

ONE PAGE RULES PRESENTS

WARSTUFF



Introduction

WarsStuff is a skirmish game designed to be played with any miniatures or toys you have at hand. The rules are a perfect introduction to wargaming for kids, or for conventions and pick-up games where players might have models from different manufacturers.

All you need to play the game are some miniatures or toys, a flat 4'x4' playing area, a measuring tape in inches and a couple of six-sided dice. The game can be played with miniatures of all sizes, from 6mm to 28mm. You can also use groups of models to represent a single unit, allowing you to play huge battles in a very short time.

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

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Thank you for playing and happy wargaming!

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WarStuff – Core Rules v2.1.0

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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!

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

Quality Tests: Whenever you must take a Quality test roll one six-sided die trying to score the unit's Quality value or higher, 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...

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 worth of units in his army. The players roll-off, and the winner picks on what table edge to deploy first, then players alternate in placing one unit each within 12" of their table edge until all units have been deployed.

Mission: After 4 rounds the game ends, and both players sum the point value of all enemy units that they killed. 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. 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.
Walk	6"	May shoot after moving.
Run	12"	May not shoot.
Charge	12"	Move into Melee.

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 charging.

Shooting

Models that are in range and have line of sight to an enemy unit may fire at it. Shooting models take one Quality test and a success is a hit. The target then takes one Quality test, and a success is a block. Every unblocked hit causes a wound.

Melee

Charging models move into contact with the target model and then attack in melee, which is resolved like shooting. If the defender survives and is still in base contact then he may strike back. If either unit is destroyed the other may move by up to 3", if not then charging models must move back by 1".

Routing

If at the beginning of a round an army is down to half of its original size then it must take a Rout test. Pick one model that is not stunned and take a Quality test with it. If failed, then all models from that army are killed. If there are only stunned models left then the test is failed automatically.

Wounds

Roll one die for each wound a model has taken, pick the lowest result and consult this table:

Result	Effect
1	Pushed (Model is pushed 1" directly away from the enemy)
2-3	Stunned (Model counts as activated and is placed on its side to indicate its status)
4-6	Killed (Remove model as a casualty)

Stunned models must spend their next activation idle to recover (stand model back up). Stunned models that take hits from shooting or that are charged in a subsequent melee are immediately killed and can't strike back.

Terrain

Cover (forests, ruins, sandbags, etc.): Units with most models within or behind cover terrain ignore shooting hits on 5+ (doesn't stack with Armored).

Difficult Terrain (woods, mud, rivers, etc.): Units moving through difficult terrain can't move more than 6" at a time, regardless of action.

Special Rules

Armored: Whenever this unit takes hits roll one die, on a 4+ it is ignored.

Camouflaged: This unit always counts as being in Cover, even when it is out in the open.

Deadly: Whenever this unit roll a 6 to hit it deals one automatic wound. Note that these hits can't be ignored by the Armored rule.

Death Blow: If this unit is killed all enemy units within 3" take one automatic hit.

Fast: This unit moves 9" when using Walk actions and 18" when using Run/Charge actions.

Fearless: This unit may re-roll failed rout tests as long as it is not stunned.

Fire/Poison: When dealing wounds to an enemy add +1 to the wound roll.

Freeze: When dealing hits to an enemy roll one die, on a 4+ it can't move during its next activation.

Frenzy: This unit may re-roll failed hits in Melee.

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

Healer: Whenever a friendly unit within 3" would be killed roll one die. On a 4+ it is stunned instead.

Hit & Run: This unit may move back by 3" after charging (enemies can't strike back).

Intimidating: When in Melee enemy units without this rule must take a Quality test. If failed they must re-roll successful hits.

Large: This unit may re-roll failed hits in Melee against non-large units. Enemies shooting at this unit may re-roll failed hits.

Leader: When this unit is activated roll three dice, for each 4+ target friendly unit within 6" may immediately take one action.

Mounted: This unit has 2 attacks when charging.

Regeneration: When this unit is killed roll one die, on a 4+ it is stunned instead.

Shooter (Short): This unit may use shooting attacks with a range of 12".

Shooter (Medium): This unit may use shooting attacks with a range of 24".

Shooter (Long): This unit may use shooting attacks with a range of 36".

Slow: This unit moves 3" when using Walk actions and 6" when using Run/Charge actions.

Stealthy: This unit is deployed after all other non-stealthy units have been deployed. You may place this unit anywhere on the table over 12" away from enemy units (if both players have stealthy units roll-off to see who deploys first).

Strider: This unit treats difficult terrain as open terrain for the purpose of movement.

Tough: This model must accumulate 3 wounds before rolling on the wound table.

Undead: This unit is not killed if you fail a rout test.

Wizard: When this unit is activated it may cast one of two spells before doing anything else. Roll one die, an on a 4+ it is cast.

- **Fireball:** Target enemy unit within 12" takes one hit with Fire.
- **Freeze Ray:** Target enemy unit within 18" takes one hit with Freeze.

Unit Creation

When preparing your armies you will have to create units based on whatever models you have. There are two steps to unit creation: you have to select a quality value and then add special rules. Based on those you will have a points value for the unit.

Quality: Pick one of the quality values below and the associated points are the unit's base cost:

Quality	Cost
6+	5pts
5+	10pts
4+	15pts
3+	20pts
2+	25pts

Special Rules: Pick up to three of the special rules below and add the associated points to the unit's base cost. This will give you the unit's total value. Note that units always cost at least 5pts.

Special Rule	Cost
Armored	+15pts
Camouflaged	+5pts
Deadly	+10pts
Death Blow	+5pts
Fast	+5pts
Fearless	+10pts
Fire/Poison	+10pts
Freeze	+5pts
Frenzy	+5pts
Flying	+10pts
Healer	+10pts
Hit & Run	+10pts
Intimidating	+10pts
Large	+0pts
Leader	+30pts
Mounted	+5pts
Regeneration	+20pts
Shooter (Short)	+5pts
Shooter (Medium)	+10pts
Shooter (Long)	+15pts
Slow	-5pts
Stealthy	+5pts
Strider	+5pts
Tough	+30pts
Undead	+5pts
Wizard	+15pts

Example: You have a model of an orc with a bow. The orc doesn't look very skilled so we will give it a Quality of 5+ for 10pts. Since the orc has a bow we will give it the Shooter (Medium) special rule for +10pts. By adding the two together we get a total points value of 20pts.