

MOVEMENT	in light clothing	armour 4 (chainmail) and/or foot with pavise	armour 5 (man-at-arms)	“slowing dice”	In <b>difficult terrain</b> the movement is reduced by one or two dice (“slowing dice”) centimetres. In <b>very difficult terrain</b> movement is halved and the result of the die (or dice) is then deduced from it. If the die (on foot) rolls 6 or if the dice (mounted) both roll 6 in difficult terrain or at least a 6 in very difficult terrain: blocked for the whole game turn.
foot	20 cm	16 cm	12 cm	-1D6 cm	
cavalry	40 cm	40 cm	32 cm	-2D6 cm	
mounted foot (on horse)	36 cm	36 cm	32 cm	-2D6 cm	

Carrying a pavise: 16 cm.

Movement in close order (pavise wall and/or ranks of spears): 12 cm forward; 8 cm sideways or backward; cannot move in difficult terrain.

TERRAIN	foot	cavalry (except “armour 5”)	cavalry armour 5 or mounted foot	protection from shooting	cannot be shot at, if:
bushes, or high crops	difficult (move -1D6 cm)	difficult (move -2D6 cm)		-1 at footmen	hidden (crouched immobile, doing nothing)
woods, forest	difficult (move -1D6 cm)	very difficult (½ movement -2D6 cm)		-1 if 10 cm or less /	if more than 10 cm (of width of forest)
hard slope	difficult (move -1D6 cm)	difficult (move -2D6 cm)	very difficult (½ move -2D6 cm) R*	-1 at men on foot seen behind earth low bank	if crouched behind earth bank, or moving crouched behind it (move: 2 cm + 1D6 cm)
pointed stakes (from the front)	difficult (move -1D6 cm)	very difficult (½ move -2D6 cm) R*		—	—

SHOOTING		armour 4	armour 5	0 - 10 cm	10 - 20 cm
javelin, throwing spear	can shoot moving (on foot or mounted) without penalty	—	-1	6 ext.	
	cavalry with javelins moving on easy terrain	—	-1	5 - 6 ext.	6 ext.

		armour 4	armour 5	0 - 20 cm	20 - 40 cm	40 - 60 cm
crossbow (war crossbow)	on foot, immobile / reloaded in one game turn immobile	—	—	5 - 6	6	7
longbow (Welsh or English)	on foot, immobile	—	-1	5 - 6	6 ext.	7 ext.
other bow (rather powerful)	cavalry at any range, or archer on foot not farthest than 10 cm, can shoot in movement with -1 modifier	-1	-2	5 - 6	6	7 ext.

For bows of lesser range see the “Archery tables” document.

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

In MELEE the character with the **longest weapon** strikes before opponent(s): long weapon > half-long > short > very short weapon > bare hands.  
 Result (die + modifiers) **exceeds class** of the enemy: hit (=killed). **Equal to class**: enemy recoils. **Smaller than class**: missed.  
 If the enemy’s armour (armour 4 or armour 5) is higher than his/her class, the result must also exceed this armour, otherwise this enemy recoils.  
**Natural 1**: missed (even with good modifiers) **Double natural 6 = 7** **Triple natural 6 in melee** always hits (even with bad modifiers).  
 If two opponents simultaneously roll a “hit” result (or “recoil” result) only the **higher class** one kills enemy (or forces enemy to recoil). If they are same class, the **highest armour** wins. If same class and same armour, the **highest natural die** just rolled for this fight wins. If equal natural die, the **highest total of bonus-malus** modifiers.

## SHOOTING MODIFIERS

*Caused by terrain or pavise*

*Shooting modifiers caused by terrain and/or by a pavise or pavise wall do not add up*

target on foot, partially protected <b>by cover</b> : wall, earthen bank, bushes, large opening in a wall, window, battlement, etc. <i>or</i> target in a (rather dense) <b>forest</b> (just in its edge except mounted, or behind no more than 10 cm of forest width)	- 1
<i>or</i> target on foot <b>behind a very narrow opening</b> or <b>arrow slit</b> in a very strong wall	- 2
<i>or</i> shooting at a <b>pavise</b> (carried by one person, it protects the pavise-bearer and one other person close behind) <i>or at character(s) in armour 4 or 5 in pavise wall or close behind characters in pavise wall and not doing anything except walking</i>	- 1 - 2

*Caused by target*

*The total of shooting penalties caused by terrain, arrow slit, pavise or pavise wall, armour, furtive target, etc. cannot be worse than -2*

<b>longbow</b> (Welsh or English only), <b>javelin</b> , at <b>armour 5</b> <i>or other bow</i> at <b>armour 4</b>	- 1
<b>other bow</b> at <b>armour 5</b>	- 2
<b>“furtive” target</b> (moving target, hidden or in contact with friends of the shooter at the beginning <b>AND</b> at the end of its movement)	- 1

*Caused by shooter*

*“And/or” means that the shooting penalties below do not add up together*

<b>shooting in movement</b> (except all weapons thrown by hand, and weapons which must stay immobile to shoot) <i>and/or “furtive” shooter</i> (= appears a short time to shoot while moving)	- 1
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Longbows must shoot on foot and immobile; others bows can shoot while moving with -1 to the die.

## MELEE MODIFIERS

<b>two-handed axe, sword, goedendag, bardiche</b> (heavy weapon used with both hands, not inside a building nor in close order)	+ 1	<i>heavy tool used with both hands: +1 -1 = 0</i>
<b>improvised weapon</b> , tool used as weapon, big wooden stick and/or character <b>class 2</b>	- 1	
foot against opponent attacking <b>across a linear obstacle</b> (earthen bank, low wall, door, line of stakes, battlements, etc)	+ 1	
character against a foe who is on <b>higher ground</b> than him (hard slope, earthen bank, stairs, battlements, etc)	- 1	
<b>cavalry</b> against <b>foot</b> , or against mounted foot (except in difficult or very difficult terrain for cavalry)	+ 1	
<b>foot</b> against <b>cavalry</b> (except in very difficult terrain for cavalry) or mounted foot against cavalry	- 1	
<b>foot with bill</b> (guisarme, vouge, etc) against any <b>mounted enemy</b> (except vs charging cavalry: see last line)	+ 1	
<b>cavalry “charging” any enemy</b> (charge is impossible in difficult or very difficult terrain)	+ 1	
<b>+ man-at-arms “charging” with couched heavy lance</b> (trained man-at-arms on a war horse also trained for this)	+ 1	
<b>foot immobile with spear</b> (or bill, guisarme, vouge, goedendag, etc.) vs <b>cavalry “charging” directly</b>	+ 1	

Agricultural tools with a rather long shaft (fork, scythe) are “half-long, improvised weapons”.

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