

The basic core of the rules is very simple and can easily be adapted for short games. This is also a good way to understand quickly the gaming system.

Dark Ages or Middle Ages

Give a handful of warriors on foot armed with swords and/or spears or bows to each player, forget other weapons. Turn sequence: move (if wished) all simultaneously, then shoot (if wished and if possible) then strike an enemy (if in contact). Normal movement on foot is 20 cm in light clothing, 16 cm in chainmail... but for very simple games on a small table players may prefer 10 cm for everyone.

Usual shooting table for bows:

5-6 to hit at 0-20 cm, 6 to hit at 20-40 cm, forget the 40-60 cm range;
bows can shoot once per game turn, -1 to die roll if the archer is moving,
-1 if target somewhat protected by terrain, -1 if target wears a chain mail or breastplate;
allow foot archers to shoot in movement (*contrarily to the generic ruleset*),
an archer who was in contact with an enemy at the beginning of the game turn cannot shoot,
archers cannot shoot and strike in melee in the same game turn.

Usual melee table:

Melee as usual: opponent is hit if die roll exceeds class and also exceeds armour,
or recoils (the length of base) if die roll equals class (or is higher than class but not than armour),
missed if smaller than class.

Roll one D6 (six-sided die) for each shot or each strike in melee,

Average soldier = "class 3"

Elite soldier = "class 4"

Player character = "class 5" and can survive one wound, other characters are removed from game when they are hit,

Chain mail or breastplate = "armour 4".

Ignore everything else, it will not be very RPG nor will it allow big strategy, but it works. Add more ingredients later if wished. And "the game organiser is always right, whatever the rules say"... it is written in the rules. *Distances in cm can be approximately converted in inches if wished.*

Pirates

Similar rules for pirates c.1700 (and/or for soldiers of the same historical period). As above, but replace bows by matchlock muskets and pistols; someone wearing a breastplate (if any) is in "armour 4" (*as a chain mail in the medieval rules*).

Matchlock musket shooting table: 5-6 to hit at 0-20 cm, 6 to hit at 20-40 cm, forget the 40-60 cm range; characters must be immobile the whole game turn to shoot a musket, and must spend one game turn immobile to reload,

pistol shooting table: 5-6 to hit at 0-10 cm, forget the 10-20 cm range; characters can shoot a pistol while moving (with -1 modifier to the die roll) and need to stay immobile one game turn to reload,

a character shooting with a musket or a pistol cannot strike in the same game turn; a character who was in contact with an enemy at the beginning of the game turn cannot shoot with a musket but can shoot a pistol.

The ruleset is there: <http://www.argad-bzh.fr/argad/en.html>

Talk about the rules: <http://www.anargader.net/c2-regles-argad>