

## « Argad ! »

## ARGAD Lite

*The basic core of the rules is very simple (and anything not needed in your games can be ignored). This is the very basic system on which the whole ruleset has been built. The game is played with 6-sided dice.*

**Antiquity, Dark Ages & Middle Ages**

Give a handful of warriors on foot armed with **swords** or **spears** or **bows** to each player, forget other weapons. Place the warriors on the gaming table at some distance with a few terrain elements in the middle.

You may decide that characters holding a sword and no other weapon are good fighters (“class 4”) and that the spearmen and archers are correctly trained (“class 3”). Characters wearing a chainmail or a breastplate are “class 4, armour 4”).

Characters **hit by shot or in melee** are immediately **removed from game**. Each player can be represented by a special character, “class 5” and able to survive one wound (removed from game at the second wound).

Turn sequence: **move** (if wished) all simultaneously, by mutual agreement, then **shoot** (if wished and if possible) then **strike** in melee (if in contact with enemies).

**Movement:** all moves are simultaneous. Normal movement on foot is 20 cm in light clothing, 16 cm in chainmail or breastplate (*for very simple games on a small table players may prefer 10 cm for everyone*). Characters who are in a difficult terrain (bushes, forest...) or who cross a low obstacle roll a die which subtracts 1-5 cm from their possible move or blocks them for the game turn if it rolls 6.

<b>Shooting:</b> Shooting table for common bows	up to 20 cm	20 cm to 40 cm	<i>the longer range (40-60 cm) can be ignored in the Lite version</i>
bows can shoot once in every game turn with <b>-1 modifier to the die</b> if the archer moves, <b>-1</b> if target is somewhat protected by terrain, <b>-1</b> if target is in chainmail or breastplate	<b>die roll of 5 or 6 to hit</b>	<b>die roll of 6 to hit</b>	

*These foot archers are allowed to shoot in movement (contrarily to the generic rules).*

*An archer who was still in contact with an enemy at the beginning of the game turn cannot shoot.*

*Archers cannot shoot and then strike in melee in the same game turn, they must choose.*

**Fight in melee:** each character may, once in a game turn, strike an enemy in base contact (but can be attacked by more). Spears strike before swords. *The archers also have swords but cannot strike if they did shoot in the same game turn.* Roll a die for each strike.

The opponent is **hit** if the die roll **exceeds his or her class** (and also exceeds his/her armour if any), or must **recoil** (a length of base) if the die roll **equals his or her class** (or exceeds class but not armour). *A recoiling character may still be hit by other enemies who were in base contact.*

The blow **fails** if the die roll is **smaller than class** of opponent.

If two opponents roll simultaneously a hit result (or roll simultaneously a recoil result) the better class wins; if they are same class, the best armour; if same class and armour, the best die roll.

*There are no saving throws for shooting or in melee: the characters understand at once if they are hit or not. Add more ingredients of the generic rules later, if wished. For example, a better ability for a few and rare characters: a very good Bowman with +1 modifier to shoot; a very strong warrior, or wielding a two-handed sword or axe, with +1 modifier to strike...*

*Simultaneous moves are sometimes tricky for beginners. We imagine that characters see each other and act accordingly, moves are made by mutual agreement. See pages 9 and 15 of the generic rules if needed.*

*Feel free to modify the rules if need arises. And the game organiser is always right, whatever the rules say (this is written in the rules).*

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## **Pirates and privateers**

Give a handful of pirates, privateers, or sailors, on foot armed with sabres (*or equivalent weapons as a hatchet, etc.*) or also with a pistol or a musket to each player, forget other weapons. Place these characters on the gaming table at some distance with a few terrain elements in the middle.

You may decide that some bold-looking characters are good fighters (*“class 4”*) and that the others are correctly trained (*“class 3”*).

Characters **hit by shot or in melee** are immediately **removed from game**. Each player can be represented by a special character, *“class 5”* and able to survive one wound (removed from game at the second wound).

Turn sequence: **move** (if wished) all simultaneously by mutual agreement, then **shoot** (if wished and if possible) then **strike** an enemy (if in base contact). When all fights are resolved, begin the next game turn.

**Movement:** all moves are simultaneous. Normal movement on foot is 20 cm in light clothing (*for very simple games on a small table players may prefer 10 cm for everyone*). Characters who are in a difficult terrain (bushes, forest...) or who cross a low obstacle roll a die which subtracts 1-5 cm from their possible move or blocks them for the game turn it rolls 6.

<b>Shooting: shooting tables of flintlock firearms</b>		<b>up to 10 cm</b>	<i>longer range of pistols can be ignored in the Lite version</i>	<i>the longer range of muskets (40-60 cm) can be ignored in the Lite version</i>
<b>pistol</b>	-1 modifier to the die if the shooter moves, -1 if target is somewhat protected by terrain, reloaded in one game turn <b>immobile</b>	<b>die roll of 5 or 6 to hit</b>		
		<b>up to 20 cm</b>	<b>20 cm to 40 cm</b>	
<b>musket</b>	must be <b>immobile</b> to shoot, -1 if target is somewhat protected by terrain, reloaded in one game turn <b>immobile</b>	<b>die roll of 5 or 6 to hit</b>	<b>die roll of 6 to hit</b>	

*Someone who was in contact with an enemy at the beginning of the game turn (or still is in contact with an enemy) can shoot with a pistol but not with a musket.*

*Someone who shoots a pistol or a musket will not be able to strike in melee in the same game turn.*

**Fight in melee:** each character may strike an enemy in base contact (but can be attacked by more). Roll a die for each strike.

The opponent is **hit** if the die roll **exceeds his or her class**, or must **recoil** (a length of base) if the die roll **equals his or her class**.

The blow **fails** if the die roll is **smaller than class** of opponent.

If two opponents roll simultaneously a hit result (or roll simultaneously a recoil result) the better class wins; if they are same class, the best die roll.

*There are no saving throws for shooting or in melee: the characters understand at once if they are hit or not.*

*Other ingredients may be added, as better abilities for a few and rare characters:*

- a very good shooter who adds +1 modifier to the shooting die,
- a very swift fencer who can strike twice in every game turn (with two dice, against one or two different enemies, not adding the dice results).

*Simultaneous moves are sometimes tricky for beginners. We imagine that characters see each other and act accordingly, moves are made by mutual agreement. See pages 9 and 15 of the generic rules if needed.*

*Feel free to modify the rules if need arises. And the game organiser is always right, whatever the rules say (this is written in the rules).*

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

Talk about the rules: <https://www.anargader.net/f38-argad-rules-in-english>