

Arguing when... wargames are for two or more players and a game-master. During the game, they create the narrative of the battle at hand. Together.

One of the players, **the narrator**, **proposes 1 EVENT** that consists of an **action**, any **reaction(s)**, and a **result**. The action can be by a single unit, a group of units, or a commander. Reactions are by other units and must relate to the action. The result is a new situation if all happens as proposed.

The **others** may **accept or dispute** any part of the proposal. Parts that are accepted happen as proposed. For each disputed part the players exchange an argument (narrator) and counterargument (others).

Combats must always be disputed. This limits proposals: none can go beyond its first combat.

An **argument** or **counterargument** has not more than **3 REASONS**, each with a **keyword** from **THE MATRIX** (see flip-side). A counterargument may suggest to modify the event as proposed.

The game-master judges, assigns a score to beat (see flip-side), and **3D6 are rolled to resolve the dispute**. The event, or part of it, then happens as resolved. It cannot be changed by any next event.

Once all disputes are resolved the next narrator is determined. The game then proceeds to the next proposal. This cycle continues until the game ends.

Resolving disputed (sub-)events

Probability of success **3D6** score

Dead certain, but...	DC	4+
Nearly certain	NC	6+
Very likely	VL	8+
Likely	L	10+
50-50	50-50	11+
Unlikely	U	12+
Very unlikely	VU	14+
Nearly Impossible	NI	16+
A daring attempt	DA	18+

THE MATRIX

TERRAIN	EXPERIENCE	ORDERED
VISIBILITY	MORALE	HEROIC
OPEN FLANK	COHESION	OPPORTUNITY
CHARGING	FATIGUE	THREAT
SKIRMISHING	WEAPON	PREV. ACTION
SURPRISED	ARMOUR	PREV. COMBAT
OUTNUMBERED	UNIT SIZE	THE BIG PICTURE

1 EVENT
3 REASONS
& 



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