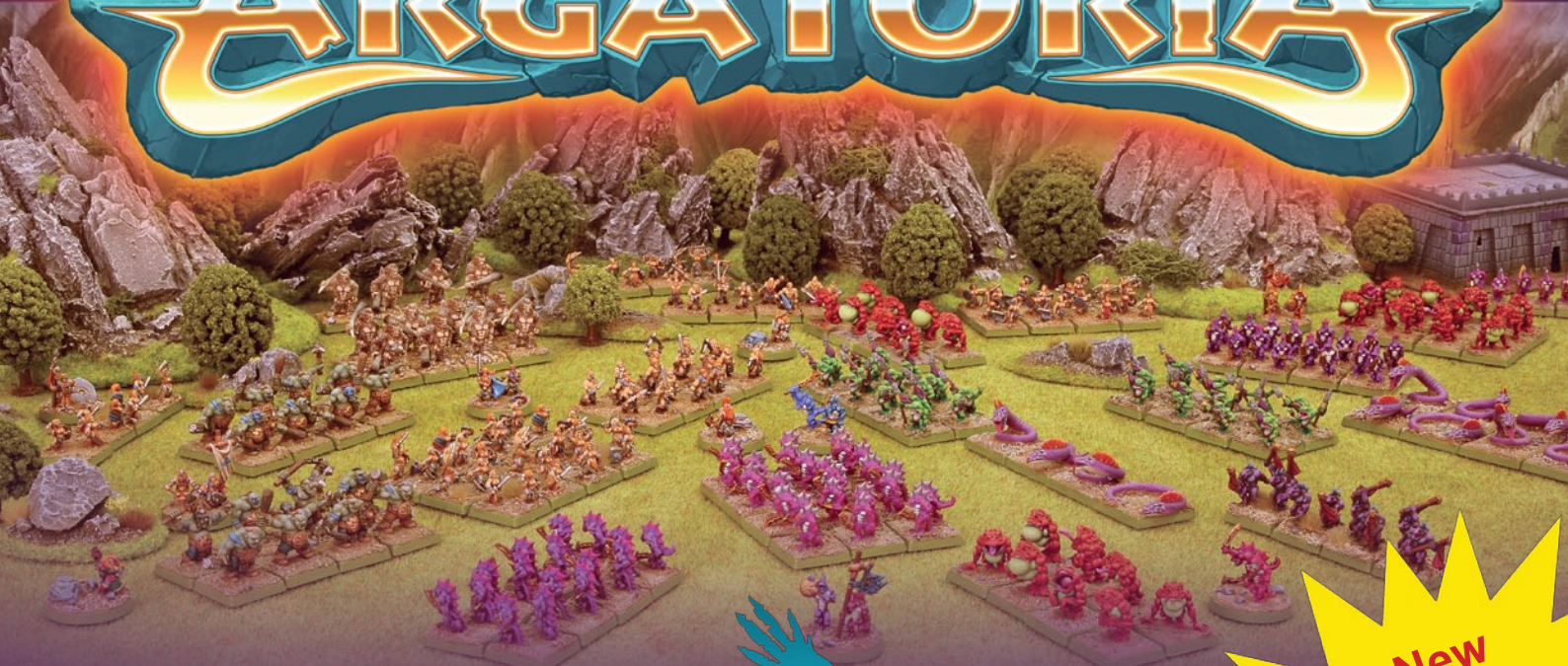


# Introduction to Argatoria Wargame

Great battles in the barbarian world

# ARGATORIA<sup>TM</sup>



SPELLCROW

New  
wargame









Since the dawn of history, Human race had waged war in every corner of the world.

They faced other races, as well as great beasts, but most fiercely they always fought against the oldest of their enemies – other

Humans. Darkness had divided them, and the evil that emerged from its depths, disturbed their minds. The feuding tribes of Argatoria are consumed by chaos of war.

Led by legendary champions, supported by mystical sorcerers and shamans, they destroy everything on their path, in the name of their lords or gods. Great cities are burning, while one race after another join the great war. The conflict is fought in its southern parts, near Ugruk-hor, in the Savage Lands at the foot of the Alorn Mountains, near the Agalloch Forest, and in the Beasts Wasteland. Old fortresses fall, and new ones are built in their place. Death takes its toll, but new warriors, even more stubborn and determined, come to replace the fallen.

The largest tribes of the Human race, the Vaendral and Dirandis, now fight the Lizardmen of the Arox and Sorgax tribes. The other tribes of Argatoria, however, also want to join the fight and prove their might. In these cruel times everybody is an enemy to everyone else. From distant, northern land of Sheol-morg, devoted to the dark gods, armies of horned warriors are marching out to destroy every single tribe. The power of the Lords of Darkness was never so great as in these days.

Long time ago, the tribes of Argatoria repulsed the Sheol-morg army, but it's certain that, since now they are divided, this time they are going to lose...

Dark times are coming, for short is the human memory.





# SORGAX

Those who feed on pain. Children of the Dying Stars.  
Guardians of the Water Temples.

Sorgax is a mysterious tribe traced back to the ancient underground cities of the northern Reptoss. The peaceful nature of its members can be confusing, as they are exceptionally brave and quick when the moment demands it. They are constantly expanding their cities and temples, fanatically guarding their secrets. Their cloudy nature is also evident in their appearance, as they often have cool skin tones and their eyesight seems to be focused and gazing into the distance. They are of great fear to the other tribes of Argatoria, as they are most uninterested in contacts or trade, devoting themselves entirely to their secret goals. They attack deliberately, without falling into the unnecessary fury of the fight, focusing all attention on the successful elimination of the enemy.



# VAENDRAL

Sons and Daughters of the Great Harlot. Bathed in Blood.  
God Slayers.

The people of Vaendral believe in the strength and power of steel, despising those who pay homage to capricious gods. They do not build chapels, but instead, in the area of their largest settlements, there are great Temples of Blood, where fights, feasts and meetings of the elders take place. The Vaendral are as willing to fight as they are to great games and feasts during which drinks are poured and beautiful women dance to the rhythm of wild music. Driven by their hot temper and curiosity, they often go to war, not only to gain wealth for their people, but also to glorify themselves.







# AROX

Reborn might. Lords of the Sun Cities. Hotbloods.

To the south of Reptoss, right up to Broken Skull Bay, there is a large area full of cities whose brilliance and riches overwhelm and amaze. Many of them belong to the Warmbloods called Arox. This warrior race descends from the ancient Axars, whose wars with the Voro-dans and the war expeditions to Efrough had almost brought them to the brink of extinction. They swore, however, that the domination of the Human and Voro-dan tribes would end and the Arox era would come. Arox's enemies say that ancient power is reborn and only gods can help stop it. With the colorful banners of Arox in the distance and the warlike armies wandering across the Argatoria lands, these words are as true as ever.



# DIRANDIS

Wolves wandering through the Land of Sorrow.  
Chosen of the Old Gods. Unbending.

They despise those who ignore the Old Gods' laws and what makes the world balanced. In their temples, they worship the gods and prepare for great rituals during which they choose champions from among the most experienced warriors. These blessed veterans become a mighty weapon for the Dirandis people, leading the troops to war. Supported by fearsome mages and dangerous predators, known as Wilhars, they lead Dirandis to fight the infidels cast into the abyss, whom the gods want to forget.







## What is *Argatoria*?

*Argatoria* is a dynamic fantasy wargame that allows you to become a great commander who, with the help of unique Spellcrow miniatures, leads his army in great wars for supremacy. You have to choose which side to take and what values are dear to you - will these be the armies of the bold barbaric Vaendral people or the godly Dirandis? Or maybe you will decide on the armies of the warlike Arox or the mysterious Sorgax? Regardless of your choice, you will have a great experience as you fight fierce battles on the vast fields of Argatoria.



You will experience many situations in the game in which you will have to think carefully about the order of activating your units and about tactics that will allow you to defeat your opponent. Will your unit just pray before the charge, or will one of the Champions or even the General support them to increase the pool of attacks?

Will your General issue an order to a strong unit that is already engaged in combat, or a free unit that is threatened by an enemy charge? Will your Mage use a spell to weaken the enemy horde, or will he teleport to be able to cast a spell on a much more dangerous unit? Difficult decisions await you, and you will often need to be cautious and know when to take risk. By using the potential of the unique rules of your army, units and heroes, you have a chance for a spectacular victory. Be careful though. Fights in *Argatoria* are extremely dynamic, so excessive audacity can lead to the final defeat of your army...



To play *Argatoria*, you need a rulebook, miniatures, a minimum of 20 six-sided dice per side, and a ruler with a centimetre scale.



These accessories are available in every hobby store, so even if you've never played wargames before, it will be easy to get them. An army can include from 20 to even 500 bases, usually with one or two figurines on each base, but after many battles you may find that you and your friends will want even bigger wars with more numerous armies! At [spellcrow.com](http://spellcrow.com) you will find starters for each army, with 6 units and 4 heroes, which are optimal for the beginning and will allow you to familiarise yourself with the rules. In addition, the fascinating world of painting 10 mm scale miniatures opens up before you, which - although they may seem difficult at first - will convince you with their simplicity and small details. You might be surprised how easily you will get used to this scale and see its charm!







## How to play *Argatoria*?

*Argatoria Wargame* simulates great battles taking place in the area of the land called Argatoria, belonging to the *Umbra Turris Universe*. Each army in the game has its own unique rule that reflects its character and gives certain bonuses. Each unit and single model in the game has a set of individual characteristics and special rules that can make it, for example, pray more effectively or gain additional bonuses during the charge. The units are accompanied by heroes, such as mages, powerful champions, general of the army, and command groups. Apart from the general's Leadership (LD), heroes do not have characteristics, but only unique rules that allow them to cast spells, support units or use additional tactical moves that can tip the tide of victory.



*The Dirandis army is ready for the battle!*

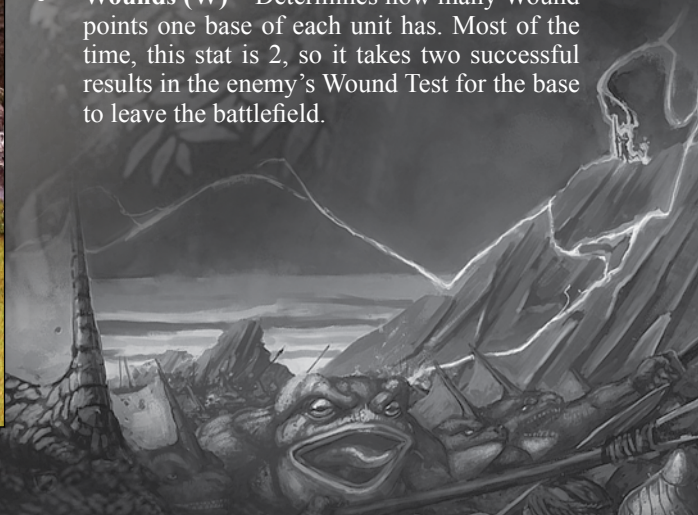
## Building an army

Before the battle, the players agree on the points limit of their armies (i.e. the maximum number of points their armies may cost in total) and begin building them. Building an army in *Argatoria* is all about choosing units and heroes by comparing their point values, characteristics and rules that predispose them to different actions.

The characteristics of the units are usually the first element to pay attention to when building an army. The values of the units' stats usually range from 2 to 15.

**The Firstborn (Barbarians)** - 13 pts/base  
LD 7 - M 10 - WS 3 - S 3 - T 3 - A 2 - W 2

- **Leadership (LD)** – It determines how well the unit prays and how long it stays on the battlefield. A high LD stat means that the unit's prayers will be heard more often, but warriors will be more eager to flee the battlefield. The low LD stat makes warriors hold their nerve, but they are less likely to pray effectively.
- **Mobility (M)** – Expressed in cm. Determines the base movement or charge range of the unit to which the result of a d6 roll (or 2d6 in the case of a charge) is added. Most units have an M stat of 10.
- **Weapon Skill (WS)** – Its value determines what results you must get on the dice in a Weapon Skill Test in order to hit an opponent and have a chance of wounding them. So if your unit's WS stat is e.g. 2, you must get a result of 2 or less.
- **Strength (S)** – Its value determines what results you must get on the dice in a Wound Test in order to wound your opponent. Before the Wound Test, players compare the attacking unit's S stat to the attacked unit's T stat. If the attacker's S stat is higher, he adds a number of dice to the pool equal to the difference; if lower, it subtracts dice equal to the difference; if the stats are equal, the pool does not change.
- **Toughness (T)** – Its value is compared with the enemy's attacking unit's S stat before the Wound Test to determine how many dice the attacker will gain or lose, depending on the difference between the stats.
- **Attacks (A)** – Determines how many attack dice one base of this unit has. In most cases, this stat is 2, meaning that when attacking, the base attack pool resulting from this stat will be 8 (the full first rank of bases always fights, unless the unit has a special rule).
- **Wounds (W)** – Determines how many Wound points one base of each unit has. Most of the time, this stat is 2, so it takes two successful results in the enemy's Wound Test for the base to leave the battlefield.







Higher parameters and powerful abilities make the unit more dangerous and therefore more expensive to deploy. Each base with 1 to 2 models costs from about 10 to 30 points, while single models are more expensive.



The division of the units in terms of the number of bases they include will be of great importance. The minimum unit is a rank of 4 bases, and the maximum is 4 ranks of 4 bases (16 bases in total), so the player can buy a full unit of Amazons to play the so-called horde, or divide them into, for example, two units of 8 bases. Units are divided into several types, and the rules determine how many units of a given type can (or must) be in the army. For example, you can have max. 4 Rare Units in an army of up to 1500 pts, so it's worth considering bigger units to use their potential in the horde, and from the Basic Units which can be unlimited in number create, for example, many small units that will charge and engage key enemy units.

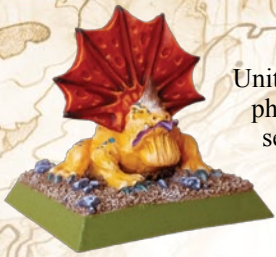


## Cycle and actions in the game

A cycle is a period of time in the game during which players make actions with all their units and heroes, and resolve combats. The cycle begins with placing the Action Dice (i.e. d6 dice of the same colour) behind each unit and hero, and an Initiative Test which determines who goes first. The first player makes a 2d6 roll called an Activation Roll - the lower result is the number of units he must activate. He marks the activation of the unit by removing the Action Die from it. Each unit can make one action per cycle, such as move, charge, or fight. Units can also pray for more hits, more wounds, or even for enemy's misfortune. After activating the units, the other player makes an Activation Roll and activates exactly as many units as indicated by the lower result. Players activate units this way until none of them have Action Dice behind their units.







Units and heroes are activated in separate phases, so once all units are activated, a second Initiative Test follows, determining which player activates his heroes first.

The first player activates all of his heroes, then the second player does the same. All heroes can move or join the units to support them. Many heroes have unique abilities that have a certain range of action - sometimes it is expressed in cm, and sometimes the hero has to join a unit to use the ability. Mages can additionally cast a spell and use an item, and the General can try to issue an order to the unit, giving it an extra activation before the end of the cycle.

Results equal to or LOWER are considered in the game - the exceptions are range rolls or a Cold Blood Test which requires a 2d6 test with a result equal to or greater than the unit's LD trait.



## How to paint *Argatoria* minis?

Once you have chosen your army, in addition to the fierce battles you will fight with friends and on tournaments, you will spend hours and hours on a wonderful hobby which is modelling and miniature painting. The models for *Argatoria* are hand-sculpted in a 10 mm scale, with great attention to details, and cast in high-quality resin. Anyone who hasn't had contact with such small miniatures before, may be very pleasantly surprised by how nice and easy they are to paint. After painting a few of them, the eyesight gets used to their size, and the mistakes are not as visible as on the miniatures in a larger scale.



To paint your army, you need a few basic tools: a few modelling brushes in different sizes or at least one brush in the optimal size (for many manufacturers, it is size 1 - for details) and a couple of acrylic paints. There are better and worse paints on the market - we mainly use Vallejo Model Color paints, but it is worth testing paints from different manufacturers and finding the best one for you. If you chose one of the barbarian armies, you should equip yourself with a special paint called wash which will greatly speed up the shading of human skin - we use the Seraphim Sepia wash from Citadel. In addition to brushes and paints, you should also get a modelling knife or a scalpel, aerosol primer and varnish for miniatures to protect them from attrition of the paint. All these materials are available in hobby stores.





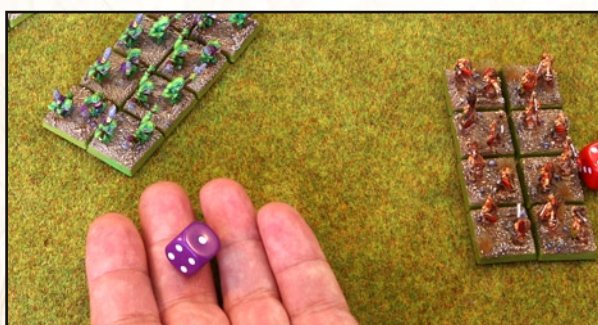
# Exemplary fight

The following example explains the basic rules of charge and combat in *Argatoria Wargame*. During the game, players can measure the ranges at any time. The game uses a centimetre scale and d6 dice.

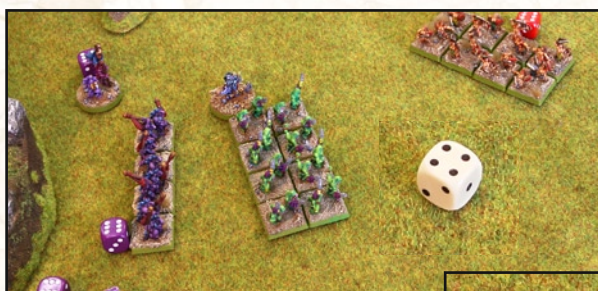


1. A unit of green-skinned Liagulians will charge the Amazons. A hero (round base) was previously attached to the unit.

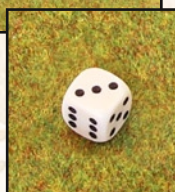
Each unit has an Action Die, which means that it has not yet been activated in this cycle. It is the Sorgax player's turn (purple Action Die).



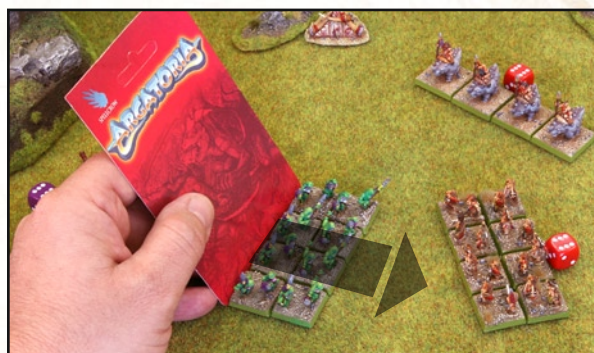
2. We remove the unit's Action Die to mark its activation. We recommend using the Action Die in a different colour from the dice used for the rolls. We use the white ones for any kinds of tests. The Sorgax army's Action Dice are purple and the ones belonging to the Vaendral army are red.



3. The charge range is the sum of the Mobility (M) stat and the 2d6 roll. We rolled the dice. Liagulians have M 10 and the results of the roll are 4 and 3, which gives a total of 17 cm. If the enemy unit is within range, the charge will be successful.



4. We are measuring the distance. The range from the edge of the Liagulians unit to the nearest edge of the enemy unit is less than 7 cm. We can make the charge.



5. We are moving the unit straight ahead. We can help ourselves with something, or move the bases one after the other one. When moving the unit, we must also remember about the hero attached to it.



6. We came into base contact with the enemy. A unit that touches an enemy unit with the corner of its base has the right to decide on the final position of the combat. In this situation, the Liagulians touched the Amazons unit with their corner, so they decide whether to get to the enemy or order him to do so. If the Amazons touched the Liagulians with their corner, they would have a choice - so they could order the charging unit to get to them, or get to it on their own.

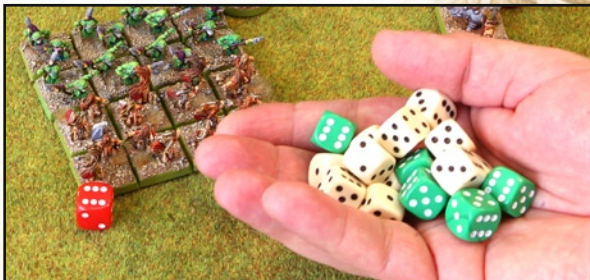




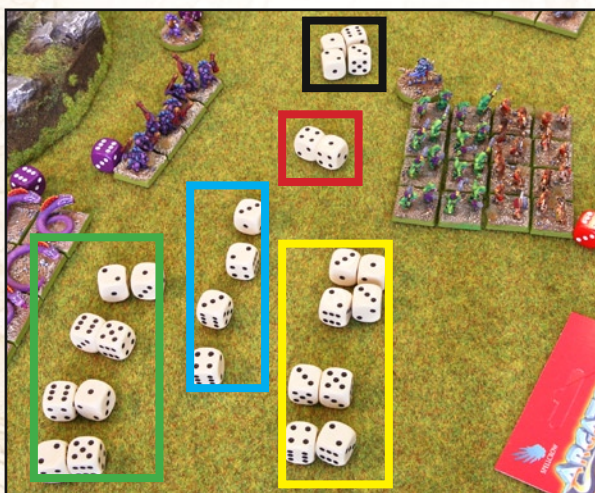
# ARGATORIA



7. The Sorgax player decided that the Amazons would get to the Liagulians. Now, both units are in full base contact and the Liagulians can attack.



10. Despite the not-so-good Liagulian stat (WS 2), we managed to get quite a lot of dice to deal wounds. This is due to the special ability of this unit, allowing it to attack with the second rank. During the charge we add +1 to Strength (S), so now the unit has S 4. Toughness (T) of Amazons is 2, so the difference is 2, in favour of the Liagulians. We add two more dice to the Wound Test pool and make a roll.



- 8. Liagulians have A 2. This means that each base has 2 attacks. So we have 8 dice.
- A unit, no matter how big, in most situations receives +2 dice for a charge.
- Each base behind the first rank gives 1 additional die during the charge - it gives us 4 dice.
- Liagulians special rule says that the second rank always fights too. There are 4 bases, so we need to add 8 dice.
- A champion attached to the unit adds 4 dice to the pool during combat.

We obtained a total of 26 attack dice. We now make a hit roll called a Weapon Skill Test.



9. The WS stat of Liagulians is 2, which means that each result of 2 or less will be a successful hit. Each 1 means a Double Hit which allows us to add one die to the Wound Test pool for each 1 rolled in the Weapon Skill Test. The bonus dice for the results of 1 are the green ones. This gives us a pool of dice to roll for wounding an enemy, known as the Wound Test.



11. To wound an enemy, we need to get results equal to or less than the attacking unit's S stat. In the charge, the Liagulians had S 4, so we discard all results higher than 4. The number of wounds we dealt is 9.



12. One Amazons base has Wounds (W) 2. The unit lost 9 W points, so we remove 4 bases from the back of the unit (i.e. 8 W points). Mark the remaining 1 W point with a die. If the Amazon unit loses any more W points in this cycle, that 1 point will be counted. If not, remove the die at the end of the cycle. Fortunately, in this situation, we can still roll for defence with shields which the Amazons have.

After this fight, another unit is activated, but you will learn more about it in the *Argatoria* Rulebook.



# PAINING YOUR ARMY

Nothing makes as good impression as a nicely painted army on the battlefield. To paint an entire army you need to know the basics, so that work can go quickly and with good results. Below are our tips on how to prepare your miniatures and how to paint them. On the following pages, you will see painted armies and ideas that can inspire you. Get ready!



Firstly, you need to wash the models with warm water and detergent to degrease them. Then leave them to dry or use a dryer.



To cut the miniatures from the sprue, we recommend using wire-clippers. Use a scalpel to level the cut surface.



The plastic bases have slots that you should mask with a plaster or a piece of paper.



Now you can glue the miniatures onto the prepared bases. You can use PVA glue or superglue. After solid bonding, proceed to apply sand.



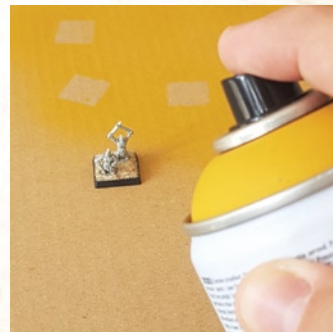
With a toothpick, it will be easy to apply a solid layer of PVA glue.



Soak the base with freshly applied glue in the sand, and set aside to dry. You can also add larger stones as a small decoration.



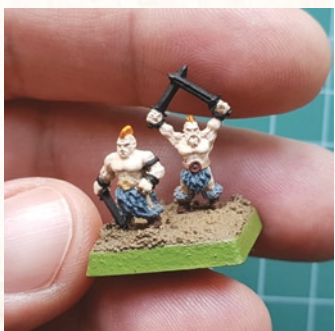
The base prepared this way must dry out. It happens that sometimes you need to add glue and sand to the see-through places.



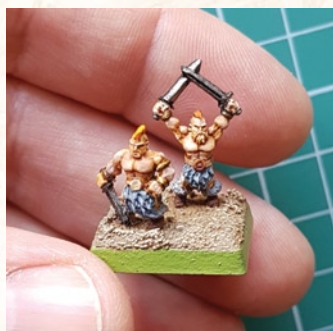
Now prime the miniatures. The colour of the primer should be similar to the base colours of the model. We chose the mustard colour - we can relatively easily apply base colours on it.



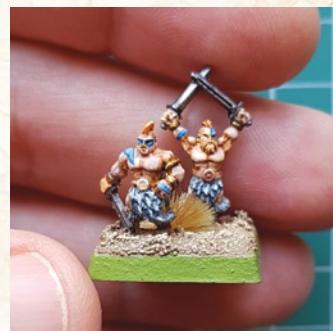
After the primer has dried thoroughly, we are ready to apply base colours. Base colours are those which make up a primer that will be shaded with paints of a lighter shade, or with the help of wash which will flow into the recesses, creating a natural shadow.



Put the base colours on each of the elements. Sometimes you need several layers for the colour to cover the surface nicely. Remember not to paint with too thick or too diluted paint. Too thick will cause the surface to be uneven, and too diluted will flow into the recesses, not covering the surface well.



Apply wash on the skin and set the miniatures aside to dry. After drying, paint the protruding body elements with a flesh colour. Now, using lighter paint shades, highlight the protruding parts of the rest of the miniature. Highlight the upper parts of details as well. Drybrush bases with a lighter paint shade.



The model is almost finished. Now you can additionally apply even lighter paint to each of the previously painted elements. It will make the details much more expressive. Paint the colours of the tattoos - first a dark shade, then lighter on the protruding parts. Small tufts and decorations, and the model is ready!



There are many companies producing paints on the market. They all have their admirers and opponents. We use acrylic paints for miniatures. Daily, we paint with Vallejo Model Color paints, but there are colours like yellow or red which suit us much more from other manufacturers. Paints, even from one manufacturer, often have a different consistency, so you need to dilute them differently. We paint with Spellcrow brushes - check them out and you will surely come back for more!



# Battle fury

Aq-sigrix stared at the multi-coloured army of Arox standing in front of him. He knew that when battle breaks out, many of them would not return to the Sun Cities, but he didn't care. He was an Arox champion, who brought death to anyone, who stood in the way of the reptilian army. In the fierce battle against the impudent Blue tribes, those who he led were ready to lay down their lives without hesitation. Blue tribes was the colloquial name of the Dirandis, who definitely too many times had opposed the Lords of the Sun City. The time has come to show these fragile beings what will their future be like. They will be given a choice between death or slavery – there is no other option for them.

He grabbed a sword from the stone altar and knelt solemnly on his knee. He knew that each of the reptilians was now looking at him and perceiving him as example of courage and composure. In the distance the roar of Gridons was heard, because Dirandis were now running headlong to meet their death. He was sure of that, and it was exactly what they would get. Aq-sigrix rose and raised the sword high above his head.

The sound of the drums sounded like hundreds of huge hammers which called the great army of Arox to regroup into battle formation. The fury that grew among the units was skilfully coordinated by the commanders, so that it could accumulate and explode in full force as soon as enemy forces approach. Aq-sigrix saw that on the left flank among the army of Dirandis marched one Giant and two Elephantons. He pointed his sword at the enemy, and one could hear sound of war cry of restrained fury from thousands of chests. The Reptilian and Liagulan troops sprang furiously at the advancing barbarians. Today, the Blue tribe will know what Arox's wrath is, thought the champion, and gave a sign to the armoured units of the Golden Guard to charge on the left flank. In the distance, on a hill, his general led three mighty Desauroses. Their enormous figures looked like majestic statues, awakened to bring destruction to the arrogant Humans.

Now Aq-sigrix begun moving slowly towards the raging battle to join his units. He felt blood boiling in his veins and let this feeling overwhelm his body completely. Everything started to blur as he charged towards the enemy units in berserk. When he joined the fight, his enormous sword cut heads of the barbarians like a scythe mows young grass. He was now the fire of war, a warrior who, if he did not die in battle, would have to die at the hands of a general, for a life without war would be eternal torment. His golden-yellow body was marked with scars and cuts that bled profusely, but as long as he was killing, he could live. As he was making another cut, the steel of his sword met a resistance that he could not ignore. He glared at the one, who had not succumbed to him.

The barbarian clothed in grey leather wielded an unusual axe, and in his blue eyes one could see an icy glow. His belt was adorned by unusual runes and a huge sign depicting an eye. Seeing fury on his face, Aq-sigrix felt respect, for only a true warrior could face the champion of the Sun Cities. He decided that the bones of this enemy could be added to his ornaments if he showed courage, and he would mention him. The two champions clashed in a titanic struggle among their living and dead comrades. Huge beasts advanced to attack and from the distance one could see incoming waves of warriors thirsty for death. This day was going to be a very long one. For many, the last...



Visiting [utchronicles.com](http://utchronicles.com), you will find that Argatoria is only part of a large and complex universe whose fates intertwine in a dark city called Umbra Turris...



At [spellcrow.com](http://spellcrow.com), you will find the whole range of miniatures for **Argatoria** released so far, as well as starters for each of the armies, which are perfect for the beginning of your adventure with this game.



[spellcrow.com](http://spellcrow.com)



# ARGATORIA™



ISBN 978-1-914307-08-9



© 2022 Spellcrow Ltd., All rights reserved. All illustrations, images, logos, names and places from the Umbra Turris Universe are property of Spellcrow Ltd.  
 Spellcrow miniatures and accessories are not toys.  
 Spellcrow products are not suitable for children under 16 years old.

