

Important characters

Optional rules

These optional rules give more importance to some characters in the game, and help them to survive a bit longer than the ordinary grunts! They concern the characters who represent a player (*called "player characters"*), and their followers or henchmen; and also the characters played by the game manager or referee (*"non player characters" or "NPCs", if any*).

These rules are intended for use with « Argad ! » game system, but are inspired by good old role-playing game ideas and can probably be easily adapted to fit other skirmish wargame rules.

"Player characters"

Each player can be represented by a character (*one miniature, and only one*) on the game table.

If the player has a whole troop to play, his own character is probably a tribal chief, or a leader, or an army officer, in command of his troop or tribe; or, perhaps, the best warrior, or the most daring officer (*if, in a scenario, the nominal chief, or general, or city governor, etc, is not a fierce fighter*).

If the player has only a small bunch or marauders, a clique or league of adventurers to play, his own character is certainly the leader of this league or clique.

Right: a privateer captain meets the famous niece of the Governor, on a very romantic balcony...



Possible advantages for player characters

Player characters can be given some advantages in the game:

– "Hit points"

In the game rules, any character who receives a shot, or is hit in melee, or suffers a deadly accident, is out of the game (without trying to know if he is dead or wounded). But for an interesting adventure, a character who represents a player should have a better life expectancy, and not be at risk to be eliminated too soon:

A "player character" has "two hit points" (or two "life points").

When such a character suffers a shot, a hit, or any "deadly" result, he is "only wounded": he can continue to act, perhaps with some difficulty.

For example : foot movement reduced to 12 cm; -1 to strike in melee. A "hit location die" may be rolled to decide which part of his body has been hit; it could suggest other effects (ex: a wound in an arm, shoulder, or hand, prevents a character from shooting a bow).

Even with "2 life points", obviously suicidal actions should not be tolerated in the game.

A wounded "player character" still has only one life point as long as he is not healed. If he suffers a shot, a hit, or any other deadly event again, he faints and falls "hors de combat", unconscious and dying.

Healing of a player character can be attempted after the first wound; or after the second wound as with any other dying character: see pages "Wounds and healing".

– Class

In game scenarios where individual action is important (*Middle Ages, Pirates, Pulp, etc*), it can be agreed that any character who represents a player is a very good fighter (or a very good swordsman, etc, according to the historical/fantasy context of the game), "class 5".

"Non player characters" ("NPCs")

If a game manager (or game master or referee) is present, he can include some "non player characters" ("NPCs") in the game.

Any miniature on the table can react as a NPC, if the game organiser decides it.

For example, miniature of civilians and peasants are often displayed in villages on the game table. They can take part in the game! A player whose character comes near them can ask them: "Is everything OK?" "Have you seen enemy soldiers around?" etc; the referee then plays the role of these people who, according to their nationality or interests, can be friendly, or neutral, or hostile to the player. "Emoticon dice" can be rolled to determine the reaction of these NPCs towards the players.

The game manager may also imagine more important NPCs who have useful informations, or who would accept to fight for a cause or another and can help the player or attack him.

Left: these medieval traders could know some useful informations... (painted by E. A.; pic: M.B.)

Healing of wounds (see next pages)

A wounded, or dying, character can be healed:

- A "2 hit points" player character can be healed after his first wound; or when he is unconscious and dying after a second wound.
- Any other character who had only one "hit point", and has been hit, is apparently dead and should be taken off the game ...but he could be still alive. A player character may wish to save him (*if this is an important NPC who knows useful informations, or a faithful henchman, or for any reason that could justify to lose such time in the game*).

See next pages some optional rules about wounds and healing of characters.

Henchmen or followers

(new rules suggestion, sill under test!)

Some of the followers who accompany the player character can be given importance: a name, personal weapons or abilities...

As chief or officer, a player character can have with him a loyal servant or some faithful henchmen. A player could also prefer to lead only a small bunch (*or "clique", or "league"*) of adventurers, rather than a whole tribe of warriors or a military troop.

Some of these henchmen will probably disappear during the game (*our game rules are deadly enough, even if healing is permitted*) ...but they will certainly be replaced by some others in the next game!

Right: a privateer captain and his loyal henchmen, who are more important to him than the rest of his ship crew. (painting and pic: E. A.)



Wounds and healing

Optional rules

According to the game rules, a character hit in shooting or melee (*or who suffers a deadly accident*) is immediately taken off the table: he cannot act any more, so being dead or wounded makes no difference.

But it is sometimes useful to decide if he is really dead, or if he is still alive and can be saved.

Player characters follow the same rule when they have lost their 2 "hit points". *Healing can also be attempted when they have been wounded once and still have one "hit point", see next page.*

Wounded "hors de combat" (unable to fight)

When a character is hit (and therefore considered "dead"), his miniature is usually taken off the game; however, if he/she is an important character, the miniature can be replaced by a miniature representing a **wounded or prone person** (or, the miniature can be placed on its side). The character has fainted, he is unconscious and "nearly dead": he cannot move, speak, or do anything. Other characters can come and carry him, or... kill him.

To carry a wounded person, other characters must come in contact with him; then, in the next game turn they can carry him (as a very encumbering load: their movement is reduced of -8 cm) or put him on a cart, a wheelbarrow, in a car, etc...

*Right: at the end of a medieval skirmish, a wounded NPC is brought to the shore in a rowing boat; a physician or herborist could try to heal him in the fisherman's house on the beach.
(painted by E. A.; picture: M.B.)*



Healing roll test

A wounded and unconscious "nearly dead" character can be saved and healed with a "healing roll": another character must come in contact with him, and try to help him. Healing takes a whole game turn. Healing can be done on the spot, but it is better to carry the wounded character in a sheltered place and try to heal him after the end of the game (or during the night, if the game scenario includes another day).

By default (unless otherwise decided), **the "health" of a character is the same that his class.**

If a character with healing capacities (*herborist, traditional healer, shaman, physician, medic, etc*) is in contact of the wounded to heal him: add +1 to the health of the character for the test.

Healing should be done in good conditions (housing, hygiene, immobility). If conditions are poor (healing on the spot, or on the battlefield, etc): subtract -1 from character health for the test.

Roll a 6-sided die for the healing test:

- **Result smaller than "health"** of character: still alive, and can be healed.
- **Result equal to "health"** of character: survives, but has sequelae (some permanent inability or scar).
- **Result higher than "health"** of character: dies † and his secrets are lost :-)

If the character has sequelae from his wound, they can depend on the wound location, and/or be decided at random (*a scar, or a wooden leg, or a hand hook, or definitive -1 to his health, etc*).

Healing a "2 hit points" character who still has one "hit point" left

A "2 hit points" character who loses one of his hit points is "only wounded" (*he still can act, but with some limitations*). To restore all his abilities he must be healed. He can be healed on the spot, but it is better to carry him to a sheltered place and do the healing (= *roll the die for the healing test*) after the end of the game (or during the night, if the scenario fictionnaly includes a night).

Roll a 6-sided die for the healing test:

- **Result smaller than "health"** of character: completely healed, has 2 "hit points" again and fully regains abilities (*but it can be decided that the effect of healing does not happen before the following day, or even later*).
- **Result equal to "health"** of character: partially healed; has "2 hit points" again, but a permanent sequela (*a scar, or a wooden leg, or a hand hook, or definitive -1 to his health, etc*).
- **Result higher than "health"** of character: not healed and still in the same state, still has only one "hit point" and the same limitations; another healing attempt will be possible in the next game, or by a more efficient healer.

This healing test is nearly the same as the test done for a dying character (explained on previous page); the difference is that, is this test fails, the character does not die because he still has one hit point.

Unless otherwise decided, consider that "health" of a character is the same as class.

If a character with healing capacities (herborist, traditional healer, shaman, physician, medic, etc) is in contact of the wounded to heal him: add +1 to the health of the character for the test.

Healing should be done in good conditions (housing, hygiene, immobility). If conditions are poor (healing on the spot, or on the battlefield, etc): substract -1 from character health, just during the test.

Hitting an unconscious character (it's easier than hitting him when he is awake!)

A character who is unconscious, or totally unable to move, can be hit in melee as anyone else. But there is always a small chance of missing: if the die rolls a natural 1, the attacker misses, otherwise he actually kills his victim.

In melee, a mounted character needs a long weapon to hit a wounded enemy lying on the ground. (*...this rule is only about hit attempts against a wounded, unconscious foe! Players **must not** use it to argue that some of their soldiers could lie on the ground to escape cavalry!*)

Is there a life after death?

According to the game or campaign scenario, the referee and/or the group of players can decide that the characters who "die" can be played again in the next games, or that they are definitely dead and must be replaced by new characters.

Hit location die

"Hit location dice" are 12-sided dice with a drawing of a human body on each side, which randomly determine where a character has been hit. Rolling a location die when a character is hit gives more detail, and add a role-playing flavour, to the adventures that happen in the game.

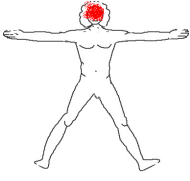
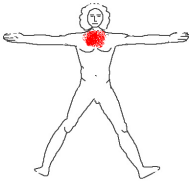
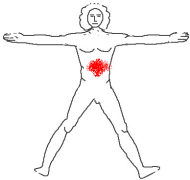
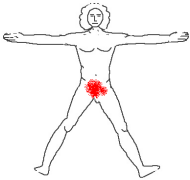
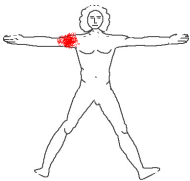

It can also be useful for duels, gladiators games, etc.

Such location dice have no special relation to any peculiar game rules and can be used with any skirmish rules or RPG rules. It is also possible to replace them with a normal 12-sided die.

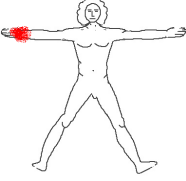
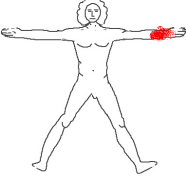
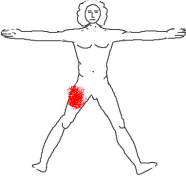
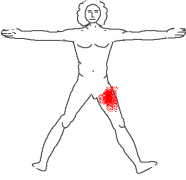
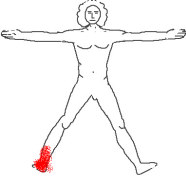

Next pages: blank table for the effect of wound location in your scenarios. The column "possible sequela after healing" can be filled with adapted sequelae (for example: a pirate hit in the foot risks to get a wooden leg). The column "first wound of a 2 hit points character before healing" can suggest limitations for a player character who has been wounded but still has one hit point.



Wound localisation with a 12-sided "hit location die"

<i>hit location</i>	<i>possible sequela after healing</i>	<i>first wound of a "2 hit points" character (before healing)</i>
<p>1</p>  <p>head</p>		
<p>2</p>  <p>chest, or neck</p>		
<p>3</p>  <p>abdomen, or back</p>		
<p>4</p>  <p>pelvis, or buttocks</p>		
<p>5</p>  <p>right shoulder, or upper right arm</p>		
<p>6</p>  <p>left shoulder, or upper left arm</p>		

Wound localisation with a 12-sided "hit location die"

<i>hit location</i>	<i>possible sequela after healing</i>	<i>first wound of a "2 hit points" character (before healing)</i>
<p>7</p>  <p>right hand or wrist, or right forearm</p>		
<p>8</p>  <p>left hand or wrist, or left forearm</p>		
<p>9</p>  <p>right thigh</p>		
<p>10</p>  <p>left thigh</p>		
<p>11</p>  <p>right foot or ankle, or lower right leg</p>		
<p>12</p>  <p>left foot or ankle, or lower left leg</p>		