

MOVEMENT	light clothing	armour 4 (chainmail)	armour 5 (man-at-arms)	"slowing dice"	In difficult terrain movement is reduced by one or two dice ("slowing dice") in cm. In very difficult terrain movement is halved and result of die (or dice) is then deduced from it. If the die (on foot) rolls 6 or if the dice (mounted) both roll 6 in difficult terrain or at least a 6 in very difficult terrain: blocked for the whole game turn.
foot	20 cm	16 cm	12 cm	one die	
cavalry	40 cm	40 cm	32 cm	two dice	
mounted foot (on horse)	36 cm	36 cm	32 cm	two dice	

Carrying a **pavise**: 16 cm.

Movement in close order (pavise wall and/or ranks of lancers): 12 cm forward; 8 cm sideways or backward; cannot move in difficult terrain.

TERRAIN	foot	cavalry (except armour 5)	cavalry armour 5 or mounted foot	protection from shooting	cannot be shot at, if:
bushes, or high crops	difficult (move -1 die)	difficult (move -2 dice)		-1 at footmen	hidden (crouched immobile, doing nothing)
woods, forest	difficult (move -1 die)	very difficult (1/2 move -2 dice)		-1 if 10 cm or less /	if more than 10 cm (of width of forest)
hard slope	difficult (move -1 die)	difficult (-2 dice)	very difficult (1/2 -2 d.) R*	-1 at men on foot behind earth low bank	if crouched behind earth bank, or moving crouched behind it (move: 2 cm+one die)
pointed stakes (in front)	difficult (move -1 die)	very difficult (1/2 move -2 dice) R*		—	—

SHOOTING		armour 4	armour 5	0 - 10 cm	10 - 20 cm	20 - 30 cm
javelin, throwing spear	can shoot moving (on foot or mounted) without malus	—	-1	6 ext.		—
	cavalryman with javelin, moving on easy terrain	—	-1	5 - 6 ext.	6 ext.	—

		armour 4	armour 5	0 - 20 cm	20 - 40 cm	40 - 60 cm
crossbow	on foot, immobile / reloaded in one game turn immobile	—	—	5 - 6	6	7
longbow (Welsh or English)	on foot, immobile	—	-1	5 - 6	6 ext.	7 ext.
other bows ; sling	other bows : -1 if moving sling: must shoot immobile	-1	-2	5 - 6 (sling: ext)	6 (sling: ext)	7 ext.

Slings must stay immobile and have no protection from terrain etc. or pavise in the game turn when they shoot.

"ext.": exterior, cannot shoot from window or arrow slit.

In **MELEE** characters with a **longer weapon** strike before their opponent(s): Long weapon > half-long weapon > short weapon > very short weapon > bare hands.

Result (die + modifiers) **higher than class** of the enemy: hit (=killed). **Equal to class**: enemy recoils. **Smaller than class**: missed.

If the enemy's armour is higher than his/her class, the die result must also be higher than this armour, otherwise the enemy recoils.

Die rolls a **natural 1**: missed (even with good modifiers), a **natural 7** (= double natural 6) in Melee: hit (even with bad modifiers).

If two opponents roll simultaneously a "hit" result (or "recoil" result) only the **higher class** one kills enemy (or forces enemy to recoil). If they are same class, the **highest armour** (chainmail = "armour 4") kills opponent (or forces him/her to recoil). If same class and armour, the **highest natural die** kills opponent (or makes him/her recoil).

SHOOTING MODIFIERS

Caused by terrain or pavise

Shooting modifiers caused by terrain and/or pavise do not add up

target on foot, partially protected by cover : wall, earthen bank, bushes, large opening in a wall, window, battlement, etc. or target in a (rather dense) forest (just in its edge except mounted, or behind no more than 10 cm of forest width)	- 1 (except at hand slingers shooting)
or target on foot behind a very narrow opening or arrow slit in a very strong wall	- 2
or shooting at a pavise (carried by one person, protects the pavise-bearer and one other person close behind)	- 1
or shooting at character in armour 4 or 5 , in pavise wall or close behind a character in pavise wall and not doing anything else	- 2

Caused by target

The total of shooting penalties caused by terrain, arrow slit, pavise / pavise wall, armour, furtive target, etc. cannot be worse than -2

other bow, sling, at armour 4 ; or javelin, longbow, or small handgun at long range , at armour 5	- 1
other bow, sling, at armour 5	- 2
"furtive" target (moving target, hidden or in contact with friends of the shooter at the beginning AND at the end of its movement)	- 1

Caused by shooter

"And/or" means that the shooting penalties below do not add up together

shooting in movement (except the weapons thrown by hand, and the weapons which must shoot immobile) and/or "furtive" shooter (= appears a short time to shoot while moving; example: furtive Bowman: -1 in all)	- 1
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Longbows must shoot on foot and immobile; others bows can shoot while moving with -1 to the die.

MELEE MODIFIERS

two-handed axe, sword, goedendag, bardiche (heavy weapon used with both hands, not inside a building nor in close order)	+ 1	heavy tool used with both hands: +1 -1 = 0
improvised weapon , tool used as weapon, big wooden stick and/or character class 2	- 1	
foot against opponent attacking him across a linear obstacle (earthen bank, low wall, door, line of stakes, battlements, etc)	+ 1	
character against a foe who is on higher ground than him (hard slope, earthen bank, stairs, battlements, etc)	- 1	
cavalry against foot , or against mounted foot (except in difficult or very difficult terrain for cavalry)	+ 1	
foot against cavalry (except in very difficult terrain for cavalry) or mounted foot against cavalry	- 1	
foot with bill (guisarme, vouge, etc) against a mounted enemy (except vs charging cavalry: see last line)	+ 1	
cavalry "charging" (charge is impossible in difficult or very difficult terrain)	+ 1	
+ man-at-arms "charging" with couched heavy lance (trained man-at-arms on a war horse trained for men-at-arms)	+ 1	
foot immobile with spear (or bill, guisarme, vouge, goedendag, etc) vs cavalry "charging" him/her directly	+ 1	

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« Argad ! »
Éditions