

77. MELEE - JOINING AN ONGOING MELEE

Additional reserve troops may join an ongoing melee, subject to the following:

- 1) The attacking unit(s) must comply with the requirements given in SECTION 73 - *Charges* and SECTION 72 - *How to fight a melee*.
- 2) There must be sufficient room for the attacking unit to be moved into base contact with the enemy or into base contact with a friendly FORWARD unit.
- 3) A friendly SUPPORTING unit that enters a melee at the same time as their forward unit(s) or any unit joining an ongoing melee at a later time may not inflict initial contact penalties. However, the attacking unit may count as assaulting the enemy in the FLANK or REAR depending on its point of contact with the enemy, see SECTION 89 - *Definition of front, flank or rear zones*.

78. MELEE - IMPACT BONUS

After the first round of melee has been fought, if a Charging or countercharging unit has been able to inflict a reduction in morale point rating on the enemy, then it will also inflict the additional morale point reduction (impact bonus) as detailed in the table below. **NOTE:** *This penalty only applies to the first round of melee and is to reflect the additional damage that various types of charging units can inflict upon the enemy.*

Only Charging and Countercharging FORWARD units may inflict impact bonus on an enemy. However, Impact bonus may not be inflicted on a unit protected by **formal cover**.

The following do not inflict Impact bonus:

- 1) A stationary unit, including Hedgehog.
- 2) A friendly supporting unit that enters a melee at the same time as their forward unit.
- 3) A unit joining an ongoing melee.
- 4) Artillery, all types.
- 5) Infantry or cavalry in COLUMN OF MARCH formation.

EXAMPLE: *A Galloper (Horse) unit charges an infantry Line with a (1P : 2M) 1 Pike: 2 Musket ratio and inflicts -1 MP during the first round of melee. The Galloper unit now automatically inflicts a further -3 MP's due to Impact bonus, as detailed in the table below.*

CHARGING UNIT		IMPACT BONUS				
		INF vs. INF or CAV	CAV vs. CAV	CAV vs. INF (1P : 1M) INF (2P : 1M) INF (3P : 1M)	CAV vs. INF (1P : 3M) INF (1P : 2M)	CAV vs. Musket only Dismounted Dragoons Highlanders Clubmen
INF	Musket only	0				
	Line (1P : 3M)	- 1				
	Line (1P : 2M)	- 1				
	Line (1P : 1M)	- 1				
	Line (2P : 1M)	- 2				
	Line (3P : 1M)	- 2				
	Dismounted Dragoons	0				
	Highlanders	- 2				
	Clubmen	- 1				
CAV	Gallopers (Horse)		- 2	- 2	- 3	- 4
	Trotters (Horse)		- 1	- 1	- 2	- 3
	Cuirassiers & Harquebusier		- 1	- 1	- 2	- 3
	Mtd Dragoons		0	0	- 1	- 2