

PLAY SHEET Nr 2

Missile Characteristics

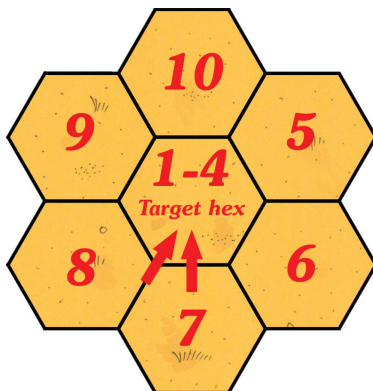
Normans	Saxons	Scots	Danes	Type of missile weapon	Range			Frequency of fire	Limits of movements
					Short +0	Med. +1	Long. +2		
				Mounted Lance	1-3	4-6	7-9	Offensive only	No limit
				Foot Lance	1-4	5-8	9-12	Offensive only	No limit
				Foot Javelin	1-5	6-12	13-25	Offensive only	No limit
				Sling	1-8	9-15	16-30	Offensive only	Movement reduced by half*
								Offensive + Defensive	Movement impossible
				Shortbow	1-10	11-25	26-50	Offensive only	No limit
								Offensive + Defensive	Movement reduced by half*
				Crossbow	1-15	16-30	31-60	Offensive or Defensive	Movement impossible

* Round down the number obtained if necessary.

Modifier	Circumstances	Modifier	Circumstances
+2	Long range	-2	Shortbow/Slinger/Crossbow within 4 hexes of his target
+1	Wounded shooter Medium range		

Selection of the impact hex

All shooters: Roll 1D10



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MISSILE TABLES

Missile against mounted targets / 1D10

Die roll by weapon type			Cover Type			
Crossbow	Sling Lance	Shortbow Javelin	None	Light	Medium	Heavy
1			E	E	D	
2	1		E	D	C	
3	2	1	D	C	C	
4	3	2	C	C	B	
5	4	3	C	B	A	Heavy cover impassable to horses
6	5	4	B	A	A	
7	6	5	A	A	-	
8	7	6	A	-	-	
+9	+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: Same + A. Horse alone: Killed
- D : Offensive fire: Horse killed, rider wounded
Defensive fire: idem + armoured cavalryman can move 1 hex on foot, light cavalryman 2 hexes.
- E : Horse unharmed; rider killed & dismounted. Horse alone: Killed.

(§) 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			
Crossbow	Sling Lance	Shortbow Javelin	None	Light	Medium	Heavy
1			C	C	C	B
2	1		C	C	B	B
3	2	1	C	B	B	B
4	3	2	B	B	B	A
5	4	3	B	B	A	A
6	5	4	B	A	A	A
7	6	5	A	A	A	-
8	7	6	A	A	-	-
+9	+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 - The defender retreats one hex (§)
- D - Rider stunned and dismounted
- E - Rider stunned and dismounted, horse killed
- F - Rider wounded
- G - Rider wounded and dismounted, horse killed
- H - Rider killed and dismounted, horse unharmed
- I - Rider killed and dismounted, horse killed

Infiltration test

When a character crosses a hex during his movement, which is adjacent to an enemy who is in a position to attack, he must immediately face an infiltration test, before continuing his movement. 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 being crossed. A character ending movement in a hex adjacent to an enemy does not cause a die-roll. The infiltration rule does not apply when the enemy is on the other side of a window or arrow-slit.

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.

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	D	E	E	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	F	F	F	F
5	A	B	B	C	C	D	E	E	F	F	F
6	A	A	B	B	C	D	D	E	E	F	F
7			A	B	B	C	D	D	E	E	F
8				A	B	C	C	D	D	E	E
9					A	B	C	C	D	E	E
10						A	B	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 - Defender retreats one hex (§)
- D - Defender stunned
- E - Defender wounded
- F - Defender killed

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 (penalties can be added)
Rider	-1
Armoured	-1
Wounded	+2
	Rider
	Wounded
	+1
	-2