

Orcq or Orcqess =H

warrior on foot

In difficult or very difficult terrains on foot, roll two "slowness dice" and ignore the worst result.

In light clothing strength =H, class 4, light clothing

Movement: 20 cm

Shoot with 1D4 (except throwing weapons with 1D6)

Strike with 1D6 in melee

In chainmail or breastplate strength =H, class 4, armour 4

Movement: 16 cm

Shoot with 1D4 (except throwing weapons with 1D6)

Strike with 1D6 in melee

Big Orcq or Orcqess +H

warrior on foot

In difficult or very difficult terrains on foot, roll two "slowness dice" and ignore the worst result.

In light clothing strength =H, class 4, skin = armure 4

Movement: 20 cm

Shoot with 1D4 (except throwing weapons with 1D6)

Strike with 1D8 in melee

In chainmail or breastplate

strength =H, class 4, skin+armour = 5

Movement: 16 cm

Shoot with 1D4 (except throwing weapons with 1D6)

Strike with 1D8 in melee

Orcq or Orcqess =H

ancient or native bow <i>on foot or mounted</i> <u>1D4</u>	0 - 10 cm	10 - 20 cm	20 - 40 cm
can shoot in movement with -1 -1 at armour 4 / -2 at armour 5 -3 at armour 6 / -4 at armour 7	5 or +	6 or +	7 or + <i>ext.</i>

other bow (simple or composite) <i>on foot or mounted</i> <u>1D4</u>	0 - 20 cm	20 - 40 cm	40 - 60 cm
immobile on foot <i>or in mvt. on foot with -1, 10 cm range</i> in movement mounted with -1 -1 at armour 4 / -2 at armour 5 -3 at armour 6 / -4 at armour 7	5 or +	6 or +	7 or + <i>ext.</i>

Big Orcq or Orcqess +H

ancient or native bow <i>on foot</i> <u>1D4</u>	0 - 10 cm	10 - 20 cm	20 - 40 cm
can shoot in movement with -1 -1 at armour 4 / -2 at armour 5 -3 at armour 6 / -4 at armour 7	5 or +	6 or +	7 or + <i>ext.</i>

longbow <i>on foot</i> <u>1D4</u>	0 - 20 cm	20 - 40 cm	40 - 60 cm
on foot, immobile -1 at armour 5 -2 at armure 6 / -3 at armour 7	5 or +	6 or +	7 or + <i>ext.</i>

Orcq or Orcqess =H

A javelin thrower of any humanoid species may carry three javelins; or two if also carrying a thrusting spear. To avoid off-table counting, when a group throws javelins all members of the group lose one even those who could not throw their.

javelin <i>on foot or mounted</i>	1D6	0 - 10 cm	10 - 20 cm
can shoot in movement without penalty -1 at armour 5 -2 at armure 6 / -3 at armour 7		6 or + <i>ext.</i>	
mounted in movement ** -1 at armour 5 -2 at armour 6 / -3 at armour 7		5 or + <i>ext.</i>	6 or + <i>ext.</i>

Big Orcq or Orcqess +H

heavy javelin (angon, pilum) <i>on foot</i>	1D6	0 - 10 cm
can shoot in movement without penalty & no negative modifier at shield wall or pavises -1 at armour 5 / -2 at armour 6 / -3 at armour 7		6 or + <i>ext.</i>

The same table may be used for other heavy throwing weapons (heavy throwing axe, spiculum...)

Orcq or Orcqess =H or +H

ancient or light crossbow <i>on foot or mounted</i>	1D4	0 - 10 cm	10 - 20 cm	20 - 30 cm
can shoot in movement with -1 reloaded in one game turn immobile -1 at armour 5 -2 at armour 6 / -3 at armour 7		5 or +	6 or +	7 or +

medieval war crossbow <i>on foot</i>	1D4	0 - 20 cm	20 - 40 cm	40 - 60 cm
on foot immobile <i>reloaded in one game turn immobile</i> -1 at armour 6 / -2 at armour 7		5 or +	6 or +	7 or +

Complete armour or full chainmail (rare)

Orcq or Orcqess =H in complete armour
strength =H, class 5, armour 5
Movement: 12 cm
Strikes with 1D6 in melee

Big Orcq or Orcqess +H in complete armour
strength =H, classe 5, skin+armour = 6
Movement: 12 cm
Strikes with 1D8 in melee

***Ranged weapons
used by Orcqs, Orcqesses and Big Orcqs***

Orcqs of medium strength are =H; stronger ones (Big Orcqs) are +H.

All shoot with **1D4**, except throwing weapons with **1D6**.

Orcqs of medium strength (=H) can use **javelins**.

Big Orcqs (+H) can throw a **heavy javelin** (angon).

Orcqs of medium strength (=H) who have access to medieval technology may use **simple bows** or **short composite bows** (*see "other bows"*) but are not strong enough to use the equivalent of late medieval longbows.

Big Orcqs (+H) with the same technology can shoot **longbows**.

Ancient (or native) bows, and **ancient crossbows**, are used by Orcqs =H or Big Orcqs +H of lesser technological level (*the others may also have such weapons if they wish to*).

Orcqs or Big Orcqs better equipped may have **medieval war crossbows**.

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