

Miniature skirmish and adventures rules



Generic basic rules

"We do not play to win,
but to have a good time and to share an adventure"

This is a translation of the basic and generic « *Argad!* » rules. The game system is the same for any period (past, present, imaginary, and future).

Some optional rules are printed in blue. More detailed tables and explanations about precise historical periods are available for free download here: <http://www.argad-bzh.fr/argad/en.html>

Advice to newcomers: you do not need to learn the whole ruleset before playing! Put some terrain features and miniatures on the table and play a small game phase after phase: move the miniatures, then shoot, fight in melee... The "friendly simultaneous" game system, although unusual, is easy to understand and allows fast actions. The "reference sheet" summaries are almost sufficient to play.

These rules are devised for "**28 mm**" miniatures, fixed individually on round or square bases. Suggested size of the bases:

- characters on foot: ø 2 cm; or 2 x 2 cm
- mounted characters: 2.5 x 5 cm rectangle (angles of the base may be round or square)

It is possible to play with other sizes of miniatures.

Each miniature represents one man (or woman). The army of a player is called his/her "troop".

Characters may be grouped in small units complete with officers, etc, for more accuracy (but it is not compulsory in the basic rules). Players can be represented in the game by a miniature (often the troop leader character). Roleplay and negotiations between players are encouraged. A referee, or the game organizer, may move non-player characters (villagers, etc) to add flavour to the game.

The effects of **terrain** in the game are mentioned in the "Terrain tables". Terrain may affect view, shooting, and melee. Some terrains are "difficult" or "very difficult" to cross and to walk in.

Honestly, this ruleset is not really designed for small tables without obstacles. Favour large tables, as long as possible, and lots of ground elements – hills, forests, village – so that players will have terrain features to explore and tactical choices to make.

The "**class**" is the fighting ability and military training of a character:

- **class 5**: very good fighter, medieval knight (wearing his armour), commando
- **class 4**: experienced warrior, well-trained soldier, elite
- **class 3**: trained warrior, well-trained auxiliary, regular line soldier
- **class 2**: villager, young warrior without experience, militia, raw recruit
- **class 1**: character usually unable to fight; inoffensive animal.

Picture: a group of soldiers at the beginning of the Hundred Years War.

Two light bowmen (class 3) with javelins walk ahead, followed by three mounted men-at-arms (class 5, armour 5). Behind them come heavy longbowmen, billmen, and spearmen (class 4, armour 4).

(painted by E. A., pic M. B.)



In many historical periods (and in heroic fantasy contexts), characters can wear some "**armour**":

- **armour 5**: knight in full armour or chainmail covering the whole body
- **armour 4**: hauberk, chainmail or scale armour, breastplate, good protections.

In contexts where armour is worn, it is simple to consider that, in most cases, the class of a character is equal to his armour. *In some reference tables, "light clothing" means without armour.*

Only consider the **weapons** that appear on the miniatures (or planned in a scenario).

Some weapons are used to **shoot**, others to **strike in melee**; some add a modifier to the die roll (depending on the tactical situation). According to their length, some melee weapons may strike before others. *Examples:*

- "*very short weapons*": knife or dagger; pistol butt
- "*short weapons*": sword, small axe, mace (there is no difference in the game between those)
- "*half-long weapons*": two-handed sword or two-handed axe; peasant's scythe; bayonet on a musket
- "*long weapons*": thrusting spear; bill, halberd...

Individual shields are not considered (they are part of the class/armour of the character). *However, in medieval contexts pavises are used for individual protection; and optional rules allow the "shield wall" formation in close order, in the early medieval period.* The weapons and mounts of "dead" characters cannot be used by surviving characters (*unless the players decide otherwise*).

The characters handled by a player form his small army, his "troop" or warband. One of these characters can represent the troop leader. A troop may also include musicians and standard-bearers.

The characters of a troop have some logical reasons to be together: for example, a tribal chief with warriors of his clan; a medieval nobleman with his feudal followers; a small garrison of regular soldiers; a league or clique of adventurers undertaking an expedition...

Characters walking together, or going roughly along the same way, are called a "group". Three characters on foot, or two mounted, or one mounted and two on foot, or more, are a "group". Lone characters, or two characters on foot, distant of 4 cm or more from any friends, are "alone" or "in open order".

Each game turn is divided in three phases. All players **simultaneously** play the "Movement phase"; when all movements have been done, the players simultaneously play the "Shooting phase"; and then they simultaneously play the "Melee phase".

1) Movement: the players may move as many of their characters as they wish.

2) Shooting: all characters able to shoot may shoot.

3) Melee: enemy characters in base contact may strike each other.

The game is played with **6-sided dice**.

The term "**natural die**" means the true result rolled on the die (before adding or subtracting any tactical modifier).

"**2 paces**" means the length of the base of the miniature (= 2 cm for characters on foot).

Characters can be heard, and can shout orders, at 20 cm distance. Musicians can be heard at 40 cm.

Reference sheets and tables for movement, shooting, and melee, for different historical contexts, are available for free download on our website (it would be too cumbersome to include them all in these basic rules): <http://www.argad-bzh.fr/argad/en.html>

MOVEMENT

In the "Movement phase", each player moves as many of his/her characters than he/she wants. All moves are simultaneous (*this means that they are considered to happen simultaneously, even if it could take some time to move all the miniatures!*)

The maximum possible movement depends on class, armor, terrain...

Examples:

MOVEMENT (<i>maximum possible</i>)	light clothing	chainmail or military heavy gear	medieval armour ("armour 5")
foot	20 cm	16 cm	12 cm
cavalry	40 cm	40 cm	32 cm

Players more accustomed to the US / Imperial length system can modify these tables for more convenience: 4" instead of 12 cm, 6" instead of 16 cm, 8" instead of 20 cm, 12" instead of 32 cm, 16" instead of 40 cm...

Movement: our original "friendly simultaneous" game system

At the beginning of the Movement phase, players say what they intend to do: *"My little group here goes there; and if my guys here go here, what will you do? These people stay where they are; do you intend to move?"*, etc. They listen to what their opponents say and they can change their mind till they agree: *"Um, if these ones want to go there, my troop here will rather stay where it is, and this man here will run away from you"; "Aaah, but if he refuses to fight, my group won't run after him, it will just advance a bit and stop there"*, etc.

The players agree on all movements and move their opposing miniatures by mutual agreement. This "friendly simultaneous" system is unusual in wargames but goes very fast with practice!

Players must not wait to see their opponent's move to decide what they will do; decisions must be taken fast. It is not compulsory to say in the Movement phase if players intend to shoot or not (they can wait till the "Shooting phase" to tell it).

Enemy characters **must stop moving as soon as their base are in contact**. If both of them has moved, take their movements into account to decide exactly where they meet.

When enemy characters accept to come in contact, they are placed face to face; enemy groups face each other in line, if possible.

Your beloved miniatures are not game pawns! They represent intelligent characters or creatures, who would not stay idle while an enemy is moving near them. They will not let opponents pass between them if they can fill the gap; they will not let their line outflanked if they can prevent it.

If players cannot agree about a move (this does not happen often): *"If you do that, I do this, but if you don't do that then I don't do this" "And me too"*, apply the less offensive solution: the involved characters do not do anything during this game turn (*they cannot move, cannot shoot, etc, as if they were hesitating too*). The situation cannot be blocked for long: if none of the players wanted to attack, there would have been no battle at all!

Characters may turn, and/or move "2 paces" (= the length of their base) without any penalty. A character who turns and/or moves no more than "2 paces" is still considered "immobile" if he needs to stay immobile for any reason in the game rules (*we consider he has just moved a foot, then the other, it is not a real move; for example, a shooter can aim and shoot normally, or reload, if he moves no more than "2 paces" in the game turn*).

A character on foot carrying a cumbersome or **heavy object** (examples: large shield; matchlock musket with fork; light machine-gun; etc) has his normal movement reduced by 4 cm. A character on foot carrying a very cumbersome or **very heavy object** (example: treasure chest) has his movement reduced by 8 cm.

A mounted character may dismount, or climb on his/her saddle, in one game turn; he/she cannot shoot, strike, nor do anything else during the same game turn.

Movement in difficult terrain

A character, or a group, who moves in **difficult terrain** at any moment of the game turn must roll one die (if walking on foot) or two dice (if mounted). These dice are called "slowness dice" (or "slow dice"), their result is deducted from the possible movement.

Example: A group of footmen in chainmail can move 16 cm in clear terrain; they enter an area of bushes, or a wood; the player rolls a "slowness die"; if the die rolls a 5, these soldiers can move 16 cm – 5 = 11 cm.

A character, or a group, who moves in **very difficult terrain** at any moment of the game turn has his normal movement halved, **and** must roll one "slowness die" if on foot, two "slowness dice" if mounted.

TERRAINS <i>often encountered</i>	foot	cavalry <i>(except knight)</i>	mounted knight <i>(armour 5)</i>
bushes, or high crops	difficult move minus one die	difficult move minus two dice	difficult move minus two dice
woods, forest	difficult move minus one die	very difficult ½ move minus two dice	very difficult ½ move minus two dice
hard slope	difficult move minus one die	difficult move minus two dice	very difficult ½ move minus two dice

The length of difficult/very difficult terrain, or the number of different terrains crossed by the character (or group) in the game turn, makes no difference: only roll once for the character (or group). If a character, or a group, moves in different sorts of terrain during the game turn, only take into account the most difficult of these terrains.

Characters who begin their move with their feet (or horseshoes or paws) in a difficult or very difficult terrain also suffer this "slowness" penalty, even if they try to leave it immediately; as do characters who try to enter, or to end their move in, a difficult or very difficult terrain.

A road, or a path, is an easy terrain (except on hard slopes).

The "slowness die/dice" must only be rolled **after** moves have been agreed. It is forbidden to roll them before moves are decided (*the players must not know beforehand if their characters will find an easy way across the bushes or wood, etc, along their progression*). *If slowness die are rolled too soon, the attempted move must be made.*

When characters are moving together on the same terrain and in the same direction, do not roll the die (or dice) separately, make only one roll for the whole unit or group (but foot and mounted need different rolls).

Optional rule: blocked by terrain

*If the slowness die of a character of foot (or group on foot) rolls 6 on a **difficult** or **very difficult** terrain this character (or group) stays blocked there till the end of the game turn. If the two slowness dice of a mounted character (or mounted group) both roll 6 in a **difficult** terrain, or if at least one of his slowness dice rolls 6 in a **very difficult** terrain, this character (or group) stays blocked there for the whole game turn.*

SHOOTING

All characters able to shoot may shoot if their player wants them to. Each shooter can shoot only once in the game turn (*except with some special, or modern, weapons*).

Characters may shoot in any direction if there is no obstacle and nobody between them and their target. A character may shoot above the shoulder of a friend close to him, if this friend does not shoot and is not in contact with an enemy. When shooters are in the second rank of a group of footmen, a distance of a half base width (*in most cases this means 1 cm*) must separate the characters of the first rank to let the second rank shoot between them.

Optional rules allow some weapons to shoot at a distant target above the head of friends; and soldiers trained to fire in close order with muskets can fire in two ranks if they are already formed.

Some weapons can shoot only if the shooter does not move; others have a -1 modifier if he has moved in the game turn; others can shoot while moving; *this is mentioned in the "Shooting tables"*.

Miniatures terrain features are often much smaller than scale, so it is accepted that a hill, or a forest, blocks sight and shootings even if players can see the upper part of enemy miniatures on the other side (idle and immobile characters can bend their heads).

Characters who were **in contact with an enemy** at the beginning of the game turn cannot shoot, except with some weapons that can "shoot in contact". Characters who **come to contact** with, or who are **contacted** by, an enemy during the movement phase may shoot in some cases (*see the tables*).

Characters **close to each other** (closer than 4 paces from each other) form one target as a group, they are not separate targets: shooters cannot aim at an individual within a group.

Characters should shoot in priority at enemies menacing to contact them, or shooting at them. It is forbidden to shoot at foes who are in contact with friends.

Effects of shooting

All shots are simultaneous (opposing shooters may kill each other).

Roll one die for each shot (= *one die for each shooter shooting*). Look at the "Shooting tables" for the necessary result. Target protections (armour, terrain, [shield wall](#), pavise...) may add a negative modifier to the die roll.

This rule is easy to remember: most weapons must roll 5 or 6 to hit an unprotected target at short range; 6 at middle range; 7 (or a double "natural 6") at long range. Do not shoot if 8 or more is needed, it wastes time.

<i>Example of shooting table</i>		0 - 20 cm	20 - 40 cm	40 - 60 cm
medieval crossbow	shoot on foot, immobile -1 at target "armour 5" reload: 1 game turn immobile	5 - 6 <i>no malus at a pavise</i>	6	7
longbow <i>Welsh or English, 14th-15th century</i>	shoot on foot, immobile -1 at target "armour 5" can shoot once per game turn	5 - 6	6 ext.	7 ext.

"ext" means that, at this range, the weapon cannot shoot from behind a window or arrow-slit, etc; the shooter must be in exterior, outside a building (however, a defender behind a window or arrow-slit may be hit by a far shot!)

The dice of similar weapons aiming at the same target at same range can be rolled together.

When a group suffers casualties, any of the characters closer to the shooter have an equal chance to be hit. *Choose the casualties amongst at random; if this designates a character who would not have been harmed by the shot because of some protection, the shot has missed.*

Protections from shooting



Characters can seek cover behind obstacles and terrain; this subtracts a "shooting modifier" from the result of the die.

Picture: the characters behind the cart benefit of a -1 "shooting modifier" cover (this means -1 to the dice roll of shots aimed at their group); a pavise also gives a -1 cover against shots; and a pavise behind the cart: -2 . The total of shooting modifiers given by terrain and armour (including these pavises) cannot exceed -2 .

Characters just behind a low wall (or an earthen bank, etc) can be entirely safe from shots if their player says that they are in a crouching position (but in that case they cannot shoot nor do anything else).

Ammunitions, reloading, shooting rate

Ammunition supply is not taken into account (we consider that the shooters have all what they need) *except for javelins and other hand-thrown weapons (example: a javelin-thrower may have only three javelins, or only two if he also carries a spear).*

Many weapons can shoot once in a game turn: **bow**, **sling**, **javelin**, late 19th/early 20th century **military rifle**, etc. Some weapons need one game turn immobile for reloading: **crossbow**, **petronel**, **flintlock musket**, **flintlock pistol**, etc; their rate of fire is one shot in two game turns. A **matchlock musket** is reloaded in two game turns immobile: it can shoot only once in three game turns.

Picture: French Marines of the late 17th or early 18th century, deploying in loose order in a colonial plantation in a pirate game.

These soldiers must stay immobile during the game turn to shoot their long flintlock muskets, which also need one game turn immobile to be reloaded: their rate of fire is only one shot in two game turns.

(painting: Euthanasor)



Weapons shooting multiple projectiles; burst fire

Some weapons can shoot multiple projectiles (medieval ribauldequin, pirate blunderbuss, etc) or fire in bursts (machine-gun, etc). When such a weapon shoots, the player rolls two **red** dice and some white dice.

If **none of the red dice** rolls a successful result, the whole shot have missed.

If **at least one of the red dice** rolls a successful result, all the dice (red or white) that have rolled a successful result inflict a casualty.

Examples of multiple projectiles weapons or of burst fire:

		0 - 10 cm	10 - 20 cm	20 - 30 cm
blunderbuss	-1 against armour 4 two red dice and two white dice reloaded immobile (one game turn)	5 - 6	6	—

With this "two-red-dice system", players are never absolutely sure to hit, but a successful burst can inflict more than one casualty. Dice of any other colours can of course be used instead of red + white dice.

Optional rule: shooting before contact

A shooter who is ready to shoot in the Shooting phase can wait for the enemy to get nearer, and shoot in the next game turn: this allows him to shoot just before contact.

The shooter must have been ready to shoot (with an already loaded weapon) in the Shooting phase of the previous game turn, and have waited; he must not have been in contact of an enemy at the beginning of the current game turn. If he shoots, he cannot strike in melee in the game turn. Foot javelins suffer a -1 modifier.

Look for a more detailed explanation of this rule.

MELEE

The "Melee phase" is the phase when characters strike with the weapons they hold in hand.

A character in contact with an enemy (or more), and who did not shoot during the game turn, may strike one enemy in contact. The player must say aloud and clearly against which enemy the characters strike. A character can only strike once in the game turn, but he can be struck by all enemies in contact with him.

Characters **cannot** shoot, and then strike, in the same game turn.

Melee result

One die is rolled for each blow. According to the tactical situation, "melee modifiers" (*mentioned on the "melee table"*) are added to the die; the total result (die ± modifiers) is then compared to the class of the enemy:

If the result (*die + modifiers*) is **higher than the class** of the enemy: he has been **hit (= killed)**.

If the result is **equal to his class**: he must **recoil two paces**.

If the result is **smaller than his class**: the blow has missed or he has parried it (= no effect).

Example : an enemy "class 4" is eliminated if the result is 5 or 6; he recoils if the result is 4.

A "**natural 1**" die roll is **always a miss** (*even with enough positive modifiers*).

A "**natural 7**" (= a double natural 6) die roll **always hits** in melee (*even with negative modifiers*).

A rare situation: If a character is wearing an **armour** higher than his class (*example: a character badly trained but wearing chainmail "armour 4" or full armour "armour 5"*) the result must be higher than his class **and** higher than his armour to hit him. If the result is equal to his armour, or equal to his class, or between his class and armour, he recoils.

Example: a medieval militia "franc-archer", class 2, armour 4, is killed on a total (die roll + modifiers) of 5 or 6; if the total is 2, 3, or 4 he must walk 2 paces back (we don't want to know the exact reason: the character is recoiling voluntarily to avoid a blow, or he recoils in awe, or he is pushed back by force by the strength of his opponent; it makes no difference, we just need to know that he recoils).

Optional rule to prevent opponents from killing each other (or from both recoiling):

*If two opponents roll simultaneously a "hit" result (or "recoil" result), only the **higher class** one kills his enemy (or forces him to recoil).*

*If they are same class, the **best armoured** (armour 4, or 5) kills his enemy (or forces him to recoil).*

*If they are same class and armour, the character who rolled the **highest natural die** kills his enemy (or makes him recoil).*

...And if they are same class, same armour, and have rolled an equal natural die, they are both killed (or they both recoil).

A character who kills his only opponent does not need to recoil. Different characters who strike against a single opponent may kill him, or force him to recoil, even if this opponent kills one of them or forces one of them to recoil.

Weapon length

Although all melees are simultaneous, the length of the weapons makes a difference:

A **long weapon** strikes "before" a semi-long, short, or very short weapon;

a **semi-long weapon** strikes "before" a short or very short weapon;

a **short weapon** strikes "before" a very short weapon.

A character killed, or forced to recoil, by an enemy who strikes "before" him has no time to strike (and does not need to roll the die).

A character forced to recoil by a foe who strikes "before" him can still be struck by other enemies who were in contact with him at the beginning of the melee phase, but he cannot strike anyone.

Cavalry; knights; camels



Cavalry and camelry have some advantages (and disadvantages) in melee; a cavalryman can "**charge**" (on open terrain); men-at-arms in full medieval armour (knights, etc) follow the same rules as other cavalry, and can charge with a "heavy couched lance".

Picture: A mounted knight charging enemy foot with a heavy lance has a big advantage: +1 cavalry vs foot, +1 cavalry charging, +1 charge with couched lance, total: +3.

*The heavy lance cannot be used without charging, so it needs open terrain. **Optional rule:** if a cavalryman begins his **charge too close** of his intended enemy, roll two dice; if the distance (in cm) in straight line before contact is shorter than the sum of the dice roll, it does not count as a "charge" (it is rarely necessary to verify this, but this rule can prevent some arguments).*

Melee table for cavalry and camelry:

cavalry or camelry against foot <i>(except on a terrain difficult or very difficult for cavalry or camels)</i>	+ 1
foot against cavalry or camelry <i>(except on terrain very difficult for cav. ou cam.)</i>	- 1
foot with medieval bill, halberd, etc , against any mounted <i>(except against cavalry who charges directly at him: see last line below)</i>	+ 1
cavalry "charging" <i>(impossible on a difficult or very difficult terrain)</i>	+ 1
knight "charging" with a heavy couched lance	+ 1
foot immobile with spear, bill, halberd, vs cavalry who "charges" him directly <i>("spears": thrusting spears, half-piques; "bill, halberd": cut-and-thrust polearms)</i>	+ 1

"**Mounted foot**" are characters who ride an animal but who are not trained to fight mounted (and/or whose mounts are not trained for war): they are not "cavalry" or "camelry" and they do not have their advantages.

Ground level difference; fight to cross an obstacle

A character who is on a really **lower ground** than his enemy (hard slope, stairs, earthen bank, low wall, etc) has a -1 modifier to strike this enemy.

Two enemy characters standing on each side of a **linear obstacle** (fence, low wall, pointed stakes, window, open door, etc) can only strike each other if one of them says that he is trying to cross this obstacle. The obstacle can only be crossed if the defending character is killed or recoils. The defender, if on foot, gains +1 to strike.

character against a foe who is on higher ground than him <i>(hard slope, earthen bank, stairs, battlements, etc)</i>	- 1
foot character against any foe who tries to cross a linear obstacle <i>(earthen bank, low wall, door, line of stakes, battlements, etc)</i>	+ 1

A character who climbs (on a ladder, etc) to attack a platform or balcony, or who tries to climb through a narrow trap, or who wants to cross a door just on top of stairs, has these two disadvantages: he strikes a defender with -1, and the defender (if on foot) strikes him with +1. The attacker must kill this defender, or force this defender to recoil, to set foot on the building (or floor). Only one defender may strike this climbing attacker (give him a chance!)

Picture: a pirate is inside the Governor's house! the pirate is in the staircase, fighting the Governor himself who blocks his way. The pirate is much lower than the Governor, so he has a -1 modifier to strike. The governor has no bonus to strike because there is no obstacle (if there was a narrow trap, or a door, up the stairs, the Governor would strike with a +1 modifier to prevent the pirate from passing through it). As a rule, only one defender (here: the Governor) can strike.



After the melee

The results of the melee phase happen simultaneously at the end of this phase. Dead characters quit the game (we don't want to know if they are dead or wounded or KO) and are lost with their weapons, horse, etc. Surviving characters cannot take the weapons and mounts of the dead (except if the scenario says otherwise).

A character who kills an enemy, or who forces an enemy to recoil, may advance 2 paces forward to take his place. In that case, a charging cavalryman has no choice and must advance 2 paces forward.

Characters who must recoil are moved back (one length of their base). If a friend is just behind him, this friend must recoil too (but a character on foot cannot push back a mounted friend). A character who cannot recoil (surrounded by enemies and/or by impassable obstacles) is killed or must surrender.

Recoiling, or advancing, 2 paces because of the melee result, does not prevent to receive blows from enemies who are able to strike the character during the Melee phase. But if a character "advancing after melee" comes in contact with other enemies, these other enemies cannot strike him then (because the Melee phase is finished).

Quit a melee

A character still in contact with foe(s) at the beginning of a new game turn may voluntarily break contact and move away (if he is not surrounded) in the movement phase, to run away, or to attack somebody else, or for any reason; but if the same foe follows and contacts him again in the game turn and strikes him, he cannot strike back.

Optional rule: all characters who were in melee at the beginning of the game turn, and lose contact and move away for any reason, must roll their usual "slowness dice" (if they move on easy terrain: otherwise they must roll anyway). It makes no difference if they, or their opponent, have decided first to break contact.

"RULES OF THE MANY 6es"

The two "rules of the many 6es" allow to hit foes who would otherwise be invincible with six-sided dice:

– If all dice rolled for shooting at the same target (*lone character or group*), or to strike the same enemy in a melee, roll **only one single "natural 6"** which is not sufficient to hit, this 6 can be rolled again once. A new roll of a "natural 6" is then counted as 7; if 7 is not sufficient to hit, it can be rolled again and another "natural 6" will be counted as 8; etc.

– When characters shoot at the same target (*lone character or group*), or strike the same enemy, **two dice which roll a "natural 6" are counted as 6 and 7**; three "natural 6" are equal to 6, 7, and 8; etc. *If it is not sufficient to hit, the last 7, or the last 8, can be re-rolled as in the above §.*

Shots which require a roll of 8 should not be attempted by lone shooters if no modifiers apply, it slows the game without interest: parentheses "(8)" on shooting tables remind that. A natural 7 in melee always hits.

Run away... to fight another day ;-)

In these rules, characters tend to live fast and to die fast. Fighting to the last man is possible ...but is not very realistic!

When a troop leader sees that things are turning bad, he should try to get his surviving men out of the game table and run away; or negotiate with his enemies as well as possible.

This will also make a good story to tell afterwards, and will perhaps give new scenario ideas for your next games where this adventure can continue!

And there are many other possibilities in there

This game system can adapt to any period or context, and can always be expanded to include lots of optional rules ...*but this also means that it is not complete, and probably never will be?*

Some optional rules are mentioned below; more details about them, and more optional rules, are available on our website (or if they are not, feel free to ask for them).

Groups of players are free to devise their own variants of the rules and their own optional rules. *Be careful however, many things can be done with 6-sided dice but it can also lead to dead ends – some of the 2011-2012 experimental variants of these basic rules were too complicated or unplayable :(*

Formation (optional rules)

– "**Close order formation**": when this order is given by a warrior chief, officer, or senior NCO, a recognizable character (the chief, officer, or NCO himself, or another officer, appropriate NCO, or standard-bearer) must stay immobile (and not doing anything else) during the whole game turn; the soldiers then align on this figure, in one or more ranks.

Close order formation takes effect after the end of the game turn. It allows the soldiers (depending on their historical context and/or weapons) to form a shield wall or testudo; and/or to strike with two or three rank of spears, bills, or halberds, etc; or to shoot with two ranks of muskets. *Only the soldiers especially trained to be in close order can do it!*



Picture above: these 17th century pikemen have been formed in close order. In the new game turn, their standard-bearer recoils a bit to let them advance in front of him.

Close order cannot move in difficult terrain. A troop in close order who tries to move in a difficult terrain breaks ranks immediately. Some troops (as many Dark Ages warrior tribes) are able to form in close order but are unable to walk in this formation. Close order cannot exist in a very difficult terrain.

– "**Open order formation**": when this order is given by a chief or officer, the miniatures are placed 4 cm from each other (in the Movement phase); open order formation takes effect at the end of the Movement phase. The enemies shooting at them do not gain the +1 modifier for "shooting at a group", if applicable. Only the soldiers especially trained to be in open order can do it! *(soldiers who walk roughly in the same direction come automatically close to each other in a group, even if it makes their player unhappy, if they are not especially trained to be in open order).*

Look or ask for more precise details regarding precise historical contexts.

Basic rules: orders given by a chief, officer, or NCO, can be heard at 20 cm; a musician is heard at 40 cm.

Morale checks (*optional rule*)

« *Argad!* » rules provide fast action games and players often tend to ignore any idea of optional morale checks. However, there is a suggestion for a very simple morale system which can also be informally used by players who hesitate to decide if some of their units or characters should accept to fight or not.

When a "morale check" is needed, roll one die.

By default (if not decided otherwise) the "morale" of characters is equal to their "class".

Character(s) whose **morale is higher** than the die result successfully pass the test (no problem).

Character(s) whose **morale is equal** to the die result succeed if a superior officer (or chief or NCO), or a friendly hero, who can be heard (≤ 20 cm) has successfully passed the test (or is dispensed from test); if not, they have failed the test (see below).

Character(s) whose **morale is lower** than the die result have failed the test:

– if the character or unit was in formation, it instantly becomes "in disorder" (without formation); and if it was moving in direction of any enemy, it stops.

– if already in disorder (*or not applying an optional rule about unit formation*), the character(s) **flee** as fast as possible in the less dangerous direction, and hides behind cover if they can; if they already were behind cover, they flee in the direction of a table edge by the less dangerous way; if unable to, they surrender.

The effect of failed tests may be challenged by new tests in following turns, if a superior officer comes near enough to speak to them (≤ 20 cm).

A player's own character never needs to check his morale (*the player himself can panic instead!*) Soldiers who are near enough (≤ 20 cm) of their player's character do not need to test.

Suggested reason for a compulsory morale check: seeing the army leader, unit officer, or unit flag, falling down or surrendering or running away.

Budget (*optional rule*)

Budgets, or troop costs, can be calculated to avoid a disparity of opposing forces. Each miniature costs a number of points; a skirmish can oppose 100 pts troops, or 200, or 300 pts troops, etc.

The cost of a soldier on foot is equal to his class (ex: a "class 3" soldier costs 3 points). Foot officer, standard bearer, musician: double cost. Cavalry soldier: double cost. Cavalry officer, standard bearer, musician: triple cost. The cost of armour, weapons, and training, is then added.

More detailed budgets for modern periods are still under test, but budgets for the **Medieval** period have not much changed since the 1996 edition of the rules:

Javelin, throwing spear: three for 1 point (only two for 1 pt if the character also holds a thrusting spear).

Two-handed sword or axe; ancient crossbow, hunting crossbow; sling; thrusting spear: 2 pts.

Bill or halberd; heavy couched lance: 3 pts.

Short composite bow; simple longbow; medieval crossbow: 4 pts.

14th-15th century Welsh or English longbow: 6 pts.

Knife or dagger: free for soldier characters and for most civilians.

Sword or other short weapon: free for nobles and cavalry in the Early Middle Ages, and for all class 3 and higher in the Late Middle Ages.

"Armour 4" (chainmail or breastplate): + 1 pt (cost suggested for the early Dark Ages: + 2 pts).

"Armour 5" (full armour): + 2 pts.

Horse for mounted infantry; draft horse: 2 pts.

Training to be immobile in close order is generally free. Training to move in close order: 1 pt. Training to open order can be free if the character only has a medieval shooting weapon and a knife, otherwise 1 pt.



More optional rules for various situations

Picture: the enemy has blocked the road with a large cart! These medieval soldiers could walk around it, but if their chief orders them to push it aside to open the way, how many game turns will it take?

A suggestion of rule exists for this situation: our famous "Hrrmmph... It could take some time!" rule (free download on our website).

Look for more optional rules on our web pages, or ask for them.

Some more suggestions for a good game

The simplicity of this ruleset allows fast moves, daring actions, and long adventures, if unnecessary delays are avoided. Tell all players that their miniatures are alive and want to act fast.

– Do not look for unnecessary complications in the rules; it is not a chess game. The basic ruleset and tables are intended to resolve game situations as simply as possible, not to create new questions; optional rules give more possibilities in the game but must not raise more arguments.

– Actions are more interesting on a long and large table with lots of terrain features (woods, hills, villages, etc). Playing on a bare plain has not much interest with this ruleset, the game would be limited to dice throwing.

– Movement: A player who cannot decide what to do has probably no need to move in this game turn (his characters hesitate too). Do not move your characters close to another player's characters if he is not looking at the table, you will have to do everything again if he does not agree.

– Shooting: dice of shots aimed at the same target can be rolled together if they require the same result.

– Melee: players should not ask "what must I roll to hit?" before every die roll, it would waste a lot of time for nothing. Roll the die, add or subtract any modifiers, and the result becomes clear; take the casualty (if any) from the table, or recoil the character who must recoil, and proceed to resolve the other melees as soon as possible.

If there are more than two players, it is important to ensure that everybody plays at the same time. The beginning of game turns is important for game speed. When everyone is ready, say aloud (if necessary): "The turn begins!" and ensure that all players are busy making their moves. Changes of phases can also be announced: "All moves are made? then, is there any shooting?" "All shootings resolved? then, melees". If players want some time to negotiate (this is encouraged), stop the game a few minutes between game turns rather than risk to lose track of events.

<http://argad.forumculture.net/>

<http://www.argad-bzh.fr/argad/en.html>

*Pics on the first page: 5th century Sub-Roman British "Arthurian" cavalry; defense of a bridge at the beginning of the Hundred Years War (14th century); group of privateers in the early 18th century; skirmish in Sudan in the 1880s.
(miniatures painted by E. A., B. R.)*

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