« Argad ! » — End of the Roman Empire & Early Dark Ages, 4th-7th century A.D.   *reference sheet, June 2022*

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 dice") is deduced from movement (in cm). In **very difficult 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 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, if:
bushes, or **high crops**	**difficult** (movement reduced by 1D6 cm)	**difficult** (move – 2D6 cm)		−1 at men on foot	hidden *(crouched immobile, doing nothing)*
woods, dense forest		**very difficult** (½ move – 2D6 cm)		−1 if less than 10 cm	if 10 cm or more of forest width
hard slope; earth bank		**difficult** (move – 2D6 cm)	**very difficult** (½ move – 2D6 cm) Δ*	−1 at men on foot appearing behind bank	*if crouched behind earth bank (move crouched behind it: 2 cm+one die)*
very hard slope	**very difficult** (½ move – 2D6)	forbidden		—	—

SHOOTING		armour 4	0 - 10 cm	10 - 20 cm	20 - 30 cm
javelin (limited supply)	can shoot in movement *(on foot or mounted)*, no movement penalty	—		**6** ext.	—
or throwing mace	***cavalry** moving on easy terrain*	—	**5 - 6** ext.	**6** ext.	—
bow (weak: Pictish etc.)	on foot; can shoot while moving with −1 modifier	**−1**	**5 - 6**	**6**	(20-40 cm) **7** ext.
ancient crossbow	can shoot in movement *(on foot or mounted)* with −1 penalty *(no penalty for moving just before contact if on foot)* reloaded in one turn immobile	—	**5 - 6**	**6**	**7**
heavy dart (limited supply)	must be on foot; can shoot in movement without malus / *+1 at a group*	**−1**	**7** ext.		**(8)** ext.
staff sling	must be on foot and immobile to shoot / *+1 at a group*	—	**6** ext.	**7** ext.	**(8)** ext.
pilum, angon, spiculum, francisca (one per person)	must be on foot; can shoot in movement without malus shooting at a shield wall just before contact gives no penalty	—	**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 (cavalry at any range, foot at 0-10 cm only) with −1 modifier	**−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.

Hand slingers *shoot immobile and do not have protection of terrain, etc. or of shield wall in the whole game turn.*   ***"ext."*** *: exterior, cannot shoot from window or arrow slit.*

SHOOTING MODIFIERS   *Modifiers caused by terrain or shield wall*   *These 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* targe**t** **in a rather dense forest** *(just in its edge except mounted, or behind no more than 10 cm of forest)* ***or*** target in **shield wall** or **testudo** *(except for heavy throwing weapon: pilum, angon, spiculum, francisca)*	**− 1** *(except at a hand slinger shooting)*
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**, **heavy dart**, stone thrown, at target in **chainmail** or scale armour covering the 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   *Mounted infantry cannot shoot moving and suffers a further **−1** modifier if shooting immobile mounted*

bow shooting in movement *(if allowed)* **ancient crossbow** shooting in movement *(except just before contact, if on foot)*	**− 1**
"furtive" shooter *(= who only appears a short moment to shoot in movement) (does not penalise bows and hand-thrown weapons)*	

Bonus for shooting at a group with less precise weapons

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

MELEE MODIFIERS

enemy in **shield wall**	**− 1**
improvised weapon, tool used as weapon, big stick; *and/or* **character class 2** *(except with two-handed heavy tool in exterior)*	**− 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)*	**− 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" *(a charge needs a proper saddle, or stirrups; and is impossible in difficult or very difficult terrain)*	**+ 1**
immobile foot with spear *or rhomphaia* against **cavalry** who "charges" directly at him/her *(if trained to fight cavalry)*	**+ 1**

In **MELEE** the character with **longest weapon** strikes before opponent(s): *Thrusting spear > half-long weapon > short weapon > very short weapon > bare hands.*
    (NEW update, 2022) This length advantage only happens on the first turn of melee, it is ignored afterwards till contact is broken (and will happen again at next contact).
Result (die + modifiers) **higher than class** of opponent: hit *(=killed)*.   **Equals class**: opponent recoils.   **Smaller than class**: missed.
If a fighter's armour (chainmail = "armour 4") is higher than class, the result to hit must also be higher than this armour, if not this person only recoils.
Die rolls a **natural 1**: missed *(even with good modifiers)*.   **Natural 7** *(= double natural 6)* in Melee: hit *(even with bad modifiers)*.
*If two opponents simultaneously roll a "hit" result (or both a "recoil" result) only the **higher class** one kills his/her enemy (or forces him/her to recoil).*
*If they are same class, the **highest armour** (chainmail = "armour 4") kills the enemy (or forces the enemy to recoil).*
*If they are same class and armour, the **highest natural die roll** kills the enemy (or forces the enemy to recoil).*