

MOVEMENT	in light clothing	heavy or encumbered	cavalry in armour		number of "slowing dice"	In difficult terrain movement is reduced by one die (foot) or two dice (mounted). In very difficult terrain movement is halved, and dice result then deduced from it (foot -1D6, mounted -2D6 cm). Roll of 6 (foot), or (mounted) two 6 in difficult terrain or at least one 6 in very difficult terrain: character or group blocked by terrain for the whole game turn.
			three-quarter	complete		
on foot	20 cm	breastplate, and/or carrying musket: 16 cm	(dismounted) 16 cm 12 cm		one die (1D6 cm)	
cavalry	40 cm	(breastplate) 40 cm	36 cm	32 cm	two dice (2D6 cm)	
mounted infantry, dragoon	36 cm	36 cm	—		two dice (2D6 cm)	
character mounted on farm horse or draught horse: 32 cm			—		two dice (2D6 cm)	

Foot soldiers in **close order**: column of twos 16 cm, larger column or line 12 cm, backwards or sideways 8 cm (see detailed ruleset for manoeuvre).

TERRAIN	foot	cavalry or mounted infantry	protect. from shooting	cannot be shot at?
bushes, high crops	difficult (-1D6 cm)	difficult (-2D6 cm)	-1 (target on foot)	if crouched immobile and doing nothing
woods, forest	difficult (-1D6 cm)	very difficult (1/2 move, -2D6 cm)	-1 if less than 10 cm /	if more than 10 cm of forest width

FIREARMS		reloaded in	0 - 10 cm	10 - 20 cm	20 - 40 cm
pistol	can fire in movement: -1 modifier except contact on foot	one game turn immobile	5 - 6 -1 at armour 5	7 -1 at armour 4, 5	—
arquebus & caliver, petronel	can fire in movement mounted, or at close range on foot: -1 modifier (foot must stay immobile at farther ranges)		5 - 6	6 -1 at armour 5	7 -1 at armour 4, 5

		reloaded in	0 - 20 cm	20 - 40 cm	40 - 60 cm
matchlock musket	must shoot immobile +1 to one die when shooting at a group	2 game turns immobile	6	7	(8) -1 at armour 4, 5
	unit in close order firing in volley at a group		5 - 6	6	7 -1 at armour 4, 5

It takes a whole game turn to reload a **pistol** or **arquebus** (and another game turn to shoot), two game turns to reload a **matchlock musket** (and a third game turn to shoot). Characters in contact with enemy at beginning of a game turn cannot shoot during the turn (except with a pistol). **Match. musket** having been in melee cannot fire for the whole day. Foot has no modifier for firing **pistol** in contact. Foot can shoot an **arquebus** in movement at short range only, -1 modifier. Mounted / cavalry about to be charged are not "immobile". Mounted foot cannot fire in movement (except when coming in contact, with -1 modifier, if weapon allows) and have -1 modifier to shoot immobile mounted (if weapon allows).

MELEE the longest weapon strikes before its opponent: **pike** > **long weapon** > **semi-long weapon** > **short weapon** > **very short weapon** > **bare hands**.
 Result (die + modifiers) **exceeds class** of enemy: enemy killed. **Equals class of enemy**: enemy recoils. **Smaller than class of enemy**: missed.
 When the enemy wears armour higher than his/her class (armour 4 or 5) the result must also be higher than his armour to kill, otherwise this enemy recoils.
 Die roll of a **Natural 1**: missed (even with good modifiers). **Natural 7** (= double natural 6) in melee: killed (even with bad modifiers).
 When two opponents roll simultaneously a "kill result (or "recoil" result), only the **higher class** one kills his/her enemy (or forces him/her to recoil). If they are same class, **highest armour** kills enemy (or makes the enemy recoil). If they are same class and armour, the one who rolled the **highest natural die** kills enemy (or forces enemy to recoil).

SHOOTING MODIFIERS

Modifiers caused by terrain

Modifiers "caused by terrain" do not add up together

target on foot and can be seen behind cover : wall, earthen bank, bushes, large opening in a wall, window, battlement, etc. and/or target swimming in water, or target behind 0-10 cm of (rather dense) forest (except mounted characters in forest edge)	- 1
or target on foot behind a narrow opening in a strong wall or protection	- 2

Modifiers caused by target

Total of modifiers "caused by terrain" + "caused by target" cannot be worse than -2

firearm shooting at a target who wears breastplate or armour (depending on range – see firearms table)	- 1
"furtive" target (moving target, hidden or in contact with friend of shooter at the beginning and at the end of the game turn)	- 1

Modifiers caused by shooter

Modifiers separated by "or, and/or" in a same cell do not add up together

infantry or cavalry firing in movement with pistol (does not apply to infantry firing in contact or firing just before contact) or cavalry firing in movement with arquebus , petronel, caliver (foot at short range only) or infantry firing in movement with arquebus (possible at short range only) and/or "furtive" shooter (who appears during a short time, shoots in movement, and disappears farther away)	- 1
mounted infantry firing mounted (only immobile, it cannot fire in movement) and/or character class 1 or 2 shooting with firearm	- 1

MELEE MODIFIERS

improvised weapon , tool used as weapon, firearm butt... and/or character class 2	- 1	<i>heavy tool used with both hands: -1+1=0</i>
heavy two-handed weapon (large sword or axe, or bardiche) with both hands, on foot (not inside a building or in close order)	+ 1	
foot vs enemy who attacks him/her through a linear obstacle (earthen bank, low wall, door, line of stakes, battlements, etc.)	+ 1	
character vs enemy on higher ground (hard slope, earthen bank, stairs, battlements, etc.)	- 1	
cavalryman vs foot or vs mounted infantry (except in difficult or very difficult terrain for cavalry)	+ 1	
foot vs cavalry (or mounted infantry vs cavalry) (except in a very difficult terrain for cavalry)	- 1	
foot with halberd vs mounted enemy (except vs a cavalryman who charges him: see below)	+ 1	
cavalry "charging" (charge is impossible in difficult or very difficult terrain) + man-at-arms, demilance or cuirassier "charging" with heavy couched lance	+ 1 +1 (total + 2)	
immobile foot soldier with spear, pike, halberd, spontoon , bardiche, vs cavalry who "charges" him directly	+ 1	

The **pike** strikes before other melee weapons, but if not in a unit in close order the pikeman must drop his pike after the first melee turn and take his sword.

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