

MOVEMENT	in light clothing	in chainmail (armour 4) and/or carrying a large shield	"slowness dice"	In difficult terrain the result of one or two dice (called the "slowness 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.
foot	20 cm	16 cm	one die	
cavalry	40 cm	40 cm	two dice	
mounted foot (on horseback)	36 cm	36 cm	two dice	

Movement in **shield wall** and/or in close **ranks of spears**: 12 cm forward; 8 cm sideways or backward; cannot move in difficult terrains.

TERRAIN	foot	cavalry	mounted foot	protect. from shooting	cannot be shot at, if:
bushes, or high crops		difficult (move - 2 dice)		-1 at men on foot	hidden (crouched immobile, doing nothing)
woods, forest	difficult (movement reduced by one die cm.)	very difficult (½ move, - 2 dice)		-1 if less than 10 cm	if 10 cm or more of forest width
hard slope; earth bank		difficult (move - 2 dice)	very difficult (½ move, - 2 dice) R*	-1 at men on foot behind low bank	if crouched behind earth bank, or moving crouched behind it (move: 2 cm+one die)
very hard slope	very difficult (½ move, - 2 dice)	forbidden		—	—

SHOOTING		armour 4	0 - 20 cm	20 - 40 cm	40 - 60 cm
bow	-1 if shooting in movement	-1	5 - 6	6	7 ext.
sling	must be on foot and immobile to shoot / not protected by terrain when shooting	-1	5 - 6 ext.	6 ext.	7 ext.

		armour 4	0 - 10 cm	10 - 20 cm	20 - 30 cm
pilum , angon, spiculum	must be on foot; can shoot in movement without malus	—	6 ext.	—	—
ancient crossbow	shoots immobile if on foot; cavalry can shoot in movement with -1 reloaded in one turn immobile	—	5 - 6	6	7
staff sling	must be on foot and immobile to shoot / +1 at a group	—	6 ext.	7 ext.	(8) ext.
javelin or throwing mace or axe	can shoot in movement (on foot or mounted), no malus	—	6 ext.		—
	cavalry moving on easy terrain	—	5 - 6 ext.	6 ext.	—
heavy dart	must be on foot; can shoot in movement without malus / +1 at a group	-1	7 ext.		(8) ext.
stone throwing	can shoot in movement (no malus) / +1 at a group	-1	(8) ext.		—

Heavy throwing spears (pilum, angon, or spiculum) have no malus against a shield wall.

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

Hand slingers must stay immobile to shoot, and do not benefit from the protection of terrain, shield wall, or battlements, in the whole game turn when they shoot.

SHOOTING MODIFIERS

Modifiers caused by terrain or shield wall: **Shooting modifiers caused by terrain, shield wall, arrow slit, do not add up.**

target on foot who can be seen behind 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)	(except against a hand slinger shooting)	- 1
or target in " shield wall " or " testudo " formation (except with heavy throwing spear : pilum, angon, spiculum)		- 1
or target on foot behind a very narrow opening or arrow slit in a very strong wall		- 2

Modifiers caused by armour or furtive target: **The total of modifiers caused by terrain, shield wall, arrow slit, armour, furtive target, cannot be worse than -2.**

bow, sling, heavy dart, stone thrown , at target in chainmail or scale armour covering his breast (" armour 4 ")		- 1
"furtive" target (a "furtive target" is a moving target, completely hidden at the beginning and at the end of the game turn)		- 1

Modifier caused by shooter:

"furtive" shooter (= who only appears during a short time to shoot); and/or short bow shooting while moving mounted		- 1
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Bonus for shooting at a group:

heavy dart, staff sling , or stone thrown, against a group	(if the group is not behind or inside a built protection: low wall, house, redoubt, fortification...)	+ 1
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MELEE MODIFIERS

enemy in shield wall		- 1
improvised weapon , tool used as weapon, big stick; and/or character class 2 (except with two-handed heavy tool in exterior)		- 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
cavalryman "charging" (charge needs a proper saddle, or stirrups; and is impossible in difficult or very difficult terrain)		+ 1
immobile foot with spear or <i>rhomphaia</i> against a cavalryman who "charges" directly at him		+ 1

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 enemy's armour (chainmail = "armour 4") is higher than his class, the die result must also be higher than his armour to hit him, otherwise 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 roll simultaneously a "hit" result (or "recoil" result) only the **higher class** one kills his enemy (or forces him to recoil).

If they are same class, the **highest armour** (chainmail = "armour 4") kills his enemy (or forces him to recoil).

If they are same class and armour, the **highest natural die roll** kills his enemy (or forces him to recoil).