

# « Argad ! »

## End of the Roman Empire & Early Dark Ages, 4th-7th century A.D. reference sheet, updated April 2024

MOVEMENT	in light clothing	in chainmail (armour 4) and/or carrying a large shield	number of "slowing dice"	In <b>difficult terrain</b> the result of one die or two dice ("slowing dice") is deduced from movement (in cm). In <b>very difficult terrain</b> movement is halved and the result of the die (or dice) is then deduced from it. If the slowing die (on foot) rolls 6, or if the dice (mounted) both roll 6 in difficult terrain, or at least one 6 in very difficult terrain: blocked for the game turn.
foot	20 cm	16 cm	one die (1D6)	
cavalry	40 cm	40 cm	two dice (2D6)	
<i>mounted foot (on horseback)</i>	36 cm	36 cm	two dice (2D6)	

Movement in **shield wall** and/or **close ranks of spears** (if trained to move in close order): **12 cm** forward, **8 cm** sideways or backward; cannot move in difficult terrain.

TERRAIN	foot	cavalry or mounted foot	protect. from shooting	cannot be shot at, if:
bushes, or high crops	<b>difficult terrain</b>	<b>difficult</b> (move – 2D6 cm)	–1 at people on foot	hidden (crouched immobile, doing nothing)
woods, dense forest	(movement reduced by 1D6 cm)	<b>very difficult</b> (½ move – 2D6 cm)	–1 if less than 10 cm	if more than 10 cm of forest width

SHOOTING		armour 4	0 - 10 cm	10 - 20 cm	20 - 30 cm
<b>javelin</b> (limited supply) or <b>throwing mace</b>	can shoot in movement (on foot or mounted), no movement modifier	—	6 ext.		—
	<i>cavalry moving on easy terrain</i>	—	5 - 6 ext.	6 ext.	—
<b>ancient crossbow</b>	can shoot in movement (on foot or mounted) with –1 modifier (no modifier if moving just before contact on foot) reloaded one turn immobile	—	5 - 6	6	7
<b>heavy dart</b> (limited supply)	must be on foot; can shoot in movement without modifier / <b>+1 at a group</b>	–1	6 ext.	7 ext.	(8) ext.
<b>pilum, angon, spiculum, francisca</b> (one per person)	must be on foot; can shoot in movement without modifier shooting at a shield wall has no modifier	—	6 ext.	—	—
<b>stone throwing</b>	can shoot in movement (no movement modifier) / <b>+1 at a group</b>	–1	(8) (7 if good thrower) ext.		—

		armour 4	0 - 10 cm	10 - 20 cm	20 - 40 cm
<b>bow</b> (of feeble range)	on foot or mounted / can shoot while moving with –1 modifier	–1	5 - 6	6	7 ext.
<b>sling</b>	must be on foot and immobile to shoot / not protected when shooting	–1	5 - 6 ext.	6 ext.	7 (*) ext.
<b>staff sling</b> (**)	must be on foot and immobile to shoot / <b>+1 at a group</b>	—	6 ext.	7 ext.	(8) ext.

		armour 4	0 - 20 cm	20 - 40 cm	40 - 60 cm
<b>bow</b> (powerful)	can shoot moving (cavalry at any range, foot at 0-10 cm only) with –1 modifier	–1	5 - 6 (***)	6	7 ext.

(\*) A few, very well trained, tribes can send **slingshot** to 60 cm.

(\*\*\*) Some **steppe nomads** can shoot mounted in movement without mov. modifier, with a short range of 10 cm.

(\*\*) **Staff slings** may also throw heavy or incendiary missiles to 20 cm max (one game turn immobile to prepare each shot). **ext.**: exterior; cannot shoot from a window or arrow slit.

## 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 <b>behind cover</b> : wall, earthen bank, bushes, large opening in a wall, window, battlement, etc or target in a <b>rather dense forest</b> (just in its edge except mounted, or behind no more than 10 cm of forest)	- 1 (except at hand slingers shooting in the same game turn)
or target in <b>shield wall</b> or <b>testudo</b> (except heavy missiles: pilum, angon, spiculum, francisca, heavy missile from staff sling)	
or target on foot <b>behind a very narrow opening</b> or <b>arrow slit</b> in a very strong wall	- 2

### *Modifiers caused by target*

*Total of penalties caused by terrain, shield wall, arrow slit, armour, furtive target, cannot be worse than -2*

<b>bow, sling, heavy dart, stone thrown</b> , at target in <b>chainmail</b> or scale armour covering the breast (“armour 4”)	- 1
“furtive” target (moving target, hidden or in contact with friends of the shooter at the beginning AND at the end of its movement)	- 1

### *Modifier caused by shooter*

*Mounted infantry cannot shoot moving and suffers a further -1 modifier if shooting immobile mounted*

<b>bow</b> shooting in movement (if allowed) and/or “furtive” shooter (= who only appears a short moment to shoot in movement)	<b>ancient crossbow</b> shooting in movement (except just before contact, if on foot) (does not add to a movement modifier above)	- 1
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### *Bonus for shooting at a group with less precise weapons*

<i>staff sling, or heavy dart or stone thrown at a group</i>	<i>(if not protected in a house, redoubt, fortification...)</i>	+ 1
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## MELEE MODIFIERS

enemy in <b>shield wall</b>	- 1
<b>improvised weapon</b> , tool used as weapon, big stick; and/or <b>character class 2</b> (except with two-handed heavy tool in exterior)	- 1
foot against opponent attacking <b>across a linear obstacle</b> (earthen bank, low wall, door, line of stakes, battlements, etc)	+ 1
character against a foe who is on <b>higher ground</b> (hard slope, earthen bank, stairs, battlements, etc)	- 1
<b>cavalry</b> against <b>foot</b> , or against mounted foot (except in <b>difficult or very difficult terrain for cavalry</b> )	+ 1
<b>foot</b> against <b>cavalry</b> (except in <b>very difficult terrain for cavalry</b> ) or mounted foot against cavalry	- 1
<b>cavalry</b> “charging” (a charge needs a proper saddle, or stirrups; and is impossible in difficult or very difficult terrain)	+ 1
<b>immobile foot with spear or rhomphaia</b> against <b>cavalry</b> who “charges” directly at them (if trained to fight cavalry)	+ 1

In MELEE the character with **longest weapon** strikes before opponent(s): *Thrusting spear* > *half-long weapon* > *short weapon* > *very short weapon* > *bare hands*.

Result (die + modifiers) **higher than class** of opponent: hit (=killed). **Equals class**: opponent recoils. **Smaller than class**: missed.

If a fighter’s armour (chainmail = “armour 4”) is higher than their class, the result to hit must also be higher than this armour; if not they only recoil.

**Natural 1** die roll: missed (ignore all modifiers). **Double natural 6 = 7** **Natural 8** (= triple natural 6) in Melee: hit (ignore all modifiers).

When two opponents **simultaneously roll** a “hit” result (or both a “recoil” result) only the **higher class** one kills their enemy (or forces their enemy to recoil).

If same class, the **highest armour** (chainmail = “armour 4”). If same class and armour, the **highest natural die roll** (that was rolled for this fight).

If still equal, the **highest total of modifiers** kills their enemy (or forces their enemy to recoil).