« Argad ! »

18TH CENTURY AND EARLY 19TH CENTURY

reference sheet, January 2021

MOVEMENT	light clothing and light weaponry	soldier in full equipment	unit in close order	number of "slowing dice"	In **difficult terrain** the result of one or two dice is deduced from movement (foot -1D6, mounted -2D6 cm).
foot	20 cm	16 cm	12 cm / 16 cm / 8 cm	one die (1D6 cm)	In **very difficult terrain** movement is halved and the result is then deduced from it (foot -1D6, mounted -2D6).
light cavalry	40 cm *(dismounted : 20 cm)*		—	two dice (2D6 cm)	Characters moving together do not roll separately, but for their whole group.
heavy cavalry	36 cm *(dismounted : 16 cm)*		32 cm / 36 cm	two dice (2D6 cm)	Roll of 6 (foot), or (mounted) two 6 in difficult terrain or
mounted infantry	on military horse or fast horse: 36 cm on farm horse or draught horse: 32 cm		—	two dice (2D6 cm)	one 6 in very difficult terrain: character or group blocked by terrain for whole game turn.

Infantry in close order: column of twos 16 cm, larger column or line 12 cm (16 cm before contact), backwards or sideways 8 cm (see detailed ruleset for manoeuvre).
Heavy cavalry in close order: column of twos 36 cm, larger column or line 32 cm (36 cm before contact).

TERRAIN	foot	cavalry *or mounted infantry*	*protect. from shooting*	*cannot be shot at?*
bushes, **high crops**	**difficult** *(– 1D6 cm)*	**difficult** *(– 2D6 cm)*	–1 (target on foot)	if crouched immobile and doing nothing
woods, forest	**difficult** *(– 1D6 cm)*	**very difficult** *(½ move, – 2D6 cm)*	–1 if less than 10 cm / if more than 10 cm *of forest width*	

FIREARMS			0 - 10 cm	10 - 20 cm	—
pistol	*Foot & cavalry can shoot in movement with –1 modifier (no modifier for foot coming in contact). Mounted foot has –1 to shoot immobile.*	reloaded	0 - 10 cm	10 - 20 cm	—
		1 game turn immobile	5 - 6	7 –1 at breastplate	—

musketoon			0 - 20 cm	20 - 30 cm	30 - 40 cm
musketoon *(short flintlock musket)*	*Foot & cavalry can shoot in movement with –1 modifier (no modifier for foot coming in contact). Mounted foot has –1 to shoot immobile.*	reloaded	0 - 20 cm	20 - 30 cm	30 - 40 cm
		1 game turn immobile	5 - 6	6	7 –1 at breastplate

flintlock musket			0 - 20 cm	20 - 40 cm	40 - 60 cm
flintlock musket	*shoots immobile, on foot only*	reloaded	0 - 20 cm	20 - 40 cm	40 - 60 cm
		1 game turn immobile	5 - 6	6	7 –1 at breastplate

These firearms are reloaded in one full game turn immobile (they can shoot once in two games turns). Mounted / cavalry about to be charged are not considered "immobile".
Characters who were in contact with an enemy at the beginning of game turn cannot shoot during the whole turn, except with a pistol.
Mounted infantry cannot fire in movement (except arriving in contact, with –1, if weapon allows) and have a –1 modifier when firing immobile mounted (if weapon allows).

In **MELEE** the longest weapon strikes before opponent: **long weapon > semi-long weapon > short weapon > very short weapon > bare hands.**
Result (die + modifiers) **exceeds class** of enemy: hit.   **Equals his/her class**: enemy character recoils.   **Smaller than class of enemy**: missed.
When the enemy wears armour higher than his/her class (breastplate = armour 4) the result should also exceed this armour to hit, otherwise this 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, **higher class** kills 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, **highest natural die** kills enemy (or forces him/her to recoil).*

SHOOTING MODIFIERS

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* and/or target swimming in water, or target **behind 0-10 cm of** (rather dense) **forest** *(except mounted characters in forest edge)*	**− 1**
or target on foot **behind a narrow opening** in a strong wall or protection	**− 2**

Modifiers caused by target   ***Total of modifiers "caused by terrain" + "caused by target" cannot be worse than −2***

target wearing breastplate *(also called "armour 4" in the rules)* **at long range** of most weapons *(see shooting tables)*	**− 1**
"furtive" target *(moving target , hidden or in contact with friend of shooter at the beginning **and** at the end of the game turn)*	**− 1**

Modifiers caused by shooter   ***Modifiers separated by "or, and/or" in a same cell do not add up together***

firing in movement with **pistol** or **musketoon** *(except on foot just before contact, and pistol in contact)* or **mounted infantry firing mounted** *(only immobile, or just before contact, it cannot fire in movement otherwise)* and/or **"furtive" shooter** *(who appears during a short time, shoots in movement , and disappears farther away)*	**− 1**
character **class 1 or 2** shooting with firearm	**− 1**

See also the chart of optional tactical modifiers depending on unit type and formation.

MELEE MODIFIERS

improvised weapon, tool, big stick, firearm butt, "épée de soldat", "sabre briquet"... *and/or* character **class 2**	**− 1**	*heavy tool used with both hands: −1+1=0*
heavy two-handed tool *(smith's mace, woodcutter's or pioneer's two-handed axe...)* on foot *(not inside a building or in close order)*	**+ 1**	
foot vs enemy who attacks him/her through **a linear obstacle** *(earthen bank, low wall, door, line of stakes, battlements, etc.)*	**+ 1**	
character vs enemy on **higher ground** *(hard slope, earthen bank, stairs, battlements, etc.)*	**− 1**	
cavalryman vs **foot** or vs mounted infantry *(except in difficult or very difficult terrain for cavalry)*	**+ 1**	
foot vs **cavalry** *(except in very difficult terrain for cavalry)* or mounted infantry vs cavalry	**− 1**	
cavalryman "charging" *(charge is impossible in difficult or very difficult terrain)* + **heavy cavalry "charging" in close order** *except vs infantry in close order (may depend on historical context)*	**+ 1** **+ 1 added = + 2**	
immobile foot soldier with **bayonet** on musket, or halberd, esponton, vs **cavalryman** "charging" him directly	**+ 1**	

*A military musket with fixed **bayonet** is a half-long weapon. Agricultural tools with rather long staves (forks, scythes) are semi-long improvised weapons.*
This document gives generic references for the period. See more detailed documents for more specific weapons or situations.