PLAY SHEET Nr 2
Missile Characteristics

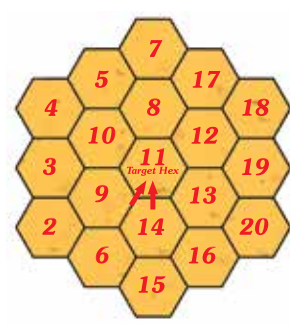| Nations	Type of missile weapon	Short +0	Med. +1	Long +2	Frequency of fire	Limits of movements
Normans · Lombards · Byzantines · Arabs · Slavs · Germans	Mounted Lance	1-3	4-6	7-9	Offensive only	No limit
	Foot Lance	1-4	5-8	9-12	Offensive only	No limit
	Foot Javelin	1-5	6-12	13-25	Offensive only	No limit
	Sling	1-8	9-15	16-30	Offensive only	Movement reduced by half*
					Offensive + Defensive	Movement impossible
	Mounted Composite Bow	1-8	9-15	16-35	Offensive + Defensive	No limit
	Foot Composite Bow	1-12	13-30	31-70	Offensive only	No limit
					Offensive + Defensive	Movement reduced by half*
	Foot Short Bow	1-10	11-25	26-50	Offensive only	No limit
					Offensive + Defensive	Movement reduced by half*
	Stone Thrower	1-30	-	-	Off. only, every 3 turns (2 turns to reload)	Movement impossible
	Greek Fire	5-10	-	-	Off. only, every 5 turns (4 turns to reload)	Movement impossible

* Round down the number obtained if necessary.

Modifier	Circumstances	Modifier	Circumstances
+2	Long range	-1	Byzantine horse archer
+1	Wounded shooter Medium range	-2	Archer/Slinger within 4 hexes of his target

Selection of the impact hex

All shooters: Roll 1D10

Hexes around Target hex (1-4): 10 (top), 5 (upper right), 6 (lower right), 7 (bottom), 8 (lower left), 9 (upper left).

Stone thrower: Roll 2D10

Hexes: 7, 5, 17, 4, 8, 18, 10, 12, 3, 11 (Target Hex), 19, 9, 13, 2, 14, 20, 6, 16, 15.

MISSILE TABLES

Missile against mounted targets / 1D10

	Die roll by weapon type			Cover Type			
Stone thrower	Composite bow / Sling / Lance	Short bow / Javelin		None	Light	Medium	Heavy
1				F	E	D	
2				E	E	D	
3	1			E	D	C	
4	2	1		D	C	C	Heavy cover impassable to horses
5	3	2		C	C	B	
6	4	3		C	B	A	
7	5	4		B	A	A	
8	6	5		A	A	-	
9	7	6		A	-	-	
10	+8	+7		-	-	-	

Add +1 to the die roll if target is in armour (10+1=10)

Key

- : Shot misses. No effect.

A : Offensive fire: Rider retreats 4 hexes immediately (§).
Defensive fire: Rider's movement allowance is reduced by 4 hexes for this turn.

B : Horse unharmed, rider stunned and dismounted.

C : Offensive fire: Horse unharmed, rider wounded.
Defensive fire: Horse unharmed, rider wounded + Rider's movement allowance is reduced by 4 hexes for this turn. Horse alone: Killed.

D : Offensive fire: Horse killed, rider wounded
Defensive fire: Horse killed, rider wounded + armoured cavalryman can move 1 hex on foot, light cavalryman 2 hexes.

E : Horse unharmed; rider killed & dismounted. Horse alone: Killed.

F : Horse killed; rider killed & dismounted.

(§) The character affected must immediately retreat. He can retreat across hexes occupied by friendly characters. He can also displace friendly characters in order to end up at the required distance from his starting point. But if the retreating character or one of the displaced characters is forced to pass or stop on a hex adjacent to an enemy, he must submit to the consequences of the Infiltration Table.
It is impossible to retreat across a hex occupied by an enemy. A character that cannot retreat the full distance necessary is automatically wounded.
Important: A stunned or wounded character is considered to be dead if wounded or stunned again. A stunned character that is forced to retreat is also considered to be dead.

Missile against infantry / 1D10

	Die roll by weapon type			Cover Type			
Stone thrower	Composite bow / Sling / Lance	Short bow / Javelin		None	Light	Medium	Heavy
1				C	C	C	C
2				C	C	C	B
3	1			C	C	B	B
4	2	1		C	B	B	B
5	3	2		B	B	B	A
6	4	3		B	B	A	A
7	5	4		B	A	A	A
8	6	5		A	A	-	-
9	7	6		A	A	-	-
10	+8	+7		-	-	-	-

Add +1 to the die roll if target is in armour (10+1=10)

Key

- : Shot misses. No effect.

A : Offensive fire: Character retreats 2 hexes immediately (§).
Defensive fire: Character's movement allowance this turn is reduced by 2 hexes.

B : Offensive fire: Character wounded.
Defensive fire: Character wounded, and can only move half of remaining movement allowance (rounding down if necessary).

C : Character killed.

COMBAT TABLES

Combat against mounted opponents / 1D10

Die	<-5	-5/-1	0/4	5/8	9/12	13/20	21/30	31/50	51/70	71/90	>90
1	C	D	F	F	G	H	H	I	I	I	I
2	C	C	E	F	F	G	H	H	I	I	I
3	B	C	D	E	F	F	G	H	H	I	I
4	B	B	C	D	E	F	F	G	H	H	I
5	A	B	C	C	D	E	F	F	G	H	H
6	A	A	B	C	C	D	E	F	F	G	H
7		A	B	C	C	D	E	F	F	G	
8			B	C	C	D	E	F	F		
9			B	C	C	D	E	F			
10			B	C	C	D	E				

If there is more than one mounted attacker, shift the odds one column to the right.
Add +1 to the die roll if defender is in armour (10+1=10)

Key

A - One attacker wounded
B - All attackers retreat one hex (§)
C - All defenders retreat one hex (§)
D - One rider stunned and dismounted
E - One rider stunned and dismounted, horse killed
F - One rider wounded
G - One rider wounded and dismounted, horse killed
H - One rider killed and dismounted, horse unharmed
I - One rider killed and dismounted, horse killed

Combat against infantry / 1D10

Die	<-5	-5/-1	0/4	5/8	9/12	13/20	21/30	31/50	51/70	71/90	>90
1	C	D	E	E	E	F	F	F	F	F	F
2	C	C	D	E	E	F	F	F	F	F	F
3	B	C	C	D	D	E	E	F	F	F	F
4	B	B	C	C	D	E	E	E	F	F	F
5	A	B	C	C	C	D	E	E	E	F	F
6	A	A	B	C	C	D	D	E	E	E	F
7		A	B	C	C	D	D	E	E	E	
8			B	C	C	D	D	E	E		
9			B	B	C	C	D	E	E		
10			B	C	C	C	D	E			

If there is more than one attacker, shift the odds one column to the right.
Add +1 to the die roll if defender is in armour (10+1=10)

Key

A - One attacker wounded
B - One attacker retreats one hex (§)
C - All defenders retreat one hex (§)
D - One defender stunned
E - One defender wounded
F - One defender killed

Infiltration test

When a character crosses a hex adjacent to an enemy who is in a position to attack, he must immediately face an infiltration test before continuing his movement. The consequences of an infiltration test are put in effect immediately (a wounded character may not end his movement as a result). The opposing player rolls 1D10 and checks the Infiltration Table. He rolls the die as many times as there are enemies adjacent to the hex in question (only one attack per enemy per phase). This rule only applies to hexes that are crossed. A character ending movement in a hex adjacent to an enemy does not cause a die-roll.
Only roll the die once for mounted characters, even though they occupy two hexes. It is the front part of the counter that is used for the infiltration rule.

Infiltration table

1 - 5	No effect
6 - 7	Movement stopped
8 - 9	Character wounded
10	Character killed

Character attempting to infiltrate (bonuses can be added)		Character attempting to oppose the infiltration (maluses can be added)	
Rider	-1	Rider	+1
Armored	-1	Byzantine Hoplite	+1
Wounded	+2	Wounded	-2

Guiscard