MOVEMENT	**light clothing**	**armour 4** *(chainmail)*	**armour 5** *(man-at-arms)*	*"slowness dice"*	*In **difficult terrain** the result of the "slowness die / dice" is deduced from the movement (in cm). In **very difficult terrain** the movement is halved and the result of the die (or dice) is then deduced from it (in cm).*
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*	

Carry a **pavise**: 16 cm.   *Max. 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** *(½ 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 (½ −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 (from the front)	difficult *(move −1 die)*	very difficult *(½ move −2 dice)* R*		—	—

SHOOTING				*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.*

Longbows must shoot on foot and immobile; others bows can shoot while moving with −1 to the die.   " ext." : exterior, cannot shoot from window or arrow slit.
Slingers must stay immobile, and do not benefit from the protection of terrain, pavise, pavise-bearer, siege screen, or battlements, in the whole game turn when they shoot.

		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.*	—
small handgun	+1 with help of a goujat **or** if shooting at a group reloaded immobile: 2 game turns alone, 1 with a goujat	—	*−1 at long range*	**6**	**7**	**(8)** *−1 at armour 5*

In **MELEE** the longer weapon strikes before its opponents.
  Result (die + modifiers) **higher than the class** of the enemy: hit (= killed).   **Equal to his class**: he recoils.   **Smaller than his class**: missed.
  If the armour of the enemy is higher than his class (armour 4 or armour 5) the result must also be higher than his armour to kill him; if not, he recoils.
  "Natural 1" die roll: missed *(even with good modifiers).*   **"Natural 7"** *(= double natural 6)* in Melee: hit *(even with bad modifiers).*
  *If two opponents simultaneously roll a "hit" result (or a "recoil" result), only the **higher class** one kills his enemy (or forces him to recoil). If they are same class, the **highest armour (4 or 5)** kills his enemy (or makes him recoil). If they are same class and armour, the **highest natural die** kills his enemy (or makes him recoil).*

SHOOTING MODIFIERS

Caused by terrain: *Shooting modifiers "caused by terrain" 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 forest** *(behind no more than 10 cm of forest)*	**− 1**
or target on foot **behind a very narrow opening** or **arrow slit** in a very strong wall	**− 2**

Caused by target: *The total of shooting modifiers caused by terrain, arrow slit, armour, pavise / pavise wall, furtive target, 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**
target behind **pavise** / *or* in **"pavise wall"** (*handguns* excepted)	**− 1 / − 2**
*"furtive" target (= moving, can be seen at some moment during move but hidden at the beginning **and** at the end of the game turn)*	**− 1**

Caused by shooter:

bow **shooting in movement** *(except longbow: longbows must shoot immobile)* *and/or "furtive" shooter (= appears a short time to shoot while moving) with any weapon (furtive bowman: –1 in all)*	**− 1**

Handgun fired by the shooter himself (without someone else to help him) shooting at a group :

handgun without aide, shooting at a group	*(if the group is not behind or inside a built protection: low wall, house, redoubt, fortification...)*	**+ 1**

MELEE MODIFIERS

two-handed **axe, sword,** *goedendag, bardiche* (*heavy weapon used with both hands, not inside a building or in close order*)	**+ 1**
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**
cavalryman against **foot**, or against mounted foot (*except in difficult or very difficult terrain for cavalry*)	**+ 1**
foot against **cavalry** *(except in a very difficult terrain for cavalry)*; or mounted foot against cavalry	**− 1**
foot with bill *(guisarme, vouge, etc)* **against a mounted** enemy (*except vs a cavalryman who charges him: see last line*)	**+ 1**
cavalryman **"charging"** (*charge is impossible in difficult or very difficult terrain*)	**+ 1**
+ man-at-arms **"charging" with couched heavy lance** (*trained man-at-arms only, on a war horse trained for men-at-arms*)	**+ 1**
foot immobile with spear *(or point of bill, guisarme, vouge, goedendag, etc)* vs a **cavalryman** who **"charges"** him directly	**+ 1**

There are many modifiers, but most of them are not often used.