

# VERY SIMPLE GENERIC MINIATURES RULES

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VSGMR Yahoo Group (<http://games.groups.yahoo.com/group/vsgmr/>)

These are rules designed to play through the great battles of yesterday, today and tomorrow. They were created by somebody other than me and rewritten and expanded by me with the non-hard-core potential gamer in mind, or people who aren't interested in complex rules interfering in blowing away miniature soldiers. And they work a lot better than yelling, "I got you!" and "No you didn't!" back and forth across the house!

Sections II and III of the rules (pages 3 to 5) are the **Basic Rules**, all you really need – after all, a Very Simple game should be complete in as few words as possible. You can add, change or ignore any rule you like; make the game your own. However, the rules included here are written to make the game as simple yet satisfying as possible.

The second part of the rules (Section IV to the end) are **Optional Rules** and expanded rules you can add to make your game more detailed without being much more complex. Other optional rules are mentioned in the Basic Rules. It's easy to add new rules that give more variety to your fighting force, and help bring the story of your battle to life. Remember, though, the more rules you add, the more you'll need to remember as you play... and the less Very Simple it will be!

If there's a disagreement over how the rules work, discuss it with the other players and try to find a solution that's fun for everyone. This game is meant to move quickly – if one battle isn't going your way, you can set up and play another one in just a few minutes. The game can handle any number of players.

## I. WHAT YOU NEED TO PLAY

**Figures:** This game can be played in any sort of setting with any type of small plastic or metal figures. They should all be about the same size. Typical figures can be found in plastic "army guys" packages, in fantasy or science fiction war games, as action figures from TV shows and movies, or even as playing pieces in normal board games. See Section IX. Miniatures For Every Scale for suggestions on how to use figures of most common sizes with these rules.

Figures are divided into three types:

**Guys:** people and creatures roughly human-sized or smaller. There are two "flavors" of guys, troops and heroes – more on them below.

**Cavalry:** creatures guys ride on, like horses and wolves. Motorcycles and one-man robot suits could be cavalry too – any figure bigger than a guy but smaller than a vehicle.

**Vehicles:** machines a guy drives or pilots, like cars, tanks and planes. Large creatures like dragons and demons are equivalent to vehicles as well.

A game can be played with just one type or with any combination of the three. A player needs one figure representing each individual guy, cavalry and vehicle. Make sure you have a way of telling

which figure belongs to each player. The optional rules suggest point values for each figure to make each player's force more or less equal, but to start playing right away, just grab a few figures for each player.

It's best if the figure has an appropriate decoration for each of its abilities (carrying a gun for distance attacks, wearing armor, and so on), but you don't have to do this. Just make sure all the players know what each figure can do. You can describe figures, attacks, armor and other game elements any way you want (guys could be soldiers, robots or wizards, while armor might be chain mail, psychic shields or super-powered durability, for example).

**Dice:** Each player needs one or two six-sided dice. If you are using the optional "Super Power" rules (see Section VI. Super Powers), you will also need eight-, ten- and twelve-sided dice.

**Measuring Tool:** Several measurements are needed to play the game – specifically, a Move Unit, a Half Move Unit, and a Distance Attack Unit. A standard 12-inch ruler will measure these units, but the optional rules list alternative unit lengths (see Section X. Measuring With The Paper) so you can use the 8 ½ x 11 inch paper you've printed these instructions on.

**Playing Surface:** A space on a tabletop, the floor or even outdoors works well. The game's standard measurements assume you are using a tabletop about 4 feet by 6 feet.

**Terrain:** A game should also have buildings and/or terrain features, like walls, trees or rocks, which are scattered throughout the playing surface before the game begins. These can be simulated with the real thing (small stones as boulders, a wooden block for a wall, and so on) or with paper, cardboard and other materials. You may also want to decorate the playing surface with different types of "ground," like clear fields, city streets, rivers, small hills, etc.

## II. BASIC RULES

Set up your figures on one side of the playing surface, facing toward the other player's figures. Some scenarios (see Section VIII. Scenarios) may call for a different start to the game. If the players cannot agree on which figure can be in a particular spot during set up, each player rolls one die. The player with the highest result gets to place his figure there. Reroll ties.

Each round of the game follows the same order:

1. **Initiative** is determined.
2. The player who takes the first turn **moves** none, some or all of his figures. Then the next player moves, and so on.
3. The player who takes the first turn makes **distance attacks** with any figures he controls that can make distance attacks, if he wishes. Then the next player makes distance attacks, and so on.
4. The player who takes the first turn makes **hand to hand attacks** with any figures he controls that can make hand to hand attacks on this turn, if he wishes. Then the next player makes hand to hand attacks, and so on.
5. The player who takes the first turn makes **skill rolls** with any figures he controls that can make skill rolls on this turn, if he wishes. Then the next player makes skill rolls, and so on.
6. When all players have taken all steps, the round ends and **Initiative** is rolled again. Return to step 1.

When 5 rounds are finished, or if one player's entire group of figures is destroyed, the game ends. The player who has destroyed the most points worth of opponents' figures wins (add all opponents' figures together). Some scenarios change these ending and win conditions.

**OPTIONAL RULE (Everyone Acts):** If the players choose, the player who takes the first turn moves just one of his figures, then the next player moves just one of his figures, and

so on. Once all movement is done, the player who takes the first turn can make a distance attack with one figure he controls that can make a distance attack. Then the next player makes a distance attack with one figure, and so on. This method keeps the other players more active throughout each round (instead of just when it's their turn), but does make keeping track of which players and figures have already acted more complicated.

### 1. Initiative

Each player rolls one die. The player rolling highest chooses which player takes the first turn for this round. Reroll ties. The person to the starting player's left takes the next turn, and so on around the table.

### 2. Movement

Each figure can be moved once, in any order the player wishes, up to its full movement, as listed below. You don't have to move in a straight line – twist and turn the ruler any way you have to so you can get the best move possible. Measure from the front of the figure's body.

A figure can move through any other figure during its movement. A figure can change direction at any time, and once a figure is done moving, it can be rotated to face any direction, but can't move or rotate again until its next turn. Anything that moves off the playing surface cannot return.

**Rough Terrain:** If a figure is in rough terrain (forest, rocks, wasteland, water (if it isn't a ship, boat or fish man), moving up or down a hill, etc.) it can only move up to a Half Move Unit until the turn it is completely outside the terrain. A figure cannot move through a barrier like a wall or fence.

Moving onto a cavalry or vehicle figure is all a guy needs to do to ride or drive/pilot it. The rider or driver/pilot figure will move along with the cavalry or vehicle. The rider or driver/pilot

will not move or attack on its own while controlling a cavalry or vehicle figure. A guy can simply move away from a cavalry or vehicle figure to return to moving and attacking like a guy figure.

References to measurements in the rules use these numbers; for example, a guy figure required to move backward one Move Unit will move 6 inches. A vehicle required to move backward one Move Unit will move 12 inches.

### Guy

*Move Units Per Turn: 1*

*Move Unit total distance: 6 inches*

*Half Move Unit total distance: 3 inches*

### Cavalry

*Move Units Per Turn: 1 ½*

*Move Unit total distance: 9 inches*

*Half Move Unit total distance: 4 ½ inches*

Cavalry can move if it has a rider.

Otherwise it cannot move at all.

### Vehicle

*Move Units Per Turn: 2*

*Move Unit total distance: 12 inches*

*Half Move Unit total distance: 6 inches*

A vehicle can move if it has a driver or pilot.

Otherwise it cannot move at all.

## 3. Distance Attacks

If a figure is using a gun, bow, magic blast or other long-range weapon, it can target an enemy that is no farther away than a *Distance Attack Unit* (12 inches). Unlike movement, a Distance Attack Unit must be in a straight line.

*A figure can only make a single distance or a single hand to hand attack per round (not both), but can move and attack in the same round.*

Line Of Sight: Name an opposing figure your figure is trying to attack; your figure has to be able to reasonably “see” the target – it has to be facing the foe. If you’re not sure, roll a die: on a result of 1 to 3, your figure can’t see the target. On a result of 4 to 6, your figure can

make an attack.

Roll a die. Hero guys and vehicles add +1 to their die result. On a result of **5 or more**, your figure has hit the enemy. If the opposing figure has armor, it can make an armor roll (see below). On a result of 4 or less, your figure missed and its attack is over.

**ARMOR**: Figures wearing armor (chain mail, thick fur, shields, etc.) may be able to deflect an attack. If an attack is a hit, the target figure immediately rolls a die. Vehicles add +1 to their die result. If the figure has *light armor*, the hit becomes a miss on a result of **6 or more**. If it has *heavy armor*, the hit becomes a miss on a result of **4 or more**.

**AUTOMATIC FIRE**: Figures with machine guns, automatic pistols and other rapid-fire weapons roll TWO dice when making a distance attack, and use the higher result, before applying any adjustments to the die result.

**COVER**: If the target figure is at least half-blocked by terrain like a building wall or a tree, the attack roll must be **6 or more** instead of the normal 5 or more (hero guys and vehicles still add +1 to their die result).

If the players cannot agree on whether a figure is covered, roll one die. On a 1 to 3, the figure is in the open. On a 4 to 6, the figure is covered. A cavalry rider or a vehicle driver or pilot is considered to be covered as long as it is on its mount or in its vehicle.

## 4. Hand To Hand Attacks

All figures can make hand to hand attacks, using a hand weapon like a fist, sword, hoof, claw, axe or even tire (for a vehicle). The target of the attack must be touching the attacking figure – feel free to lay the attacking figure flat on its face where it was standing to see if it reaches the target that way. You can stand the attacking figure back up after making the attack.

*A figure can only make a single distance or a single hand to hand attack per round (not both), but can move and attack in the same round.*

If a figure is touching the target of its attack and also has the ability to make a distance attack, it can choose to make a distance or hand to hand attack against that target figure, but only one attack per round.

Roll a die. Hero guys and vehicles add +1 to their die result. On a result of **4 or more**, your figure has hit the enemy. If the opposing figure has armor, it can make an armor roll (see above). On a result of 3 or less, your figure missed and its attack is over.

The rules for armor are the same as for distance attacks (see above). Hand to hand weapons cannot use automatic fire. If a figure can make a hand to hand attack, its target will not be in cover, and cannot use the cover rule.

### **5. Skill Rolls**

Occasionally, a player will want or need a figure to do something other than fight, like

enter a secret code to disarm a bomb, trick a guard into letting his army pass through a gate, or move quietly through an enemy encampment.

On your turn, any guy figure can make a skill roll attempt, and it can also move and make a distance or hand to hand attack during that round. The figure must be a guy – cavalry riders and vehicle drivers/pilots can make skill rolls, but only if they leave their cavalry or vehicle figure.

Roll a die. Hero guys add +1 to their die result. On a result of **4 or more**, the skill roll is a success, and the results of the action take effect, as determined by the scenario or the players. On a result of 3 or less, the skill roll fails and the action does not take effect.

**OPTIONAL RULE (Specific Skills):** Skill rolls can be used for any activity that is not an attack. If the players agree, certain figures may gain a +1 to die results for specific types of skill rolls (for example, a muscular figure may gain an +1 to skill rolls to bend bars and lift gates, and a figure holding scientific equipment may gain a +1 to skill rolls that require intelligence).

## **III. BASIC RULES: ATTACK EFFECTS**

If a hit is not canceled with a successful armor roll, the target figure is defeated (killed, knocked out or destroyed). The player who lost the figure takes it from the playing surface. If the figure was carrying a rider or driver/pilot, or an item from a scenario, whatever it was carrying is dropped right where the figure was taken from the playing surface. The rider or driver/pilot can move like any other guy figure from that point on. Any figure can pick up a dropped item, but must end its movement to do so. A figure can carry any number of items.

If a building or terrain feature is hit in distance or hand to hand combat, it automatically makes an armor roll. Buildings and terrain features are never in cover. Have one player roll a die for the armor roll. The hit becomes a miss on a result of **3 or more**. If a building or terrain feature rolls a 2 or 1, part or all of the building or feature is destroyed and removed from the game (the amount that is removed depends on the weapon used in the attack – decide between the players).

#### IV. OPTIONAL RULE: FIGURE POINT VALUES

Every player should begin the game with about the same number of points, within 5 points of each other. Players can spend points on the guys, cavalry and vehicles of their choice, so each player may not have the same number of figures. A specific scenario may limit how a player can spend points. Any points not spent are lost.

**Guys** come in two “flavors,” Troops, who are the ordinary, nameless grunts who charge into battle, and Heroes, who aren’t much better but have at least a fighting chance – they add +1 to distance and hand to hand attack rolls. Heroes also have a +1 to skill rolls.

- Troops cost 1 point per figure, and heroes cost 2 points per figure.
- All figures can make hand to hand attacks, but it costs 1 point per guy to be able to make distance attacks.
- A guy (either flavor) can have armor at 1 point for light armor, and 2 points for heavy armor.
- It costs 1 point per guy for that figure to use automatic fire.

Before the game begins, no matter which scenario, name one of your heroes as your Commander, and make sure the other players can quickly identify that figure as your commander.

You must buy a guy figure (usually a hero) to make into commander. The commander figure has heavy armor for free. You can have a troop guy as commander, but he doesn’t get free armor.

**OPTIONAL RULE (Mooks):** Mooks are a third “flavor” of guy. They are even less effective than troops, and have a -1 penalty to all die rolls (distance attacks, hand to hand attacks, armor rolls and skill rolls). A mook

costs ½ point per figure, and can have distance attacks, armor and automatic fire at the same cost as other guys. Mooks can support, but should not replace, troop guys – a troop guy might be a standard infantry soldier, while a mook would be an untrained militia member, for example. Mooks cannot be commanders.

**Cavalry** costs 2 points per figure. Cavalry requires a rider guy to move, who is not included in the price of the cavalry figure. Smaller figures (horses, motorcycles, artillery cannons, etc.) can carry only the rider, but larger figures (dinosaurs, gliders, etc.) can carry the rider and 1 additional guy.

- All cavalry can make hand to hand attacks, but it costs 1 point per cavalry figure to be able to make distance attacks.
- A cavalry figure begins with light armor for free, and can buy heavy armor for just 1 point.
- It costs 1 point per cavalry for that figure to use automatic fire.

**Vehicles** cost 3 points per figure. Vehicles require a driver or pilot guy to move, who is not included in the price of the vehicle figure. Vehicles can carry the driver or pilot and up to 4 additional guys, or even more for very large vehicles. Vehicles can even carry cavalry or smaller vehicles, if the players agree. Vehicles add +1 to distance and hand to hand attack and armor rolls.

- All vehicles can make hand to hand attacks, but it costs 1 point per vehicle figure to be able to make distance attacks.
- All vehicles begin with light armor for free, and can buy heavy armor for just 1 point.
- It costs 1 point per vehicle for that figure to use automatic fire.

## V. OPTIONAL RULE: TRAITS

If you'd like a little more variety in the figures you bring into the game, try this idea. Each of the following traits costs 2 points per individual figure. You can give any number of traits to any type of figure (guy, cavalry or vehicle), though a single figure can only have a trait once. For example, the Sharpshooter trait provides a +1 bonus to distance attacks. A figure can't have Sharpshooter twice for a +2 bonus.

### **Area Effect Attack**

*(bomb, magical burst, etc.)*

If this figure succeeds with its distance (not hand to hand) attack, you can immediately make a second attack, if possible. It can be against the same or a different target, and must also be a distance attack. If the second attack also succeeds, a third and final attack can be made, if possible. Each additional target must be within a Half Move Unit of the opponent that was the target of the original attack.

### **Cause Fear**

*(intimidate, rout, etc.)*

Any figure that makes an attack against a figure with this trait, and rolls a 1 or 2 on the die, fails the attack and is struck by fear. It immediately rotates to face as far away from the figure with Cause Fear as it can, and moves 1 Move Unit away from the figure with Cause Fear, following the normal movement rules. This may move a figure off the playing surface and out of the game. After this special movement, the figure can return to action like normal in the next round. This trait only affects figures that would reasonably be struck by fear. For example, a vehicle that is a giant war robot would not be afraid and would not be affected.

### **Combat Master**

*(fist-fighter, melee weapon expertise, etc.)*

This figure adds +1 to its die result when making a hand to hand attack. A hero guy or vehicle with this trait adds +2 to its die result.

### **Disable**

*(cover fire, hacking, strategist, etc.)*

Instead of making an attack or skill roll on its

turn, a figure with this trait can select one opposing figure no farther than a Distance Attack Unit away. Roll one die: on a result of 4 or more, that opposing figure is disabled for the next round. It cannot move, attack or make a skill roll. It can still make armor rolls. A cavalry or vehicle figure can be disabled, but the pilot/driver or rider can still take its turn during the round the cavalry or vehicle is disabled.

### **Double Strike**

*(battle rage, two-weapon attack, etc.)*

If this figure succeeds with its hand to hand (not distance) attack, you can immediately make a second attack, if possible. It can be against the same or a different target, and must also be a hand to hand attack.

### **Flight**

*(jet pack, wings, etc.)*

The figure can travel its full movement, even through rough terrain, and pass over obstacles like walls. The player with a figure with this trait decides at the end of its movement if the figure has landed or is still in flight. If it is still in flight, it cannot make hand to hand attacks or be attacked in hand to hand combat. It can still make distance attacks, if the figure has that capability. It can also be targeted by distance attacks made by other figures. The figure can also make skill rolls, if the action being attempted is reasonable. For example, a figure in flight could not make a skill roll to pick a lock in a door on the ground.

### **Ignores Armor**

*(demonic talons, magic blade, etc.)*

If a figure with this trait successfully attacks an opponent wearing armor, that opponent must make TWO armor rolls, one immediately after the other. The normal bonuses for vehicles and the Tough trait apply to both rolls. If either armor roll fails, the attack is considered a hit.

### **Independent**

*(artificial intelligence, free spirit, etc.)*

A cavalry figure or vehicle with this trait does not need a rider, pilot or driver to move and

attack. This trait is often given to animals and monsters (like a pack of wolves or a giant war robot). Guy figures cannot have this trait. A figure with this trait can still carry other figures.

### ***Inspiration***

*(battlefield command, raise morale, etc.)*

Once per round, on your turn, any single figure can reroll any single distance attack, hand to hand attack, armor roll or skill roll result you don't like, though he has to live (or die) with the rerolled die result. Reroll both dice, if the figure rolls two dice at the same time. Unlike other traits, this ability can be used by any figure the player has, though the ability is no longer available if the figure with the Inspiration trait is defeated.

### ***Recruit***

*(curse, treason, etc.)*

If a figure with this trait defeats another figure of any type in a hand to hand (not distance) attack, immediately roll a die. On a result of 5 or more, the figure that was defeated changes sides on the spot, and joins the side of the figure that defeated it, using the traits, armor and other characteristics it had before being recruited. It can be used to move, attack, and take other actions starting in the next round. On a result of 4 or less, the figure that was defeated is removed from the playing surface, as it normally would be.

### ***Revenge***

*(counterstrike, go down fighting, etc.)*

If a figure with this trait is defeated, it can make one last attack of the same type as the attack that defeated it (either distance or hand to hand). The attack takes place immediately, even though it is not the target player's turn, and the figure that defeated the figure with this trait must be the main target of the attack.

### ***Sharpshooter***

*(bullseye, ranged weapon expertise, etc.)*

This figure adds +1 to its die result when making a distance attack. A hero guy or vehicle with this trait adds +2 to its die result.

### ***Sniper***

*(bombardment, targeting computer, etc.)*

Distance Attack Units are twice as long as normal (24 inches) for this figure.

### ***Stealth***

*(evasion, smokescreen, etc.)*

This figure is treated as if it is always in cover (must roll 6 or more to hit). If a figure with this trait actually gets in cover, an attacker must roll 7 or more to hit, so some figures will never be able to hit a figure with this trait in that situation. Remember, hand to hand attacks are not affected by the cover rule, only distance attacks.

### ***Summon***

*(call in support, loyal minions, etc.)*

Instead of making an attack or skill roll on its turn, a figure with this trait can roll one die. On a result of 5 or more, any single allied figure can be moved from its place on the playing surface to a place within a Half Move Unit of the figure with this trait. It can take actions immediately, if it hasn't already attacked or made a skill roll on this turn. If a cavalry or vehicle figure is summoned, its rider, driver/pilot and passengers will also be summoned.

### ***Support***

*(advanced communications, first aid, squad training, etc.)*

Before the game begins, choose one type of die roll for this figure: distance attacks, hand to hand attacks, armor rolls or skill rolls. A figure with this trait provides a +1 to the die results with that type of die roll during that game, but this bonus only applies to the figure with this trait and allied figures within one Half Move Unit of it at the time the die roll is made.

### ***Tough***

*(body armor, endurance, etc.)*

This figure adds +1 to its die result when making an armor roll. A vehicle with this trait adds +2 to its die result.



## VI. OPTIONAL RULE: SUPER POWERS

In a game featuring characters with abilities far above those of “normal” guys, even hero guys, a standard six-sided die may not be enough. Each super power improves one of a figure’s abilities by increasing the size of the die it uses for that type of roll. The listed die is used each time the figure makes a roll of that type, instead of the 6-sided die the figure would normally use. Any bonuses or extra dice a trait or other characteristic offers works the same way as it does in the standard rules.

Each of the following super powers costs the listed number of points per individual figure. You can give any number of super powers to any type of figure (guy, cavalry or vehicle), though a single figure can only have a single super power once. For example, a figure cannot have Super-Blast as both a Major (10-sided die) and a Superior (12-sided die) super power.

*Super-Armor* (battle suit, magical defenses, quick reflexes, etc.)

Minor: 3 points to make armor rolls with an 8-sided die

Major: 4 points to make armor rolls with a 10-sided die

Superior: 5 points to make armor rolls with a 12-sided die

*Super-Blast* (laser beams, massive gun, psychic stun, etc.) – see “Knockback” below

Minor: 2 points to make Distance Attacks with an 8-sided die

Major: 3 points to make Distance Attacks with a 10-sided die

Superior: 4 points to make Distance Attacks with a 12-sided die

*Super-Fight* (martial arts training, strangling vines, super-strength, etc.) – see “Knockback” below

Minor: 2 points to make Hand To Hand Attacks with an 8-sided die

Major: 3 points to make Hand To Hand Attacks with a 10-sided die

Superior: 4 points to make Hand To Hand Attacks with a 12-sided die

*Super-Move* (super-speed, teleportation, web-swinging, etc.)

Minor: 2 points to move an additional Half Move Unit per turn; also add +1 to Initiative rolls.

Major: 3 points to move an additional Move Unit per turn; also add +2 to Initiative rolls.

Superior: 4 points to move an additional Move Unit and Half Move Unit per turn; also add +3 to Initiative rolls.

*Super-Skill* (good luck, super-knowledge, utility belt of gadgets, etc.) – only guy figures can have this super power

Minor: 1 points to make Skill Rolls with an 8-sided die

Major: 2 points to make Skill Rolls with a 10-sided die

Superior: 3 points to make Skill Rolls with a 12-sided die

**KNOCKBACK:** A figure that rolls 8 or more on the die when making an attack using Super-Blast or Super-Fight *and* does not defeat the opponent (the opponent succeeds at its armor roll, if it can make one) knocks the opponent backward a Half Move Unit for each point on the die result above 7. For example, a figure that causes knockback with a die result of 9 knocks its opponent backward one full Move Unit (since 9 is 2 points above 7, the figure causes 2 Half Move Units of backward movement).

The opposing figure does not change its facing, but immediately moves straight backward as far as it can, following the normal movement rules. This may move a figure off the playing surface and out of the game. After this special movement, the figure can return to action like normal in the next round.

## VII. OPTIONAL RULE: SAMPLE ARMIES

These are ready-to-play forces for fantasy and science fiction games. All commanders are hero guys.

### **Medieval Infantry** (23 points, 10 figures)

*Captain Of The Regiment*: Commander – 2 points

*Standard Bearer*: Troop guy, Heavy Armor, Inspiration trait – 5 points

*Soldiers (8)*: Troop guy, Light Armor – 16 points (2 each)

### **Dwarves** (28 points, 5 figures)

*Thane*: Commander, Tough trait – 4 points

*Runepriest*: Hero guy, Inspiration trait, Tough trait – 6 points

*Guards (3)*: Hero guy, Heavy Armor, Tough trait – 18 points (6 each)

### **Elves** (25 points, 7 figures)

*Mage*: Commander, Distance attack, Sharpshooter trait, Support trait – 7 points

*Sentries (2)*: Hero guy, Distance attack, Sharpshooter trait – 10 points (5 each)

*Foot Soldiers (4)*: Troop guy, Distance attack – 8 points (2 each)

### **Orcs** (24 points, 7 figures)

*Warlord*: Commander, Weapon Master trait – 4 points

*Mercenaries (2)*: Hero guy, Heavy Armor, Combat Master trait – 12 points (6 each)

*Warriors (4)*: Troop guy, Light Armor – 8 points (2 each)

### **Undead** (25 points, 9 figures including 1 cavalry and 1 vehicle)

*Necromancer*: Commander, Cause Fear trait, Summon trait – 6 points

*Skeleton Archers (2)*: Troop guy, Distance attack – 4 points (2 each)

*Skeletal Steed*: Cavalry – 2 points

*Skeletal Steed Rider*: Troop guy – 1 point

*Demon*: Vehicle, Cause Fear trait, Independent trait – 7 points (Note: A demon won't carry figures like a normal vehicle, but it is as fast and strong as a vehicle.)

*Ghouls (5)*: Troop guy – 5 points (1 each)

### **Fantasy Adventurers** (27 points, 5 figures)

*Fighter*: Commander, Combat Master trait, Double Strike trait – 6 points

*Cleric*: Hero guy, Light Armor, Support trait (Note: usually used for armor rolls) – 5 points

*Rogue*: Hero guy, Ignores Armor trait, Stealth trait – 6 points

*Wizard*: Hero guy, Distance attack, Area Effect Attack trait – 5 points

*Ranger*: Hero guy, Distance attack, Double Strike trait – 5 points

### **Wild West Bandit Gang** (22 points, 8 figures including 4 cavalry)

*Gang Leader*: Commander, Distance attack, Sharpshooter trait – 5 points

*Bandits (3)*: Hero guy, Distance attack – 9 points (3 each)

*Horses (4)*: Cavalry – 8 points (2 each)

### **Zombie Horde** (20 points, 13 figures)

*Patient Zero*: Commander, Recruit trait – 4 points

*First Infected (2)*: Troop guy, Recruit trait – 6 points (3 each)

*Minions (10)*: Troop guy – 10 points (1 each)

**Horror Film Survivors** (19 points, 4 figures)

*Local Sheriff*: Commander, Distance attack, Sharpshooter trait – 5 points

*Gun Nut*: Hero guy, Distance attack, Automatic Fire, Revenge trait – 6 points

*Scream Queen*: Troop guy, Summon trait – 3 points (Note: A figure summoned by this figure will not be able to move, attack or perform any other action until the next round.)

*High School Football Star*: Hero guy, Light Armor, Tough trait – 5 points

**Modern Infantry** (24 points, 5 figures including 1 vehicle)

*Sergeant*: Commander, Distance attack, Automatic Fire – 4 points

*Soldiers (2)*: Troop guy, Light Armor, Distance attack, Automatic Fire – 8 points (4 each)

*Helicopter*: Vehicle, Heavy Armor, Distance attack, Automatic Fire, Flight trait – 8 points

*Helicopter Pilot*: Troop guy, Distance Attack, Automatic Fire, Light Armor – 4 points

**Justice Team** (42 points, 3 figures)

*Super-Guy*: Commander, Distance attack, Flight trait, Inspiration trait, Superior Super-Armor super power, Minor Super-Blast super power, Superior Super-Fight super power – 18 points

*Bat-Guy*: Hero guy, Light Armor, Distance attack, Cause Fear trait, Stealth trait, Major Super-Armor super power, Major Super-Skill super power – 14 points

*Bird Sidekick*: Hero guy, Light Armor, Distance attack, Stealth trait, Minor Super-Armor super power, Minor Super-Skill super power – 10 points

**Mightiest Heroes** (38 points, 3 figures)

*Spider-Guy*: Commander, Distance attack, Disable trait, Major Super-Move super power, Minor Super-Skill super power – 9 points

*Claw-Guy*: Hero guy, Light Armor, Combat Master trait, Revenge trait, Major Super-Armor super power, Major Super-Fight super power – 14 points

*Big Green*: Hero guy, Heavy Armor, Combat Master trait, Superior Super-Armor super power, Superior Super-Fight super power – 15 points

**Star Soldiers** (36 points, 3 figures)

*Captain*: Commander, Distance attack, Automatic Fire, Ignores Armor trait, Support trait, Minor Super-Blast super power – 10 points

*Lieutenant*: Hero guy, Heavy Armor, Distance attack, Automatic Fire, Ignores Armor trait, Support trait, Minor Super-Blast super power – 12 points

*Heavy Weapons Specialist*: Hero guy, Heavy Armor, Distance attack, Automatic Fire, Area Effect Attack trait, Ignores Armor trait, Support trait, Minor Super-Blast super power – 14 points

**Bug Aliens** (37 points, 8 figures including 1 vehicle)

*Hive Queen*: Commander, Cause Fear trait, Double Strike trait – 6 points

*Bio-Weapon*: Vehicle, Cause Fear trait, Independent trait – 7 points

*Soldiers (6)*: Troop guy, Light Armor, Double Strike trait – 24 points (4 each)

## VIII. SCENARIOS

### ***Basic Game*** –

*25 to 40 points per player suggested*

Each player sets up all his figures on one side of the playing surface. The figures have to be at least 2 Move Units away from the figures of any other player. Whomever has the last surviving figure(s) after 5 rounds wins. Alternately, the player who defeated the most number of points of opponents' figures wins (add all their point values together).

### ***Escape*** –

*25 to 40 points per player suggested*

Set up as in the Basic Game, but the first player to get more than half his original number of figures (not points value) across to the opposite edge of the playing surface wins. A player who does not have enough figures remaining to win can still attack other players to try to prevent any player from winning before 5 rounds are finished.

### ***Transport*** –

*25 to 40 points per player suggested*

Set up as in the Basic Game, but also place some kind of marker representing an object in or near the center of the playing surface. The player whose figure carries the object back to the side of the playing surface where his force began the game wins. The object does not affect the figure's movement, attack or armor. The object cannot be attacked or damaged in any way. If the figure carrying the object is removed from the playing area, the object falls to the ground. The object may be a non-fighting person, like a child or a scientist.

### ***Spawning*** –

*25 to 40 points per player suggested*

Each player selects a side, either Infiltrator or Spawner. Infiltrator players set up all their figures on one side of the playing surface. Spawner players set up only one figure per player (their choice of which) on the opposite side of the playing surface. Each round, when a Spawner player's turn begins, roll the die, if

the player has figures that have still not been in the game. On a 1, the player can place any one of his figures not already in the battle anywhere on the side of the playing surface opposite where the player began the game, up to 1 Move Unit from the edge. On a 2, the figure is placed on the side to the right of the player. On a 3, the figure is placed on the Spawner player's starting side. On a 4, the figure is placed on the side to the left of the player. On a 5, the player chooses which side to place the figure. On a 6, no figure is placed this turn. The newly spawned figure is immediately able to move and attack. Figures defeated and removed from the playing area are out of the game; they are not available to be spawned.

### ***Ambush*** –

*25 points per Ambusher player and 40 points per Target player suggested*

Each player selects a side, either Ambusher or Target. Ambusher players set up their figures behind terrain features and buildings (covered as much as possible). Target players must set up their figures in an open area, so that all their figures are within 1 Move Unit of at least one other Target player figure besides their own. All Ambusher players have +1 to Initiative rolls for the entire game. The game ends when all Ambusher figures or all Target figures are killed or destroyed.

### ***Fortress Assault*** –

*20 points per Assaulter and 40 points per Defender suggested*

Each player selects a side, either Assaulter or Defender. Use a large building and place all Defender figures near it (within a Half Move Unit). Assaulter figures have to set up 2 Move Units away from the building. The building can be successfully hit 2 times (+1 time per additional Assaulter player after the first) before it is actually removed from the playing surface. If the building is destroyed, the surviving Assaulter players win. If all of the Assaulter figures are defeated, the surviving Defender players win.

## IX. OPTIONAL RULE: MINIATURES FOR EVERY SCALE

There are several popular scales for figures used in gaming. You can find appropriate measurements for typical sizes of figures listed below. Note that these are figures commonly available in U.S. toy stores and hobby shops, though there are many other types of figures available. Each of the scales listed below is very general, and your figures may be slightly larger or smaller than one of these sizes. Simply choose the size you feel most comfortable using.

If you want more detail from your Move Units, you can use the following chart. The game rules use generic “Move Unit” and “Distance Attack” lengths, specifically for 25 or 28 mm figures, the most common size in the miniatures war games VSGMR is trying to simulate. The highlighted section of the chart below shows the numbers used in the rest of the VSGMR rules (except that short range is considered 12 inches instead of 10).

Figures are measured from eyes to bottom of the foot (for a human-shaped figure), chest to rear (for a horse-shaped figure), or nose to rear (for a dog-shaped figure). Bases the figures are mounted to do not count for this measurement. Movement and range is measured in spaces: squares or hexes on a battle map, or measured using a ruler on a tabletop battlefield – with these rules, any size figures can be used on an ordinary table or floor space about 4 by 6 feet. Most figures will even fit on a standard battle map, where spaces are pre-drawn at 1 inch or 1 ½ inches.

One space equals 5 feet or 2 yards in “real world” distance. Movement is for a typical human; other creatures and vehicles may move faster or slower.

<i>Approx. Figure Size (Guy)</i>	<i>Size Of A Space</i>	<i>Movement On A Turn (Move Unit)</i>	<i>Short Range (Distance Attack Unit)</i>	<i>Long Range</i>
4.7 mm	½ inch	12	20	50
15 mm	½ inch	12	20	50
<b>25 to 32 mm</b>	<b>1 inch or 1 ½ inches</b>	<b>6</b>	<b>10</b>	<b>25</b>
54 mm	2 inches	3	8	15
90 mm	3 inches	2	5	10
180 mm	3 inches	2	3	8
300 mm	6 inches	1	2	5

*4.7 mm (3/16 inch):* Toy cars like Hot Wheels and Matchbox

*15 mm (½ inch):* Traditional war games miniatures, as well as N scale trains

*25 to 32 mm (1 inch):* Common gaming miniatures, like those used in Dungeons & Dragons, HeroClix and Warhammer, LEGO microfigures, “eraser” toys, as well as HO scale trains

*54 mm (2 inch):* Collectible figures, like Super Hero Squad, LEGO minifigures, Imaginext, inexpensive “army men” and cowboys, Minimates, as well as O scale trains. Playmobil figures are slightly larger than this scale (about 2.5 inches)

*90 mm (3.75 or 4 inch):* Small action figures, like classic Star Wars, G.I. Joe, Papo, Schleich, smaller dinosaur figures, as well as G scale trains

*180 mm (6.5 or 7 inch):* Large action figures, like most superhero toy lines, wrestlers, large dinosaur figures and model car kits. “Dress-up” action figures are slightly larger than this scale (about 8 inches)

*300 mm (12 inch):* Barbie dolls, large stuffed animals

Figures can move in any direction, including diagonally. They can move through the same space as

another allied figure, but cannot move through an opposing figure, or end movement in the same space as any other figure. Rubble, darkness, heavy growth and other difficult terrain halves a figure's movement through it (round down).

Figures must be adjacent to one another (in spaces that touch on a side or corner) to make hand-to-hand attacks.

If there's a question whether a figure could see an enemy to hit it, draw an imaginary straight line from the center of the attacker's space to the center of the target's space (or one of its spaces, if it takes up more than one space on the map), or from a point directly underneath each figure. If there is no enemy figure or large obstacle, like a building or even a patch of darkness, in the path, the character can make the attack. Allies of the attacker do not block its path, nor do obstacles filling less than half a space in the path. Figures can attack through windows and other partial obstacles with a minor penalty to hit (use the cover rule listed in Section II. Rules for this game).

This game has been presented in the spirit of good, clean fun (except for all the dead guys!). This is only meant to simulate all those great tabletop battles without pages and pages of rules.

## X. MEASURING WITH THE PAPER

If you can't track down a ruler before the game starts, you can use a printed copy of this rules sheet to measure Move and Distance Attack Units. Measure along the short and long edge of the paper.

### Guy

*Move Unit total distance: 8 ½ inches (short edge)*

*Half Move Unit total distance: 4 inches (half short edge)*

### Cavalry

*Move Unit total distance: 11 inches (long edge)*

*Half Move Unit total distance: 8 ½ inches (short edge)*

### Vehicle

*Move Unit total distance: 15 inches (long edge plus half short edge)*

*Half Move Unit total distance: 8 ½ inches (short edge)*

*Distance Attack Unit: 11 inches (long edge)*

## XI. SOLO VSGMR

Set up the game using the standard rules. Determine which side will act first (highest die result), unless the scenario states otherwise.

At the very beginning of each turn, for each side, roll one six-sided die.

6: Take actions with up to all of the figures on that side, as in the regular rules. Then, choose one defeated figure (or a vehicle and pilot/driver or a cavalry and rider) and place it up to one Move Unit away from the section of the playing surface where that figure began the game. It must be more than one Move Unit away from any opposing figures. If the side does not have any defeated

figures, you cannot use this rule.

5: Take actions with up to all of the figures on that side, as in the regular rules.

4: Take actions with up to all of the figures on that side, as in the regular rules.

3: Take actions with up to  $\frac{1}{2}$  the number of figures on that side (round up). Alternately, it can be up to  $\frac{1}{2}$  the points value.

2: Take actions with up to  $\frac{1}{2}$  the number of figures on that side (round up). Alternately, it can be up to  $\frac{1}{2}$  the points value.

1: Take actions with only 1 single figure on that side.

Using these rules, you still don't know exactly what your "opponent" will do, since you don't know how many figures will move and attack on the turn.

## XII. DICE ROLL SUMMARY

<i>Initiative:</i>	Highest roller chooses which player takes the first turn this round
<i>Distance Attacks:</i>	5 or more to hit
<i>Automatic Fire:</i>	Roll two dice and use the higher result
<i>Cover:</i>	6 or more to hit
<i>Hand To Hand Attacks:</i>	4 or more to hit
<i>Light Armor:</i>	6 or more for hit to become a miss
<i>Heavy Armor:</i>	4 or more for hit to become a miss
<i>Buildings and Terrain:</i>	3 or more for hit to become a miss
<i>Skill Rolls:</i>	4 or more is success
<i>Hero Guys:</i>	+1 to distance attacks, hand to hand attacks, skill rolls
<i>Vehicles:</i>	+1 to distance attacks, hand to hand attacks, armor rolls