. As this figure is less than the melee factor (8) it will count as a hit and the Royalist infantry unit suffers -1 MP. In addition to this the Royalist unit also suffers a further -1 MP due to IMPACT bonus (see SECTION 78), because the Parliamentarian unit charged into contact.

The Royalist player now checks to see if it is able to inflict damage on the Parliamentarian infantry (using the same process as detailed above). The Royalist unit also has a ratio of (1:2) 1 Pike to 2 Musket, so has a melee factor of 6 to which is added the units morale rating of 12 making a total melee factor of **18** (12 + 6). The player now rolls 1 x D20 and scores 16. As this figure is less than the melee factor (18) it will count as a hit and the Parliamentarian unit suffers -1 MP. The Royalist unit does not inflict any impact bonus because it did not charge, but remained stationary.

Each unit, when moving down in morale rating, should amend their morale rating counters throughout their go with one that indicates their current morale rating. In this example the Royalist player replaces the unit's **5 MPs** Morale Counter with one indicating **4 MPs**, and the Parliamentarian player replaces their **6 MPs** Morale Counter with one indicating **5 MPs**.

All units that have been hit must now carry out morale tests, as applicable which may further reduce the units morale rating (see SECTION 92 - *Morale overview, onwards*).