

PLAY SHEET Nr 2

Missile Characteristics

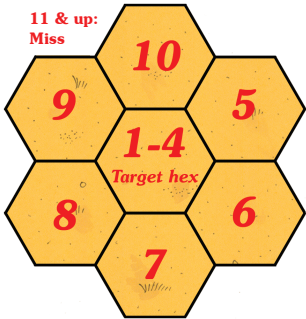
|  | Normans | Lombards | Byzantines | Arabs | Slavs | Germans | Type of missile weapon | Range    |         |         | Frequency of fire                            | Limits of movements       |
|--|---------|----------|------------|-------|-------|---------|------------------------|----------|---------|---------|----------------------------------------------|---------------------------|
|  |         |          |            |       |       |         |                        | 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       |
|  |         |          |            |       |       |         | 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.

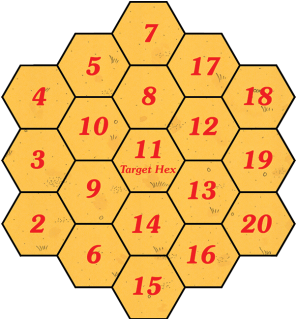
| Modifier | Circumstances   | Modifier | Circumstances                               |
|----------|-----------------|----------|---------------------------------------------|
| +2       | Long range      | -1       | Byzantine horse archer                      |
| +1       | Wounded shooter | -2   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

Selection of the impact hex

All shooters: Roll 1D10



Stone thrower: Roll 2D10



Guiscard 2

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      |       |
| 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.

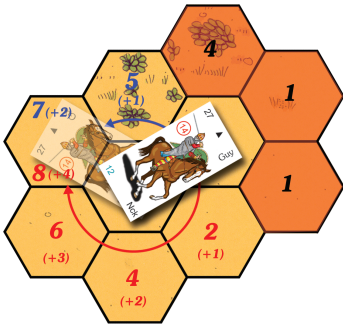
Important: A stunned or wounded character is considered to be dead if wounded or stunned again. A stunned character that is forced to retreat is also considered to be dead.

Combat table

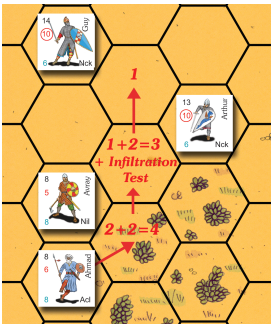
| Die | <-5 | -5    | 0/4   | 5/8  | 9/12  | 13/16 | 17/20 | 21/30 | 31/50 | 51/70 | >70  | Die |
|-----|-----|-------|-------|------|-------|-------|-------|-------|-------|-------|------|-----|
| 1   | R1  | S     | W     | W+HK | W     | K     | K     | K+HK  | K+HK  | K+HK  | K+HK | 1   |
| 2   | R1  | R1+HK | S     | S    | W+HK  | W     | K     | K     | K+HK  | K+HK  | K+HK | 2   |
| 3   |     | R1    | R1+HK | S    | S     | W     | W+HK  | K     | K     | K+HK  | K+HK | 3   |
| 4   |     |       | R1    | R1   | S     | W     | W     | W+HK  | K     | K     | K+HK | 4   |
| 5   |     |       |       | R1   | R1+HK | S     | W     | W     | W+HK  | K     | K    | 5   |
| 6   |     |       |       |      | R1    | S     | S+HK  | W     | W     | W+HK  | K    | 6   |
| 7   | AR1 |       |       |      |       | R1    | S     | S+HK  | W     | W     | W+HK | 7   |
| 8   | AR1 | AR1   | AR1   | AR1  | AR1   | R1    | R1    | S     | S+HK  | W     | W    | 8   |
| 9   | AW  | AR1   | AR1   | AR1  | AR1   | AR1   | R1    | R1    | S     | W+HK  | W    | 9   |
| 10  | AW  | AW    | AW    | AW   | AW    | AW    | AR1   | R1    | R1    | S     | W+HK | 10  |
| Die | <-5 | -5    | 0/4   | 5/8  | 9/12  | 13/16 | 17/20 | 21/30 | 31/50 | 51/70 | >70  | Die |

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

Rotating a horse



Infiltration test



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                                                          |