

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 (mounted foot must be immobile to shoot)	-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
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 malus	—	6 ext.		—
	cavalry with javelin, moving in easy terrain	—	5 - 6 ext.	6 ext.	—
stone throwing	can shoot in movement (no malus) / +1 at a group	-1	(8) ext.		—

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

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

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

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 makes him recoil). If they are same class and armour, the **highest natural die** kills his enemy (or makes him 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 forest (behind no more than 10 cm of forest)	(except against 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:

The total of modifiers 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 (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:

bow shooting in movement		-1
"furtive" shooter (= who only appears a short moment to shoot in movement) with any weapon (furtive Bowman : -1 in all)		

Bonus for shooting at a group:

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
heavy two-handed axe wielded with both hands (or heavy two-handed tool, see below) (not inside a building or in close order)		+ 1
improvised weapon , tool used as weapon, big wooden stick and/or character class 2		- 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) (= a character who walks up an obstacle and fights an enemy who stands 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 the same height!)		- 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
foot immobile with spear against a cavalryman who "charges" directly at him		+ 1

There are many modifiers, but most of them are not used often...

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