

MOVEMENT		"Slowing die" roll
adult (without heavy equipment)	20 cm	Character or group walking on foot in difficult terrain at any moment of the game turn: movement reduced by the result of a die (-1D6 cm).
awkward civilian; woman in everyday dress; soldier in full gear; breastplate; child	16 cm	Character or group walking on foot in very difficult terrain at any moment of the game turn: movement halved, and reduced by the result of a die (-1D6 cm).
wooden leg; elderly; lady in heavy rich dress	12 cm	A character or group who walks in different terrain areas during the same game turn rolls only once.
character carrying something heavy and/or cumbersome: - 4 cm character carrying something very heavy and/or very cumbersome: - 8 cm		Characters who walk in the same direction form a "group" and share the same die roll.
good swimmer: 2D6 cm average swimmer: 1D6 cm small shallop: 10 cm		If the die rolls 6, the character or group is blocked by terrain for the whole game turn.

TERRAIN	on foot	protect. from shooting	cannot be shot at, if:
bushes, or high crops	difficult terrain (movement reduced by one die)	-1 at men on foot	hidden (crouched immobile, doing nothing)
woods, forest	difficult terrain (movement reduced by one die)	-1 if less than 10 cm	if 10 cm or more of forest width
hard slope	difficult terrain (movement reduced by one die)	—	—
knee-high water	very difficult terrain (½ movement, reduced by one die)	—	—
house; building	difficult terrain (movement reduced by one die) or pass directly from one room to another in one game turn	-1 if appearing behind windows, furniture...	if hidden inside and not willing to appear

Firearms		reloaded in	0 - 10 cm	10 - 20 cm	20 - 40 cm	
pistol	can shoot in movement: -1 to die roll (except if shooting in contact after movement)	one game turn immobile	5 - 6	7 -1 at breastplate	—	blunderbuss: two red dice swivel gun (grapeshot): two red dice + one white die If no red die hits, ignore the results of white dice. If at least one red die hits, all dice count. +1 to one die at a group
blunderbuss			5 - 6	6 -1 at breastplate	—	
swivel gun with grapeshot (very heavy object)			shoots immobile, firmly placed on a support	one man: two game turns two men: one game turn	5 - 6	

		reloaded in	0 - 20 cm	20 - 40 cm	40 - 60 cm	
flintlock musket	shoots immobile	one game turn immobile	5 - 6	6	7 -1 at breastplate	

Characters who were in contact with an enemy at the beginning of the game turn cannot shoot during the game turn (except with a pistol).

Characters on foot shooting in contact (or just before contact) suffer no shooting modifier caused by terrain or by their movement.

If regular troops (Marines etc.) and/or mounted characters are present, use 18th century reference sheet also.

SHOOTING MODIFIERS

These tables do not mention matchlock muskets, cavalry and mounted foot etc. See 17th or 18th C. reference sheets if need arises.

Modifiers caused by terrain

Modifiers "caused by terrain" are not added together

target on foot and can be seen behind cover : wall, earthen bank, bushes, large opening in a wall, window, battlement, etc <i>or</i> target in a (rather dense) forest (behind no more than 10 cm of forest depth)	- 1
<i>or</i> target on foot behind a very narrow opening in a strong defense	- 2

Modifiers caused by target

Total of modifiers "caused by terrain" + "caused by target" cannot be worse than -2

most firearms firing at long range, or blunderbuss at any range, at character(s) wearing a breastplate	-1
"furtive" target (moving across the line of fire, but hidden or in contact with friends of the shooter at the beginning and end of game turn)	- 1

Modifiers caused by shooter

Modifiers separated by "and/or" in a same cell do not add together

character moving while firing with pistol, musketoon, blunderbuss (except if shooting before contact on foot) <i>and/or</i> "furtive" shooter (who only appears during a short time to shoot in movement)	- 1
character class 1 or 2 shooting with a firearm	- 1
character on board ship or boat, shooting at a lone target outside ship (except at anchor or on calm waters) <i>and/or</i> target swimming in deep water	- 1

Bonus for blunderbuss or swivel gun

(this +1 modifier applies to one die only; but negative modifiers caused by any reason apply to all dice as usual)

blunderbuss, or swivel gun loaded with grapeshot, shooting at a group = three persons or foot, or more, are a "group" even if their player does not want them to.	+ 1 to one die (the player rolls the dice, looks at the result, and chooses one of the dice)
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MELEE MODIFIERS

improvised weapon , tool used as weapon, big stick, firearm butt, "épée de soldat", hand hook... <i>and/or</i> character class 2	- 1	<i>heavy tool used with both hands: -1+1=0</i>
heavy two-handed tool (smith's heavy mace, woodcutter's or carpenter's two-handed axe...) (not inside a building or in close order)	+ 1	
character on foot against foe attacking across a linear obstacle (earthen bank, low wall, door, battlements, etc.)	+ 1	
character against a foe who is on higher ground (hard slope, earthen bank, stairs, battlements, etc.) (a character who must walk up or climb an obstacle to attack is "on lower ground" till the defender is killed, recoils, or goes away)	- 1	

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

Result (die + modifiers) **higher than class** of enemy: hit.

Equals his/her class: enemy character recoils.

Smaller than class: missed.

If enemy's armour is higher than class (breastplate = armour 4) the die result should also be higher than this armour to hit him, otherwise enemy recoils.

Natural 1 die roll: missed (even with good modifiers). **Natural 7** (= double natural 6) in Melee: hit (even with bad modifiers).

*When two opponents roll simultaneously a "hit" (or "recoil") result, the **higher class** one kills the opponent (or forces him/her to recoil).*

*If same class and one of them wears a **breastplate**, the best armoured kills the enemy (or makes him/her recoil).*

*If same class and armour, the **highest natural die** kills the enemy (or makes him/her recoil).*

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