

MOVEMENT	light clothing	heavy or encumbered: breastplate and/or musket	half-armour 4* (demi-lancer)	armour 5 (complete armour)	“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). A die roll of 6 (on foot), or (mounted) of 6 on both dice in difficult terrain or at least one 6 in very difficult terrain blocks the character or group for the whole game turn.
on foot	20 cm	16 cm	(dismounted) 16 cm	(dismounted) 12 cm	-1D6 cm	
cavalry	40 cm	(breastplate) 40 cm	36 cm	32 cm	-2D6 cm	
mounted infantry, dragoon	36 cm	36 cm	—		-2D6 cm	
character mounted on farm horse or draught horse: 32 cm					-2D6 cm	

Foot soldiers in **close order**: column of twos 16 cm, larger column or line 12 cm, backwards or sideways 8 cm (turning and manoeuvre may depend on class, see generic ruleset).

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 (½ 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	no armour modifier to fire in contact on foot or mounted, -1 modifier to fire in movement except in contact on foot	one game turn immobile	5 - 6 -1 at armour 5 except in contact	7 -1 at armour 4, 5	—
arquebus & caliver, petronel	can fire in movement mounted with -1 modifier, or in movement on foot if at close range, with -1 modifier		5 - 6	6 -1 at armour 5	7 -1 at armour 4, 5

matchlock musket	must shoot immobile and on foot +1 to one die when shooting at a group unit in close order firing in volley, on command, at a group	reloaded in	0 - 20 cm	20 - 40 cm	40 - 60 cm
		2 game turns immobile	6	7	(8) -1 at armour 4, 5
			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 pistol). A **match. musket** having been in melee cannot fire for the whole day.

Foot has no movement modifier nor armour modifier for firing a **pistol** in contact. Foot can shoot an **arquebus** in movement at short range only, -1 modifier.

Mounted foot cannot fire in movement (except when coming in contact, if their weapon allows) and have -1 modifier to shoot immobile mounted (if their weapon allows).

Cavalry or mounted foot who will be contacted by an enemy in the gaming turn are not considered “immobile” to shoot (even if they don’t move) they are supposed in movement.

MÉLÉE : the longest weapon strikes before its opponent: **pike** > **long weapon** > **semi-long weapon** > **short weapon** > **very short weapon** > **bare hands**.

Result (1D6 + modifiers) **exceeds class** of enemy: enemy killed.

Equals class of enemy: enemy recoils.

Smaller than class of enemy: missed.

If an enemy wears armour higher than their class (armour 4, or 4*, or 5) the result must also be higher than this armour to kill, otherwise this enemy recoils.

Natural 1 die roll: missed (even with good modifiers). **Double natural 6 = 7** (except in disorder). **Triple natural 6** in melee always hits (even with bad modifiers).

When two opponents roll simultaneously a “kill” (or “recoil”) result, only the **higher class** one kills their enemy (or forces enemy to recoil). If same class, the **highest armour** kills enemy (or forces enemy to recoil). If same class and armour, the **highest natural die** kills the enemy (or forces enemy to recoil). If all this is equal, the **highest total of bonus-malus**.

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 target wearing breastplate or armour (armour 4, 4*, or 5) depending on range (see firearms table)	- 1
"furtive" target (moving target, hidden or in contact with friend of the 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 (except infantry firing in contact or just before contact) or cavalry firing in movement with arquebus , petronel, caliver 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, they cannot fire in movement mounted) 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	
cavalry 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 any mounted enemy (except vs cavalry who charges them: see bottom line)	+ 1	
cavalry "charging" (charge is impossible in difficult or very difficult terrain) + man-at-arms, demilancer or cuirassier "charging" with heavy couched lance	+ 1 +1	(total: + 2)
immobile foot soldier with spear, pike, halberd, spontoon , bardiche, vs cavalry who "charges" them directly (if trained)	+ 1	

The **pike** strikes before other melee weapons, but if not in a unit in close order the pikeman must fight with sword (short weapon) after the first melee turn.

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