

ONE PAGE RULES PRESENTS

ARMY★MEN COMBAT



Introduction

Army Men Combat is a single-page miniature wargame played with plastic army men. The gameplay was designed to be played with just a handful of toy soldiers and create heroic moments of glorious plastic combat.

All you need to play are some plastic army men, a flat 4'x4' playing area, a measuring tape in inches and a couple of six-sided dice. 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). The game can also be played with any sci-fi/modern miniatures.

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If you wish to get involved in development or have any questions feel free to contact us:

- Forum: onepagerules.proboards.com
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Thank you for playing and happy wargaming!

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Army Men Combat – Core Rules v1.5.0

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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. Have fun!

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.

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: The players take an equal amount of models of any type. We recommend playing with 10 models each, but you can play larger games if you want.

Preparation: The game is played on a flat 4'x4' surface, with at least 10 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 amount of enemy units that they killed. The player that killed most 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"	May not shoot.
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.

Obstacles: Units may climb over obstacles up to 1" high by rolling one die. On a 1-4 the model is placed on the other side and ends its move. On a 5-6 the model may cross the obstacle as if it was not there.

Hunker: Units that hunker may not move or shoot, but count as having a piece of cover around them.

Shooting

Units may shoot at enemy units within range and line of sight that are not in close combat with a friendly unit. The attacker takes one Quality test per Attack, and each success is a hit. The target then takes as many Quality tests as hits, and each success is a block. If the target is unable to block a hit then it is immediately killed.

Cover: If there are any obstacles between the attacker and its target, then you must roll one die for each obstacle, trying to score 4+. If all rolls are successful the shot hits, else it misses.

Guard: Units on guard do nothing for their turn, but may react to enemies that move within their line of sight by shooting, however they must re-roll successful hits.

Close Combat

Assaulting modes are moved into base contact with their target before combat begins. Each soldier rolls one die, and if one has a higher result he wins. Else the combat is a tie and nothing happens. The loser must then take one Quality test, and if it fails then the model is immediately killed.

Surrounded: If a unit is fighting against more than one enemy model, then the surrounding player may force it to re-roll its combat die.

Morale

If at the beginning of a round an army is down to half of its original size, then all of its models must take a morale test when activated. If the test is failed the model must immediately make a Run action toward the closest table edge. If this brings the model outside of the table then it is killed.

Terrain

Difficult Terrain (woods, mud, rivers, etc.): Units moving through difficult terrain may never move more than 6" at a time.

Dangerous Terrain (quicksand, razor wire, mine fields, etc.): Units moving into or across dangerous terrain roll one die. On a roll of 1 they are killed.

Elevation (cliffs, roofs, ledges, etc.): Units assaulting from higher elevation/being assaulted from lower elevation may re-roll their combat die, and units taking shots from lower elevation count as in cover.

Unit Types

Sergeant

	Range	Attacks
Pistol	12"	1

Leader: Friendly units within 6" may re-roll morale tests and failed hits when shooting.

Rifleman

	Range	Attacks
Rifle	24"	1

Special Rules: n/a

Grenadier

	Range	Attacks
Grenades	12"	1

Explosives: If this unit hits when shooting all enemy models within 3" of the target take a hit.

Support Gunner

	Range	Attacks
Machinegun	24"	3

Heavy: This unit may not shoot its weapon when using Walk actions.

Commando

	Range	Attacks
SMG	12"	2

Scout: This unit may immediately move 12" after being deployed.

Sniper

	Range	Attacks
Sniper Rifle	36"	1

Scope: This unit ignores cover when shooting, and it may not shoot at targets within 12".

Heavy Support

	Range	Attacks
Rocket Launcher	24"	1

Heavy Explosives: This unit may not shoot its weapon when using Walk actions. If this unit hits when shooting all enemy models within 3" of the target take a hit.

Advanced Missions

Once you have gotten used to the basic rules you can play with advanced missions. You can either choose any of these or play with a random objective by rolling one die on this table:

Result	Mission
1	Duel
2	Seize Ground
3	Cache Hunt
4	Sabotage
5	Breakthrough
6	King of the Hill

1 – Duel: After 4 rounds the game ends, and both players sum the amount of enemy units that they killed. The player that killed most wins.

2 – Seize Ground: Before deploying armies place D3+2 objective markers on the table. Roll-off to see who goes first, and then alternate in placing one marker each at least 12" away from any table edge and from any other marker. After 4 rounds the game is over, and both players check if they have any units within 3" of an objective marker, and if no enemy units are within 3" of that marker it counts as seized. The player with the most seized objective markers wins.

3 – Cache Hunt: Before deploying armies place 3 cache markers on the table. Roll-off to see who goes first, and then alternate in placing one cache marker each at least 12" away from any table edge and from any other cache marker. If a unit moves into contact with the marker it picks it up, and if it is killed the marker is dropped on the spot. Units holding markers may move off any table edge, removing the unit and the marker. After 4 rounds the game is over, and both players sum how many cache markers they are holding or they moved off the table. The player with the most caches wins.

4 – Sabotage: Before deploying armies place two radio markers on the table. Roll-off to see who goes first, and then place one radio marker within your deployment zone, at least 6" away from any table edge. If a unit is within 3" of an enemy radio marker, and no enemy units are within 3" of that marker, then it is destroyed. After 4 rounds the game is over, and if one of the players destroyed the enemy radio marker whilst keeping his own marker intact, then he wins.

5 – Breakthrough: After 4 rounds the game ends, and both players sum the amount of units that they have in the opponent's deployment zone. The player with most units within the opponent's deployment zone wins.

6 – King of the Hill: After 4 rounds the game ends, and both players sum the amount of units that they have within 12" of the table center. The player with most units within the table center wins.