

One Page Little Wars v1.0

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General Principles

The most important rule: Whenever the rules are unclear or don't seem quite right, use common sense and personal preference. Have fun!

Line of Sight: If you can draw a straight line from attacker to target without passing through any obstacle or unit, then it has line of sight.

Preparation

The Battlefield: The game is played on a flat 6'x4' surface, with at least 5-10 pieces of terrain on it.

The Armies: Before the game players must each put together a force of 50 infantry, 30 cavalry and 2 artillery models.

Deployment: Players roll-off, and the winner picks which long table edge is his deployment zone, with his opponent taking the opposite edge. The player that won the roll-off goes first, placing all models within 3" of his table edge, and then his opponent does the same.

Mission: The game is played until one player has no more models on the table or concedes. If both forces are reduced to 15 models or less then the game ends immediately in a draw. At the end of the game each player scores points based on the following conditions:

- 100pts for drawing
- 200pts for winning
- 20pts for every artillery you have
- 3pts for every cavalry you have
- 2pts for every infantry you have
- 1pts for every prisoner you have taken
- 1pts for every prisoner your opponent has taken

Playing the Game

The game is played in alternating player turns, starting with the player that deployed first. Each turn consists of three phases:

1. Shooting Phase
2. Movement Phase
3. Combat Phase

However each player's first turn only consists of a movement phase, and only from the second turn on they may go through all phases.

1. Shooting Phase

Artillery in Action: An artillery model is in action as long as it has 4 models from one side within 3" of it. If there aren't at least 4 models in range, or models from both sides are in range, then the artillery is out of action.

Shooting: Any artillery model that is in action may fire up to 4 shots at infantry or cavalry models that are in its line of sight. Pick one target model and roll one die, and depending on its distance you need different results to hit:

- Target within 12" = 3+ to hit
- Target within 24" = 4+ to hit
- Target over 24" = 5+ to hit

If the shot hits D3 infantry or cavalry models are killed, which are removed by the defender starting from the target and then other models within 3" of it. Note that artillery models may never be killed by any type of attack.

Targets in Cover: If the target is within or behind cover terrain you get -1 to your roll.

2. Movement Phase

Infantry and Cavalry: Models may move and turn in any direction, with infantry moving 6" and cavalry moving 12". Models may move into base contact with enemy models in order to fight in close combat, but else must stay at least 1" away from enemy models.

Artillery: Any artillery model that is in action and has not fired during the shooting phase may move up to 6" if it has 4 infantry models within 3" and 12" if it has 4 cavalry models within 3". When the artillery moves those 4 models move with it.

Difficult Terrain: Models moving through forests or rivers halve their move.

3. Combat Phase

Combat Units: A group of friendly models that are all within 1" of at least one other model is considered a combat unit. All members of a unit must always be within 6" of all other members.

Supported Units: If a unit is up to one move away from another friendly unit that has at least half as many models, then the unit counts as supported.

Who fights?: All models that are in base contact with an enemy model count as fighting in close combat. All models that are within 3" of those models also count as fighting in close combat.

Close Combat: The player whose turn it is may pick in which order combat is fought. For each separate combat count the number of models from each side. If the number is equal, then all models from both sides are immediately killed. If the number is not equal, then the smaller force is the loser and the bigger force the winner.

Loser is supported: Both sides lose as many models as the smaller force has. The winner picks which of its models are killed.

Loser is not supported: First as many models are taken prisoner from the smaller force as the difference between the two forces, and then both sides lose as many models as the smaller force has remaining. The winner may pick which models are taken prisoner and which are killed from both sides.

Prisoners: Models that are prisoners may not fight and are controlled by the captor. One model may escort up to 7 prisoners that are within 3" to its deployment zone for them to be permanently captured. Prisoners that are left unguarded can be captured back the same way, however they must first be escorted to their own deployment zone before they can fight again. Note that since prisoners cannot fight they cannot kill or be killed in close combat.