



A fast short universal wargame.

Basing and Stats

Man sized miniatures are based on 1" by 1" bases, horse sized mounts with man sized riders are based on 1" by 2" bases. Other miniatures are based using these to approximate.

Each miniature represents a type of combatant, either Basic, Ordnance, Elite, Hero, or Vehicle. Each type of combatant rolls a number of dice when it makes any kind of roll, these dice are called Action Dice(AD). Each also has 5 stats Move, Fight, Shoot, Defense, and Special. Move tells how many inches the miniature can move. Fight adds to that miniature's dice roll when making a melee attack. Shoot adds to the dice roll when the miniature makes a ranged attack. Defense is used to determine how many miniatures are lost when suffering an attack. Special is any number of abilities that only apply to the miniature in certain situations. Miniatures are grouped in units. A unit is made up of one or more miniatures that have the same AD, stats, and type.

Formations

Units must be in one of two formations, regiment or skirmish for the duration of the game. A regimented unit is where all the miniature bases must be touching and looking the same direction at all times to perform actions. A skirmish formation is where all miniatures in a unit must be within two inches of another miniature in the same unit at all times during the game. Where a regimented unit is looking is referred to as its front facing. A regimented unit may only make attacks against target units within 45° of either end of its front facing.

The Battlefield

The players may use whatever size battlefield they like and cover it with whatever terrain they like so long as all agree. Terrain may never be moved through. It must be determined before play if each piece blocks line of sight.

The Turn

To determine who goes first each player rolls a d6 highest score goes first and descends from there.

On a player's turn they may activate any of their units one at a time. A unit may do two actions of the following: move, melee attack, ranged attack, or special. Any units with failed morale tokens must be activated first.

Move

Terrain may never be moved through by any unit. Mark the point on the playing area where you want to move the activated unit. Measure the distance to the mark from the center most miniature of the unit. If it is less than or equal to the unit's Move value. Place the center miniature at the new location, arrange the rest of the unit around the initial one. A regimented unit must be placed in the same formation as it began the move in, but its facing can be changed. If the distance is greater than the unit's Move value or its formation contacts a terrain feature the unit is disordered it must spend its next action, this activation or next, doing nothing. A regimented unit must use a move action to alter its formation. Use the center most miniature to alter the formation around. When a skirmish unit moves into contact with another unit, move all miniatures into contact with miniatures in the enemy unit. If one or more units is in regiment, miniatures in the front rank are moved into contact and formation is maintained.

A vehicle may move up to its full move value going forward and half in reverse. A vehicle unit must move in a straight line either forward or reverse except for a single pivot up to 45° may be made at anytime during its move action.

Melee Attack

For a melee attack, both units roll dice for miniatures in contact in the attack. Regimented units also add dice for each miniature in the second rank as well. Add fight value to the roll of each miniature and sum all scores of the unit together. To figure losses, divide the attack sum by the target's Defense. Do this for both units. The quotient is how many miniatures are removed from each unit.

All units armed with range weapons roll the next lowest die type for melee attacks. Ex. A 1d6 archer rolls 1d4 for melee. Ordnance crews roll 1d4 for melee.

After a unit has been involved in a melee attack, if it uses a move action to withdraw from the melee the enemy unit gets a free attack, halve the miniature loss.

Ranged Attack

For a unit to make a ranged attack, a target must be within a number of inches determined by its ranged weapon, see the chart. The attacking unit must have clear line of sight to at least one third of target unit's miniatures to be a legal target. Declare the ranged attack then measure from the center most combatant of the attacking unit to the center most combatant of the target unit. If the range requirements are not met then the attacking unit's action ends. If the range requirement is met, continue. The attacking unit makes a roll as with a melee attack.

Example Weapons			
Name	Modifier	Range	
Cost/Mini			
Claw/hand/spear/sword.	+0	0	0
Big bite/big claw/big fist/	+1(F)	0	10
great axe/great sword			
Bow/crossbow	+1(S)	6	22
Longbow	+1(S)	10	30
Pistol	+1(S)	6	22
Musket	+2(S)	10	40
Assault rifle	+3(S)	9	48
Sniper rifle	+2(S)	15	50
Ray gun	+3(S)	6	42
50mm Cannon	+4(S)	18	76
Machine Gun	+4(S)	0	68

Ordinance

Ordinance units are groups of miniatures that operate a single large range weapon. The ordinance weapon itself has an AD used for making ranged attacks. An ordinance unit with more than half its crew may move and make a ranged attack during its activation. It cannot make two ranged attacks on its activation. If the unit has half or less its initial miniatures it must use two ranged attack actions on its activation but only makes the actual attack on the second one. As well with half or less crew the unit can only move up to half its Move value on an action. Ordinance units may never select a melee attack as their first action and a ranged attack as its second action. Ordinance weapons have two ranges listed, short and long. Anything up to or equal to the first number is short range, roll for attack as described for a ranged attack. Any target above the short range number and equal to or under the second number is long range. Roll as above and halve the number of miniatures removed. When making a melee attack roll 1d4 for each miniature of the unit involved in the melee. The weapon cannot be the target of any attack.

Vehicles

This pertains to larger vehicles with an array of weapons, such as tanks. Smaller vehicles with only one weapon, such as assault bikes, are best treated as an elite unit.

An individual vehicle is its own unit. Vehicles have stats similar to any other combatants. A vehicle makes a melee attack only as part of a move action. Measure and move the vehicle as normal. Trace the vehicle's path across the battlefield ANY unit its path comes into contact with suffers a melee attack. Roll and apply damage as normal for the front, halve miniature loss for the rear. Roll a number of attack dice (d6s) equal to the square inches of the vehicle's base. Ex. 6 square inches of base=6d6.

A vehicle has large amounts of firepower but is limited as to where it can aim. Ranged attack rolls may be divided up among any number of target units in one of its three 90° attack arcs: front, left, and right. Attacks to the front can be made up to the full range value of the vehicle. Attacks left and right can only be up to half the vehicle's range value. Declare the attack THEN ROLL AND ALLOCATE DAMAGE BEFORE ALL MEASURING. Measure to each, if the range requirement is not met for any target unit, the attack fails against those units. Damage cannot be reallocate to other targets.

When a vehicle suffers damage it is not automatically removed like miniatures on foot or mounted instead the controlling player rolls a d8 and applies the quotient of the attacking unit's score as a modifier. Ex. A tank with D:10 suffers an attack sum of 20. Its damage roll would then be 1d8+2. The controlling player rolls and applies the results from the Vehicle Damage chart to the vehicle.

Heroes

Heroes are like other troops, they have a single attack they can make against one unit. If it is a ranged weapon, they make a melee attack at the next lower die type (min. 1d4). Ex. 3d6 ranged attack, 3d4 melee attack. When a hero suffers a hit the die type they use to roll attacks is reduced to the next lower die type. Ex. 3d8 becomes 3d6. The die type can be reduced to d4 another hit after d4 and the hero is removed.

Morale

A morale check is made for any none vehicle or hero unit anytime they lose half their current number of miniatures in a combat action. To make a morale check the controlling player rolls dice for the remaining miniatures in the unit. If more evens are rolled than odds the unit successful passed its morale check. If not it failed, mark the unit with a token to show it failed. That unit must use its next action to move away from the enemy.

Force Generation

An average human, elf, or dwarf armed with a spear or sword, with basic armor has the following stats: 1d6 M:6 F:0 S:0 D:8. This can be used as a basis for generating other combatants in any genre. Typically the size of a model's base can help determine the number of dice that should be used for that miniature. Every square inch is 1 die. Ex. Human on horse with 2 square inch base = 2d6. As you are creating combatants you must determine what type of combatant each is either basic, elite, hero, or vehicle. Use the formula and chart below to determine the basic cost of a miniature without arms. When creating an ordinance unit decide on the AD for the weapon and use the weapon's AD as the AD of each crew member.

Miniature Cost= (Nd × (dN × move)+(dN × def)+(fight ×10)+(shoot ×10))/TYPE DIVISOR

To generate weapons use the following formula:

Weapon Cost= (fight × 10) + (shoot × 10) + (range ×2)

Its is difficult to put a universal formula on creating special abilities. Use your best judgment when deciding how much each costs.

Combine the cost of all three to get the total cost of that miniature. Unit size is what ever you feel appropriate for the scenario. When building a complete force you must allocate 50% of your points to basic and ordinance units, no more than 25% to elite and vehicle units, and no more than 25% to hero units.

Special Abilities

Ability (+price per miniature)

Rear Attack Arc(20% of original cost of vehicle)- Vehicles only. It may fire through the 90° rear arc, up to half the vehicle's range value.

Fearless(30)- Automatically passes any morale checks.

Fireball(20)- Heroes only. The hero is able to hurl a magical fireball as a ranged attack. Place a marker on an intended target estimated to be within 12" of the casting hero. Roll AD for the hero. If 2 dice show evens, the spell is successful. Measure, if target is beyond 12" move marker to 12". Center 3" diameter template on marker. All miniatures under the template suffer the sum of "even" dice individually.

Fast(50)- This miniature gets a third action upon being activated.

Command(50)- Heroes only. Whenever a unit within 8" of the hero makes a morale check. Roll the hero's AD as well add the evens to the total of evens for the unit checking morale.

Additional Turn(30)- Vehicles only. The vehicle may make a second pivot, up to 45°, along the course of it's move.

Vehicle Damage

Score Result

1-4 Defender chooses: Move or Defense -1, Range -2, or cannot fire out of 1 facing.

5-7 Attacker chooses: Move or Defense -1, Range -2, or cannot fire out of 1 facing.

8-9 Same as 1-4 results plus any future rules on this chart incur a +1.

10 Vehicle destroyed.

All results are accumulative.

Combatant Types

Divisor

Basic- spearmen, archers, light cavalry, riflemen. 4

Ordinance- ballista, trebuchet, mortar team, Gbs cannon. 4

Elite- heavy armored infantry, dragon, jet pack shocktroopers. 2

Hero- wizard, psion, commander. 2

Vehicle- assault bikes, tank, mechas. 1

What determines a combatant's type depends on scenario. A rifleman would be elite in a medieval scenario but basic in a modern scenario.

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