

Look, Sarge, No Charts

Comparison of Who Goes First in Melee

Look, Sarge, No Charts: World War II	Attacker is attacking Defender's	Defender's Condition		
		Good	Pinned	Retreating
	Front	Defender attacks first	Both attacks are simultaneous	Attacker attacks first
	Flank or Rear	Both attacks are simultaneous	Attacker attacks first	Attacker attacks first
If multiple conditions exist, they are applied in the attacker's favor; if one base attacks a flank of a pinned unit, all attacks occur before the defender rolls.				
A Union So Tested: American Civil War	Attacker is attacking Defender's	Defender's Condition		
		Good and behind prepared defenses	Good, Pinned, or "Regimental Pinned"	Retreating
	Front	Defender attacks first	Both attacks are simultaneous	Attacker attacks first
	Flank or Rear	Both attacks are simultaneous	Attacker attacks first	Attacker attacks first
If multiple conditions exist, they are applied in the attacker's favor; if one base attacks a flank of a pinned unit, all attacks occur before the defender rolls.				
Fate of Battle: Napoleonic Wars	Attacker is attacking Defender's	Defender's Condition		
		Good and behind prepared defenses	Good, Pinned, or Disrupted	Retreating
	Front	Defender attacks first	Both attacks are simultaneous	Attacker attacks first
	Flank or Rear	Both attacks are simultaneous	Attacker attacks first	Attacker attacks first
If multiple conditions exist, they are applied in the attacker's favor; if one base attacks a flank of a pinned unit, all attacks occur before the defender rolls.				
In situations in which attacks would normally be simultaneous, cavalry charging an infantry unit not in square or a cavalry unit that is not counter charging attacks first.				
Bear Yourself Valiantly: Fantasy, Ancient, and Mediaeval	Melee is conducted in the order of the bases with the longest reach to those with the shortest reach. When reach is the same, the melee is simultaneous.			
	Unarmed war bands have a reach of 0.		A pike base (one that has a reach of 3) has a reach of zero on its flank or rear.	
	Units armed with swords, axes, hammers, and short spears have a reach of 1.		Any other base has its reach reduced by one when attacked on the flank or rear.	
	Units armed with pole arms have a reach of 2.		A base occupying fortifications adds one to its reach.	
	Units armed with pikes have a reach of 3.		A close-order base in rough terrain subtracts one from its reach.	