

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 die or two dice ("slowing dice") is deduced from the movement (in cm). In very difficult terrain the movement is halved and the result of one die or two 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 (1D6)	
cavalry	40 cm	40 cm	two dice (2D6)	
mounted foot (on horseback)	36 cm	36 cm	two dice (2D6)	

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 one die cm)	difficult (movement - 2 dice)		-1 at men on foot	if hidden (crouched immobile doing nothing)
woods, forest		very difficult (half movement, - 2 dice)		-1 if less than 10 cm	if 10 cm or more of forest width
hard slope, earth bank		difficult (movement - 2 dice)	very difficult (½ move, - 2 dice) Δ*		-1 at people on foot if appearing behind

SHOOTING		armour 4	0 - 10 cm	10 - 20 cm	20 - 30 cm
javelin (limited supply) or throwing mace	can shoot in movement (on foot or mounted), no penalty for movement	—	6 ext.	—	—
	cavalry with javelin or throwing spear, moving in easy terrain	—	5 - 6 ext.	6 ext.	—
light crossbow	can shoot in movement (on foot or mounted) with -1 modifier (no modifier if moving just before contact on foot) reloaded one turn immobile	—	5 - 6	6	7
stone throwing	thrown on foot (no movement penalty for moving) +1 at a group	-1	(8) (7 if good thrower) ext.	—	—

		armour 4	0 - 10 cm	10 - 20 cm	20 - 40 cm
bow (of feeble range)	on foot or mounted / can shoot while moving with -1 modifier	-1	5 - 6	6	7 ext.
sling	on foot and immobile; not protected by terrain or shield wall when shooting	-1	5 - 6 ext.	6 ext.	7 ext.
staff sling	must be on foot and immobile to shoot +1 at a group / may also throw heavy or incendiary missiles 20 cm max, prepared in one game turn immobile	—	6 ext.	7 ext.	(8) ext.

		armour 4	0 - 20 cm	20 - 40 cm	40 - 60 cm
bow (powerful)	can shoot moving (cavalry at any range, foot at 0-10 cm only) with -1 modifier	-1	5 - 6	6	7 ext.

Mounted foot cannot shoot moving nor before contact, and suffers a -1 modifier if shooting immobile.

ext.: exterior, cannot shoot from window or arrow slit.

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 rather dense forest (just in its edge except mounted, or behind no more than 10 cm of forest)	- 1 <i>(except at hand slingers shooting in the same game turn)</i>
or target in shield wall (except heavy missiles from a staff sling)	
or target on foot behind a very narrow opening or arrow slit in a very strong wall	- 2

Modifiers caused by target *Total of penalties 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 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

bow shooting in movement (if allowed) and/or "furtive" shooter (= who only appears a short moment to shoot in movement) (does not add to a movement modifier above)	light crossbow shooting in movement (except just before contact, if on foot)	- 1
----------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------	-----

Bonus for shooting at a group with some weapons

<i>staff sling, or stone thrown at a group</i> (if not protected in a house, redoubt, fortification...)	+ 1
---------------------------------------------------------------------------------------------------------	-----

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 nor in close order)	+ 1	<i>heavy tool used with both hands: +1 -1 = 0</i>
improvised weapon , tool used as weapon, big wooden stick and/or character class 2	- 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	
foot (if trained to fight cavalry) immobile with spear against cavalry who "charges" them directly	+ 1	

In **MELEE** the character with **longer weapon** strikes before opponent(s): **Thrusting spear** > **half-long weapon** > **short weapon** > **very short weapon** > **bare hands**.

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 their class, the result to hit must also be higher than this armour; if not they only recoil.

Natural 1 die roll: missed (ignore all modifiers).

Double natural 6 = 7

Natural 8 (= triple natural 6) in Melee: hit (ignore all modifiers).

When two opponents **simultaneously roll** a "hit" result (or both a "recoil" result) only the **higher class** one kills their enemy (or forces enemy to recoil). If same class, the **highest armour**. If same class and armour, the **highest natural die roll** (rolled for this fight). If equal too, the **highest total of modifiers**.