

Archery Tables

Shooting tables and rules for various sorts of bows and crossbows are scattered in many documents. This compilation gives a better understanding and overall view. Their presentation is always similar:

[name of weapon]	armour 4	armour 5	[short range]	[medium range]	[long range]
Can characters shoot on foot and mounted, or only on foot? Must characters stay immobile in the game turn? Or, if shooting in movement is possible, does it give a negative modifier to the die? How long does it take to reload?	Die modifier to shoot at mail shirt or breastplate	Die modifier to shoot at complete armour	Result to hit at short range	Result to hit at medium range	Result to hit at long range

Bows can shoot once in each game turn; crossbows must be reloaded. Roll **1D6** (a 6-sided die) for each character shooting. **Tactical modifiers** caused by armour of target, terrain protection, movement of shooter, etc. are reminded on the other side of the reference sheet of each period or context. A **double natural 6** (before adding or subtracting any modifier) means a 6 and a 7. A lone, natural 6 can be rerolled, a new roll of 6 becomes 7. It has been optionally suggested that a triple natural 6 always hits. The mention **.ext** means that at this range one cannot shoot from a window or arrow slit but must be outside.

Crossbows

Ancient crossbow, light crossbow, hunting crossbow, latchet crossbow on foot or mounted

A crossbow of feeble range exists in the Late Roman Empire and is still used by the Picts in the Dark Ages. This weapon or a similar one reappears in Europe in the middle of the 10th century. Hunting crossbows are in use till the end of the 16th century. All these light crossbows follow a same table (below) and can shoot on foot or mounted, with -1 modifier to the die when shooting in movement (except if arriving in contact on foot). The character must stay immobile a whole game turn to reload, so these crossbows shoot once in two game turns at most.

Ancient, light, or hunting crossbow	armour 4	armour 5	0 - 10 cm	10 - 20 cm	20 - 30 cm
on foot or mounted -1 if shooting in movement, except when arriving in contact reloaded in one game turn immobile	—	-1	5 - 6	6	7

Medieval war crossbow on foot, immobile

Powerful crossbows, able to pierce a knight's armour, develop since the 12th C. till the early 16th C. They shoot only on foot (but some crossbowmen travel mounted). The character must stay immobile the whole game turn when shooting, and immobile one game turn to reload: this crossbow can only shoot once in two game turns.

Feudal or medieval war crossbow	armour 4	armour 5	0 - 20 cm	20 - 40 cm	40 - 60 cm
on foot or mounted reloaded in one game turn immobile	—	—	5 - 6	6	7

The miniatures may be turned to face the rear when reloading their crossbows, to remember what they are doing.

Bows

Ancient bow, short simple bow, flatbow, native bow *on foot or mounted*

Many **ancient bows** as Gallic or Pictish bows, and **traditional native bows** of Africa or America (of different sizes) or **simple bows of the Dark Ages** have a rather feeble shooting ranges. They are effective at close range against unprotected foes and for hunting. Most of these bows can be used on foot or mounted, with a -1 modifier if moving in the game turn.

Ancient bow Short simple bow Native bow	armour 4	armour 5	0 - 10 cm	10 - 20 cm	20 - 40 cm
on foot or mounted <i>-1 if moving in the same game turn</i>	-1	-2	5 - 6	6	7 ext.

Short composite bow *on foot or mounted*. Large simple bow *on foot*

Short composite bows from the steppes appear in Europe in the Late Antiquity. **Large simple bows** are in use in the Dark Ages and later. Both have a great range and follow one same table (below). In the hands of trained cavalry the short composite bow can shoot immobile mounted (no modifier) or in movement mounted with -1 modifier to the die. The large bow must be on foot to shoot.

Optional rule: these bows can shoot in movement on foot at very close range (no more than 10 cm) with -1 modifier to the die. Contrarily to light crossbows, this modifier also applies when advancing to contact the enemy.

Short composite bow Large bow	armour 4	armour 5	0 - 20 cm	20 - 40 cm	40 - 60 cm
immobile on foot <i>can shoot in move. on foot at very close range (no more than 10 cm) -1 modifier</i> short composite bows can shoot on foot or mounted, with -1 if moving mounted	-1	-2	5 - 6	6	7 ext.

Longbow, Welsh or English, 14th-15th C. *on foot, immobile*

The **Welsh or English longbow** of the Hundred Years War has better armour penetration (*armour improves in the same period*). On foot only ; some archers may travel mounted if they have horses but they must dismount to shoot. This shooting table concerns only Welsh and English archers from the early 14th century till the very early 16th century. Archers of other nations, and Welsh or English archers of other periods, have less intensive training and use the previous shooting table (for large bows) with a longbow.

Longbow (Welsh or English) 14th-15th C.	armour 4	armour 5	0 - 20 cm	20 - 40 cm	40 - 60 cm
on foot, immobile	—	-1	5 - 6	6	7 ext.

Japanese bow (yumi) Sengoku period

The Japanese bow of the Sengoku era is not very powerful but effective. The shooting table gives it a shorter range than European or steppe bows and encourages actions close to the enemy. Samurais special training allows them to shoot mounted, even in movement mounted without modifier for movement (*see the Sengoku extension for more details*).

Japanese yumi (Sengoku period)	armour 4	armour 5	0 - 10 cm	10 - 20 cm	20 - 40 cm
shoots on foot, immobile <i>samurais can shoot mounted without malus for movement</i>	-1	<i>Sengoku -1</i> <i>others -2</i>	5 - 6	6	7 ext.

*Sengoku complete armour is lighter than European armour. If historical or fantasy contexts are mixed, the Sengoku yumi has a -2 modifier against heavier armour 5 (*ō-yoroi* of the previous period, or European or *med-fan*).*

Precisions & suggestions

Some explanations and suggestions. Other useful details about archery and shooting are in pages 16 to 24 of the generic Argad rules 2020-2023.

The protection from shooting given by terrain is easy to see and to understand.

Opposite picture: the Bowman just behind the low wall has -1 modifier protection to the dice of his enemy's arrow (and he can be totally protected if in crouching position not doing anything). The enemy in the open field has no protection.



Below left: none of them is in contact with the low wall, they both suffer the -1 modifier to the die (*but an optional rule says that at long range of their weapon they could shoot above a low obstacle at a group, see next page*).

Below right: none of them has protection.



Reminder: characters who had been in contact with an enemy in the game turn cannot shoot such weapons.

More detailed rules and options that may help, if wished, to simulate some situations and to give more narrative and tactical interest, RPG-minded:

Class 2

Class 2 characters always have -1 modifier to shoot (except if they have good reasons in the scenario to be good shooters **and** not to be afraid in the stress of battle).

Mounted foot

Mounted infantry (not trained to fight on horseback, or with badly trained horses) has -1 modifier to shoot immobile mounted (if their weapon allows to shoot mounted) and cannot shoot in movement mounted.

Hunting

$+1$ modifier when hunting (except mounted foot but when hunting these shoot as cavalry).

Shooting contest

A shooting contest in a local fair, or for soldiers training, is an occasion to compete with each other, to talk diplomacy, and to wait for what will happen next. All characters have a positive $+2$ modifier to shoot at an immobile target in a calm and peaceful event (the modifier for elite shooting may also be added).

Elite shooting

Some characters have "elite shooter" ability with their favourite weapon (Robin Hood with a large bow, William Tell with a war crossbow, etc.) For each elite shot one may choose between: $+1$ modifier to the die, *or* aim at a precise character within a group (not both advantages at the same time). A player can make only one elite shot every game turn.

Surprise & ambush

Enemies surprised by ambushed shooters have no time to protect themselves. Shooting by surprise gives $+1$ modifier and the enemy cannot shoot back in the same game turn. An elite shooter modifier may be added to the surprise modifier. *A perception test may be asked before a surprise attack.*

Storm of arrows (bows)

Once a day, **archers** (using bows) can shoot together very fast. All those who receive the order from their **troop leader** (*within earshot, or by signal, music, banner*) shoot two arrows at **enemies that they can see the whole game turn**. There is a -1 modifier if these enemies are not in group but in open order or alone. They do not aim well: to hit at short range needs same result as medium range. Natural 6es of these shots on a same target can be associated to become 7s and more. Every player can give this order only **once per day**. If some archers cannot do it in the same game turn as their colleagues they will not do it later.

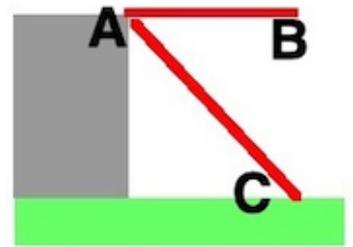
Steppe cavalry archers

Steppe cavalry very efficient with short composite bows (*Parthes, Huns, Mongols*) can shoot in movement mounted without the -1 modifier for shooting mounted, but with limited short range: 0-10 / 10-40 / 40-60 cm.

Difference of height

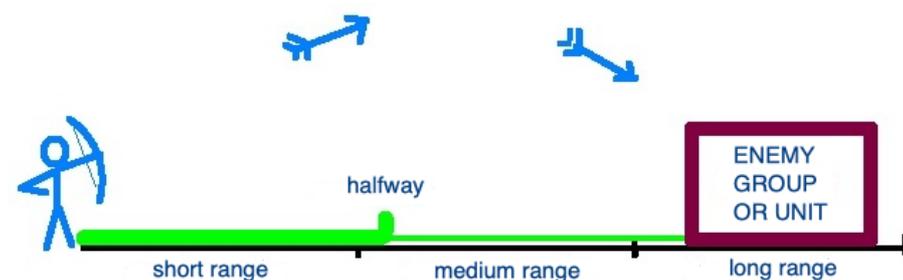
Height may give an advantage: the range of a shooter who stands on upper ground than the target can be measured to a vertical point above target; the range of a shooter on lower ground is the actual distance.

Right: For an exchange of shots between A and C, the range from A to C is AB, the range from C to A is CA. However the scale of terrain elements may be taken into account too, real hills are not lower than houses even if they are often made smaller for the gaming table.



Shooting from a very high place (angle C roughly exceeding 45°) nullifies the protection of bushes and low obstacles (low wall, rocks...) Between 45°-30° or so these low obstacles protect only one single rank of characters standing or hidden behind. *This may be adapted to the miniature terrain elements available.*

Shooting at long range above friends on foot (or above low obstacles)



Bows and crossbows (*and slings*) may shoot, **at long range only, above friends on foot** (or above low obstacles) if **ordered by a chief or officer** within earshot who gives them shooting instructions; the farthest friends (or obstacles) must not be nearer

to the target unit than to the shooter; and the target must be seen during the whole game turn. If the target is not a group but is isolated characters or is an unit in open order there is a -1 modifier to the die.

Drawing above: the enemy unit or group must be at long range of the weapon, and no friends or low obstacle must be nearer to the enemy than to the shooter (not farther than "halfway").

Shooting at a melee

The usual rules forbid to shoot at a melee. It can be permitted however on a direct order of the troop commander himself, but if successful it could hit friend or foe (on tire la victime au sort, comme pour tout tir normal contre un groupe).

An "elite shooter" can decide to choose an individual target in a melee, but a **natural double 1** result (at first roll, or rerolled) hits one of the closest friends in the melee.

In both cases, a group hit by friendly fire should roll for morale.

Shooting at mounted characters close to characters on foot

The rules forbid to aim at a precise target in a group, but shooting at mounted foes mixed with infantry of any side may be allowed **at no more than 10 cm range**, even at a melee. If mounted characters are close to each other they are a target group. A die result of **natural double 1** (two 1, or re-rolled) hits a foot character friend of the shooter, if any in the same melee.



fantasy archery

Fantasy humanoids often have technology and weapons similar to humans of their area (except if the context or scenario says otherwise for some reason). Medieval-fantasy weapons follow the same tables as human weapons but sometimes with different dice (D4 or D8).

Obvious peculiarities

Creatures slightly smaller and weaker than humans: **Goblins**, **Halflings**, **small Ratmen**, etc. use bows of feeble power or ancient crossbows. **Halflings** shoot very well, with **1D8**.

Dwarves have a strength similar to humans and can use medieval war crossbows, but are restricted to short bows (simple or composite), they use no longbows.

Orcs roll **1D4** to shoot (except for hand-thrown projectiles, **1D6**). Those whose strength is roughly similar to humans (strength =H) cannot shoot a longbow, but may shoot mounted on wolves or boars. **Large Orcs** (strength +H) can shoot a longbow on foot.

Lizardmen and other amphibians living in wet or sandy dwellings can only make and keep simple bows of feeble range and light crossbows.

Very tall humanoid: **Ogres**, **Trolls**, **Giants**, etc. rarely or never use ranged weapons (there may be individual exceptions).

The rules forbid to aim at an individual target in a group; but **at no more than 10 cm range**, even in a melee, small humanoids (Goblins, Halflings, etc. and also Dwarves) can aim at enemies of human height or taller standing amongst other small creatures; and humanoids of human size or +H can aim at ++H or taller humanoids or monsters standing amongst people of human size. If these enemies are close to each other they form a distinct target group. A natural maximum of the di(c)e may be counted for more effect in the melee result; but a **double natural 1** hits a smaller friend of the shooter who is in the same melee.

A light crossbow is a practical weapon to hunt **Vampires** in any period.

Elves shoot with **1D8** : Wood Elves with equivalents of feeble bows, High Elves as simple or composite bows, Dark Elves with a peculiar hand crossbow or Elven ancient crossbow or Elven heavier “arquebow”. **Half-Elves** shoot with **1D6**, often with the same weapon as their Elven parent and do not use longbows.

Armour 6, armour 7, armour 8...

The layers of skin and fat of some fantasy large creatures (with or without metal armour) are equivalent to **armour 6** or **armour 7**.

Armour 6 adds a -1 modifier to all shots, added to the armour 5 modifier on the shooting tables; **armour 7** adds one more, **armour 8** one more, etc. however if all this is more than -2 the protections for terrain or shield wall do not apply. *A protection equivalent to armour 6 may also be obtained by great Hero or great Heroine status, or by a very high and truly exceptional magician, priest, or saint of level 6.*

Hand crossbow *fantasy or modern, on foot or mounted*

Effective hand crossbows cannot be constructed with medieval technology and can only be used by **Dark Elves (1D8)** and **Half Dark Elves (1D6)** (*and historical humans from the 16th C. onwards, very rare and expensive*). Useful for silent attacks, but of feeble effective range, this small crossbow can be used in one hand. It shoots in movement with -1 modifier (no modifier for movement if arriving in contact). One game turn immobile is needed to reload.

Hand crossbow	<i>armour 4</i>	<i>armour 5</i>	<i>armour 6</i>	<i>armour 7</i>	<i>(short range)</i> 0 - 10 cm	<i>(long range)</i> 10 - 20 cm
on foot or mounted -1 if shooting in movement (except when arriving in contact) reloaded in one game turn immobile	-1	-2	-3	-4	5 - 6 <i>or more</i>	7 <i>or more</i>

Argad rules are not linked to any fantasy world, all suggestions are optional and for inspiration. Adaptations of the fantasy rules suggested in this page are rather new and may still be improved.