

MOVEMENT	in light clothing	armour 4 (chainmail) and/or foot with pavise	armour 5 (man-at-arms)	“slowing dice”	In difficult terrain the movement is reduced by one or two dice (“slowing dice”) centimetres. In very difficult terrain movement is halved and the result of the 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	-1D6 cm	
cavalry	40 cm	40 cm	32 cm	-2D6 cm	
mounted foot (on horse)	36 cm	36 cm	32 cm	-2D6 cm	

Carrying a pavise: 16 cm.

Movement in close order (pavise wall and/or ranks of spears): 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 -1D6 cm)	difficult (move -2D6 cm)		-1 at footmen	hidden (crouched immobile, doing nothing)
woods, forest	difficult (move -1D6 cm)	very difficult (½ movement -2D6 cm)		-1 if 10 cm or less /	if more than 10 cm (of width of forest)
hard slope	difficult (move -1D6 cm)	difficult (move -2D6 cm)	very difficult (½ move -2D6 cm) R*	-1 at men on foot seen behind earth low bank	if crouched behind earth bank, or moving crouched behind it (move: 2 cm+1D6 cm)
pointed stakes (from the front)	difficult (move -1D6 cm)	very difficult (½ move -2D6 cm) R*		—	—

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

		armour 4	armour 5	0 - 20 cm	20 - 40 cm	40 - 60 cm
crossbow (war 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 bow (rather powerful)	cavalry at any range, or archer on foot not farthest than 10 cm, can shoot in movement with -1 modifier	-1	-2	5 - 6	6	7 ext.

For bows of lesser range see the “Archery tables” document.

“ext.”: exterior, cannot shoot from a window or arrow slit.

In MELEE the character with the **longest weapon** strikes before opponent(s): long weapon > half-long > short > very short weapon > bare hands.
 Result (die + modifiers) **exceeds class** of the enemy: hit (=killed). **Equal to class**: enemy recoils. **Smaller than class**: missed.
 If the enemy’s armour (armour 4 or armour 5) is higher than his/her class, the result must also exceed this armour, otherwise this enemy recoils.
Natural 1: missed (even with good modifiers) **Double natural 6 = 7** **Triple natural 6 in melee** always hits (even with bad modifiers).
 If two opponents simultaneously roll 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** wins. If same class and same armour, the **highest natural die** just rolled for this fight wins. If equal natural die, the **highest total of bonus-malus** modifiers.

SHOOTING MODIFIERS

Caused by terrain or pavise

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

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

Caused by target

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

longbow (Welsh or English only), javelin , at armour 5 <i>or other bow</i> at armour 4	- 1
other bow 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 all weapons thrown by hand, and weapons which must stay immobile to shoot) <i>and/or “furtive” shooter</i> (= appears a short time to shoot while moving)	- 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	<i>heavy tool used with both hands: +1 -1 = 0</i>
improvised weapon , tool used as weapon, big wooden stick and/or character class 2	- 1	
foot against opponent attacking 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 any mounted enemy (except vs charging cavalry: see last line)	+ 1	
cavalry “charging” any enemy (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 also trained for this)	+ 1	
foot immobile with spear (or bill, guisarme, vouge, goedendag, etc.) vs cavalry “charging” directly	+ 1	

Agricultural tools with a rather long shaft (fork, scythe) are “half-long, improvised weapons”.

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