

MOVEMENT	in light clothing	in chainmail (armour 4) and/or carrying a large shield	number of "slowing dice"	In difficult terrain the result of one or two dice ("slowing terrain" 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 whole game turn.
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 close **ranks of spears** (if trained to move in close order): **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 ?
bushes, or high crops	difficult (movement reduced by one die cm.)	difficult (move - 2 dice)		-1 at men on foot	if hidden (crouched immobile doing nothing)
woods, forest		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) Δ*	-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 - 10 cm	10 - 20 cm	20 - 30 cm
staff sling	must be on foot and immobile to shoot / +1 at a group	—	6 ext.	7 ext.	(8) ext.
javelin or throwing mace	can shoot in movement (on foot or mounted), no penalty for movement	—	6 ext.		—
	cavalry with javelin or throwing spear, moving in easy terrain	—	5 - 6 ext.	6 ext.	—
stone throwing	can shoot in movement (no movement penalty) / +1 at a group	-1	(8) (7 if good thrower) ext.		—

		armour 4	0 - 20 cm	20 - 40 cm	40 - 60 cm
bow	can shoot while moving, with -1 modifier (cavalry at any range, foot at 0-10cm only)	-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.

Mounted foot cannot shoot moving, and suffers a -1 modifier if shooting immobile.

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

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

In **MELEE** characters with **longer weapon** strike before their opponent(s): Thrusting spear > half-long weapon > short weapon > very short weapon > bare hands.
Result (die + modifiers) **higher than class** of the enemy: hit (=killed). **Equal to his class**: enemy recoils. **Smaller than 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.
Die rolls **natural 1**: missed (even with good modifiers), **a 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 enemy (or forces enemy to recoil). If they are same class, the **highest armour** (chainmail = "armour 4") kills opponent (or forces him/her to recoil). If same class and armour, the **highest natural die** kills opponent (or makes him/her recoil).

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 rather dense forest (just in its edge except mounted, or behind no more than 10 cm of forest)	(except at a hand slinger shooting)	- 1
or target in shield wall		
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 *Total of penalties caused by terrain, shield wall, arrow slit, armour, furtive target, cannot be worse than -2*

bow, sling, stone thrown , at target in chainmail or scale armour covering his 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

bow shooting in movement (cavalry at any range, or foot at 0-10 cm range only)	- 1
"furtive" shooter (= who only appears a short moment to shoot in movement) with any weapon (furtive Bowman : -1 in all)	- 1
Mounted infantry shooting immobile, mounted (and cannot shoot moving mounted)	- 1

Bonus for shooting at a group with some weapons

heavy dart, staff sling, or stone, thrown at a group (if not protected by a built protection: low wall, house, redoubt, fortification...)	+ 1
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MELEE MODIFIERS

enemy in shield wall	- 1	
heavy two-handed axe wielded with both hands (or heavy two-handed tool, see below) (not inside a building nor in close order)	+ 1	heavy tool used with both hands: +1 -1 = 0
improvised weapon , tool used as weapon, big wooden stick and/or character class 2	- 1	
foot against opponent attacking across a linear obstacle (earthen bank, low wall, door, line of stakes, battlements, etc)	+ 1	
character against a foe who is on higher ground (hard slope, earthen bank, stairs, battlements, etc) (a character who walks up an obstacle and fights an enemy who stands in the way just on top of this obstacle is still "on lower ground" till this enemy is killed, recoils, or goes away; even if during the fight the attacker claims to be at same height)	- 1	
cavalry against foot , or against mounted foot (except in difficult or very difficult terrain for cavalry)	+ 1	
foot against cavalry (except in very difficult terrain for cavalry) or mounted foot against cavalry	- 1	
cavalry "charging" (charge needs a proper saddle, or stirrups; and is impossible in difficult or very difficult terrain)	+ 1	
foot (trained to fight cavalry) immobile with spear against a cavalry who "charges" directly at him/her	+ 1	