

ONE PAGE RULES PRESENTS

WARSTUFF



Introduction

Hello, and welcome to WarStuff!

WarStuff is a single-page ruleset designed to be played with any miniatures or toys that you have at hand.

The rules were written with conventions and pick-up games in mind, where players often have miniatures from very different ranges and usually can't play with each other.

On the main rules page you will find everything you need to build your custom units, and we have provided a variety of units from different ranges so that you can get into the game even faster!

Whilst these rules were made with 28mm models in mind, you can use them to play with 15mm models by reducing all measurements to half their size. You can also use groups of models to represent a single unit, allowing you to play huge battles in a very short time!

You can find various supplements to this ruleset and other one page rules at onepagerules.wordpress.com. You can find more awesome art at thanebobo.deviantart.com, 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), Boris Samec (Cover Lineart), Jean Charles Doublet (Cover Coloring) and Ross Carlisle (Logo)

Index

1. *Cover*
2. *Introduction & Index*
3. *Rules*
4. *Quickplay Units*

WarStuff – Core Rules v1.7

by OnePageAnon (<http://onepagerules.wordpress.com/>)

General Principles

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

Units: Each unit consists of one model that is defined by its quality and special rules.

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...

Preparation: The game is played on a flat 4'x4' surface, with as many terrain pieces as you like, and each player may take up to 150pts or 300pts worth of units in his warband (you decide). The players roll-off, and the winner chooses on what side to deploy and places his warband first within 12" of his table edge, then the opponents do the same.

Mission: The game continues until all players but one either concede, or all of their units are dead.

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. The player that won deployment goes first on the first round, and in each new round the player that finished activating first in the previous round goes first.

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.
Recover	0"	May not shoot.
Walk	6"	May shoot after moving.
Run	12"	May attack in melee.

Moving

Units may move and turn in any direction regardless of the models facing, and they may only move into base contact with enemy units to attack.

Shooting

Units with the Shooter special rule that are within range and line of sight of an enemy unit may shoot. Roll one D6 and compare the Quality value of the attacker to that of the defender:

- Defender is 2 points higher: 6+ to hit
- Defender is 1 point higher: 5+ to hit
- Defender is equal: 4+ to hit
- Defender is 1 point lower: 3+ to hit
- Defender is 2 points lower: 2+ to hit

If you manage to hit, then roll one D6 and add the number of Wounds on the defender to the result. If the result is higher than the defender's unmodified Quality value, then it is killed. If the result is equal or lower, then the defender takes one Wound.

Melee

Units that move into base contact with an enemy unit may attack it in melee, which is resolved like shooting. If the attacker does not kill the defender, then it must move back by 1".

Morale Tests

Whenever a unit must take a morale test roll one D6 and compare the result to the unit's Quality. If the result is higher, then the unit is stunned.

Stunned Units

Whenever a model is stunned place it on its side to indicate its status. Stunned units count as having Quality 0, and they must use Recover as their next action (the model stands up).

Terrain

Cover (forests, ruins, sandbags, etc.): Units within or behind cover terrain get +1 Quality when targeted by shooting attacks.

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.): Whenever a unit moves into or across dangerous terrain roll one die, on a 6 it takes a hit.

Unit Creation

Whilst WarStuff comes with some pre-made units to play, you can create your own based on whatever models you have. To create a unit simply assign a Quality value to it and give it any Special Rules that seem appropriate based on the model. By summing the points of the unit's Quality value and the Special Rules it has you get the unit's total point value. Note that units always cost a minimum of 5pts.

Quality: Units have a Quality value that ranges from 1 to 5. This is an overall indication of the model's morale and combat ability. Multiply the unit's Quality value by 10 to get its base point cost. *Example: A unit with Quality 3 has a base point cost of 30pts (Quality 3 x 10pts = 30pts Total).*

Special Rules: Units can have Special Rules by adding the point cost to the unit's base point cost.

Example: A unit with Quality 3 and the Armored special rule costs 35pts (Quality 3 x 10pts = 30pts; Armored = 5pts; 30pts + 5pts = 35pts Total).

Quality Guidelines: To give you a better idea of how to create your units, here is a list of general guidelines on what Quality units should have:

- Quality 1: Animals, Civilians
- Quality 2: Humans, Orcs,
- Quality 3: Heroes, Elves
- Quality 4: Trolls, Ogres
- Quality 5: Dragons, Walkers

Designer's Notes: The unit creation rules were written without any maximum point limits so that you can create anything you like, however this can lead to potentially imbalanced situations. Because of this we recommend playing with units that are approximately equal in points, or that don't exceed a maximum point limit of 75pts each.

Special Rules

Armored [+5pts]

This unit gets +1 Quality when attacked.

Brutal [+15pts]

Whenever this unit kills an enemy in melee all enemy models within 6" must take a morale test.

Camouflaged [+5pts]

This unit always counts as being in Cover, and it gets +2 Quality instead of only +1 Quality for cover.

Counter-Attack [+5pts]

Enemies attacking this unit in melee that roll a 1 immediately take one hit themselves.

Deadly [+15pts]

Whenever this unit attacks an enemy and rolls a 6 the defender is immediately killed.

Death Blow [+5pts]

If this unit is killed all enemy units within 3" must roll one die, on a 6 they immediately take a hit.

Entangle [+15pts]

This unit may use a Shooter (Short) attack which hits its target on a 4+ and immediately stuns it (this attack can't wound or kill).

Fast [+10pts]

This unit moves up to 9" when using Walk actions and up to 18" when using Run actions.

Fear [+10pts]

Enemies trying to move into base contact with this unit must halve their maximum movement.

Fearless [+10pts]

This unit automatically passes all morale tests.

Fire [+5pts]

Whenever this unit attacks an enemy and rolls a 6 the defender takes one additional hit.

Flying [+10pts]

This unit may move through other units and obstacles, and it may ignore terrain effects.

Frenzy [+10pts]

Whenever this unit attacks in melee it gets +D3 Quality for that attack.

Healer [+10pts]

This unit may try to heal one friendly unit within 3" instead of using an attack. Roll one die, on a 4+ you may remove one Wound from the unit, and it may immediately make a free Recover action.

Hit & Run [+10pts]

This unit may move by up to 6" after attacking in melee, staying at least 3" away from enemy models.

Intimidating [+30pts]

Whenever this unit attacks or is attacked in melee its enemy must take a morale test. Note that units with this special rule are immune to it.

Large [+5pts]

This unit gets +1 Quality when attacking or being attacked in melee against units without this special rule, but enemies targeting it with shooting attacks get +1 Quality for that attack.

Leader [+30pts]

Whenever this unit is activated you may try to command up to three friendly units within 3". Roll three dice, and for each 4+ you may activate one friendly unit within 3" that has not been activated yet. All activated models act independently, and you may use them in any order.

Pathfinder [+5pts]

This unit ignores the effects of difficult terrain, and if it takes any hits from dangerous terrain roll one die, on a 4+ the hit is ignored.

Pinning [+10pts]

Whenever this unit target an enemy unit with a shooting attack the target has to take a morale test.

Poison [+5pts]

Whenever this unit attacks an enemy and rolls a 6 the defender immediately takes one wound.

Power Shot [+5pts]

This unit gets +1 Quality when shooting.

Power Strike [+5pts]

This unit gets +1 Quality when attacking in melee.

Regeneration [+15pts]

Whenever this unit would be killed roll one die, on a 4+ it takes one Wound instead.

Scout [+15pts]

This unit is deployed after all other non-scout units have been deployed. Place it anywhere on the table at least 12" away from enemy units (if both players have scout units roll-off to see who deploys first).

Shooter (Short) [+5pts]

This unit may use a shooting attack with 12" range.

Shooter (Medium) [+10pts]

This unit may use a shooting attack with 18" range.

Shooter (Long) [+15pts]

This unit may use a shooting attack with 24" range.

Small [-5pts]

Enemies without this special rule get +1 Quality when attacking or defending against this unit in melee, but this unit gets +1 Quality when targeted by shooting attacks

Slow [-5pts]

This unit moves up to 3" when using Walk actions and up to 6" when using Run actions.

Stealthy [+5pts]

This unit gets +3 Quality when in Cover instead of only +1 Quality.

Sweep Attack [+5pts]

Whenever this unit attacks an enemy and rolls a 6 the defender is immediately stunned.

Tough [+15pts]

Whenever this unit takes a hit roll one die, on a 4+ the hit is ignored.

Trapper [+5pts]

Enemies attacking this unit in melee that roll a 1 are immediately stunned.

Undead [-5pts]

This unit is immune to Poison, and if it fails any morale test it is immediately killed.

Vanguard [+10pts]

This unit may immediately move by up to 12" after being deployed.

Vicious [+10pts]

Whenever this unit attacks an enemy and rolls a 6 the defender takes D3 additional hits.

Quickplay Units

FANTASY

Unit	Pts	Quality	Special Rules
Human Warrior	20	2	-
Human Archer	35	2	Shooter (Long)
Knight	30	2	Fast
Wizard	50	2	Fire, Healer, Shooter (Medium)
Orc Warrior	35	2	Brutal
Boar Rider	45	2	Brutal, Fast
Goblin Warrior	10	1	-
Wolf Rider	20	1	Fast
Elf Warrior	25	2	Pathfinder
Elf Archer	40	2	Pathfinder, Shooter (Long)
Dwarf Warrior	25	2	Fearless, Slow
Dwarf Rifleman	40	2	Fearless, Shooter (Long), Slow
Rat Warrior	25	2	Fast
Rat Ogre	60	3	Fast, Fear, Tough
Skink Warrior	25	1	Poison, Shooter (Short)
Saurus Warrior	35	3	Sweep Attack
Zombie	5	1	Power Strike, Slow, Undead
Skeleton	5	1	Undead
Ghoul	25	2	Poison, Undead
Vampire	60	2	Leader, Undead, Tough

ANIMALS & MONSTERS

Units	Pts	Quality	Special Rules
Stone Golem	50	4	Slow, Tough
Giant Scorpion	50	2	Pathfinder, Poison, Tough
Bear	40	3	Fear
Minotaur	55	3	Deadly, Fear
Chimera	80	5	Large, Shooter (Medium), Tough
Troll	65	4	Fear, Tough
Giant Spider	70	2	Entangle, Fear, Poison, Tough
Giant	95	5	Brutal, Fear, Large, Tough
Dragon	100	5	Fear, Fire, Flying, Large, Tough

SCIENCE FICTION

Unit	Pts	Quality	Special Rules
Guardsmen	35	2	Shooter (Long)
Space Marine	55	3	Fearless, Shooter (Long)
Terminator	65	4	Fearless, Shooter (Long)
Eldar Guardian	35	2	Fast, Shooter (Medium)
Eldar Jetbike	40	2	Fast, Large, Shooter (Medium)
Ork Choppa Boy	25	2	Shooter (Short)
Ork Shoota Boy	30	2	Shooter (Medium)
Scarab Swarm	15	2	Small
Necron Warrior	45	3	Shooter (Long)
Termagant	25	2	Fast
Hormagant	30	2	Fast, Shooter (Short)
Genestealer	60	3	Deadly, Hit & Run, Pathfinder
Carnifex	90	5	Fear, Fearless, Large, Tough

ANCIENT

Unit	Pts	Quality	Special Rules
Slinger	15	1	Shooter (Short)
Pikeman	20	2	-
Archer	25	1	Shooter (Long)
Savage	35	2	Brutal
Horseman	30	2	Fast
Centurion	60	3	Leader
Elephant	70	5	Large, Tough

MEDIEVAL

Unit	Pts	Quality	Special Rules
Peasant	10	1	-
Man at Arms	20	2	-
Crossbowman	35	2	Shooter (Long)
Knight	30	2	Fast
King	75	3	Leader, Tough

NAPOLEONIC

Unit	Pts	Quality	Special Rules
Carabineer	30	2	Shooter (Medium)
Fusilier	35	2	Shooter (Long)
Hussar	30	2	Fast
Cuirassier	45	2	Fast, Shooter (Long)
General	70	3	Fast, Leader

MODERN

Units	Pts	Quality	Special Rules
Partisan	20	1	Shooter (Medium)
Engineer	35	2	Fire, Shooter (Short)
Medic	35	2	Healer, Shooter (Short)
Rifleman	35	2	Shooter (Long)
Machinegunner	45	2	Shooter (Long), Pinning
Sniper	50	2	Deadly, Shooter (Long)
Sergeant	65	3	Leader, Shooter (Short)

TANK BATTLES

Unit	Pts	Quality	Special Rules
M3 Stuart	20	1	Shooter (Long), Small
M4 Sherman	35	2	Shooter (Long)
Stug III	30	2	Shooter (Long), Slow
Tiger I	55	4	Shooter (Long)
T-34	45	3	Shooter (Long)
SU-100	60	5	Shooter (Long), Slow

SPACE DOGFIGHTS

Unit	Pts	Quality	Special Rules
X-Wing	40	3	Shooter (Medium)
Millennium Falc.	45	4	Shooter (Medium), Slow
Tie Fighter	40	2	Fast, Shooter (Medium)
Tie Bomber	45	3	Fire, Shooter (Short)

SPACE BATTLES

Unit	Pts	Quality	Special Rules
Attack Craft	25	1	Fast, Shooter (Short)
Frigate	40	2	Fast, Shooter (Medium)
Cruiser	40	3	Shooter (Medium)
Battlecruiser	55	4	Shooter (Long)
Battleship	60	5	Shooter (Long), Slow

SUPER HEROES

Unit	Pts	Quality	Special Rules
Catwoman	45	3	Fast, Pathfinder
Joker	45	3	Frenzy, Shooter (Short)
Bane	55	4	Tough
Batman	70	4	Deadly, Scout
Superman	80	5	Flying, Power Strike, Tough
Iron Man	70	4	Fast, Flying, Shooter (Medium)
Hulk	70	5	Large, Tough
Captain America	65	3	Armored, Leader
Thor	70	4	Intimidating
Loki	55	4	Counter-Attack, Vicious

DINOSAURS

Unit	Pts	Quality	Special Rules
Pterodactyl	30	2	Flying
Velociraptor	40	3	Fast
Stegosaurus	40	4	-
Triceratops	55	4	Brutal
Ankylosaurus	55	4	Tough
Brontosaurus	70	5	Large, Tough
T-Rex	85	5	Deadly, Large, Tough