Introduction

Hello, and welcome to Army Men Combat!

Army Men Combat is a single-page ruleset played with plastic army men and that was designed to be fast to learn and simple to play.

Gameplay is focused on combined arms warfare with alternating activations and simple combat mechanics to keep both players on their toes and engaged at all times.

We recommend printing out the rules page, this way you will always have all rules and units at hand as you are learning the game. If you don't have plastic army men you can usually find them at your local toy store or online for cheap ($5-$10 for a pack of 50 soldiers).

You can find various supplements to this ruleset and other one page rules at onepagerules.wordpress.com. You can find more awesome art at 40-kun.deviantart.com and rosscarlisle.tumblr.com.

If you'd like to get news & updates you can follow us at facebook.com/onepagerules, reddit.com/r/onepagerules or twitter.com/OnePageRules.

If you wish to get involved in the game's development or have any questions you can head over to our forums at onepagerules.proboards.com, or write me an e-mail at onepageanon@gmail.com.

Thank you for playing and happy wargaming,
One Page Anon (Rules), Jean Charles Doublet (Cover) and Ross Carlisle (Logo)

Index

Army Men Combat – Core Rules v1.1

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General Principles

The Most Important Rule: Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

Quality Tests: Whenever a rule states that you must take a Quality test roll one six-sided die trying to score a result of 4+, which counts as a success.

Additional Dice: Whenever you must add dice they are added to the unit as a whole, and not to each individual model in the unit.

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

Before we begin...

Army Composition: Each player may take up to 150pts or 300pts worth of units and upgrades in his army (you decide), of which up to half are vehicles. You may also take any combination of up to three units of the following type: Gunner, Sniper, Support.

Preparation: The game is played on a flat 4'x4' surface, with at least 5 pieces of terrain on it. The players roll-off, and the winner chooses on what side to deploy and places his army first within 12" of his table edge, then the opponent does the same.

Objective: After 4 rounds the game ends, and both players sum the point value of all enemy units they completely destroyed or that are pinned. The player with the most points wins.

Playing the Game

The game is played in rounds, in which players alternate in activating a single unit each until all units have been activated. Before every turn both players roll one die and add the number of non-activated units they have. The player with the higher number may activate a unit next.

Activation

The player declares which unit he wishes to activate, and it may do one of the following:

Action	Move	Notes
Hold	0"	May shoot.
Hunker	0"	Gets +1 die to blocking.
Guard	0"	May shoot in reaction.
Walk	6"	May shoot after moving.
Run	12"	May not shoot.
Assault	12"	Move into close combat.

Moving

Units may move and turn in any direction regardless of the models facing, and they may only move within 1" of other units if assaulting. All members of a unit must remain within 1" of at least one other member and within 12" of all other members.

Shooting

All models in a unit that are in range and have line of sight of an enemy unit may fire one weapon at it. The attacker takes one Quality test per Attack in the unit, and each success is a hit. The target then takes as many Quality tests as hits, and each success is a block. Subtract the number of blocks from the number of hits, and remove as many models from the target unit as the resulting number (defender may remove them in any order).

Guard: Units on guard do nothing for their turn, but may react to enemies that move within their line of sight by shooting. The target gets +1 die to blocking.

Close Combat

Assaulting models move into contact or as close as possible to enemy models, and then the defenders do the same by moving 3". All models within 2" of an enemy may attack with all their melee weapons, and the assaulting unit gets +1 die to close combat. This is resolved like shooting, however casualties are only removed after everyone has attacked. Compare how many wounds each unit caused, and the unit that caused most is the winner (opponent must take a morale test). If neither unit is destroyed the units immediately fight another close combat, and this continues until one is destroyed or routs.

Morale

If shooting brings a unit down to half of its original size, then it must take a morale test. The unit takes a Quality test and if failed it is Pinned (must take a morale test to activate or if assaulted). If the failed test was from close combat or trying to activate the unit, then it routs (remove all models as casualties). If it passes then the unit stops being pinned and may activate and fight close combat normally.

Terrain

Cover (*forests, ruins, sandbags, etc.*): Units within or behind cover terrain get +1 to blocking against shooting attacks, except for vehicles.

Difficult Terrain (*woods, mud, rivers, etc.*): Units moving through difficult terrain may never move more than their Walk action distance.

Dangerous Terrain (*quicksand, razor wire, mine fields, etc.*): Roll one die for every model that moves into or across dangerous terrain. The unit takes one automatic hit for each 1 you roll.

Elevation (*cliffs, roofs, ledges, etc.*): Units assaulting from higher elevation/being assaulted from lower elevation get +1 die to close combat, and units taking shots from lower elevation count as in Cover.

Infantry

Units are made of as many models as the number in brackets, and some have special rules. Recruits, Riflemen and Veterans may be upgraded with:

- All soldiers may take bayonets for +10pts
- One soldier may take grenades for +5pts or C4 for +10pts
- One soldier may replace his rifle with a flamethrower or bazooka for +10pts

Name	Equipment	Special	Pts
Recruits [5]	Rifles	Rookie	15
Recruits [10]	Rifles	Rookie	30
Riflemen [5]	Rifles	-	25
Riflemen [10]	Rifles	-	50
Veterans [5]	Rifles	Elite	40
Veterans [10]	Rifles	Elite	80
Gunner [1]	Machinegun	-	10
Sniper [1]	Sniper Rifle	Scope	10
Support [1]	Mortar	Radio	20

Elite: This unit may re-roll failed Quality tests.

Scope: This unit only needs 2+ to pass Quality tests when shooting, and the target may not roll to block unless it is a vehicle.

Radio: This unit may shoot at enemies it cannot directly see as long as they are within line of sight of at least one other friendly unit.

Rookie: This unit must re-roll passed Quality tests.

Weapons

Weapons with a range value provide as many dice to shooting as their Firepower, whilst weapons without a range value add to melee. Units without bayonets are assumed to use fists in close combat. Weapons with D(n) Firepower roll an (n) sided die to determine Firepower for that attack.

When attacking enemy vehicles halve the amount of hits (rounding down), or double them for weapons with "x" next to their Firepower.

Name	Range	FP
Fists	-	1
Bayonet	-	2
Bomb	6"	2D6x
Grenade	12"	D6
C4	12"	D6x
Flamethrower	12"	2D6
Rifle	24"	1
Sniper Rifle	36"	1
Machinegun	36"	3
Bazooka	36"	D6x
Autocannon	48"	3
Mortar/Missile	48"	D6x
Tank Cannon/Artillery Gun	48"	2D6x

Vehicle Rules

Vehicles are activated like regular units, and may do one of the following when activated:

Action	Move	Notes
Hold	0"	May fire all of its weapons.
Move	12"	May shoot after moving.
Cruise	24"	May not shoot.

Vehicles may pivot once by up to 180° when using Hold actions or by up to 90° at any point during a Move or Cruise action (may not move sideways, and move at half speed when reversing). If a vehicle is attacked in close combat it may not strike back. When a vehicle fails to block one or more hits, roll on this table for each:

Result	Effect
1-2	Shaken (must roll a 4+ to activate).
3-4	Immobile (may not move or pivot).
5-6	Destroyed.

If the vehicle is hit in the front roll 2 dice and choose the lowest result, if hit in the side roll 1 die, and if hit in the rear roll 2 and choose the highest result.

Vehicles

Vehicles consist of a single model, and when they take hits you may add as many dice to blocking as their armor (number in brackets). All Vehicles may be upgraded with:

- Raise their armor by 1 for +25pts
- Take a mounted machinegun for +10pts

Name	Equipment	Special	Pts
Jeep (1)	-	Crew	40
Truck (1)	-	Crew	60
APC (2)	Autocannon	Crew	110
L. Tank (3)	Tank Cannon	-	150
M. Tank (4)	Tank Cannon	-	175
H. Tank (5)	Tank Cannon	-	200
Howitzer (-)	Artillery Gun	Slow	90
Chopper (2)	Machinegun	Hover	110
Jet (2)	Missile	Flyer	150
Bomber (1)	Bomb	Flyer	150

Crew: This vehicle may transport up to 5 models for Jeeps, and 10 models for Trucks, APCs and Choppers. Units that move into contact with a vehicle may embark, and units may use a walk action to disembark. If a unit is inside a vehicle when it is destroyed all models are placed within 3" of the wreck and the unit immediately takes D6 hits.

Flyer: This vehicle must move 24" in a straight line every turn, and it may move over enemy units and terrain as if they were not there. It may always fire all of its weapons, even when moving, and it may not be attacked in close combat. If its compulsory move brings it outside of table borders its activation ends, and you may place it on the table edge left from facing any direction. Enemy non-flyer units targeting it for shooting must add 12" to the range measured, and they need 6+ to pass Quality test to hit it. Hits on this vehicle always count as in its side, if it suffers from a Immobile result it treats it as a Destroyed result, and if it fails to activate from being Shaken it is immediately destroyed.

Hover: This vehicle may move over enemy units and terrain as if they were not there, and it may not be attacked in close combat. The vehicle counts as having the Crew rule and all hits count as in its side.

Slow: This vehicle moves 6" and cruises 12", it may only shoot when using hold actions, and it counts as having the Radio special rule when shooting.