

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

TERRAIN	on foot	protect. from shooting	cannot be shot at, if:
bushes, or high crops	<b>difficult terrain</b> (movement reduced by one die)	-1 at men on foot	hidden (crouched immobile, doing nothing)
woods, forest	<b>difficult terrain</b> (movement reduced by one die)	-1 if less than 10 cm	if 10 cm or more of forest width
hard slope	<b>difficult terrain</b> (movement reduced by one die)	—	—
knee-high water (sea near the beach; stream)	<b>very difficult terrain</b> (½ movement, reduced by one die)	knee-high water: no protection but, swimming in deep water: -1	—
house; building	<b>difficult terrain</b> (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	<b>blunderbuss:</b> two red dice + one white die <b>swivel gun (grapeshot):</b> two red dice + two white dice If no red die hits, ignore the results of the white dice. If at least one red die hits, all dice count. +1 to one die at a group
<b>pistol</b>	can shoot in movement, with -1 to the die roll (except if shooting in contact after movement)	one game turn immobile	5 - 6	7 -1 at breastplate	—	
<b>musketoön</b> (short musket)			5 - 6	6	7 -1 at breastplate	
<b>blunderbuss</b>			5 - 6 -1 at breastplate	6 -1 at breastplate	—	
<b>swivel gun</b> with grapeshot (very heavy object)	shoots immobile, firmly fixed on support	one man: two game turns two men: one game turn	5 - 6	6	7	

- Characters in contact with an enemy at the beginning of the game turn cannot shoot during the game turn (except with a pistol).
- Shooting "in contact" or "just before contact": no modifier for terrain, no modifier for movement on foot.

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

		reloaded in	0 - 30 cm	30 - 60 cm	60 - 90 cm
<b>rampart musket</b> (heavy object)	shoots immobile, rested on support	two game turns immobile	5 - 6	6	7 -1 at breastplate

## SHOOTING MODIFIERS

These tables do not mention matchlock muskets, carbines, cavalry, and mounted foot: see the 17th-18th C. reference sheet if the need arises.

### Modifiers caused by terrain:

*Modifiers "caused by terrain" are not added together.*

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

### Modifiers caused by breastplate or by furtive target:

*Total of modifiers "caused by terrain" and "by target" cannot be worse than -2.*

most weapons firing at long range, or blunderbuss firing at any range, at character(s) wearing a <b>breastplate</b>	-1
"furtive" target (= mobile target who moves across the line of fire but is hidden at the beginning <b>and</b> end of the game turn)	-1

### Other negative modifiers:

*No modifier for terrain and no modifier for movement on foot if shooting "in contact" or just before contact.*

character moving while firing with <b>pistol, musketoon, blunderbuss</b> (except if shooting before contact on foot) and/or "furtive" shooter (= who only appears during a short time to shoot in movement)	- 1
character <b>class 1 or 2</b> (without training) shooting with a firearm	- 1
character on board ship or boat, shooting at a target outside the ship (except at anchor or on very calm waters) <b>and/or</b> target swimming in deep water	- 1

### Bonus for blunderbuss or swivel gun:

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

<b>blunderbuss, or swivel gun</b> loaded with grapeshot, <b>shooting at a group</b> (= three persons or foot, or more, are a "group"; if not specially trained to fight as light infantry, characters walking together and roughly in the same direction come close to each other and form 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

<b>improvised weapon</b> , tool used as weapon, firearm butt, " <b>épée de soldat</b> ", hand hook... and/or character <b>class 2</b>	- 1
<b>heavy two-handed tool</b> (smith's heavy mace, woodcutter's or carpenter's two-handed axe...) (not inside a building)	+ 1 (nullifies the -1 line above)
character on foot against a foe attacking him <b>across a linear obstacle</b> (earthen bank, low wall, door, battlements, etc)	+ 1
character against a foe who is on <b>higher ground</b> 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

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

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

**Equal to his class**: he recoils.

**Smaller than his class**: missed.

*If the enemy's armour is higher than his class (breastplate = armour 4) the die result should 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" (or "recoil") result, only the **higher class** one kills his enemy (or forces him to recoil). If they are same class and one of them wears a **breastplate**, he 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).*