

VSGMR: VERY SIMPLE GENERIC MINIATURES RULES

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

Part 1: Basic Rules

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, III and IV of the rules 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. After you've played the game a few times, you may only need section IV, the quick summary of the game rules.

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.

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.

I. BASIC RULES: 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, or (in the case of buildings and vehicles), still at a reasonable scale. 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. All of your figures used in a game are called your "force" or "army."

Figures are divided into four types:

Guys: people and creatures roughly human-sized or smaller. There are two "flavors" of guys, troops and heroes. Choose one guy in your army as your hero guy.

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.

Buildings: non-moving structures that defend, and sometimes even attack. A structure

on your force is considered a building, even if it's a stand of trees or a broken wall. A structure on no player's force, like a pile of rubble or a river, is considered terrain.

A game can be played with just one type or with any combination of the four. A player needs one figure representing each individual guy, cavalry, vehicle and building. Make sure you have a way of telling which figure belongs to each player. VSGMR battles are designed primarily for skirmish, so a typical army would have 4 to 10 figures each.

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.

Measuring Tool: A ruler is ideal, as movement and attacks are made in inches. A flexible ruler helps when moving in several different directions on the same turn.

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 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. Make sure it's clear which features are terrain and which are buildings on a player's force.

Tokens: Small markers like poker chips, coins or even candies can be used to keep track of special situations in the game. Each player will need a handful.

II. BASIC RULES: HOW TO PLAY

For the most basic version of VSGMR, each player chooses the same number of figures and sets up his or her force on one side of the playing surface, facing toward at least one other player's figures. Roll the die, and each player takes that many pieces of terrain and places them somewhere in the middle of the playing area. If the players cannot agree on which figure or terrain piece 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.

Some scenarios may call for a different start to the game.

The game is divided into rounds, where each player is able to take one turn.

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.

Note that every player's figures get to move before anyone attacks, and every player's figures get to make distance attacks before anyone makes hand to hand attacks, and so on.

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.

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 (a **Move Unit**), as listed below. You don't have to move in a straight line – twist and turn the measuring tool 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 18 inches.

Guy: **Move Unit** 6 inches

Cavalry: **Move Unit** 10 inches

Cavalry can move if it has a rider.
Otherwise it cannot move at all.

Vehicle: **Move Unit** 18 inches

A vehicle can move if it has a driver or pilot.
Otherwise it cannot move at all.

Building: Buildings cannot move at all.

3. Distance Attacks

If any figure is using a gun, bow, magic blast or other long-range weapon, it can target an enemy that is no farther away than 12 inches. Unlike movement, a Distance Attack Unit must be in a straight line. Even buildings can make distance attacks, if the players decide the building is armed with guns, crossbows, etc.

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.

DISTANCE ATTACK

Roll a die. Hero guys, vehicles and buildings 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.

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 a building or terrain like a wall or 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). A building can be in cover behind another building or terrain piece.

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.

ARMOR

Figures wearing armor (chain mail, thick fur, shields, etc.), or made of heavy material (like a stone wall or a bullet-resistant chassis), may be able to deflect an attack. If an attack is a hit, the target figure immediately rolls a die. Vehicles and buildings 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.

4. Hand To Hand Attacks

Guys, cavalry and vehicles 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. This means tall or long figures have a little bit of an advantage; they can reach their enemies, while their opponents can't reach them. Buildings cannot make hand to hand attacks, as they don't have a way to reach out to attack foes.

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.

HAND TO HAND ATTACK

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.

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. The rules for armor are the same as for distance attacks (see above).

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.

SKILL ROLL

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.

III. BASIC RULES: ATTACK EFFECTS

Defeat: 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.

Dropped Items: 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.

Damaging Buildings and Terrain: A player makes armor rolls for his buildings, just like all the other figures on his force. If an item of terrain is hit by an attack, it does not get an armor roll, and is automatically defeated. Buildings and terrain must be successfully hit and defeated several times before they are removed from the game. Use tokens to mark the number of hits a building or terrain has taken.

<u>Size</u>	<u>Hits</u> it can take before being removed from the game
Small/Weak	1
Medium	3
Large/Sturdy	5

IV. BASIC RULES: GAME RULES SUMMARY

Guy: Move Unit 6 inches
Cavalry: Move Unit 10 inches
Vehicle: Move Unit 18 inches

Distance Attack Range 12 inches

Initiative: Highest roller chooses which player takes the first turn this round

Distance Attacks: 5 or more to hit

Hand To Hand Attacks: 4 or more to hit

Automatic Fire: Roll two dice and use the higher result

Cover: 6 or more to hit instead of standard distance or hand to hand attack

Light Armor: 6 or more for hit to become a miss

Heavy Armor: 4 or more for hit to become a miss

Skill Rolls: 4 or more is success

Hero Guys: +1 to distance attacks, hand to hand attacks, skill rolls

Vehicles: +1 to distance attacks, hand to hand attacks, armor rolls

Buildings: +1 to distance attacks, armor rolls