

# « Argad ! »

*Generic rules 2020  
updated October 2023  
(latest version of the original rules written in 1996)*



*A mix of RPG and miniature skirmish...*

« **Argad !** » is a mix of role-playing and skirmish game.

All figures represent adventurers, warriors, soldiers or peaceful characters. Players move whole bands or small groups of characters who may have different equipments, weapons, and abilities. One character in each troop represents a player.

This document explains the generic gaming system, which is the same for any context or period (past, present, fantasy or future). It is completed by reference sheets for different contexts or periods, sufficient to play when basic principles of game are understood. All versions and extensions of the rules are compatible and complementary.

You do not need to read everything before playing! Place some terrain features and a few figures on a table, move these characters, shoot, fight in melee, look at reference sheet summaries when needed.

The game allows fast moves and daring actions and is more enjoyable if a participant acts as game master (GM as in any RPG), prepares a scenario, acts as umpire and moves some of the figures (the non-player characters).

*Texts in blue print, or titled in blue, are optional or advanced rules which can be ignored for a simple game.*

*Many pages in this document help to resolve situations which do not often happen in a game, you just need to know where to look when you want them.*

The **Argad Lite** version (two pages) explains the very basic system more easily.

*We apologise for awkward syntax or wording in English.*

## FIGURES & BASES

The rules are devised for **28mm miniatures** fixed individually on round or square bases. They may work with other scales of figures.

Suggested sizes of bases:

**Character on foot:** round base  $\varnothing$  2 cm or square base 2 cm x 2 cm.

*Round bases and square bases can be mixed in the game if you have both.*

**Mounted character, large mule, camel:** 2.5 x 5 cm rectangle.

**Donkey, mule:** 2 cm x 4 cm rectangle.

### **Possible adaptations** *(if wished)*

*For convenience and easy recognition during the game, regular infantry trained to walk in close order may have square bases, other warriors or infantry may have round bases.*

*18th or 19th century line infantry (Napoleonics, etc.) trained to walk in very close order may have 1.5 cm x 2 cm rectangular bases.*

*Units in close order formation may be placed on small plastic or card trays to move them more easily.*

*Rectangular bases of mounted foot, pack animals, and some cavalry who has no advantage in charge, may have rounded angles to distinguish them from cavalry mounted on warhorses.*

*Groups of gamers may prefer larger bases (25 mm diameter) it does not change the rules but the overall impression is less realistic.*

*For smaller figures (1:72 or 20mm) the same base sizes can be used, or smaller ones (1,5 cm x 1,5 cm on foot, 2 cm x 4 cm mounted) without changing movement distances and shooting ranges; or, if preferred, divide distances and ranges by two for a very small gaming table.*

## DIFFERENT LEVELS IN ONE RULESET

This ruleset seems detailed because many peculiar situations are mentioned, but allows very fast moves on the gaming table and different levels of game:

– **Basic system.** Players move their characters individually or in small groups, make them fight if necessary... Rules for movement, shooting, and melee, are simple. When players get used to the game the quick reference sheets are sufficient to play. *Pages 7-31*

When the basic system is understood, other aspects of the game can be discovered:

– **RPG dimension.** Someone imagines a scenario and acts as game master (GM) and umpire.

There is no need to fight all the time in a RPG, you can even try to avoid it (but fights have a great chance to happen anyway). Player characters may talk and negotiate with each other, make enquiries, try to obtain information from local people (NPCs controlled by the GM), visit villages, explore countryside and forests on the gaming table... Characteristics and abilities of these characters may be more detailed, those of their followers or henchmen too... *Pages 32-39*

– **Tactical formations.** The system is more subtle than it seems and allows, if wished, more tactical possibilities depending on context. Warriors and soldiers can manoeuvre in close order if trained to, a shield wall is a well-known combat formation in the Dark Ages, medieval pavise bearers can form a wall of pavises, soldiers armed with black powder muskets are more efficient when firing a salvo under command of an officer... *Pages 43-44*

### A generic system, adaptable and flexible

The principles of the rules are the same for all contexts (historical, legendary, fantasy, sci-fi...) with adaptations to different equipments and situations. Reference sheets, extensions, and supplements, can be downloaded for free (*...when they exist, and if they have been translated*).

The ruleset is always (*but too slowly!*) expanding, many subjects have not yet been explored (*and many have been slightly explored but not enough to officially publish an extension*). GMs can freely modify details of the rules as needed by their own universe or context and share their personal ideas and suggestions.

### This ruleset is not fit for tournaments, *we tell you!*

The interest of the game is not to spend hours preparing the most effective or most deadly army, nor to fight other players met by chance at a convention, nor to calculate in advance all mathematical effects of the charts, and certainly not to take part in tournaments.

The rules do not mention “miniatures”, “models” or “figures” (except for technical matters as basing). It is all about **characters**, we pretend they are alive, they are not pawns in a boardgame.

The purpose of the ruleset is to resolve gaming situations and nothing more, it should not take more importance than narrative immersion in the story. There are no victory conditions, no real winner or loser amongst players. We imagine that the characters themselves are trying to reach goals, fulfill objectives, act for their own interests and passions, or merely survive; the players' main objective is to watch them live these adventures.

Check the official website for recent updates, extensions, and links to inspiring AARs with many pictures: <http://www.argad-bzh.fr/argad/en.html>

And this subforum of An Argader forum: <https://www.anargader.net/c2-regles-argad>

See also the Facebook page: <https://www.facebook.com/anargader/>

## DICE, TERRAIN...

The game is played with **6-sided dice** also called “D6”. **1D6** means **one 6-sided die**, **2D6** means **two six-sided dice**. Other dice (D4, D8, D10, D12...) are used for some fantasy creatures.

It is not a game of chance, the dice help to resolve situations when the results could not be known in advance in true life.

You also need measuring tapes (or home-made movement sticks) for movement and shooting ranges.

### Gaming table & terrain

A gaming terrain is nice to look at, and inspires characters to explore the place, there may be inhabitants and mysteries in there, it also conceals movements and protects from shooting.

With a handful of characters a small gaming table is sufficient, but the system is so fast-flowing that large gaming surfaces are often preferred for more freedom of movement and manoeuvre.



*Above: The gaming table may have different aspects depending on terrain, green fields or desert, houses or forest...*

*Houses and picture: Euthanasor.*

## ...HOW DO WE PLAY!?

**No need to read the whole ruleset before playing.** Gather some figures and class them according to their warrior status or military training, armour (if any), weapons: **pages 5 and 6**

All figures now become living characters. Each player is represented by one of them; other characters handled by the same player are their small troop of companions, tribal or feudal warriors, subordinate soldiers, etc. (depending on context).

The players do **together** the three following phases (one phase after the other) at each game turn:

**1) Movement: all players move as many of their characters as they wish** **pages 9 to 15**

**2) Shooting: all characters able to shoot can shoot** **pages 16 to 24**

*It is so simple: roll a die for each character shooting. Most ranged weapons hit an unprotected target (character or group) if the die rolls 5 or 6 at short range, 6 at medium range, 7 (double 6) at long range.*

**3) Melee: enemy characters in base contact may strike each other** **pages 25 to 31**

*It is still simple: the longest weapon strikes first. The opponent is hit (killed) if the die roll exceeds the class (and also the armour, if any) of this foe. If the die roll equals the opponent's class, this opponent must recoil one base length. Tactical modifiers may be added to, or deduced from, die rolls in some situations.*

Movement distances, shooting ranges and factors, and melee tactical factors, appear on the reference sheet of the historical period or context. When the gaming system is understood these charts are sufficient to play. Other parts of the rules will help if precise questions arise or when an intricate situation happens.

More detailed or complex scenarios can be imagined later to improve the game with ideas of RPG-minded adventures... *(suggestions from page 32 onwards).*

## CLASS

The main characteristic of anyone is their **class** which symbolises their fighting ability and/or military training.

**CLASS 1:** character usually unable to fight.

**CLASS 2:** young warrior without experience, villager or townsfolk not used to fight or lacking motivation, militia, raw recruit, bored and disheartened soldier...

**CLASS 3:** character able to handle correctly the weapons of the time, Dark Ages free peasant often mustered as warrior, trained and motivated auxiliary, regular line or garrison soldier...

**CLASS 4:** well-trained character, experienced and/or noble warrior, skilled native warrior, heavy medieval sergeant, adventurer effective in action, elite or veteran soldier...

**CLASS 5:** excellent (and rare) fighter, medieval knight or man-at-arms wearing complete armour, commando...

*A Dark Ages javelinman,  
“class 3, light clothing”.*



## CLOTHING or ARMOUR, EQUIPMENT

Depending on the historical or fantasy context, characters may wear armour, and/or be encumbered by equipment.

**LIGHT CLOTHING:** characters without armour, or wearing only a few protections (or in their nightshirt or naked) are in light clothing (*or “lightly clothed”*)

**ARMOUR 4:** hauberk, chain mail or scale armour, or gambeson with some mail, brigandine, or breastplate.

**ARMOUR 5:** chain mail covering the whole body, or knight in full armour (historical or fantasy).

*Most medieval or med-fan warriors in armour 4 are class 4, and men-at-arms in armour 5 are very often class 5, it's simple to remember in the game.*

Individual shields are not considered, they are supposed to be included in the armour or training (*warriors able to form a shield wall with large shields or holding medieval pavises follow a special rule*).

Soldiers of late periods may also be encumbered by the weight of their **equipment** (cartridge box, backpack, etc.)

The same armour categories appear in modern or sci-fi contexts (the letter T stands for advanced technology protecting from modern projectiles):

**armour 4T:** bulletproof vest, sci-fi breastplate or equivalent.

**armour 5T:** exoskeleton, effective sci-fi protection covering the whole body.

**Class** and **clothing or armour** are the two basic characteristics of anyone on the gaming table.

*Other characteristics or abilities are mentioned in optional or advanced rules or can be used if the GM decides: **health, morale, perception, agility**, etc. If they are not ready when you need them assume they equal the class of characters.*

*Characters may also have professional or technical competences or abilities: **gunner, sailor, medic, engineer**, etc. which are not necessarily numbered.*

## WEAPONS

In most cases, only consider the weapons actually seen on the figures.

In some contexts it is admitted that many characters have at least a short weapon (for example, a sword or hatchet for Dark Ages and Middle Ages trained warriors and soldiers) or a very short weapon (knife, dagger) even if it does not appear on the figures. A scenario may also include concealed weapons (knife, derringer, modern pistol...)

### Ranged weapons

In the Antiquity and Dark Ages the most common **ranged weapons** are javelins and bows. Crossbows become common in the Middle Ages. They are later replaced by arquebuses, muskets, pistols ...and later bolt-action rifles, submachine guns, automatic rifles ...and much later, sci-fi weapons and other death rays thingies.

Weapons appear on the “shooting tables” of their historical or fantasy context.

*Many weapons are suggested in the tables, ignore those you do not really need in your game.*

### Melee weapons

**Melee weapons** are used to strike in close-quarters melee, when opponents are in base contact. They are classified according to their length, the longest ones strike first.

**VERY SHORT WEAPONS:** knife or dagger, pistol butt...

**SHORT WEAPONS:** sword, sabre, hatchet, javelin held in hand, katana, mace (*no difference in the game*) and also short tools, wooden club, musket butt or rifle butt, chainsaw...

**HALF-LONG WEAPONS:** two-handed sword or two-handed axe, rhomphaia, nodachi, long tool (peasant’s scythe or fork), long stick, heavy two-handed tool, bayonet fixed on musket.

**LONG WEAPONS:** thrusting spear, bill, knight’s couched lance, halberd, naginata...

**Improvised weapons** are objects not intended for such use: tools, firearm butt, big stick...

Very long **pikes** are mentioned in some contexts.

*The length of miniature weapons may vary between manufacturers, if in doubt refer to above categories.*

## MOUNTED & CAVALRY, VEHICLES, SHIPS...

Characters trained to fight on warhorses and whose mounts are trained for war are **cavalry**. Characters not really able to fight mounted, or mounting a horse not enough trained for battle, are not cavalry but **mounted foot** (*or mounted infantry*).

*Cavalry is mounted, but all mounted are not cavalry. More explanations page 41 and in the separate cavalry supplement.*

Animal-drawn **vehicles and carts** follow the same movement rules as characters on foot or mounted, with more restrictions in difficult terrain. Fast motor vehicles, ships, and aeroplanes, taking more time to change direction, may follow a special system where moves are secretly decided one turn in advance.

The ruleset does not include a naval battle system but can easily be played in conjunction with a naval ruleset, using one or the other whether action takes place on shore or on sea. Fight aboard a ship can be resolved with the same gaming system than on land; a few suggestions are proposed in extensions for movement on ship decks and inside ships, for boarding actions, etc.

## Mesures and conventions

Distances of movement and shooting ranges are measured from the base edge of the figure in the required direction, or at the closest point between the nearest base edges of different characters.

“**2 paces**” means one base length (= 2 cm or 2.5 cm on foot, 5 cm mounted).

“**Within earshot**” means that simple orders and yells are heard and understood at a maximum distance of **20 cm**. Detailed or confidential conversation must be done in base contact (*or very close, at 2 cm*). **Musicians** can be heard at **60 cm**. Characters and groups are seen (but not recognised) at a maximum distance of 200 cm; their uniforms, banners, standards, heraldry etc. can be recognised at a distance of 120 cm (*these distances may be changed by the scenario or GM*).

The result of dice rolls for shooting or melee can be changed by positive (+1) or negative (–1) tactical modifiers (*also called: bonus, malus*). “**Natural die**” means the true result of a die roll before adding or subtracting any modifier.

A **natural 7** is a double natural 6, a **natural 8** is a triple natural 6 (*with 6-sided dice*) before adding or subtracting any positive or negative modifier; see the “Rule of many 6es” next page.

## Lone character, couple, group, squad, unit, troop or party (*definitions*)

Characters may be **alone** (or isolated) or in **group**, it makes a difference in some situations. Whatever the context, assume that:

### Isolated or lone characters, couple

A character on foot, or two characters together on foot, are **alone** (isolated) if at two base lengths (4 cm) or more from other characters. A mounted character, or a mounted accompanied by someone on foot, or a pack animal with its handler on foot, is **alone** (isolated) at more than its base length from other characters.

*No need to be pernickety about millimetres, but lone characters must be clearly separated from groups.*

*Two characters walking on foot together are “alone”. For example, a medieval crossbowman with his pavise-bearer; or two Napoleonic skirmishers moving together; or a 2 men LMG team, or two lovers running away, are “alone” (isolated) if far enough from other characters.*

### Group

Three or more characters on foot, or two or more mounted characters, or one mounted and two on foot (or more) are a **group**.

*It is always permitted to send one or more characters forward, or far on the sides, to explore the area or for any mission. But even shooters in light clothing cannot deploy in open order if they did not receive special military training to do it. Characters following roughly the same way to go from a same place to elsewhere are in “group”, they instinctively regroup together to feel reassured or to chat, whatever their player thinks about it.*

### Squad, unit

A **squad** (*which may also, depending on context, be called a contubernium, decury, lance, escouade, etc.*) is a small number of warriors or soldiers (often from 6 to 12). The squad is the smallest military unit, usually commanded by a petty chief or NCO. A **unit** (in military sense) is a number of warriors or soldiers marching and acting together. The composition of squads and units is not compulsory and can be changed by their player during the game but it is strongly advised to follow historical realism.

### Troop, band, party, platoon, bunch... ;-)

All characters handled by a player can be called his or her party, troop, warband, bunch...

## What can be done in one game turn?

Characters can do one single action in a game turn: move, or load a weapon (*if their weapon takes time to reload*) or do some work, etc. A character cannot do different things at the same time or in one single game turn (*except move and strike*).

*For example, a character who is contacted by an enemy while reloading a musket, or while at work, has no time to complete this task, it must be done again later.*

It is possible to **move, and** to **strike** an opponent after this movement.

Some weapons allow to **shoot in movement** (often with less effect).



**It is not possible to shoot and strike in a single game turn** (except with a few modern weapons) **nor to strike twice** (except with an exceptional or heroic ability).

*Left: Chinese irregulars or bandits of the 1920s. Their chief has a big “dadao” sword and a pistol, the other characters have bolt action rifles and (probably) short melee weapons. If an enemy comes to contact them, they will have a choice: shoot at the last moment, or strike (not both actions).*

Actions must be realistic, for example, someone who is on a ladder or who must clutch at something while fighting can strike with a sword or fire a pistol but cannot use a weapon which would need both hands.

Figures may be placed facing any direction, it does not make much difference (*except for units in close order formation*) the characters are able to look all around.

*Shooters whose weapons are long to reload can be turned backwards while they do it, to remember what they are doing during the game turn.*

## RULE OF MANY 6es (with 6-sided dice)

The “Rule of many 6es” allows to hit foes who otherwise may appear invincible in some situations. It is one of the rare cases where the rules allow to re-roll a die:

**§ a) - To obtain 7 (or more) with a single 6:** When the die, or all dice rolled to shoot at a same target (*lone character, or couple, or group*) or to strike a same enemy in melee, obtain **only one “natural 6”** no sufficient to hit, this 6 can be rolled again. A new roll of a natural 6 counts as a natural 7. If 7 is still not sufficient to hit, it can be rolled again, another natural 6 counts as 8, etc.

**§ b) - To obtain 7 (or more) with two or more 6es:** When characters shoot at a same target (*lone character or couple or group*) or strike a same enemy, **two dice rolling a “natural 6” count as a natural 6 and a natural 7**. Three natural 6 are equal to 6, 7, and 8; etc. If this is still not sufficient to hit, one die can be re-rolled again, as explained above, for another 6; etc.

*Characters of any classes who are in disorder may reroll the natural 6 of one die (§ a above) per player to obtain 7, and then 8, or more, but cannot obtain it with more than one die (they do not benefit from § b above). These characters ignore their positive tactical modifiers (but suffer the usual negative modifiers).*

*Disorder rule (page 43): Untrained characters and simple fighters (classes 1, 2, 3) who are not within earshot (20 cm) of a chief or NCO (or other leader or hero able to command them) are in disorder. Disorder can also be caused, for all sorts of characters, by a morale test.*

– Fantasy creatures rolling other sorts of dice (D4, D8, D10, D12...) use this rule with the natural maximum of their die (instead of 6). For example, two natural 4 on two D4 become a 4 and a 5.

## I) MOVEMENT

When a new game turn begins, shout loudly: “**New game turn... Movement!**” (or any other sentence, “Let’s move” or whatever less polite you like).

**Make sure that everyone has heard and is ready** because **all characters move in the same time**, as in real life (no IGOUGO). And, as in real life, they can see what people close to them are preparing to do and they may react accordingly.

**Before moving** the characters, players announce their intentions: “*These ones stay where they are; do you intend to move?*” “*Yes. What will you do if my little group here advances in this direction?*”, etc. They listen to each other and can change their mind till they agree: “*Um, if you want to go there, my group here will rather stay where it is, and this man runs away from you*”; “*Aaah, if he refuses to fight I won’t run after him, we’ll just advance a bit*”, etc.

**Players agree on all movements** in a few words (before moving) and **move their characters by mutual agreement**. This “**friendly simultaneous**” system goes very fast with some practice.

*It is much faster than IGOUGO and more RPG-minded, but is uncommon in miniature skirmish games and wargames. Players accustomed to other rules may be surprised. **This is most important:** if some players are away or do not pay attention when a movement phase begins, or move their characters without listening to their neighbours’ intentions, or wait for others to finish their moves before deciding their own, it creates problems and could block the whole game.*

Players must not wait to see their opponents’ moves to decide what they will do.

It is not compulsory to say so soon if shooting is intended (*it can be announced when it happens*).

*As all participants play simultaneously (not by turns) they must always stay near the gaming table and pay attention most of the the time. When you feel that players need it, announce a pause in the game (after full end of a game turn) so that everyone can chat a little or go away for a few minutes.*

## Length of moves

Players move as many of their characters as they wish. There is no obligation to move them as far as they can. They can move a short distance only, or stay idle if preferred...

Characters on foot in good physical condition, lightly clothed and not much encumbered, may move 20 cm every game turn on easy terrain.

*Movements are measured with a measuring tape. Special movement sticks may also be made for each sort of unit but are less practical for individual moves.*

Characters may move individually, but those going roughly in the same direction at the same time form instinctively a **group**.

Movements of characters more heavily equipped, or mounted, or aboard a vehicle, appear on the reference sheet of their historical (or non-historical) context *if there is any*.

## Turning on the heel; moving two paces

Characters can **turn on their heel** and/or **move 2 paces** (the length of their base) in any direction. A character who turns and/or walks **no more than 2 paces** in a game turn is considered “immobile” if the rules ask it for any reason.

*Assume they have just moved a foot and then the other; it is not a real move; for example, it does not prevent from aiming and shooting normally, nor from reloading a crossbow or musket, etc.*

*The same rule applies to units in **close order** (page 44) if commanded by an officer. Inversion of ranks is also permitted for no more than a single rank each game turn (it does not hamper firing or reloading).*

**Movement** maximum possible in easy, open terrain

character in light clothing, not encumbered and in good health <i>(man or woman in male or unisex clothing, rather familiar with physical exercise)</i>	20 cm
less warlike or not much athletic civilian, warrior in chain mail or breastplate and/or holding large shield or medieval pavis woman in female clothes, priest or monk or wizard in robe or frock or gown, child	16 cm
promenade, knight in full armour, lady in rich heavy clothes, peaceful demonstration, procession, pirate with wooden leg, wounded (able to walk), wheelbarrow...	12 cm
person walking with difficulty, very slow walk	8 cm
character on horseback (depending on period and context, see reference sheets)	40 cm, 36 cm, 32 cm



A noble Viking chief and his wife, accompanied by warriors and servants.

The chief and warriors wearing mail shirts, and/or carrying a large shield, can move 16 cm.

Characters in female dress can move 16 cm.

*The rules make no difference between abilities of men and women; all depends on training to fight, aptitude to physical exercise, clothing or equipment, and cultural context whatever the sex of characters (more precisions about gender page 36).*

*Painted by B. R., picture E. A.*

**Other situations...**

character on foot carrying something <b>heavy</b> and/or <b>encumbering</b> <i>(large bag, small chest, tonnelet, fusil de rempart, light machine gun, etc.)</i>	movement reduced: <b>- 4 cm</b>
character on foot carrying something <b>very heavy</b> and/or <b>very encumbering</b> <i>(heavy chest, other character wounded or prisoner, etc.)</i>	movement reduced: <b>- 8 cm</b>
character moving <b>crouched</b> , or on all fours, or crawling	<b>2 cm + 1D6</b> <i>(on any terrain)</i>
unit on foot in <b>close order</b> <i>(with exceptions)</i>	<b>16 cm forward</b> <b>12 cm forward</b> <b>8 cm sideways or backwards</b>
<b>column of twos:</b> <b>line or larger column:</b>	

*A character on foot who picks up, or drops, a heavy or very heavy object without stopping, does not lose more time, it has the same effect on movement as carrying it the whole game turn.*

**Difficult terrain; crossing an obstacle**

Movement is reduced when moving in difficult terrain (bushes, wood, stream...) or when crossing a patch of difficult terrain or a low, linear obstacle (low wall, fence). And with bad luck one can be blocked for a while! But you don't know it exactly before you get there...

*(see next page and page 14).*

# TERRAIN

The **table of terrain** (see below) mentions some difficult or very difficult terrains. Game organisers or GMs decide which ones appear on the gaming table (depending on the terrain elements they have and on the scenario) and/or may invent others.

When a character on foot, or a group on foot, walks in **difficult terrain** at any moment of the move, **roll a die**, called the slowing die (or movement die). **The die result reduces the maximum movement** of the character or group in the game turn (in centimetres).

In **very difficult terrain** movement is halved, and then reduced by one die (as above).

**If the die rolls 6** the character or group must stop there till the end of the game turn.

*Characters cannot know in advance how long it will take to cross such terrain: they could be hampered by bushes or low branches, tangle their feet in thorns and brambles, have difficulty to find a path, stop for a while to look around them or to pick up a nice flower or mushrooms...*

TERRAINS <i>examples of terrains often encountered</i>	on foot
<b>bushes, high crops</b>	<b>difficult on foot</b> 1D6 cm deduced from movement
<b>forest - rather dense</b>	<b>difficult on foot</b> 1D6 cm deduced from movement
<b>open forest, orchard, tree plantation</b>	not difficult on foot but movement in close order forbidden
<b>earthen bank, ditch, hard slope</b>	<b>difficult on foot</b> 1D6 cm deduced from movement
<b>low wall, low fence</b> <i>knee-high to waist-high</i> or opening of an unbolted fence or door	<b>difficult on foot</b> 1D6 cm deduced from movement
<b>shallow water</b> <i>up to knee heigth or chest heigth</i> (stream, ford, sea near the beach)	<b>very difficult on foot</b> half move minus 1D6 cm

During the Hundred Years War this group of soldiers walks near a bushy hill.

They are wearing chain mails and holding pavises: they can walk 16 cm in open terrain.

If they want to enter the bushy area, roll a die, their movement capacity is reduced by the die result (in cm) and if the die rolls 6 they must stop just outside the edge of the bushes.

*(if the die rolls 6 in a later turn when they are already walking in the bushes they will stop where they are).*



## Crossing (or entering) difficult terrains: more explanations

Characters who begin their move **with their feet in a difficult or very difficult terrain** are also slowed down by one die, even if they were on the edge. Those who try to **enter**, or who **end their move in**, a difficult or very difficult terrain also roll the die, it can reduce their movement enough to stop them at the edge and prevent them from entering it (and from being protected by it).

**If crossing different difficult terrains** during a game turn, roll only for the first one. *If another terrain crossed later in the game turn is very difficult, its effect (half-move) happens when encountered.*

**Roads and paths** nullify the effects of difficult and very difficult terrain (except hard slopes).

Dismounted characters **holding their mount by the bridle** advance as on **foot**.

Characters moving **in group** or unit on foot in the same difficult or very difficult terrain roll a single die for their whole group or unit (*or two dice for a group or unit of mounted characters*).

Players must agree on all moves **before rolling** any movement dice. They cannot change their minds after any of these rolls; everybody (*the player, and friends and enemies*) must then try to make at least a part of the announced and agreed movements. Characters who had announced and agreed a move are not “immobile” any more, even if the terrain stops them immediately.

**It is forbidden to wait for the result of movement dice** (its own, and other player’s, friends of foes) to decide movements there or elsewhere.

**Mounted characters** roll **two dice**, not one (*see page 41*).

In the late 16th century in Brittany, during the Wars of Religion, this officer of king Henri IV of France, pursued by three Spanish or Holy League soldiers, decides to climb on a dolmen.

He wears a **breastsplate** (*movement on easy terrain 16 cm*). This side of the dolmen is not high, climbing it is like a move in **difficult terrain**. The player rolls a die, its result reduces the movement of the character. If his reduced movement is not sufficient to place at least a part of his base on the dolmen, or **if the die rolls a 6**, the officer is stopped just close to the dolmen (*at the point where he reaches it in straight line*). His movement is now finished (*he cannot change his mind to*

*go elsewhere in the same game turn*).

*For example, if the die rolls 4 he loses 4 cm. It happens only when he reaches the obstacle but it can prevent him from climbing on it.*

*If he succeeds, we can imagine in narration that he hauls himself at the strength of his arms, or that he takes time to climb, or smartly jumps on the top... it's all the same.*



## Movement inside a house or building

The interior of a **house** or **building** is **difficult terrain** on foot (*because of furniture, objects, doors, etc. which hamper fast moves even if not represented in miniature*) and is theoretically forbidden to mounted characters (*except very large halls, hangars, etc.*)

For simplicity, assume that in a house or building of normal size it is possible in one game turn to move as wished inside a room and/or to enter another room next to it (not going farther inside) without rolling the die or measuring distance precisely (except if an opponent or enemy tries to go faster and wants to come in contact or to block the way).

*See also combat inside a building, page 29.*



<b>Terrain</b>	<b>on foot</b>
<b>house or interior of building</b>	<b>difficult terrain</b> (1D6 deduced from movement) <i>or direct move from one room to the next if no opposition</i>

Someone who, at the beginning of a game turn, is just behind the door of a house or building, may come out and move outside, counting the **door** as **difficult terrain**. It is also possible to enter, or to come out, through a **window** (if large enough) as in **very difficult terrain**.

In a fight, a door or window is a linear obstacle which gives an advantage to the defender against an attacker trying to break inside or to strike through this obstacle (*+1 to hit in melee, see page 30*).

Very narrow or steep **stairs** (interior or exterior) are difficult terrain in a hurry or if trying to run for some reason; if the situation is not threatening, or dangerous (*outside stairs are slippery if it's raining...*) assume that movement is easy. Normal stairs are easy terrain (*except if drunk...*)



## Crossing a wall, climbing a ladder

A low wall (waist-high) is difficult terrain (on foot); a wall 1m to 1.5m high is very difficult terrain (on foot).

A character may help another (*give a leg up*) to climb a 2m to 3m high wall in a whole game turn.

A ladder is a heavy and encumbering object which can be carried by one character or more (depending on its height). It takes one game turn to place a ladder against a wall. In the following game turn(s) one character per turn may climb up a ladder of medium height (*4m to 5m or so*). It takes two game turns to climb a higher ladder, in which case a second character can begin to climb when the first one arrives near the top. It takes the same time to climb down.

With or without a ladder, if an opponent comes just near the top to block the way the attacker coming from below has a disadvantage in melee (*-1 to hit, see details page 30*).

## Swimming

A good swimmer can move 2D6 cm in a game turn, an average or bad swimmer 1D6 cm (*alternative: 8 cm and 4 cm*).

A swimmer can carry a knife or dagger and/or a modern speargun or other, but not heavy, object. Black powder weapons cannot fire after having been in water.

## Shallop or small boat, canoe

Movement on water (*rowing or with a small sail*) is 10 cm per game turn (*except if your naval rules say otherwise*). Embarking on a boat, or disembarking, takes one full game turn.



**Smarter alternative:** embarking on a shallop is like entering a very difficult terrain (*there is no difference if it was on a beach or at quay*). Characters who have enough movement capacity may push the shallop or canoe forward and move the remaining distance (*in cm*) on water. Same thing for disembarking (also as very difficult terrain).

The scenario may decide that on a river, or near a coast, the current or tide may change the moves of small boats and swimmers and/or make them drift.

## Optional rule: Dangerous terrains, risk of fall or drowning

A symbol  $\Delta$  on the table of terrains means a risk of accident (*fall, drowning...*). In such terrain the usual **slowing die** of the character or group also has **another and more dangerous effect**:

- **Die roll smaller** than class: no problem, movement and/or action continue normally.
- **Die roll equals** class of one or more characters: one of the characters shouts and swears (without any discretion) and cannot do anything else than moving.
- **Die roll higher** than class of one or more characters: one of them (at random) is in danger and clings to something or overflows (*depending on terrain*) and stays blocked, unable to do anything. This victim must test again next game turn, a new failure means a fatal fall or drowning (*depending on terrain*) (*or a wound if the character has two life points*). Someone else may try to help the victim for the second test, at own risk: if failed the helper must roll again for themselves.
- **Natural 6:** as above, and roll another die which can affect a second character, etc. (*and this natural 6 on the slowing die blocks the whole group, per usual rule*).

**Die roll modifiers for danger only:** In chainmail or breastplate (armour 4): +1. In "armour 5": +2. Carrying a heavy or encumbering object on foot +1, a very heavy or very encumbering object: +2. Character knowing well a natural area, native character: -1. Fall on a heap of straw: -1. Help from another character: -1. Mounted foot: +1.

All mounted roll two dice, in difficult terrain apply the smallest result, in very difficult terrain the highest.

Consider the **agility** or **health** of a character, if provided, instead of the class.

An unavoidable **fall** or a jump from a rather high place (*two floors, or a very high ladder*) can be resolved with one test, deadly if failed; if die roll equals class (*or agility or health*) of one victim and nobody else failed, this victim stays lying on the ground and cannot do anything next game turn.

$\Delta^*$  symbol indicates that terrain is dangerous only if trying to cross fast; there is no danger if passing slowly (in one full game turn).

There are other (and more or less deadly) versions of this optional rule, it can be modified or adapted. The symbol  $\Delta$  is sometimes replaced by the letter **R** (for "risk") in charts and reference sheets.

## DOUBTFUL SITUATIONS ...*if the rules are not well understood*

### Other characters suddenly slowed down or blocked

Movements announced and agreed in function of other characters' intentions must be done even if these characters are unexpectedly slowed down or blocked by difficult terrain (their slowing die). At least a part of the announced moves must be done: one does not suddenly become "immobile" because an enemy does not move enough or because friends do not advance as far as planned! The characters would certainly move a bit before noticing it. It is possible to go back immediately to the original position but it prevents from shooting immobile or from reloading immobile, and it can also cause the loss of a protection from shooting.

### Pray, sir, keep your distance

Characters may decide to keep a given distance with an opponent if they have enough movement capacity to do it. The player says: "I move back as much as you advance (*or "I advance to follow you as much as you run back..."*) because I want to stay just out of shooting range"; or "...because I want to stay within shooting range but to avoid contact".

### A circular disagreement means that characters are hesitating

If players cannot agree about a move (this does not happen often): "*If you do that, I do this" – "Then I don't do that" – "In that case I don't do this" – "Um, if you don't do this, I do that"...* etc. assume that involved characters are watching each other with suspicion, trying to understand what their opponents are planning to do. They actually hesitate as much as their players, they are worried and cannot do anything in the game turn (*they cannot move, shoot, reload, work, etc.*) The situation cannot be blocked for long, they will soon decide to take another road or whatever. Players accustomed to the game system do not let themselves caught in this apparent circular trap.

### Forgotten people

Characters who forgot to move have stopped on their own will for a pee or to pick up flowers ...*especially if moving them later would conflict with moves or shots decided or done by other players!*  
*The GM may be more lenient towards characters travelling far from any action, and for NPCs.*

## CONTACT BETWEEN OPPONENTS

Enemy characters who accept to come in contact (or cannot avoid it) **must stop moving as soon as their bases are in contact.**

They are placed face to face (or face to side) as naturally as possible where they have met. If both have moved, take their speed into account to (roughly) decide where they meet.

Opposite groups or units face each other, in line if possible.

Moves being simultaneous, it is not possible to sneak between foes able to react, nor to outflank them if they are not outnumbered.

*Characters are not game pawns, they are intelligent people who would not stay idle while an enemy is moving near them. They do not let opponents pass between them if they can fill the gap, they do not let their line outflanked if they can prevent it.*

These fights will be resolved later in the game turn (*melee phase, page 25*).

It is theoretically forbidden to come in contact with an enemy who was not seen at the beginning of the game turn; even if hostile presence was suspected, one must stop as soon as it is seen.

*...but characters who were waiting in ambush can appear and come to contact, preferably with agreement of the umpire or following optional rules on surprise attacks.*

## 2) SHOOTING

## “ANY SHOOTING?”

When **all movements are finished**, ask loudly: “All moves are done? **...Any shooting?**”

Ranged weapons can shoot **only once** in a game turn (*except some modern weapons*).

Characters cannot **shoot and strike** in melee **in the same game turn** (*except with some weapons*).

Someone who was in contact with an enemy at the beginning of the game turn cannot shoot (*except with a pistol*).

**Roll a die for each shot.** Most weapons eliminate an enemy if the die rolls **5 or 6 at short range, 6 at medium range, 7 at long range** (*7 means two natural 6 obtained by shots aimed at a same character or group in the same time, or a reroll of a single natural 6 – see “Rule of many 6es” page 8*).

*Dice of similar weapons aimed at a same target at the same range are rolled together if possible.*

Players must not wait to see the result of some shots of this phase before deciding others shots (*the shooters have no time to look around*) they must all be declared and resolved in the same time.

Some ranged weapons must be immobile to shoot. Others may shoot (or be thrown) in movement (with or without a negative modifier to the die).

Some weapons (*crossbow, musket...*) take time to reload: the character must stay immobile one game turn (or two game turns for a matchlock musket, an 18th century rifle, etc.)

Many weapons are mentioned in the tables. Only take into account what you need. *Examples:*

Some medieval European ranged weapons		0 - 20 cm	20 - 40 cm	40 - 60 cm
<b>medieval crossbow</b>	shoots on foot, immobile reloaded in one game turn immobile	5 - 6	6	7
<b>longbow</b> <i>Welsh or English, 14th-15th century only</i>	shoots on foot, immobile can shoot once per game turn -1 at target in "armour 5"	5 - 6	6	7 ext.
<b>bow</b> <i>short composite bow or other efficient bow (Dark Ages &amp; medieval)</i>	on foot, immobile (short bow can shoot mounted, -1 if moving) once per turn -1 at target in chainmail "armour 4" -2 at target in "armour 5"	5 - 6	6	7 ext.

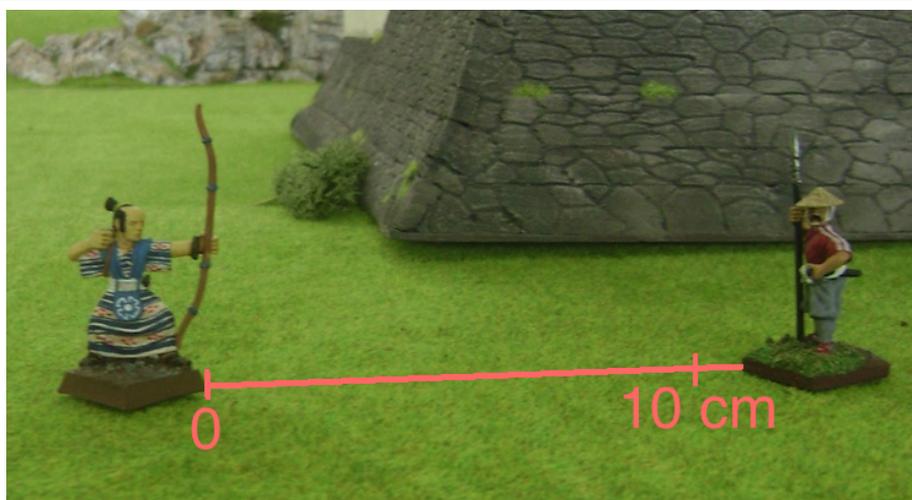
Japanese asymmetric bow <i>yumi</i>		0 - 10 cm	10 - 20 cm	20 - 40 cm
<b>Japanese asymmetric bow (yumi)</b>	shoots on foot, immobile; samurais can shoot mounted without negative movement modifier -1 negative modifier at characters in breastplate or Japanese armour 4 or 5	5 - 6	6	7 ext.

A **Japanese samurai** shoots his bow at a lancer in **light clothing** at slightly more than 10 cm.

On the **Japanese bow** shooting table a die roll of 6 is needed to hit an unprotected foe at this range (10–20 cm, medium range).

The player rolls a die. If the result is 6 the samurai kills the lancer.

If the lancer had a breastplate (-1 modifier to the die roll) a 7 would have been needed (a 6 and re-roll a 6).



<b>Flintlock firearms</b> <i>pirates, 18th century, Napoleonic...</i> <i>These smoothbore firearms have a -1 negative modifier to shoot at characters in breastplate "armour 4" at long range (need to roll 8).</i>		<b>0 - 10 cm</b>	<b>10 - 20 cm</b>	
<b>pistol</b> <i>(flintlock)</i>	can shoot in movement with -1 modifier, <b>reloaded in one game turn immobile</b>	<b>5 - 6</b>	<b>7</b> <i>-1 at breastplate</i>	
		<b>0 - 20 cm</b>	<b>20 - 40 cm</b>	<b>40 - 60 cm</b>
<b>flintlock musket</b>	shoots on foot, immobile, <b>reloaded in one game turn immobile</b>	<b>5 - 6</b>	<b>6</b>	<b>7</b> <i>-1 at breastplate</i>

## When?

In principle, shots are announced and done in the **shooting phase** and happen all simultaneously. *Characters who shoot at each other in the shooting phase may kill each other.*

However it is sometimes useful to shoot **before movements** (*before anyone moves*) or **during movements** (*and/or at very close range just before contact in melee*). This is permitted when it actually changes something *...for example to shoot a foe who goes away and will be hidden from view, or comes to contact the shooter or shooter's friends. See pages 21-22.*

## At whom?

Characters shoot in priority at their closest enemies, or at those shooting at them. *(except if one of their chiefs or officers, within earshot, orders to shoot at another target).*

Shooters cannot shoot at foes **in contact with their friends** (*it is forbidden to shoot at a melee*) *...except if shooting just before being themselves in contact with their target in the game turn; or if their troop chief personally orders them to shoot ...with the risk of hitting (and demoralising) their friends.*

## Characters not used to shoot in battle (nor to be shot at)

Characters not trained or not accustomed to combat situations (class 1, class 2) do not handle firearms efficiently; even if they have been taught how to load and fire they would panic and fumble in combat situations. They suffer a **-1 negative modifier to shoot**.

*But a scenario may mention that for a reason some of these characters, men or women, have enough shooting practice and self-control to shoot well enough (without negative modifier) in battle.*

## Line of sight

Characters may shoot in any direction if there is no obstacle and nobody between them and their target in a straight line (*between the bases of the figures*).

Idle characters can say they stay immobile with their head lowered, or crouching, or slowly walking on all fours, or crawling, behind a terrain element (*if they are not working, not shooting, etc.*) so they cannot be shot at, even if a small part of the figure can be seen.

*An apparent line of sight between figures only represents a very short moment in a moving and fluctuant situation in real life.*

Shooters can shoot at a high target (*battlements, balcony, etc.*) above the heads of friends who stand nearer to it, if these friends are no farther from this target than the double of its height and if the shooters are not farther than the triple *...this fearful calculation is almost never necessary, the awe these maths inspire seems sufficient to prevent players from placing shooters in such situations! ;)*

Miniature terrain elements are often lower than scale; assume that a forest or hill blocks sight and shootings. *A mention .ext on the shooting table means that shooters must be outdoors at this range.*

## Second rank of a group shooting through their first line

Shooters in second line of a group in loose order may shoot if there is an open space as large as their base between their friends in the first informal rank (or between a friend and an obstacle). It means the whole group roughly covers the same front as on single line, this may happen when moving fast.



*This only concerns members of a same group. Shooters farther backwards must see a really open space before them to shoot (except in special cases).*



A character may also shoot above the shoulder of a friend in contact (*except with some weapons*) if this friend is not doing anything. This friend may have moved but must not shoot, or reload, or work, etc. nor be in contact with an enemy.

However it is possible to shoot with small hand weapons (*pistol, revolver, ray pistol, etc.*) above the shoulder of a friend who is shooting or who is doing something else.

Regular soldiers or trained militia in close order can fire in two ranks with flintlock muskets.

Projectiles thrown by hand (javelins, stones, etc.) can be hurled from back ranks of a group above the heads of their first ranks (*but not at enemy ranks involved in melee*).

## Shooting at a group



A group is a single target. Shooters cannot aim precisely at **an individual within a group**, they shoot at the group as a whole (*except just before contact at very close range*).

*Left: This group of general officers and ADCs is one single target, enemy shooters cannot aim at one of them precisely.*

*Painting and picture: Jean-Jacques Nicomette.*

Casualties caused by shots in a group are determined at random; if it designates

characters who would not have been harmed because of their armour, the shot has missed.

*...but the "Rule of many bes" may apply, see page 8.*

If some members of a group benefit of terrain protection, and others members of the same group do not, the shots hit in priority those without this protection (or the person out of the protection if there is only one) ...except if shooters really want to shoot at the whole group.

Shooters cannot shoot at a melee where friends are in contact with foes: from a distance it forms a blurred group where everyone is moving too fast.

*...there may be exceptions, especially if the troop leader in person gives the order within hearshot of shooters; but they risk to hit their friends (and/or to reduce their morale).*

*A character who has just killed, or forced to recoil, an opponent in melee in the last game turn, or who recoiled (and is no more in contact with enemies) is not a separate target at the beginning of a new game turn if not far from other fighters (close enough to form a blurred group of enemies and friends).*

**Optional rule: shooting at rear ranks of a group in melee (only at short range)**

It is forbidden to shoot at a melee, but it is possible to shoot (*only at short range*) at **rear ranks** of an enemy group whose first ranks are in melee with friends, if these rear ranks are not themselves in contact with friends and do not strike in melee above the shoulders of their own pals. It can only be done at **short range** (*first column of shooting tables of these weapons*).

## Protection of terrain

Characters on foot who appear behind an obstacle (*low wall, door or window, bushes, forest edge, etc.*) are partly protected from enemy shots ( $-1$  negative modifier to die rolls).

*Right: 17th century Scotsmen on the edge of a bushy area. They can shoot without negative die modifier but there is a  $-1$  modifier to dice rolls from enemy shots.*

These characters could also say they are lying down or crouched and not doing anything (*not shooting, nor reloading, for the whole game turn*) in that case they cannot be taken for target (*even if players still see a bit of their figures*) except by shooters placed on a really high spot above them (*hill, high battlement*).



*Left: Soldiers of the Napoleonic Wars behind the high wall of a farm. When they shoot at opponents in the orchard they are partly seen by these enemies, who can shoot at them with a  $-1$  modifier because of the wall.*

*If they stay crouched during the whole game turn they are entirely protected by the stone wall: they cannot shoot and their opponents cannot shoot at them.*

In principle it is forbidden to shoot with individual weapons at characters who cannot be seen during the game turn (*except rare cases as "mad minute" or scenario*).

The rules suggest protection modifiers for different sorts of terrain (*see table next*

*page*). It is as basic as possible to be simple and practical. The GM and/or players can decide to adapt all this to the terrain elements they have.

*Right: The light fence of this Dark Ages enclosure offers  $-1$  protection from shots of most ranged weapon of this time ...but no more, even for characters entirely hidden behind.*

*This light fence would not give protection from modern weapons.*



When an obstacle stands between opposite shooters but none of them is in contact with it or really close to it, assume that they are equally hampered and that the same protection modifier applies to both.

<i>Examples or suggestions</i> (for individual ranged weapons)	which protection does this terrain give?	characters in this terrain can be seen or not? (hidden they cannot be shot at)
<b>bushes, high crops</b>	-1 to shoot at characters on foot	hidden if crouched the whole game turn (shooters on a high spot could see them)
<b>forest</b> (general case, if not otherwise decided)	-1 to shoot through less than 10 cm of forest width	hidden if behind more than 10 cm of forest width
<b>very open forest</b>	-1 at isolated or guerilla-trained characters on foot	hidden if behind more than 20 cm of open forest width
<b>forest with dense undergrowth, jungle</b>	-1 at target in the edge (forbidden to mounted)	hidden if behind more than 2 cm of very dense forest width
<b>marsh, very marshy area</b> bushes and shrubs in a very wet spot	-1 at characters on foot	hidden if crouched the whole game turn
<b>shallow water</b> stream, sea close to the beach	none	they can be seen
<b>deep water</b> (character swimming)	-1 at swimmers	they can be seen (except excellent divers)
<b>lone tree, thick pillar</b>	-1 alone on foot just behind	they can be seen
<b>door frame, window frame</b>	-1 at characters on foot	they can be seen if they appear to shoot, not if they keep cover (to reload, etc.)
<b>narrow arrow-slit</b> in a very hard wall or protection	-2 at characters on foot	

**How it appears in the reference sheets** (it's all the same as above)

target on foot, partially protected <b>by cover</b> : wall, earthen bank, bushes, large opening in a wall, window, battlement, etc or target in a <b>forest</b> (if it can be seen, except open forest)	- 1
or target on foot <b>behind a very narrow opening</b> or <b>arrow slit</b> in a very strong wall	- 2

Negative modifiers caused by terrain do not add together. Total of modifiers caused by terrain and by target (armour, furtivity...) cannot be worse than -2 (armour does not give more protection behind an arrow-slit).

**Unexpected situations** will always happen. They are resolved as simply as possible in the spirit of the rules.

*Right: In Sudan in the 1880s a British soldier stands near the window of a building. Mahdist warriors are inside.*

*Players can agree easily:*

*If the soldier and/or one of the Mahdists inside says he leans at the window to shoot, they can shoot at each other without negative modifier (and a character leaning too much can be hit in melee with +1 modifier; page 30).*

*If they want to shoot without exposing themselves too much (as the picture may suggest) they all get a protection from their own side of the window (-1 tactical modifier for all).*

*If the soldier and the Mahdists all stay on each side of the wall without showing themselves, they cannot see each other and cannot shoot at each other.*



## Shooting before or during movement

*Advanced rules, a bit more detailed but often very useful. Be careful to clearly separate all actions. The Rule of many 6es (page 8) applies to shots which are almost simultaneous, not for a whole game turn.*

### Shooting before all moves

It is permitted to shoot before movements if needed, when it changes something (*for example, if a target is going away*). It must be announced before players begin to discuss their moves. It can be useful to ask “**Any shooting before moves?**” at the very beginning of game turns.

These shootings are resolved immediately (their dice are rolled, and casualties, if any, are removed from game). Players may discuss their moves after watching these results.

Take care to avoid confusion: in any case, it must be remembered till the end of game turn which characters did shoot, they must not be tempted to do anything else!

*Characters whose weapons have a negative modifier to shoot in movement must say **before shooting** if they intend to move afterwards or not (and take the negative modifier into account or not). If they roll a die for this shooting without telling it, they must stay immobile for the whole game turn.*

*A weapon long to reload (crossbow, musket, etc.) cannot be reloaded in the game turn where it shoots, it must wait the following game turn (so the overall rate of fire is still the same).*

*A weapon able to shoot once every game turn (bow, bolt action rifle...) can, if needed, shoot twice almost at the same time: once in the normal shooting phase at the end of the game turn and once at the beginning of the next game turn. It's still no more than two shots in two game turns but it can sometimes be useful.*

### Shooting during movement

It is permitted to shoot during movements, or while moving, if necessary (*for example, when a target passes within view, or before contact with the enemy*) and if the weapons allow it.

It must be announced during the move, when it happens ...but better roll these dice after all moves are finished (*to avoid the temptation to slightly change the intended moves; in true life the characters immersed in action have no time to see the effects of such shots*).

### Furtive shooting

There is not much time to aim at a target who was **completely out of sight**, suddenly passes within shooting range (*for example, runs across the street*) and **disappears** at the end of the move. It is called a **furtive target**, this shot has a -1 modifier.

Same thing if an enemy who was not in sight, or who was in contact with friends of the shooter, moves and is again in contact with friends of the shooter at the end of moves (*thus cannot be shot at*) or disappears somewhere.

A character who suddenly appears in movement, shoots while passing, and disappears (*if the weapon allows to shoot in movement*) is a **furtive shooter**.

A furtive shooter has -1 negative modifier (*except if the weapon already has -1 negative modifier to shoot in movement, it actually is the same tactical modifier*).

A furtive shooter cannot shoot at a furtive target (...*except if the two players agree that for some reason both characters take their time to be ...a bit less furtive*).

*To raise one's head above some cover (bushes, wall, etc.) to shoot or for any reason, and to lie down again, is NOT being furtive, it gives the normal protection of the terrain element that's all.*

## Shooting at very close range just before contact

A character (*immobile, or in movement if the weapon allows*) who is about to be in contact with an enemy can shoot just before contact, at very short range, at this enemy character or group.

It's the same as "shooting during movement" (previous page) with some more explanations:

### Sequel to the example page 16:

At the beginning of the game turn the ashigaru lancer says he runs to attack the samurai!

The samurai may answer that he goes away (not very honourable!) or that he stays immobile to wait for his opponent (that means he will shoot his bow or draw his katana).

The samurai says he will stay. If the lancer does not change his mind, and advances, the samurai

can shoot during this movement, just before contact, at short range: he kills him if the die rolls 5 or 6.

If the samurai shoots he cannot use his katana; if the arrow misses, the lancer will strike him and he will not be able to strike back. Whatever his choice, see page 26 what could happen next.

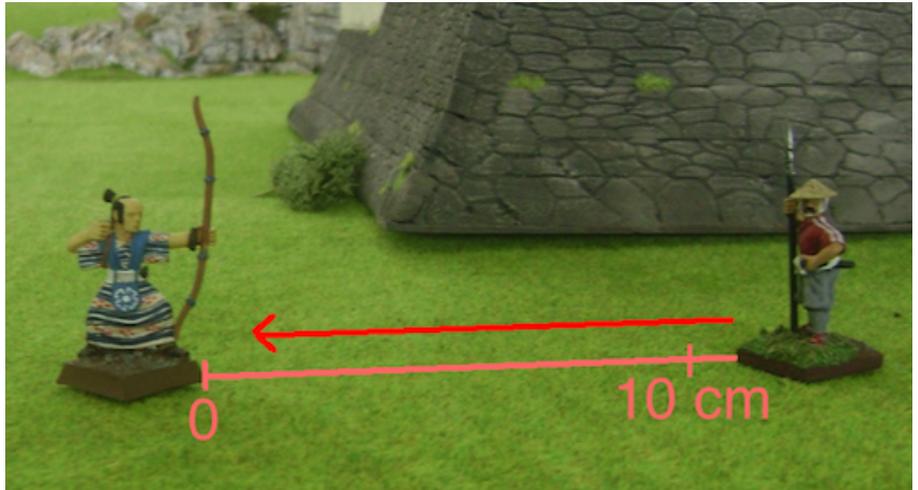
Any shooter may shoot at an enemy with whom he/she will be in contact (*if weapon allows*).

When many characters, especially regular infantry, shoot together at a same target (oncoming enemy or group) it may be practical to roll their dice together if the required result to hit is the same.

A character shooting at an enemy (or at an enemy group) at very short range, **just before being in contact with this foe**, does not suffer **negative modifiers of terrain protection** (*the shot passes above, or through openings of, the terrain elements*) and in many cases has no **negative modifier for shooting in movement** (*it depends on weapon maniability*). The protection of a shield wall, individual pavise or pavise wall, breastplate or armour etc. applies normally.

Shots before contacts are best resolved **in the melee phase** to avoid mixing things up. If enemies coming to attack in group are killed just before contact, other enemies who were following them to attack may walk on their corpses and come to contact (*not permitted if they were immobiles*).

Reminder: A character who shoots cannot strike in melee in the same game turn (with rare exceptions).



## A SHORT SUMMARY... (the basic and most common situation is at the bottom)

<p><b>Target was not in sight at the beginning of movements</b> (or was in contact with my friends)</p> <p><b>AND</b></p> <p><b>is not in sight at the the end of movements</b> (or is in contact with friends of mine, but not with me or my group)</p>	<p><b>Furtive shooting: -1 modifier</b> (during movement, as the target cannot be shot at before nor after movement in this case)</p>
<p><b>Target comes to contact with (and/or is contacted by) me or my group during movements</b></p>	<p><b>Shooting is possible before movement, or during movement at very close range before contact</b></p>
<p><b>Other situations</b> (most common case, normal in the basic rules)</p>	<p><b>Shoot in the shooting phase</b> (after movements) <b>or before or during movements if it actually changes something</b> (for example if the target goes away or will engage in melee)</p>

## Multiple projectiles, pellets, automatic firearms

Weapons firing multiple shots or pellets (*blunderbuss, swivel gun or cannon loaded with canister or langrage, shotgun or trench gun...*) and automatic weapons (*SMG, LMG, MMG, HMG*) can hit more than a single opponent (*in a group or couple, but not characters far from each other or in open order*).

The player rolls **two red dice** and (*for most of these weapons*) **one or more white dice** together (*the number of white dice is indicated on the shooting table of each weapon*).

If at least one of the **red dice** succeeds, the number of victims in the group (or couple) equals the number of successfull dice (red and white). If all red dice fail, no one is hit.

These red and white dice are rolled together to avoid losing time and to see the casualties result immediately (*in the same time as the characters themselves can see it!*)

*The “rule of many 6es” (page 8) applies if necessary (as if there were many shooters).*

*When shooting at a **group** (three characters on foot or more, or two mounted or more) with such a weapon, +1 is added to one of these dice (after rolling them, to obtain a better result).*



*From left to right: Late Medieval “ribauldequin” organ gun, 18th century blunderbuss for privateers or pirates adventure, shotgun (trench gun) Winchester and Browning LMG (BAR) for 1920s Pulp adventures.*

*Ranges and number of white dice (if any) are different but the two red dice system is the same. The probability to hit is very superior to single bullet fire, but success is never certain.*

*No need of a template, the target is a group or not.*

## Artillery

Cannons loaded with canister use the same system as above, **two red dice** and a number of **white dice** (or none) depending on caliber.

The effect of cannonball fire is resolved with **one red die** and **white dice** depending on caliber. Tactical modifiers may also be added. If the red die hits, all successful dice cause casualties.

Modern artillery adaptations are still under test.

Damage caused to buildings (or to ships) may also depend on dice of various colours, or be resolved by a chart.



*Gunners of the Thirty Years War (Painting É. M., picture B. R.)*

## Shooting effect

There are no savings throws in the rules, everything is included in the same die roll.

Every successful shot eliminates the intended character, if alone; or a character at random in the target group or couple (*at least between those who were nearest to the shooters, give numbers to these characters and roll a die or any other method*). If this character is wearing sufficient personal protection (armour, bulletproof vest, exoskeleton...) this shot is lost (*except if the “Rule of many 6es” applies, see page 8*).

If some members of the group are partly protected by terrain, and others are not, assume that unprotected are hit first.

*Except if a chief or officer within earshot of the shooters orders them to shoot at the whole group; in which case those partly protected by terrain could avoid being killed because of this, as § above.*

All characters who are hit are immediately removed from game, we do not want to know if they are dead or wounded or unconscious.

*...except special characters who have “two life points”, and people whose body should be recovered for some reason; it may be useful to have a few figures representing dead and wounded.*

## More details...

### Ammunition, gun jamming

Ammunition supply is not counted, assume shooters have all they need, except for hand-thrown weapons (javelins, darts, etc.)

More precise or optional rules for some weapons may include a (randomly) lack of ammunition, or jamming.

### Stone throwing

Stone throwing, and rocks dropped from a wall or battlement, are mentioned in rules extensions for some contexts.

### Duel

In principle the rules do not suggest initiative of swiftness rolls to decide who acts first, everything being simultaneous.

**Optional special case: two lone shooters facing each other**, for example a duel. Both of them can roll a die of another colour together with the shooting die. The duellist who rolls the highest (coloured) die shoots first and may kill the opponent in the result of the shooting die is sufficient. Very good pistoleros, sheriffs, gangsters, or secret agents etc. can have a positive modifier to the coloured die and/or to their shooting die.

### Useless shooting

When shooting at far range and/or at a well protected target, a roll of 8 or 9 can be needed. It is possible with the “Rule of the many 6es” (*page 8*) but very difficult, almost impossible with only one or not many shooters.

No need to lose time: rolls of 8 or more are mostly intended for massive shooting at a same target. *This is why (8) is written between round brackets in the shooting tables.*

### They don't stop moving all the time!

We must imagine that things move very quickly, the exact position of figures symbolises a very short time during action and should not cause nitpicking. In a real fight people move to all sides and shooters can only see a blurred mass if they are not very close. This is even more true in complicated situations.

### 3) MELEE

### “...MELEE!”

Melee is fighting in contact. In this phase of the game turn, opposite characters in contact (base to base) can strike each other.

A character **cannot shoot and strike in the same game turn**, or **strike more than once**. Characters strike only once, and at one single enemy, in every game turn (*there may be rare exceptions for some contexts or weapons*).

*Actually, opposite characters probably exchange a few blows: in (their) real life they certainly make a succession of rapid attacks and parries etc. but this is not a fencing simulation game. We just want to know the result of their fight at the end of the game turn.*

A character can strike only one single opponent, but may be hit by more. Someone in contact with more than one enemy must say which one they strike before rolling the die.

Each character **rolls once the die** every game turn fighting in melee. *There is not difference if contact just happened or if they have been in contact the whole game turn.*

All fights are simultaneous. They are resolved one after the other, beginning anywhere (assuming that they all happen almost at the same time from one table edge to the other and that all effects apply together). When opposite groups are in contact, separate their fights in small duels (one character vs one, or one versus two or more enemies if a group is outnumbered).

#### To make things clearer

Bases of opponents in melee should be placed edge to edge. Contact by an angle does not count (or counts as a second rank). Round bases are placed as if they were square, it is easier to visualise. Fighting at two or more versus one needs enough room on the sides (*or spears, see page 28*).



#### Strike “before” an opponent

To resolve each small fight, look first if opponents in contact strike simultaneously or if one (*or more*) strikes first. Those who have weapons of same length (*example, all short weapons: sword, sabre, katana, hatchet, chainsaw...*) strike each other at the same time. If not, the character with the **longest weapon strikes first**:

- **Shot at very close-quarter** (shots before contact - *see page 22* - and/or pistol firing in melee).
- Then strike of **long** weapon (*light spear, couched lance, halberd, naginata...*)
- Then **semi-long** weapon (*two-handed sword or axe, fixed bayonet, large two-handed tool...*)
- Then **short** weapon (*sword, sabre, hatchet, katana, boarding axe, chainsaw...*)
- Then **very short** weapon (*knife, dagger*).
- And at last, strike with **bare hands** if any (*see negative modifier on page 27*).

*Apparent length of weapons may vary between miniatures ranges and companies, consider only their length category as defined in the rules (above, and page 6).*

*A dice roll in melee phase represents a few blows and parries in true life. Short weapons would sometimes be faster, but longer ones have a real advantage: rolling their die first simulates it without other modifiers.*

## Result of the melee

Characters who strike in melee **roll a die** (...um, actually it's their player who rolls the die).

Anyone in contact with more than one opponent must say which one they try to strike before rolling their die (*if the player forgets to tell it before rolling the die, assume that the character instinctively faces the most dangerous or most powerful enemy*). The opponents may roll their dice together if they have similar weapons and modifiers.

Shots just before contact are resolved as in the shooting tables *without protection of terrain*.

**Positive and negative modifiers**, if any (*depending on the tactical situation, see tables*) are added to, or deduced from, the die roll. This total compares with the **class** of the opposite character:

**It's a hit (killed) result if the total (die roll  $\pm$  modifiers) exceeds the class of the opponent.**

**If the total equals the class of opponent**, this opponent **recoils** two paces (*a length of base*).

**If the total is smaller than the class of the opponent the blow has missed.**

*A natural 1 in melee always misses, even with positive modifiers (the victim always has hope, we may imagine that the enemy fumbled or hesitates, or takes time to say scornful words and insults etc.).*

*A double natural 6 equals 7 (a single natural 6 can be rerolled to try to obtain 7, then 8).*

*A triple natural 6 (= a natural 8) in melee always hits, even with negative modifiers.*

If the opponent wears an armour **higher than class** ("armour 4", "armour 5") the result must also **exceed this armour** to hit, if not this opponent recoils.

A character **killed, or forced to recoil**, by an opponent who hit first, **cannot strike anyone** (no time for it, no need to roll the die).

A character who kills an opponent does not recoil if this opponent inflicts simultaneously a "recoil" result. However this character may be killed or forced to recoil by other enemies.

A character forced to recoil may be hit by others enemies who were in contact with this character since the beginning of the melee phase (*example: recoiling because of a polearm blow does not prevent from being hit by swords or knives of other opponents who were also in contact*).

### **Sequel to the examples pages 16 and 22:**

*A samurai holding a bow, and a light ashigaru lancer, are in contact to fight.*

*If the samurai did not shoot his bow during the game turn he can use his katana. The lance of the ashigaru is longer than a katana: the lancer strikes first, his player rolls a die.*

*The samurai is "class 5, light clothing". If the die roll of the lancer equals the class (5) of the samurai, the samurai must recoil (a base length) and cannot strike back. If the result is 6 (higher than the class of the samurai) the samurai is killed.*

*If the samurai must recoil, the lancer may advance immediately where he was to stay in contact with him (if he wishes so).*

*If the samurai is not forced to recoil and has not been killed, he strikes with his katana (if he did not shoot his bow in the same game turn). The player rolls a die. The lancer is "class 3, light clothing". If the die rolls 3 the lancer must recoil, if the die rolls 4 or 5 or 6 (more than the lancer's class) the lancer is killed.*

*If none of them is killed nor recoils, they will still be in contact at the beginning of the next game turn.*



*A very useful optional rule...*

### To prevent two opponents from killing each other (or from both recoiling)

- When two opponents (*fighting with weapons of same length*) simultaneously obtain a “hit” result,
- The best fighter, of the **higher class**, kills his/her enemy.
  - If they are same class, the **best armoured** (*armour 4, armour 5*) kills the other one.
  - If they are same class and same armour (*or same class and both without armour*) the character who rolled the **highest natural die** kills the other one.
  - If all this is still equal, the **best total of modifiers** (*bonus - malus*) wins.

...If they are same class, same armour, and have rolled an equal natural die, they are both killed!

Same thing when two opponents would simultaneously force each other to recoil.

*This rule is not used for simultaneous strikes against a same enemy: there may be a casualty on each side (except in the case of a very good fencer able to hit two enemies at once).*

*Reminder: Characters who kill their only opponent does not need to recoil.*

### Untrained fighters and/or improvised weapons, bare hands

**Class 2** characters not much trained to fight (*civilians, villagers, young recruits...*) suffer a **-1** negative modifier to hit in melee (*except in their first melee turn of the game if their motivation is high*).

A character striking with an **improvised weapon** (*tool, staff or big stick, firearm butt...*) suffers a **-1** negative modifier, these weapons are not very efficient.

Fighting with **bare hands** has **-1** modifier to hit; if successful the victim falls on the ground, KO for one game turn. Bare hands are not lethal except on a triple natural 6 (*even unwillingly*).

These negative modifiers do not add up; when both apply the penalty still is **-1** (*for example: an untrained villager fighting with a pitchfork, or with bare hands, has a total -1 modifier*).

Heavy tools wielded with two hands (*smith's large hammer, woodcutter's large axe, chainsaw, etc.*) are also improvised weapons but the weight or power of their blows nullifies these modifiers.

Rares characters specially trained to fight with bare hands, or with a staff, etc. (*professional boxers, martial arts adepts...*) do not suffer the related modifier.

### Big lads & very good fencers

Very rare characters may have special fighting abilities in melee, in a role-playing mind and if the referee decides it (*see “Competences, skills and abilities” page 37*).

*For example, suggestion of two different special abilities (a single character cannot have both).*

- A **very strong human** (*best represented by a bulky figure on a slightly larger base*) has +1 positive modifier to strike with his favourite weapons when on foot (*strength is not a “tactical modifier”, it still applies if the character in disorder*).



- A **very good and swift fencer** can strike twice in a game turn with a short weapon, with 2D6 (versus one or two opponents in contact, dice results do not add up) *or* strike as fast as half-long weapons.

*Left: During the French Revolution, a village mayor tries to persuade a character wearing a powdered wig to support the Republic. Better for him be convincing: the big guy (slightly cartoonish or half-fantasy) probably has a +1 bonus to strike with his sword...*

## Second rank of lancers on foot

A character **on foot** armed with a **thrusting spear** may come in base contact behind a friend **on foot** and strike above this friend's shoulder at a same enemy (*except if this friend in the first rank wants to benefit from a +1 modifier for a weapon held with both hands: two-handed heavy weapon, naginata...*)

This character on the second rank strikes normally as if in contact with the same opponent. It also applies to other polearms (*bills, halberds, etc.*) if characters are actually trained to use them this way.

If a friend not well trained to fight (*class 1 or 2 who strike with -1 modifier*) is in the first rank, a better warrior or soldier standing behind is hampered and also suffers the same -1 modifier (*...this point discourages the misuse of poor sods in the first rank*).



*C*, in second rank, can strike above the shoulder of *A* with a thrusting spear. *D* is also in a 2nd rank and can strike with a spear above the shoulder of *A* or *B*.

*A* and *B* strike the opponent in contact.

*The enemy strikes A or B but may not have time to do so if wielding a shorter weapon (usual rule).*



Picture: A group of Saxon raiders push captured monks in front of them.

It is possible to strike above a prisoner or hostage held in contact, with the same -1 modifier. The enemy also can strike above this hostage with this same -1 modifier (*or may choose to strike the captive without this penalty!*)

But in most situations when two lines are in melee, count the class and armour of the first line:

*Right: a female Subroman British chief and a Pictish nobleman are fighting with swords. Two other warriors could fight separately but choose to stand behind their leaders to strike the opposite chief with their spear (long weapons). It happens in Dark Ages or medieval battles and may seem tricky to resolve. Apply the **usual melee rules**, considering **what happens to the characters in the first line**:*

*The two spears strike first, simultaneously. Both noble warriors are class 4, they are hit by an enemy die roll of 5 or 6 or must recoil on an enemy die roll of 4. If both spears hit, the chiefs are same class so the best armour wins; the British lady has a chainmail, the Pictish chief has none, he is killed (same thing if both suffer a "recoil" result, only the Pict must recoil). If one of the chieftains is killed or must recoil this fight is over for the game turn; if not, both noble warriors now strike their enemy with their sword, with the same effects.*



*An experimental rule allowing to roll all dice of very different weapons at the same time has appeared unpractical.*

## Fight inside a building

*Reminder of page 13: A house or building is difficult terrain for people on foot, and is forbidden to mounted. Characters can move as they wish inside a room (of normal size) and/or just cross the door of the next room (if not bolted) in one game turn, without measuring the move (except if an opponent tries to block their move or pursues them).*

Long weapons (*spear, halberd...*) or half-long weapons do not benefit of their length or weight inside a building (*except in very large buildings or barns*) nor to strike through a door or window (*even from outside*), they strike (*from both sides*) as short weapons. We assume that characters cannot wield them properly or prefer to use their short weapon instead.

### Take an object and throw it or strike with it *(optional)*

Many small but hard objects (*vase, bottle, pot, frying pan, etc.*) can be found in a house. A character not in contact with an opponent may take one during movement. The object can be thrown through the room (*as fast as a shot before contact, **only once per character** in a same brawl*) or used to hit in contact (*as a very short weapon*). In both cases it's resolved as a melee strike with an improvised (*-1 to hit, does not add up with class 2 modifier*) and non-lethal weapon: If successful the victim is not killed but lies on the ground for the whole next game turn, unable to shoot or strike. A recoil result applies normally.



### Jump on a table *(optional)*

Rules mechanisms can easily be adapted to unusual situations, for example jump on a table (*or on a counter, bar in a pub, theatre stage...*)

If nobody is trying to stop it, it is a normal movement in difficult terrain. Same thing to come down.

If a brawl is already going on, or if an opponent is near, it is more acrobatic. A agility die roll can be done to jump on the table or whatever (or to come down) during the move:

– **Die roll smaller than agility:** the character jumps on the table during the

move and can strike in the melee phase if an opponent is (or comes) in contact with the table at this point (or if an opponent also stands on the table, if large enough for two people).

– **Die roll equals agility:** the character cannot jump and must stop near the table, and cannot shoot (except with a pistol) but can strike if contacted (*or, if trying to come down: the character hesitated to jump down and is still standing on the table, with the same restrictions for shooting and melee*).

– **Die roll exceeds agility:** the character fails to jump, stay blocked against the table and cannot shoot or strike in the game turn (*or, if trying to come down: the character jumps down but stays blocked there, etc.*)

*Agility equals class if this ability has not been separately indicated.*

An attack against someone who stands on a table or a bar (or who just succeeded to climb or jump upon it) is a normal fight. One must kill, or force to recoil, this enemy to take their place after the melee; any attacker standing near the table has *-1 to hit* the enemy standing higher.

A character standing on a table and who has to recoil jumps to the ground, except if the table is large enough to recoil on. If two persons fighting on a table (or other instable structure) must both recoil at the same time, everything topples down and they both spend the following game turn on all fours on the ground, unable to shoot or strike.

## Ground level difference

A character on **lower ground** than an enemy, or climbing to reach an enemy (*hard slope, stairs, earthen bank, wall, etc.*) has a **-1** tactical modifier to strike this enemy.

*Attackers who had to climb to come in contact with an enemy suffers this disadvantage till they are actually able to reach the same height level, even if figures seem to be at same height or if the attacker is clinging on top of a narrow wall. And, as everyone moves at the same time, a defender can move to block the way if the attacker tries to bypass.*

character against a foe who is on <b>higher ground</b> , or climbing to reach this foe ( <i>hard slope, earthen bank, stairs, battlements, etc</i> )	<b>- 1</b>
--	------------

*Right: A pirate is inside the Governor's house! He is in the staircase! Only one defender can try to hit him. The Governor himself, Monsieur de Toulvarère, hastily comes to face him and to block his way.*

*Both of them have a sword or sabre. The pirate is on lower ground than the Governor and has a **-1 modifier** to strike.*

*The Governor has no bonus to strike because the pirate has no obstacle to cross. If there was a narrow trap, or a door, up the stairs, the Governor would have a **+1** modifier to hit an enemy trying to pass (see below).*

*If the pirate kills the governor, or forces him to recoil, he can take his place on the floor after the melee (so in the next game turn he will be at the same height than the other characters).*



Painting and picture: Maistre Pique

## Fight through an obstacle

Two opponents standing on each side of a **linear obstacle** (*fence, earthen bank, low wall, window, open door...*) can strike each other only if one of them tries **to hit the other one through** (or above) this obstacle, or to cross the obstacle, or to come inside the room, or to bend the head over it to shoot... and if the other one **wants to resist** and to strike back.

The defender, if on foot, has **+1** to strike the attacker.

**Only one defender** can strike an attacker trying to pass an obstacle (*a friend just behind this defender could also strike with a long weapon if they are not inside a building*).

If one of them is killed or recoils, the victorious character can (if wished) cross the obstacle just after the melee and take the place of the opponent (*even if it was not said they wanted to cross*).

foot character against any foe who <b>attacks (or tries to strike) through a linear obstacle</b> ( <i>earthen bank, low wall, door, line of stakes, battlements, etc</i> )	<b>+ 1</b>
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A character who must **climb** (*or escalade*) **to cross an obstacle** (*battlement, palisade, balcony with fence, ladder or staircase with a door or trap just on top, etc.*) **has both these two disadvantages:** attack a defender of the building with **-1** penalty to hit; and hit by a defender (on foot) with **+1**.

*The attacker must kill the defender, or force the defender to recoil, to set foot on the building or floor. If successful, the attacker will be on the same level and not hampered by the obstacle in the next game turn. In such situations a "recoil" result is useful even if the opponent is not killed.*

## After a melee

Melee results happen immediately. There are no savings throws. “Dead” characters are removed (*we don't want to know if they are dead, wounded or KO, except for some important characters*).

Characters who must “**recoil**” move back “2 paces” (one length of base) trying to get far from enemies in contact. Friends standing just behind recoiling characters can be pushed back too (but a character on foot cannot push back a mounted friend). Characters who cannot recoil (surrounded by enemies and/or by impassable obstacles) are killed or must surrender immediately.

*Optional rule: a character on foot who has one or more friends on foot in file just behind must recoil only if the number of ranks of enemy foot (in close or loose order) pushing in front exceeds the number of ranks of friends behind; if not, the character ignores the recoil result.*

Characters who kill an opponent, or who force an opponent to recoil, may advance immediately (*no more than 2 paces*) to take the place of this opponent if wished. This can be useful to stay in contact with a recoiling enemy or to enter a building or to set foot in a well-defended place.

Weapons of dead and wounded cannot be picked up, nor their mounts taken (*it is too much complicated to remember; rare exceptions may be done for some situations or scenarios*).

## Quit a melee (disengage from contact)

When a new game turn begins, characters still in contact with an enemy can say they break contact (*if not surrounded*) to run or to wander away. Opponents who were in contact with them must announce if they pursue or not. The **movement** of any character who breaks contact, or is separated from, an enemy with whom they were in contact is **reduced by one die** (1d6 centimetres) on foot (*or two dice = 2d6 centimetres mounted*) even if it is the enemy who decided to go away. Whoever has decided to break contact makes no difference, both opponents roll a die.

Characters trying to break contact **cannot strike anyone** in the game turn (*but may shoot with a pistol or revolver*); their enemies who did not intend to break contact can still strike normally. *All this does not penalise the reorganisation of a fighting line nor simple moves in a fight against a same enemy group.*

*Beware the uncertainty of running: if enemies catch you (because of your die roll and/or weight of armour or luggage, etc.) they can strike you and you cannot strike back!*

*If the slowing die on foot (or both dice of a mounted) rolls 6, the character is blocked (as by difficult terrain) and stays at the same*



*place, not able to move at all. Characters who wanted to quit the melee and stays blocked that way cannot hit anyone in the game turn, but can be hit!*

*If the dispersal happens across **difficult or very difficult terrain** there is no need to roll other dice, the usual slowing die roll for movement in such terrain (page 12) also carries the effects described above.*

*Reminder: Characters who were in contact with an enemy cannot shoot in the turn, except with a pistol.*

## THE RPG DIMENSION

These rules are mostly intended to play adventures with a role-playing mind. This is better done if one of the participants acts as game master (GM).

### Game Master (GM)

Someone acts as umpire / game organiser; this person may be called GM (*game master*) as in role-playing games.

It takes time to prepare and organise a game; GMs must like to imagine more or less detailed scenarios, build contexts around stories (village, inhabitants, events, etc.) and be decided to act as referee without taking sides between players and game factions. The task of the GM may be heavy but does not prevent from having as much fun as the players and sometimes more.

For more variety, a group of gamers may change GM from one game to another, or from one campaign to another, depending on their ideas and disponibility.

### Player characters (PCs)

Each player is represented by a character (*a figure*).

Some time before the game, the GM proposes roles to the players and/or asks which sort of character they would like to play, to include it if possible in the scenario.

### Party, band, troop, bunch ...*(too small to be called an army)*

The characters handled by players are their troop, warband, party, platoon, bunch, clique, or whatever. These characters have logical reasons to be together: a family or clan of warriors, a knight with feudal followers, a small band of thieves, a group of ninjas, a privateer or pirate captain with some sailors, one or two squads of regular soldiers, a league or clique of adventurers...

There is no minimal or maximal number of characters but the game is interesting and fast enough with parties of roughly twelve to twenty characters each; there may be more but fights will last longer. It could also be only two or three adventurers embarking for an expedition, or a few gangsters planning a profitable raid...

A party is commanded by a **leader** character (often, but not always, representing the player). It may be decided that player characters are very good fighters (class 5) and have two "life points" (*see next page*). The leader can be seconded by one or more sub-leaders, or decurions, petty noblemen, NCOs, etc. (*these titles depending on the historical context*). The troop may also include a musician, a standard-bearer...

It is easier to resolve situations in the game if characters whose figures look like each other have the same characteristics (*the same class*). Seconds-in-command and a few other characters easy to recognise and who have a peculiar role may be different. Avoid if possible to split a troop between different places too far on the gaming table, the player would have difficulty to pay attention to simultaneous moves everywhere (*better share this troop between two players if necessary*).

*Party composition should be decided, or at least supervised, by the GM to avoid inflation and arms race. In true life no war leader or officer has all the fighters and equipments dreamed of; it should be the same in the game. Players who wish to recruit such or such types of characters or to find weaponry may tell the GM (by mail or forum PM) who will decide (or roll at random) what they will get. Recruitment of new recruits, and search for equipment, is an interesting aspect in the preparation of a next game.*

## Non-player characters (NPCs)

Non-player characters (NPCs) are characters not handled by a player; for example, all figures placed on the gaming table to look nice (villagers, civilians, etc.) The GM handles them and may secretly decide that they know useful informations or that they will take part in the fight if some events happen or if conditions are fulfilled.

When characters belonging to a player meet them they can talk with them, ask questions (*when figure bases are in contact or very close*). A short chat may be done at the end of a game turn; longer discussions last a full game turn. The GM talks in place of the NPCs as in any RPG. If their attitude has not been decided by the scenario, roll a die; a smiley die is more fun! *Suggestions:*



*The character could be friendly, or hostile, scared, neutral, adventurous, scheming...*



*Painting and terrain: Euthanasor*

*Right: Traders shops and stands in the merchant street of a Japanese town.*

*A nice terrain element, and also a place for inquiries: merchants may know useful information, or complain about local thieves, and/or are perhaps themselves taking part in illicit trading...*

## Survive a wound (*two "life points" or "hit points"*)



Most characters hit by shots or in melee are immediately removed from the game; we assume they have been "killed" but we don't care if they are dead or just unable to fight.

*Left: Dead (or wounded?) characters in a small city of the Old West.*

*(terrain Euthanasor, picture C.Venant)*

Game organisers often decide that each character representing a player has "two life points" (or "two hit points") and can survive one wound.

Some figures of wounded or unconscious characters and other victims can be useful, especially when such a fate happens to important characters.

**Wound localisation (optional rule):** *Wound localisation can be done with a special or numbered D12:*

**1 head:** *half-stunned, falls down, cannot move or act and is hit with +1 till end of next game turn.*

**2, 3, 4, 5, 6, 7 trunk, arm:** *loss of strength, strikes with -1 modifier and cannot use a two-handed heavy weapon. 8, 9, 10, 11, 12 stomach, underbelly, leg: movement reduced -4 cm.*

*Another optional rule allows to treat wounded or unconscious characters to keep them alive for next historical adventures or to heal them by magic in fantasy (see page 38).*

## Objectives or missions

Adventures can be full of surprises when each player character has informations and objectives unknown by others. To accomplish these objectives it is often wise to avoid early fightings, but rather to begin by exploring the place, look for clues, try to understand what everyone else is scheming. The GM may write objective on pieces of paper and give them secretly to players.

It can be an object to find, a person to meet, a sacred action to accomplish... Some actions may give new informations which will open way to other quests. If nobody truly knows what the others want to do they will all have to discuss, to negotiate, and to keep a close eye on each other!



*Painted by E. A.*

Players must use common sense and not hesitate to take initiatives if, during the game, they see unexpected opportunities that would fit well with the convictions or be profitable to the interests of their character.

*Left: A young Pictish female chief comes to pray an old statue near a sacred spring with a druid and some other characters.*

*In the background a Christian monk, whose job is to get rid of these pagan beliefs and rites, hesitates to interfere.*

## Transport & convoys

Pack animals, carts, and other vehicles can carry food, commercial goods, military equipment.

To protect a convoy, or to attack it, can be an important or a secondary mission.

Convoys may also represent trading relations between regions or lords and their neighbours... and could attract thieves and bandits!



*Painted by E. A.*



## Entering table

The game begins when players' troops enter the gaming table. They can arrive on the same edge of table, or from different edges if they are enemies or if the main characters do not know who the others are.

Characters or troops may also be already placed in a village, or forest, etc. if there is a reason; or enter later at a random time.

*Left: A troop of knights and mounted sergeants enters a plain from a narrow path in a bushy hill on a table edge.*

## Fog of war

Players standing round the gaming table can see every inch of it... even places where their characters cannot know what is happening. What characters cannot see should be ignored and forgotten as much as possible; small tricks can also be useful for more suspense:

### Hidden moves made by players

Troops (or units) are not placed on the table but replaced by two or three miniature animals (*fox, stray dog, deer, etc.*) The player writes secretly, or tells the GM, which of these animals represents the troop and moves them in different directions at the normal speed of the troop. The animals will be replaced by the fighters they represent (or by nothing if they were mere dummies) when opponents are in situation to see them. Players whose troop is already hidden somewhere on the gaming table may also move animals which represent nothing.



### Hidden moves made by the GM

The umpire may move animals to add more uncertainty or to visualise NPCs' secret moves unknown to players.

The GM may also decide to move some player's characters for a while so they will not attract too much attention from others.

*Left: A group of travelling monks handled by the GM. Is it a holy procession that nobody should dare to stop...? Or, are they soldiers in disguise, belonging to a player's troop? The GM moves them to trick other participants while the player is pretending to do something else at the other end of the gaming table, waiting for the time to get concealed weapons out of the cart...*



*Painted by E. M.*

## Run away or negotiate to fight another day; is there a life after the game?

Characters tend to die fast in these rules, especially the bulk of anonymous ones and ordinary grunts. Fighting to the last man or woman is possible but not very realistic. When troop leaders see that things are turning bad they should try to get out of the gaming table and run away with the survivors, or negotiate with the enemy as well as possible. This will also make a good story to tell afterwards, and will perhaps give new scenario ideas for next games which will be sequels of this adventure...

The end of game approaching is not an incentive to do foolish things. A character who betrays everyone, or who openly commits foul deeds, risks later the vengeance of friends or repression from authorities. An immediate victory or defeat is sometimes less important than the future of the character and of their companions.

We imagine that the characters, or some of their friends or relatives who could replace them, continue to live after the game and will take part in future adventures or skirmishes with new scenario ideas. Some time after a game the GM can tell what could happen in the next (fictional) weeks or months and give hints for a new story, for new scenarios which will follow each other to become a real campaign on the long term.



## A miniature gender theory

The rules do not make differences between competences and physical abilities of men and women. With a same athletic or military training, a female adventurer or warrior has the same abilities than a male adventurer or warrior.

Differences in training and behaviour, if any, would depend on the historical context and scenario. There are female warriors in Celtic and Germanic tribes of the Antiquity and Dark Ages, *skjaldmær* amongst Vikings. This is no more accepted later in the Middle Ages but it happens that noble ladies alone to defend their belongings don armour to lead their soldiers and that common women in their everyday dress take part in the guard and defense of their town, with no much training.

*Left: Joanna of Flanders in armour during the War of the Breton Succession; her husband was prisoner of the French. Her female coat of arms has the shape of a female gown on this 15th century illustration (armour is a bit anachronistic, this war took place in the mid-14th C.)*

In the chaotic context of the late sixteenth century some noblewomen take an active part in diplomacy and a few get involved in fighting. Other examples are mentioned in following periods but still on a small scale till the beginning of the twentieth century.

*Right: A young lady in male breeches and riding boots, holding a light crossbow... for the Wars of Religion or for a vampire hunt?*



In many historical contexts the wearing of clothes different from those attributed to the gender of a person is frowned upon or forbidden. This should not be felt as a constraint, more as a source of scenario ideas.

Characters may wear different clothes to conceal their true identity, to spy, to follow an army, or just to avoid being noticed. There always is a small risk that someone else will have a doubt...

A woman may arrive in town dressed in a long female gown to avoid to attract attention, with more practical clothes underneath. If action begins she throws the gown away and takes a weapon (needs two figures; changing clothes takes one game turn immobile not doing anything else).

For a diplomatic dimension, provide two figures for a few special characters: one in formal clothes (to meet important people, go to the restaurant, etc.) and the other one in campaign dress; not to conceal any identity but by respect of social conventions. Changing clothes takes one game turn immobile (not doing anything else) if rather light clothing, otherwise it takes more time.



*Above: Two female adventurers of the 1920s, first in city clothes for formal meetings (movement in skirt and fancy shoes 16 cm) and later in more practical clothes in the desert (movement 20 cm).*

## Competences, skills, special abilities

Rare skills or abilities, decided by the GM, give more individual personality to some members of a troop (not necessarily player characters, could be other members or henchmen) or to NPCs. Some characters have a special ability or skill when they enter the game; the umpire may also decide that an anonymous character discovers a special skill after a brilliant feat. *Examples:*

**Strength:** very strong character, +1 to strike in melee if on foot (*see page 27*).

**Fencing, swordsmanship:** very quick and swift with a short weapon (sword, rapier, sabre, katana) or a very short weapon (knife, dagger). At each turn of melee the character can choose:

– to strike as fast as half-long weapons with a short weapon (*before swords of opponents*); or as fast as short weapons with a dagger or knife,

- **or:** to strike **twice** in melee, rolling two dice (*to hit one or two opponents; the two dice rolls do not add up but each of them gets positive and/or negative modifiers if any*).

**Elite shooter, sharpshooter:** for each shot the character may choose between: a +1 modifier, **or** aim at one precise enemy within a group. Each player can do only one elite shooting each game turn.

**Dagger or knife throwing:** ability to throw daggers or throwing knives. This training needs a true reason in the life of the character (*agile thief, courtesane, fair-ground or music-hall performer...*)

**Fight with bare hands / martial arts:** ability to strike with bare hands, or with a staff, etc. without negative modifier (*depending on training: boxing, karate, kung fu, etc. and sometimes an ability to kill with bare hands for masters only*).

Other skills, competences or characteristics can be developed in optional rules or decided by the GM for actions other than shooting or melee:

**Agility, acrobatics:** jump, climb, cross obstacles. **Charism, leader of crowd, persuasion:** convince people or crowds. **Charm:** charm people or animals (different ways of charming may depend on character). **Discretion:** hide, conceal oneself, move discreetly. **Erudition:** knowledge of history, of ethnic traditions, or of ancient myths full of tentacles. **Health:** in the game we often assume that health of characters equals their class but it can be different (*see next page*). **Languages** known and spoken (it can be useful if meeting characters or NPCs of different nations). **Scout, ranger:** find a path, follow tracks outdoors. **Wisdom, religion, magic, science:** slightly surnatural powers (in historical or histo-legendary context) or knowledge in science. Etc.

*Technical abilities are also mentioned (gunner, grenadier, sailor, mecanician, etc.) often without more explanation. Depending on scenario requirements it may be sufficient to say that a character has such or such ability, or give more details with a notation from 1 to 5 (as for class or armour).*

### Test under ability (or under class)

For some actions (*except shooting and melee*) a test may be rolled against the ability or capacity. For example, perception : if a surprise is planned (*clues, ambush, suspect behaviour of a NPC, etc.*) the GM may tell a player to roll a die under the **perception** ability (*or under class if perception is not provided*) of one of the chiefs or leaders or scout to detect it. The GM or the scenario may decide that some characters have a better perception in this case (*scout or ranger in forest*) or a worse one.

– **Die roll smaller than perception:** the character suspects something or sees something.

– **Die roll equals perception:** they saw nothing, but will test again next game turn.

– **Die roll higher than perception:** suspects nothing, was day-dreaming or inattentive.

*Alternative system: the GM may give a **difficulty level** to some actions, and the player must roll a die **above** this difficulty. Example: a simple action succeeds if rolling 4 or 5 or 6, a difficult one on a roll of 5 or 6, a very difficult 6, etc. (with modifiers, if any). Specialised characters may roll two dice or even three.*

## Wound healing

A character hit in shooting or melee is perhaps only wounded, unconscious. Usually we do not care about it, the figure is just removed from game; however, in some cases (*important NPC whose survival or testimony could be useful, faithful henchmen of a player character, etc.*) other characters may try an healing attempt (on the spot, or carry the wounded away to some better place). Roll 1D6:

- **Die roll smaller than health** of character: still alive and will heal.
- **Die roll equals health** of character: will heal but with sequelae.
- **Die roll exceeds health**: the character is already dead, or dies, without talking. :-(

*Health of characters is often equal to class.* A qualified healer of medic (*herborist, village healer, shaman, doctor, surgeon, nurse, etc.*) in contact with the wounded adds +1 to health (not to the die roll!) during test. Bad or poor conditions of hygiene, housing, and awkward handling (*healing on the battlefield, etc.*) reduce health of –1 during test. Sequelae can depend on wound localisation and/or be rolled at random (*handicap, or definitive loss of one point of health, etc.*)

A “two life points” character may also be healed after a first wound. If die roll **exceeds health**, healing fails, but could be tried again much later, in a next game, with better healers / medics.

*In historical or half-legendary contexts a successful healing takes effect in a next game, not immediately. Magical healing spells may have an immediate effect in fantasy.*

## Morale

The morale rule is not compulsory and is often neglected. Detailed system (*with morale erosion caused by casualties*) have been suggested and used for large skirmishes, but for most adventures a simple test fits well the rythm of our games. When characters are in a situation where they could be tempted to disobey or break (fear, encirclement, call to surrender, pillage opportunity, want of vengeance, etc.) or when a player hesitates about such decisions, a die is rolled for the whole unit (and may also apply to other characters of the same party near it):

- Die roll **smaller than morale**: the character(s) continue to obey orders.
- Die roll **higher than morale**: “disorder” (*see page 43*); if already in disorder they run away for the next game turn (or begin pillaging if not in danger, or run towards the enemy if the reason for the test was vengeance, etc.) At the end of the next game turn one of their chiefs or officers (not in disorder himself or herself) within earshot will be able to cause a new test, and so on.
- Character(s) whose **morale equals** die roll continue to obey if one of their chiefs or officers, within earshot and able to command them, has successfully passed this very same test (*this chief or officer having a better morale*); if not, they fail (as above).

*Situations that may trigger a test to run away or surrender (depending on the umpire):*

*See party leader fall (not knowing if wounded or dead) or captured or running away. See own banner or flag taken by enemy (to take a flag one needs to kill or stun its bearer, advance on foot to the exact spot, then, in a later turn, not be killed or forced to recoil; the character picks up the flag and holds it at the end of this second game turn). See, the party leader not being present, own group chief or unit officer falling or captured. Being shot at by friends, etc.*

*Basic morale is equal to class (with exceptions) but can be modified (optional too) :*

*Friendly musician playing at ≤ 60 cm: +1. Unit flag or banner with the unit: +1.*

*Own king or great general, important priest, great mage, hero or heroine, within earshot: +1.*

*Unit in close order formation or inside a solid constructed protection or fortress: +1.*

*Group or unit already in disorder: –1. Enemy musician playing at ≤ 60 cm: –1. Etc.*

*The scenario, and/or campaign events, may also give reasons for low morale (starvation...) or for more motivation and courage.*

## Priest, priestess, mage, charismatic hero or heroin...

Some rare characters (priest, mage, hero or heroine, etc.) may encourage the troops (*for example, give +1 to die rolls in the first turn of a melee to friends who can hear them*) or give orders, depending on their military knowledge, to replace a chief or officer.

## “IT MIGHT TAKE SOME TIME!”

Characters may want to do an action, or to begin a task, which exact duration they cannot (or should not be able to) know or predict in advance.

*Examples: destroy a small fence; smash open a small bolted door; build a barricade to block a narrow road; look for objects hidden in a room; make love with the nephew or niece of the governor; etc.*

It “might take some time” ...but nobody knows how much. At the beginning of the game turn the player announces that one or more characters begin to work (*and do not do anything else*).

At the end of the game turn the player rolls a die. If the die rolls 1 the action or work is accomplished. If not, it will last longer ... but its duration is still unknown! At the end of each game turn of this same work, roll a die again: the work is successfully finished if the die roll is smaller than, or equal to, the number of game turns spent working:

- **at the end of the 1st game turn** of work the action succeeds if the die rolls **1**
- **at the end of the 2nd game turn** the action succeeds if the die rolls **1 or 2**
- **at the end of the 3rd game turn** the action succeeds if the die rolls **1, 2, or 3**
- **at the end of the 4th game turn** the action succeeds if the die rolls **1, 2, 3, or 4**
- **at the end of the 5th game turn** the action succeeds if the die rolls **1, 2, 3, 4, or 5**

This method also serves to decide when off-table reinforcements can enter table; or how much time a group takes to move from an area to another, if playing on separate tables.



*Left: A cunning enemy has put this heavy cart on the road to block all traffic. These soldiers could walk around it, but if they are ordered to push it away how long will it take...?*

### Optional alternatives...

If the die rolls a **natural 6** the workers fail to succeed: the door would not open, or they have not found what they were looking for (and still do not know if it is there or not), a repair seems impossible with the tools they have, they are tired, etc. They give up, except if the player character (*or an officer important enough*) is near them and insists that they continue; in that case they must start again from the beginning (*roll 1 the following game turn to succeed, etc.*) There can be more failures and a task which looked simple enough may prove impossible to finish at all during the game.

**More difficult or longer work** may suffer a modifier (the first game turn does not count) or need “two some times...” (*for example, replace a vehicle wheel*) rolling 2D6. **Specialised characters** who know well the work to do and/or have correct tools (pioneers, sappers, mechanics, etc.) may have a better modifier (one game turn in advance). *Figures of specialised workers can be distinguished by tools in their hands, base covered with freshly dug earth, mechanic outfit, etc.*

*This optional rule was published in 1998 in An Argader fanzine. The words “un certain temps” have been appropriated by Argad addicts to mean an unpredictable amount of time, for example how much will have we to wait for next updates and extensions of the rules, or how long will take X or Y to finish painting their miniatures!*

## MORE DETAILS, SUGGESTIONS & IDEAS...

### Optional other armours *for some contexts*

Different armour types are mentioned in some historical contexts. It makes no difference for shooting (*except if mentioned in the shooting tables*) but it gives a small advantage in melee (*the best armour being victorious if opponents of a same class both roll a killing or a recoil result, see page 27*).

#### Armour 3

Roman gladiators, or some Japanese Sengoku foot soldiers, or thugs in a post-apocalyptic world, may wear bits of armour on one leg and/or on one shoulder or arm only. This protection is called **armour 3**.

*Roman gladiators  
in armour 3.*

*Painting and picture: Matthieu.*



#### Armour 4\*, armour 5\*

Half-armour or demilancer armour (16th century and first half of 17th century) is called **armour 4\*** that means it is somewhat superior to common armour 4 in melee.

Very heavy ordinance gendarmes or cuirassiers full armour (late 15th century, 16th and early 17th century) is called **armour 5\*** and is superior in melee to armour 5.

<b>Modern weapons</b> Pulp & first half of the 20th century		0 - 10 cm	10 - 20 cm	—
revolver, semi-automatic <b>pistol</b>	<b>two shots per game turn immobile</b> <i>or one single shot, with -1 modifier, if moving</i>	<b>5 - 6</b>	<b>6</b>	—
		<b>0 - 40 cm</b>	<b>40 - 80 cm</b>	<b>80 - 120 cm</b>
<b>bolt action rifle</b>	<b>one shot per game turn immobile</b> <i>(sometimes possible in mov. with restrictions)</i>	<b>5 - 6</b>	<b>6</b>	<b>7</b>

*Bolt action rifles with bayonets may fire, and then strike, in the first game turn of a melee.*



*Terrain and picture: Ascestus, Sanders.*

The generic game system also works for Pulp adventures and for conflicts of the 20th century, but (as for other late historical periods) tactical adaptations still need more tests.

*Left: Conflict between imaginary nations in Central Europe c.1930, rules adapted with 20 mm or 1/72 figures.*

## CAVALRY & mounted foot

*Short summary of rules for cavalry (see extensions for more details).*

Characters trained to fight on horseback and mounting trained warhorses are **cavalry**. They have advantages and some inconvenients (*which give positive or negative tactical modifiers to them or their enemies*).

Characters who cannot fight well on horseback, or whose mounts are not trained enough, are called **mounted foot** or **mounted infantry** (*even if they can ride well*). They do not have the advantages of cavalry. *They are not inferior cavalry, they are infantry moving faster than on foot.*

*This concerns, for example, Dark Ages warriors who would not normally fight mounted (Saxons, Vikings), civilians of any period, mounted infantry military units (dragoons)...*

### Movement

Most cavalry can move 40 cm on open ground. Mounted foot and some heavy cavalry can move 36 cm, knights in heavy armour 32 cm. Terrain difficulty can be different for cavalry, mounted infantry, and people on foot (*for example, a rather dense forest is very difficult terrain for all mounted, only difficult on foot*). In difficult terrain all mounted are slowed down by 2D6 cm instead of one, in very difficult terrain their movement is halved and slowed down by 2D6 cm.

Mounted characters may dismount, or climb on saddle, in one game turn immobile; and cannot shoot, nor strike, nor do anything else during the same game turn.

*...this rule applies more to units or groups, but for more fluidity in individual moves it can be accepted that "mounting or dismounting is done as a foot movement on very difficult terrain".*

### Shooting

Some weapons are not used the same way on foot and on horseback, are less efficient, or cannot shoot mounted (*see shooting tables*).

### Melee

**On easy ground, cavalry is advantaged** versus infantry (or versus mounted infantry) which it strikes with a +1 modifier; foot (or mounted foot) has -1 to strike cavalry on easy ground.

But someone on foot who strikes a mounted character (*except against charging cavalry, see below*) with a bill, bardiche, or halberd has +1 to hit (*which nullifies the negative modifier of foot vs cavalry*).

### Cavalry charge

Trained **cavalry** coming in contact with any enemy, without turning, on open and easy terrain, has a +1 tactical modifier for "**charge**" (*which can be added to the +1 modifier of cavalry vs infantry*).

A fighter on foot waiting **immobile** to receive charging cavalry at spear point (or other polearm or a fixed bayonet) also gets a +1 modifier (*which nullifies the negative modifier of foot vs cavalry; this only applies to regular soldiers or tribal warriors who know how to fight against cavalry, holding a spear at random is not sufficient*).



*Other precisions have been added to the cavalry charge rules to avoid unrealistic or ridiculous situations, see period extensions or the cavalry supplement <http://www.argad-bzh.fr/argad/pdfs/argad-en-cavalry.pdf>*

## Fantasy, steampunk, post-apo, sci-fi...

The ruleset has had a fantasy dimension since its first edition in 1996. Different sorts of dice (D4, D8, D10, D12...) are now used for many fantasy creatures, depending on their strength or skill (humans always use D6) but other descriptions of such creatures are suggested in other documents.

There is no compulsory monster catalogue because the rules are not linked to any specific universe or world. Groups of players, or GMs, are free to adapt the rules to their own universe and to modify or imagine characteristics of fantasy creatures.

GMs should not advertise too soon all details of their universe and creatures: adventurers (and players) should not know in advance what they risk to meet!



*Above: Ghouls walking forward in a ruined Egyptian temple....  
Painting and terrain: Denez.*

## Boxing match, brawl...

For more variety and action between the important events of a scenario, recreative activities can be organised, a race, a boxing match ...or a tavern brawl.



*Above: Boxing match on an improvised ring near an Old West village.  
Some spectators have placed huge bets... but begin to fear the match is fixed!  
Painting, terrain and picture: Euthanasor.*

Fighting with bare hands is included in combat tables. Characters fighting with bare hands strike after melee weapons of any length (after knives and daggers) and with a  $-1$  modifier. If they succeed to hit, the opponent falls on the ground for a full game turn, not wounded but unable to do anything (but is killed on a triple natural 6, even unwillingly).

Martial arts specialists do not have this modifier, and/or strike slightly quicker, or (if very rare oriental masters) are able to kill an opponent with their bare hands...

## Shooting contest, hunting

The charts and tactical modifiers are intended for combat situations where people are under stress and try to protect themselves and to avoid enemy missiles. In calmer situations, shooting can be more precise and effective:

**Hunting:**  $+1$  to shoot (except mounted foot, but when hunting they shoot and strike unoffensive animals as cavalry would do).

**Shooting contest** on immobile target:  $+2$  to shoot.

For the same reason, surprise ambushes may have  $+1$  bonus to the die.



*Above: Popinjay (pole archery).*

Groups of warriors or military units can march to battle in different formation, this allows many tactical possibilities (depending on historical or fantasy contexts).

### Loose order

People grouped together with no specific cohesion are in **loose order** (*the French also say: "en bordel"...*) It is the spontaneous disposition of characters in group (or if playing without considering formations). By default, a group without formation is in loose order.

Characters in loose order are close enough to each other, some may be side by side but not well in line. Characters at work together are considered in loose order, as also are gunners standing around a cannon (*it is normal training for artillery*).

### Close order

Fighters trained to be in close order can (depending on the period) form a **shield wall** or a wall of pavises, and/or **fight on three ranks of spearmen** or even more **pikemen**, or in later centuries **fire by salvo** with firearms under command of an officer.

A unit forms in close order in one full game turn, following the same process for all historical periods (*see next page and extensions by period*).



*Right: Soldiers of Napoleon in close order.  
Painting and picture: Jean-Jacques Nicomette.*

Close order is also permitted for heavy cavalry in some historical contexts.

### Open order

Soldiers trained to fight in open order (*as skirmishers*) can deploy, even without an officer: soldiers on foot at about two base length from each other (*about 4 cm*), cavalry at one base length from each other (*about 5 cm*). Open order is possible by twos. Soldiers in open order are considered "isolated", "alone" (that means **not in group**) in the rules.

They need intensive military training to deploy in open order and to keep distances all the time, this does not exist in all historical context (even for "light" troops) and not much before the mid-18th century. Characters not thoroughly trained to do it gather in group instinctively (whatever their player may think of it).

### Disorder

Disorder is neither a formation nor lack of formation, it is absence of command or hesitation. Untrained characters or simple fighters (classes 1, 2, 3) who are not within earshot (20 cm) of a chief or officer (or leader or hero able to command them) are worried and in disorder. Disorder may also happen to everyone after a morale test (optional). Disorder does not prevent from fighting as they can, and if they were already in close order or open order they may stay in formation (*but a unit in close order cannot move without order from a chief or officer within earshot*).

*Characters in disorder lose all positive modifiers in shooting and melee but still suffer negative modifiers; they do not benefit of the second paragraph of the "Rule of many 6es" (page 8).*

Formation in close order may happen in different historical periods. A group of warriors or soldiers, if trained to, can form in close order in one game turn when ordered by a chief or officer.

*A precise description is suggested below to understand what the characters are doing. The main idea is to regroup the unit (or most of it) on one spot in one game turn, it cannot be done without halting.*

### Forming in close order

The order is given by a chief or officer able to command the warriors or soldiers, who **indicates an immobile** and easily recognisable character: theirselves, or another chief, officer, or a standard-bearer. Warriors or soldiers hearing the order (*which can be relayed by a musician*) come hastily to place themselves near this character who must stay **immobile** and do nothing else during the entire game turn.

Exact disposition has no importance, but at the end of the game turn all bases must be in one or more lines without gap, and all characters within earshot ( $\leq 20\text{ cm}$ ) of a chief or officer. If an enemy comes in contact with a member of the group, or if the chief or a standard bearer is killed by shooting, during this game turn, the whole formation fails.

If all goes well, **formation takes effect at the very beginning of the next game turn**; the unit may then move, or fire, etc. Casualties from enemy shots do not break the formation, the warriors or soldiers close their ranks as long as they are no less than three. Late-comers may join the back ranks at any time.

Close order formation breaks instantly if the chief or officer orders it in a movement phase.



### Movement in close order

An unit in close order needs a chief or officer within earshot to do any action. **Regular infantry** units in close order may move **16 cm** in column of twos, **12 cm** in larger column or line(s). Movement sideways or backwards is limited to **8 cm**.

The soldiers can **turn on their heel once in a game turn**, class 2 without moving, class 3 and higher can move before or after; the whole unit may also move one base length, or one single rank can pass in front or behind the others; a turn on the heels, or a move no more than two paces, or a single inversion of a rank, does not hamper firing or reloading.

**Less disciplined warriors** (*late Saxons, Carolingian Franks, Vikings...*) may be trained to form in close order for a shield wall (*picture above*) but not to move in formation.

*If these warriors try to walk or manoeuvre in close order they must test to stay in ranks.*

A unit may form close order in **difficult terrain**, or on easy terrain scattered with obstacles (*orchard, tree plantation...*) and stay immobile, but not move (*close order formation would break immediately*). Close order formation cannot exist in **very difficult terrain**.

### Shooting and fighting in close order

Precise rules for shooting and melee depend on the weapons and tactics of the period.

**Spearmen** in close order can strike three ranks deep; so do soldiers with bills or halberds if trained to (from the mi-15th century onwards). **Heavy two-handed weapons** (*two-handed axe or sword*) have no advantage of length and weight in melee if wielded by characters in close order (*it is too cramped, assume they do smaller gestures or that they use their short weapon instead*).

A line of less than three characters loses the advantages of close order.

## MULTIPLAYER OR GIANT GAMES

The game system is fast and allows many game turns in a few hours, this is convenient for multiplayer games.

Scenarios for 5 or 6 players are not too difficult to imagine and organise but need some work in advance. A bigger organisation can welcome ten players and even more.

A giant game can be played on a very large table or on two or three (or more) separate tables where different regions, valleys, islands, are displayed side by side although far from each other in the scenario. Characters and troops can move from one region to another in a random time. Actions happening very far from each other may be played with unrelated game turns as if it were almost different games.



*Above: With a large room and enough terrain elements it is possible to play on separate tables at the same time; characters may travel more or less freely from one gaming table to another.*

*Terrain: Jacques G., Denez, E. A.*

There are so many possibilities. Characters of a same obedience may coordinate their actions, an infantry leader talks with the cavalry leader and with an auxiliary or allied chief or with a small clique of adventurers or spies... One of them may be hierarchically superior to others and give orders that they obey with more or less goodwill depending on their own motivations and interests!

*Two remarks:*

*With more than 6 or 7 players the game slows down when everyone waits to talk secretly to the GM. Work could be shared between two GMs or more (for example, one GM for each large region or table). Some GMs are able to handle alone a dozen trained players but it can be a risky bet.*

*If some players do not know the ruleset, organise one or two small games for them earlier to see if they like it. Even well-seasoned wargamers may dislike the "friendly simultaneous" system, the RPG dimension, or the lack of precise planification. One unhappy person could (consciously or not) ruin the whole game.*

## COOPERATIVE GAMES (*all players "against" the GM*)

Miniature skirmish games often oppose enemy groups but this rules are also practical for cooperative games where players are on the same side, all their opponents being played by the GM as in more traditional RPGs.

It is easier to run than real battles because players do not feel to be directly fighting each other; it also allows suspense if their missions and knowledges are secret, different, slightly contradictory. They do not even need to know, when the game begins, that they are on the same side.

It works well with one, two, or three players; there may be more but the GM cannot be everywhere if fighting happens in different places and that could slow the game.

## A RULESET STILL IN EVOLUTION ...and that may be modified

The main principles of the rules are still the same since the first edition in 1996 (the RPG dimension was not yet consciously mentioned but already appeared during games). Many points have evolved, contexts have expanded ...and it's not over. Details and explanations are slowly added to answer questions. It may look complicated at first, but many peculiar situations do not often happen. As with any other RPG or wargame you do not need to know everything before playing, you just need to know where to look at when you want something.

Updates and charts are compatible whatever the universe or period. If you find contradictions between charts, use the most recent ...or the one which pleases you and your players.

The GMs (and/or the players if all agree) may freely modify and adapt the ruleset as they need. However, small modifications to the basic system may unbalance the game which could become unplayable (it has happened). Changes in shooting ranges give a different perception of distances; tactical modifiers suggested in the charts have been updated after many trials and dead ends; rules mechanisms which work well in other game systems can conflict with Argad simultaneous and fast-flowing spirit. The creativity of GMs may more easily address other matters: special abilities for some characters, resolution of special actions, random events...

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## POINTS SYSTEM (budget)

Budget, or army cost, can be calculated to avoid disparity of opposing troops. Each miniature costs a number of points. It avoids a too big difference between opposing sides but does not guarantee absolute equality. Weapons or training of same value can be more or less efficient depending on the situation, or different from a nation to another or from an historical period to another; point value also depends on technological capacity, a flintlock musket costs as many points in the 18th century than a composite bow in the Dark Ages. Game balance also depends on the scenario (*for example, an attacker should be stronger than a defender who can take advantage of terrain*). Detailed lists of troops may included costs more adapted to each people and context.

*It is not a monetary system. If a scenario allows to buy or sell merchandise, weapons, armour, animals, etc. their value system should be calculated in whatever currency is used in this universe (deniers, shillings, écus, pounds, dollars, euro, galactic bonds, or any other historical or imaginary currency).*

GMs often prefer to define troop compositions according to the scenario and context rather than with these calculations, and do not let players devise over-powerful units which give uninteresting and unrealistic games. But the points system may also help the umpire to detect a disparity between opposing forces.

### Basic cost

The cost of a **character on foot** (class 1 to 5) **equals his/her class**.

*Example : a warrior or soldier class 3 costs 3 points (in light clothing and before paying weaponry).*

A **chief** or **officer**, or **musician**, cost **twice** as much (on foot).

A **cavalryman** on a warhorse costs **twice** the cost on foot; a cavalry officer or musician costs thrice. A pack horse, or a mounted infantry horse, costs 2 points.

*Example : a cavalry trumpet class 4 costs three times his class = 12 pts (with musical instrument and musician ability, and with a sword or sabre, before buying other weapons or armour).*

The cost of armour (if any), weapons, and training (if any) is then added. This cost is suggested in the supplement for the period or context (*if any*).

## RULES PHILOSOPHY

### No compulsory universe or context

Conception and extension of a miniature ruleset, and creation of an universe, are very different matters. Rules do not need to be linked to a peculiar universe; no universe needs to be tied to a specific ruleset (or to specific miniature ranges). The GMs and groups of players are free to adapt the rules to any universe or context they want, with the figures they have, and to modify the ruleset as they wish.

### No time or distance scale

There is no precise scale of time and space in the rules (contrarily to rules intended for big battles where shooting ranges and moves are proportional to the width of a cohort or a battalion). We are not seeking for a mathematical model of the exact value of time and distance seen from an exterior viewpoint. Immersion means imagining how the characters themselves feel it.

A real battlefield at correct scale would be much larger than a gaming table, that is why shooting ranges are very short compared to figures height. Real people taking part in an action do not feel time passing as those standing idle or mounting guard. Foes seem very far at the other end of the gaming table and out of shooting range, but when they come closer things accelerate.

And if we need a pseudo-scientific explanation of all this... a completely rubbish but truly incontestable postulate has been specially invented to answer this difficult question!

*“The reality of reference being historically, or fantastically, objectively absolute and subjectively relative, the time and space of a simulation cannot be exactly proportional nor even precisely calculable due to its objective relativity and even more absolute subjectivity.” ; -)*

A game turn near the enemy represents a very short amount of time. Everybody moves in the same time, so it is important to clearly separate all actions and game turns otherwise things can mess up rapidly. Whatever else players wanted to do will happen in a next game turn (it is roughly the same than one single game turn divided in a few actions, as happens in rulesets allowing it).

### One die roll per action (as much as possible)

Dice are necessary to resolve actions and it is fun to watch them rolling, but the characters alive and running on the gaming table do not see them and cannot even imagine they exist. The rules do not ask for tactical choices between dice, or cards, that the characters themselves could not understand and decide, it would break immersion in the action.

As much as possible there is only one die roll per action, it is more realistic and avoids losing time. No initiative rolls, no saving throws to know afterwards if a target is dead or if yeppee the shot bounced away (*only a few peculiar cases: shooting at a group, duelling with pistols, wounds of important characters etc. may need a second roll or another simultaneous roll, by lack of better ideas*). When dice of different colours are needed (*multiple projectiles, artillery*) they are rolled together.

*“An action should not take more time on the gaming table than in real life, and if it does take more time it should give it back after using it” ; -)*

### The GM is always right (even against the rules)

The GM is always right and can understand or modify the rules as they want. Quotes from the written rules cannot be opposed to decisions of the GM.

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