

## Some suggestions about weather dice (meteo dice)

Weather dice are useful if you wish some weather changes in your games.

One or two weather dice can be rolled at the beginning of the game and/or at the beginning of each game turn. You must decide before the game which weather effects you will accept and which dice results must be ignored because they would not fit in your scenario. If you want a small hint of surnatural power in a game, decide that some characters (cleric, druid, sorcerer, etc) can slightly modify the probabilities if they have some time to pray or to practice magic without being disturbed or attacked.

Some suggestions:



"Bright sun"; rain ceases, fog disappears.

In a tropical climate it means a very hot weather: movement could be more difficult for European troops.



"Sun & cloud"; can be considered as good weather, or as instable weather (roll again); or as "wind".

It could also mean that rain stops and/or that fog disappears.



"Fog", or "low clouds". Fog conceals the troops behind it (as modern "tactical smoke" would do). It can be placed on streams at the beginning of the game, or appear on marshy areas; low clouds can pass on hill tops.



"Rain".

Shooting of bows, crossbows, and black powder weapons, is difficult under heavy rain. The ground becomes muddy when it rains for a long time.



"Storm"; "thunderstorm". In a desert it could mean: "sandstorm".

Lightnings could cause disruption of magic and/or disfunction of modern and Sci-Fi electrical devices.








"Snow"; it could also mean "very cold weather".

If snow is not possible in the geographical area or in the season, treat as "rain" or ignore this result.

Frequent weather changes could hamper the game; to avoid this, roll two weather dice instead of one. Each combination of two dice has only 1:36 or 2:36 chances to happen. You can use the empty chart (next page) according to your own scenarios.

### Examples :

– double "bright sun":  +  probability: 1:36 chance (= 2.78 %)

– "bright sun" + "sun & cloud":  +  or  +  2:36 chances (= 5.56 %)

– double "sun & cloud":  +  1:36 chance (= 2.78 %)

If you decide that fog disappears (or that rain stops) on a double "bright sun" result, probability is 2.78 % (1:36). If you decide that fog disappears on a double "bright sun" or on a "bright sun" + "sun & cloud" result, total probability is 8.33 % (3:36 = 1:12); it can still be increased if you also consider a double "sun & cloud" result, in that case the total probability is 11.11 % (4:36 = 1:9).


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<http://argad.forumculture.net>

[www.argad-bzh.fr/argad/en.html](http://www.argad-bzh.fr/argad/en.html)

This chart is available for free download and is intended to help players to use such dice in skirmish wargames.  
We do not sell dice, you can buy them from traders and shops.

**Empty chart for your own scenarios  
and for the tactical effects of weather in your game**

## Some suggestions about emotidice (smileys dice): NPC reaction towards player

**One emoticon die is sufficient for simple situations. Some suggestions:**

*Result "friendly"* : NPC is friendly towards player; will help player if possible.

*"neutral"* : NPC ignores player.






*"hostile"* : NPC is hostile towards player; does not want to help player; could attack player.

*"afraid"* : NPC is shy, very afraid by the whole situation; and/or afraid of player.













*"bold"* : NPC is ready to take risks in fighting.

*"cunning"* : NPC can take part in plots or in illegal actions; may suggest cunning moves.

**Two dice give more detailed results.** This chart gives suggestions that can be adapted to your scenario. One of the dice can already depend on the situation or scenario, in that case roll only one die. The game organiser may have another chart with more details unknown to players; some prefer to keep secret the results of the dice roll. Morale modifiers, if used, apply all along the line or column and can be added.

	 (friendly)	 (neutral)	 (hostile)	 (afraid) morale -1	 (bold) morale +1	 (cunning)
 (friendly)	very friendly towards player, can join player's force	rather friendly towards player	wants player to prove honesty or loyalty	rather friendly but afraid, refuses to take risks	friendly towards player, can help with courage	friendly and helpful, can suggest cunning ideas
 (neutral)	rather friendly towards player	ignores player	rather hostile to player	quite afraid, tries to stay hidden or far from problems	accepts to fight player's foes if there is a reason	collaborates with player if there is something to gain
 (hostile)	wants player to prove honesty or loyalty	rather hostile to player	very hostile, attacks player if possible or join player's foes	hostile but afraid, attacks player only if much stronger	wants player to show a lot of courage	looks untrusty, can help player and betray him later
 (afraid) morale -1	rather friendly but afraid, refuses to take risks	quite afraid, tries to stay hidden or far from problems	hostile but afraid, attacks player only if much stronger	very afraid, runs away and/or stays hidden	boosts that he will help player but runs away if danger	looks for dishonest gains but afraid of danger
 (bold) morale +1	friendly towards player, can help with courage	accepts to fight player's foes if there is a reason	wants player to show a lot of courage	boosts that he will help player but runs away if danger	friendly but too bold, attacks player's foes at once	friendly to player, accepts to take big risks
 (cunning)	friendly and helpful, can suggest cunning ideas	collaborates with player if there is something to gain	looks untrusty, can help player and betray him later	looks for dishonest gains but afraid of danger	friendly to player, accepts to take big risks	earns much in forbidden trading; loyal with accomplices

## Empty chart for your own scenarios

## Empty chart for random events (two numeral dice)

*(the left column is coloured so you can use one coloured die and one white-and-black die if you wish)*

	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
<b>6</b>						
<b>5</b>						
<b>4</b>						
<b>3</b>						
<b>2</b>						
<b>1</b>						

## "Hrrmmph... IT COULD TAKE SOME TIME!"

This is a small rule for situations where game characters, soldiers, or workers, want to do some work or accomplish some unusual action, for example: destroy a small fence; smash open a small bolted door; push away a cart which blocks the road; look for some object hidden in a room; make love with the niece of the governor; etc.

Such an action obviously takes some time, but is difficult to quantify.

Players should not know how long it will take before their game character, soldiers, or workers, try to do it.

(The general asks to a sapper): "Hey, you! How many game turns does it take to open this door in these wargame rules? I want to know exactly, because I need to plan my next moves!"

(The sapper looks at the door with narrowing eyes, slowly scratches his chin with professional care, and solemnly answers to the general): "Hrrmmph... It could take some time! ...Sir."

So, the characters begin the action or work (whatever it is). Characters at work cannot do anything else in the game turn (and obviously they must not be contacted by an enemy, or shot down!). At the end of the game turn, the player rolls a die.

If the die rolls 1, it is a success. If not, workers continue to work and the players still do not know how long it will take.

At the end of each game turn of this same work, roll a die again: the work is successfully accomplished if the die roll is less or equal to the number of game turns that have been spent working:

- **at the end of the 1st game turn** 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**
- (optional) a "natural 6" means a "failure".

In case of "failure" the characters did not succeed and are discouraged or bored; examples: the door resists; the cart cannot be moved; they have not found the hidden artifact (and still don't know if it's actually hidden there or not); they think they don't have the necessary tools; they are already tired; etc. They stop working and they do not want to try again. However, if the miniature representing the player's character, or an important officer, is near them and has enough authority upon them he can order them to continue, in that case they start again from the beginning; but other "failures" may happen again.

In most cases the work is finished quickly, but with very bad luck some actions which look simple from a general's point of view will never be completed during the game.

Difficult work, or actions which should obviously take a lot of time (ex: repair a wheel) may take "a double amount of time": roll two dice; failure only on a natural double 6.

Some specialized characters (sappers, pioneers, mechanics, etc) may have a –1 modifier to the die.

*Miniatures of specialized workers (sappers, pioneers, mechanics, etc) can be easily recognized during the game if they have tools in their hand, and/or if their base is painted as earth freshly dug, stones and rubble, etc.*

*This "Hrrmmph... It could take some time!" rule had been written in 1998 for the "Argad!" skirmish rules but can be useful as an optional rule for almost any skirmish wargame system.*