

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. The presentation of these shooting tables 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 mention .ext in the shooting tables 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 *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 can 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 can only shoot on foot (but some crossbowmen may travel mounted). The character must stay immobile the whole game turn when shooting, and also 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 against unprotected foes and for hunting when shooting at close range. 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	<i>armour 4</i>	<i>armour 5</i>	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 applies even if coming to contact the enemy.

Short composite bow Large bow	<i>armour 4</i>	<i>armour 5</i>	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 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.	<i>armour 4</i>	<i>armour 5</i>	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)	<i>armour 4</i>	<i>armour 5</i>	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 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*).*

Other suggestions

Reminder of some small rules additions which help, if wished, to simulate unusual situations or to give more role-playing or tactical interest to the game:

Shooters 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 also** not to be afraid in the stress of battle).

Mounted foot

Mounted infantry has -1 modifier to the die 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 they shoot as cavalry).

Shooting contest

A shooting contest, during a local fair or a soldiers training, is an occasion to compete with each other, to talk diplomacy, or to wait for what happens next. All characters have a positive $+2$ modifier to shoot at an immobile target in a calm and peaceful event (and the modifier for elite shooting may 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 have only one elite shot every game turn.

Surprise shot

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 modifier may be added to the surprise modifier. A perception test may be asked for before a surprise attack.

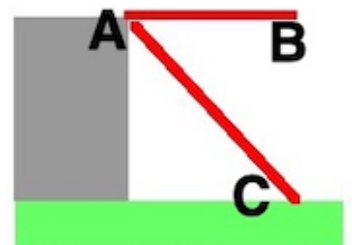
Strom of arrows (bows)

Once in a game, a player can order to his or her **foot archers** to shoot all together and very fast. All the archers on foot who receive the order from their **troop leader** himself or herself (*within earshot, or by signal : music, banner...*) can shoot two arrows, only at **ennemy groups** (or at units in open order) **which they can see the whole game turn**, not at isolated characters. 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 in the game. If some archers cannot do it in the same game turn as their colleagues they will not do it later.

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 the 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 mounted characters close to characters on foot

The rules forbid to aim at a precise target inside a group, but shooting at mounted foes mixed with infantry of any side is permitted **at no more than 10 cm range**, even at a melee. If these mounted enemies are close to each other they may be considered as a distinct target group at this range. 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 the area (except if the context or scenario says otherwise for some reason). Medieval-fantasy weapons follow the same tables as human weapons, except for faerie creature as Elves.

Some obvious particularities

Creatures slightly smaller and weaker than humans: **Goblins**, **Halflings**, **small Ratmen**, etc. can use short bows (simple or composite) but not large bows nor longbows and cannot wield medieval war crossbows.

Dwarfs have a strength similar to humans and can use medieval war crossbows, but are restricted to short bows (simple or composite) too.

Orcqs are very bad shots, they roll 1D4 to shoot (except for hand-thrown projectiles) but can shoot mounted on large wolves or boars. Those whose strength is roughly similar to human (strength =H) cannot shoot a longbow. **Large Orcqs** (strength +H) can shoot a longbow on foot; they can also use it mounted and in movement mounted, but with less strength, with the movement and armour modifiers of the table composite bows / large simple bows.

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.) 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 at this range. Any result of **natural 1** hits a smaller friend of the shooter who could be present in the same melee .

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

Armour 6 & armour 7

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

Armour 6 adds a -1 modifier to all shots, which adds to the armour 5 modifier but the total cannot be worse than -2. **Armour 7** does not give more but if the modifier for armour 5 is already -2 the total becomes -3. 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 or priest level of 6.

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

Effective hand crossbows cannot be constructed with medieval technology. Only fantasy Dark Elves and Half Dark Elves, and humans from the late 20th C. onwards, may have this weapon. Useful for silent attacks, this very small crosbow can be used in one hand, and shoot in movement with -1 modifier (no modifier for movement if arriving in contact). It takes one game turn immobile to reload.

hand crossbow	<i>armour 4</i>	<i>armour 5</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	5 - 6	7

Argad rules are not linked to any compulsory fantasy world, all these suggestions are optional and for inspiration. Historical tables and details of the three first pages of this document are well established in the rules, some since the first edition in 1996; the renewed adaptations for fantasy suggested in this page may still be improved.