

DOMINO WRITING SOLITAIRE GAMING RULES

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These rules are meant to be used along with another game's army or character creation and combat rules (though generic basic rules are included here). They also require 1d20. The terms "character" and "figure" are used interchangeably.

I. THE RULE OF SOLITAIRE GAMING

Playing a tabletop roleplaying game or miniatures wargame is more fun with other people, but sometimes schedules don't work out, or you just want to test a new rule or adventure you've written. There's only one Rule Of Solitaire Gaming:

Do what makes sense for whomever you're playing as at that moment.

When you're playing by yourself, you have to play each hero, all the NPCs, and all the monsters. In the same way, you control both armies in a wargame. Obviously, since you're both game master and players, you can't really keep secrets — but you can do what makes sense to the characters. You can even "fudge" dice rolls, if you like, but usually that's done to keep a hero alive or keep the story on track, and when you're game master and the players, you don't have to worry about that!

For example, a fantasy adventure may indicate a door concealed in the wall of the dungeon room the heroes have just entered. The scenario states the door is there, but the heroes have no idea. Make "search" rolls just as players would if they were taking part in the game.

Secrets

To simulate a secret like a treasure hidden in a location, or an assassin in the ranks, roll 1d20 whenever the secret might be discovered. On a roll of 16 or more, the secret is there. If the secret is not discovered after searching all potential locations, it either doesn't exist or is in the last possible place.

Social Interaction

Some parts of adventures, like dialogue with NPCs, developing relationships with other player characters, and investigation scenarios, don't really work in solitaire gaming since they're so dependent on interaction with other players in the game. However, you can create a story, as if you were composing a bit of game fiction, based on the personalities you've developed for each hero.

II. WHAT HAPPENS NEXT

When there's a question about what's happening in the story — and the narrative doesn't suggest an answer — choose something that could happen in that moment and roll 1d20.

- 1 The opposite happens with an extra penalty for the heroes
- 2 to 6 It does not happen
- 7 to 12 It happens but there's a twist (even: good, odd: bad)
- 13 to 18 It happens
- 19 or 20 It happens with an extra benefit for the heroes

To answer a yes or no question, roll 1d20: 1 to 10 for "No" and 11 to 20 for "Yes."

III. COMBAT – ENEMY AI

In a combat situation, the player controls the “heroes,” while the game rules control the other force of “enemies.” Each side’s army is divided into units, from units of 1 (like a leader or a monster) to groups of 5 or more (like a squad of common soldiers). In a skirmish-size battle, where each army has 10 or fewer figures, each figure is usually a separate unit.

Select 1 enemy figure, typically a single figure that is its own unit. That figure is the “Arch Foe.”

Initiative

At the start of a round, roll 1d20 for each army, rerolling ties. The army with the higher result takes the first turn in the round, taking actions with a single unit. Then the opposing army with the next-highest result takes actions with a single unit. Repeat this until each unit has taken actions. Then the round ends and initiative is rolled again.

When the enemies act, the Arch Foe takes actions first, followed by the enemy unit closest to the hero army, then the next closest, etc.

Actions

On its turn, each unit (both hero and enemy) can but does not have to take a move action (traveling its normal distance, a “**Move Unit**”) and 1 other action in any order, though this may be affected by conditions like being stunned or poisoned. The “other” action is usually:

- Move again
- Attack
- Use a skill or ability
- Perform another activity

In a unit with multiple figures, move a single figure using the standard movement rules, then place all the other figures in the unit so they are touching that first figure, or a figure that’s touching that first figure. None of the figures can be farther into the battlefield than the first figure that was placed.

Enemy Actions

When it is an enemy unit’s turn to take actions, decide on the enemy unit’s current status.

Prepared: *The enemy is not aware of the heroes.*

All enemies begin in this status; they do not know of the heroes initially (even if they are in line of sight). On the enemies’ very first turn of the game, all enemies are prepared, and are facing in the direction where the heroes are set up. After the heroes move for the first time, the enemies can become alerted.

Patrolling

A simple system to add variety to enemies in the Prepared status is to keep them moving instead of waiting to act. When it is the enemy turn, roll 1d20 for each individual unit.

- | | |
|----------|--|
| 1 to 6 | The unit stays in place. |
| 7 to 11 | The unit moves forward as far as it can (its entire Move Unit or until it reaches the edge of the play area, an obstacle, etc.). |
| 12 to 14 | The unit turns 90 degrees to the left. |
| 15 to 17 | The unit turns 90 degrees to the right. |
| 18 to 20 | The unit turns 180 degrees (the opposite direction). |

Alerted: *The enemy has become aware the heroes are nearby.*

A prepared enemy becomes alerted if any hero interacts with it in any way (attacking, talking, etc.) or if the enemy could reasonably “see” a hero (they are in line of sight – figures can see in all directions, and for any reasonable distance).

All prepared enemies immediately become alerted if the Arch Foe becomes alerted to the heroes. Once alerted, an enemy never returns to the prepared status. Enemies added to combat after the first turn start in the alerted status.

Alerted enemies will automatically turn to face the closest hero in line of sight. Each turn, alerted enemies try to move to or remain at an appropriate range for their primary weapon (as listed below), then attack if possible. Decide randomly which hero they will attack if 2 or more heroes are equidistant.

Primary Weapon

1. The weapon that has the best chance at hitting (highest attack modifier, number of dice, etc.) 1 or more heroes; if more than 1 option:
2. The weapon that can do the most damage; if more than 1 option:
3. A random weapon

As soon as an enemy becomes alerted, it uses all abilities, skills, and powers that increase its attack (including summoning allies), then damage, then defensive traits as quickly as allowed. The enemy uses its skills and powers to enhance its initial attacks and uses regular attacks and weapons after those abilities are exhausted.

Cover

Enemies with a ranged primary weapon will try to get behind cover if they will still be in range to attack.

Goal Locations

If a victory condition of a game is to reach a certain point on the battlefield or collect an object or NPC, an enemy unable to make an attack on its turn will instead move toward the nearest goal.

Healers

Enemies with healing abilities that have not been exhausted will approach the Arch Foe first to heal it; if the Arch Foe is not wounded, healers will turn to the nearest wounded enemy. Healers will only attack if there is no ally they can attempt to heal on their turn.

Special Actions

Enemies will attempt to take special actions when logically necessary (for example, when facing a locked door, an enemy would logically try to open the door by using an appropriate skill or ability. If a larger enemy is charging at the heroes, smaller enemies will move out of its way). Enemies do not “plan” and do not attempt actions which do not have an immediate benefit.

Retreating: *The enemy is escaping.*

The enemy has lost a morale check of some kind, and is running from the heroes. It uses the same morale rules as heroes. A retreating enemy spends its next turn moving once toward the area where the Arch Foe was originally set up. It turns to face away from the nearest hero, and does not take its “other” action for the turn. It returns to the alerted status on its following turn.

Defeated: *The enemy is killed, destroyed, or routed.*

The enemy figure is removed from the playing area and is out of the game.

IV. COMBAT TACTICS

To add more variety to the basic combat guidelines, heroes, enemies, or just special members of an enemy army can have individual combat tactics. Choose a combat tactic from the table for each, or roll 1d20 to randomly select a tactic.

That tactic is the default action in combat for the character or unit – obviously, a “Selective” character that prefers to hang back and fire arrows at enemies from a distance won’t keep firing if there’s an orc right in his face. But at the beginning of the battle, he’ll stay toward the back of the room, instead of charging in like another hero might.

The tactic can reflect the character’s personality, too; an “Opportunistic” hero who hunts for treasure before fighting will probably be hard to keep in line in an open-air market.

Two characters with the same tactic might have different approaches to combat. A “Controlling” wizard who likes to cause area of effect damage might summon lightning in every battle, while a “Controlling” barbarian could cause area effect damage by moving into the middle of a horde of enemies, then swinging his sword in a circle to slay a half-dozen foes at once.

Character motivations may be different, too: two heroes may both be “Vengeful,” in an enemy’s face when delivering the final bit of damage. But one does it because he’s an assassin who needs to know his target is down, and another does it because her god calls his servants to prove their worth in warfare.

1. **Ambitious:** Eliminates the greatest threat first
2. **Cautious:** Stays in the back of the battle and aids allies, only fighting if they must
3. **Commanding:** Gives orders (which may or may not be listened to) then follows their own orders to the letter
4. **Controlling:** Prefers area of effect attacks, trying to defeat as many foes as possible at one time
5. **Curious:** Wants to know how things work (technology, unusual creatures, magic, etc.) and spends time investigating them for a possible advantage instead of simply taking them out of action and moving on
6. **Determined:** One-on-one duelist – finishes off one enemy before moving to the next
7. **Dramatic:** Flashy, prefers making unique stunts to simple attacks – they might have a pile of unique gadgets they want to try out, or like playing pranks on foes
8. **Efficient:** Eliminates the easiest threat first
9. **Negotiating:** Tries to neutralize threats without bloodshed (“talks down” foes, intimidates them, etc.)
10. **Opportunistic:** Makes sure they know where the treasure (or the door to the next room) is before getting into the fight
11. **Partnership:** Finds a combat partner (animal companion, another PC, etc.) and performs a reliable, effective attack
12. **Pragmatic:** Uses the environment (furniture, the natural world, vehicles, etc.) as their preferred weapons, often strikes from behind cover
13. **Quick:** Hit and run strikes, constantly moving and making attacks from different directions and/or against different opponents
14. **Reckless:** Charges in, regardless of consequences, sometimes even before allies have made a plan

- 15. **Selective:** Prefers to attack from a distance
- 16. **Slaying:** Moves into the thick of battle and attacks anyone and everyone who comes near
- 17. **Unexpected:** Does something different each time – roll once on this table before each encounter; if you roll “Unexpected” before an encounter, the character has the same combat tactic as they did in the last encounter
- 18. **Vengeful:** Gets up close and personal with enemies to deliver a killing blow
- 19 or 20. Roll again

Random Enemy Action

After rolling initiative for a round, roll again to determine how active the enemy is this round.

18 to 20: Take actions with all of the figures on that side, as in the regular rules. Then, choose 1 defeated figure if possible and place it in the enemy starting area as it returns to battle.

9 to 17: Take actions with all of the figures on that side, as in the regular rules.

3 to 8: Take actions with $\frac{1}{2}$ the number of figures on that side (round up).

1 to 2: Take actions with only 1 single randomly selected figure in the enemy army.

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.

The Recovery Action

To make an adventure more of a challenge, there may be a limited amount of healing available during the adventure.

In combat (which starts when the first initiative roll is made and ends when the last enemy is defeated), characters can use healing spells, medical kits, and other healing available to them as described in the game’s normal rules.

Characters cannot heal outside of combat, except for a Recovery action: The character instantly regains $\frac{1}{2}$ of total health (hit points, wounds, etc.), round up, and removes any negative conditions. This does not use any resources.

Recovery can be done only once per character per game session. For an adventure that lasts several days of game time, a character also regains all health and removes all negative conditions each morning after waking up.

The Recovery action means characters can’t expect to eventually fully heal from even the worst combats, and means the player may even fail to finish adventure successfully, and lose the game.

V. MINIATURES AND BATTLE MAPS

To use miniature figures in combat, also use a ruler or a battle map covered in spaces (squares, hexes, or 1 to 1 ½ inch measurements).

Battlefields can be large (4 by 6 feet, or 3 by 3 feet), or small (2 by 2 feet, or 8 by 10 inches).

Large Figures

If a figure occupies more than 1 space on the map, it is a large figure. Before combat begins, choose 1 of the spaces it is on as its “main” space. That is the space used to determine its movement and where it attacks from. An attacker can target any space a large figure occupies.

Movement

1 space equals 5 feet or 2 meters. Some maps may be divided into “sectors” instead of squares; the average character moves 1 to 3 sectors per move action.

Type	Move Unit per move action	
	Large Battlefield	Small Battlefield
Average	6	3
Small	5	2
Large	6	3
Wearing heavy armor	1 fewer	1 fewer
Mount	9	5
Slow vehicle	9	5
Fast vehicle	12	7

Characters can move any direction, including diagonally. Characters can move through the same space as an allied character, but cannot end movement in the same space as another figure. They cannot move through a space occupied by an opponent or a space representing an obstacle like a wall. A large figure can move through walls (but not spaces occupied by opponents) as long as at least 1 space its base is on is open during the entire move.

Facing

Figures can change the direction they are facing at any time during movement or immediately after moving.

Difficult Terrain

Rubble, darkness, heavy growth, and other difficult terrain “costs” 2 spaces of movement per space moved by the character. A space is considered a wall, obstacle, etc., if at least half of it is filled.

Dangerous Terrain

Roll a die when a figure moves into or ends its turn in dangerous terrain like poison gas or radiation. On a 1 to 3, the figure immediately takes 1 hit. On a 4 or more, the figure is not affected.

Special Movement

Moving up and down is the same as moving horizontally (a character does not have to “spend” extra movement to climb or fly). Getting on or off a mount or in or out of a vehicle “costs” 1 space of movement. There must be a space to occupy immediately next to the mount or vehicle. If a mount or vehicle is defeated, any rider or passenger is immediately placed adjacent to the mount or vehicle before it is removed from the battlefield. Characters that move outside of the playing area are considered defeated.

Line of Sight

If there's a question whether a character 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. If there is no significant obstacle or enemy in the path, the character can make the attack. Allies of the attacker do not block its path but enemy figures do. Characters can attack through cover like windows, light brush, and other partial obstacles at a penalty to hit.

Range

To avoid calculating attack ranges each turn:

- **Melee attacks** must be made against an enemy in a space adjacent to the character.
- **Thrown and short-range attacks** can be made against an enemy up to 10 spaces [large battlefield] or 5 spaces [small battlefield] away.
- **Long-range attacks** can be made against an enemy up to 25 spaces [large battlefield] or 12 spaces [small battlefield] away, but not adjacent. On some small battlefields, a long-range attack may reach across the entire battlefield.
- **Area effect attacks** (like a bomb or burst) are made against a target space and all spaces 1 space away from the target space.
- **Burst fire attacks** (like automatic fire) are made against a target space and any 2 spaces adjacent to that space.
- **Reach attacks** (like a whip or spear thrust) can be made against an enemy up to 2 spaces away.

Figure sizes

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 these sizes. Simply choose the size you feel most comfortable using.

Figures are measured from top of the head (not counting a high helmet) to bottom of the foot (for a standing 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 on do not count for this measurement. Most figures will fit on a standard battle map, where spaces are pre-drawn at 1 inch or 1 ½ inches.

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 Playskool Heroes, LEGO minifigures, Imaginext, inexpensive “army men,” Minimates, Funko Pop game pieces, as well as O scale trains. Playmobil figures are slightly larger than this scale (about 2 ½ inches)

90 mm (3.75 or 4 inch): Small action figures, like classic Star Wars, G.I. Joe, Papo, Schleich, smaller dinosaur figures, Funko Pop, 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

Figure size	Large Battlefield Move Unit	Large Battlefield Long-range attack	Size of a space
4.7 mm	12	24	½
15 mm	12	24	½
25 to 32 mm	6	12	1 or 1 ½
54 mm	3	6	2
90mm	2	4	3
180 mm	2	4	3
300 mm	1	2	6

VI. GENERIC SCENARIOS

For a quick skirmish, choose a map setup or roll 1d20. Add terrain (at least 1 piece per unit in the battle, so that between a third and half of the battlefield has terrain).

Objectives

Place 1 objective marker in the center of each 1 foot by 1 foot section of the battlefield, and another objective in the center of the table.

To hold an objective, an army must have at least 1 miniature in base contact with it, and with no opposing miniatures (including “wandering monsters” that aren’t part of any army) within 2 inches of the objective at the end of the game.

After 4 rounds, score victory points (VP). The army with the higher amount wins the game.

- 1 VP for holding the objective nearest to the center of the army’s own starting side or corner of the battlefield.
- 4 VP for holding the objective nearest to the center of an opposing army’s starting side or corner of the battlefield.
- 2 VP for holding any other objective.

- 2 VP for defeating an opposing leader or special character (designate each army’s special characters before the game begins).

A player instantly wins the game if all opposing armies are entirely eliminated.

1 to 8: **Basic Battle** –

Each army’s figures are set up on different sides of the playing area. The figures have to be at least 2 Move Units away from the figures of any other army.

Whomever has the last surviving figure(s) after 5 rounds wins. Alternately, the army that defeated the most number of points of opponents’ figures wins (add all their point values together – point values can be the cost to add the figure to the army, its starting health value, or anything else).

9 to 10: **Ambush** –

Each army selects a side, either Ambusher or Target. Ambusher armies set up figures behind terrain features and buildings (in cover as much as possible). Target armies must set up figures in an open area, so that all their figures are within 1 Move Unit of at least 1 other Target army figure. All Ambusher figures take a single turn before any Target figures.

The game ends when all Ambusher figures or all Target figures are killed or destroyed.

11 to 12: **Escape** –

Set up as in a Basic Battle, but the first army to get more than half the original number of figures (not points value) across to the opposite edge of the playing area wins. An army that does not have enough figures remaining to win can still attack other armies to try to prevent any army from winning before 5 rounds are finished.

13 to 14: **Fortress Assault** –

Each army selects a side, either Assaulter or Defender. Use a large building and place all Defender figures near it (within ½ Move Unit). Assaulter figures have to set up 2 Move Units away from the building.

If the building is destroyed, the surviving Assaulter army or armies win. If all of the Assaulter figures are defeated, the surviving Defender army or armies win.

15 to 16: **Infiltrate** –

The first army to put 2 figures on spaces on the opposite side of the playing area wins. At least 2 figures have to be on that side of the playing area at the same time to win. If there's only 1 figure on the opposite side of the playing area, it has to be on that side of the playing area until a second figure arrives in order to win.

17 to 18: **Spawning** –

Each army selects a side, either Infiltrator or Spawner. Infiltrator armies set up all their figures on 1 side of the playing area. Spawner armies set up only 1 figure per army (their choice of which) on the opposite side of the playing area. Each round, when a Spawner army turn begins, roll the die, if the army has figures that have still not been in the game.

- 1 Place any 1 of that army's figures not already in the battle anywhere on the side of the playing area opposite where the army began the game, up to 1 Move Unit from the edge.
- 2 The figure is placed on the side of the playing service to the right of the army's starting area.
- 3 The figure is placed on the Spawner army's starting side.
- 4 The figure is placed on the Spawner army's starting side.
- 5 The figure is placed on the side to the left of the player.
- 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.

The game ends when all figures available to be spawned have been spawned, and figures from any 1 army are defeated.

19 to 20: **Transport** –

Set up as in a Basic Battle, but also place some kind of marker representing an object in or near the center of the playing area. The object can be picked up by a figure as an action, and it does not affect the figure's movement, attack, or defense. 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 instead represent a non-fighting person, like a child or a scientist.

The army with a figure that carries the object back to the side of the playing area where the force began the game wins.

VII. RANDOM WARGAME TERRAIN GENERATION

Use 1d8 and 2d6.

Divide battlefield into 1 foot by 1 foot sections. Roll for the contents of each section (both large and small) after placing scenario-specific terrain.

D6	Small terrain pieces	Large terrain pieces
1	1	0
2	1	1
3	2	1
4	2	1
5	3	2
6	4	2

To determine the location of each piece, roll d8 for scatter direction and d6-1 for the number of inches/squares the piece is from the center of the section.

1	2	3
4	★	5
6	7	8

Place the piece so that it blocks movement and line of sight from the center of the table to the edge or a corner as much as possible. Adjust or reroll as you see fit.

SMALL Terrain (choose or roll)

2d6	Type	Examples	Notes
2	Hill	Earth or stone, large steps	Usually has 2 to 4 “height levels.” Is able to be climbed.
3	Pit	Pit, trench, crack in the ground	Determine how large the pit is – can it be jumped? Is it so deep that a character falling in is out of the game?
4	Light woods	Small stand of trees	Offers partial cover to any character inside the woods. Is considered difficult terrain. Usually does not block line of sight.
5	Light woods	Small stand of trees	Offers partial cover to any character inside the woods. Is considered difficult terrain. Usually does not block line of sight.
6	Movable object(s)	Cart, box, barrel, chair	Usually 1 to 2 inches/squares. May be a single object or a grouping of 2 or more.
7	Rubble	Trash, broken structure	Is considered impassible or difficult terrain. May block line of sight.
8	Low wall	Hedge, fence, barbed wire	Can span 2 inches/spaces, to straight across the section, to straight across the entire table. It may be solid or have gaps in the wall. Can be considered impassible or difficult terrain. Usually does not block line of sight.
9	Minor non-movable object	Large sign, boulder, desk	Usually 2 to 4 inches/squares in a rectangle or line. May be able to be climbed.
10	Low wall	Hedge, fence, barbed wire	Can span 2 inches/spaces, to straight across the section, to straight across the entire table. It may be solid or have gaps in the wall. Can be considered impassible or difficult terrain. Usually does not block line of sight.
11	Pool	Water, radioactive liquid	Usually 2 to 9 inches/squares in a rectangle or line. Can be considered impassible or difficult terrain. May cause damage or survival-type rolls to cross.
12	Hill	Earth or stone, large steps	Usually has 2 to 4 “height levels.” Is able to be climbed.

Approximate chance of each appearing:

- Low wall 22%
- Light woods 19.5%
- Rubble 17%
- Movable object(s) 14%
- Minor non-movable object 11%
- Hill 6%
- Pit 5.5%
- Pool 5.5%

LARGE Terrain (choose or roll)

2d6	Type	Examples	Notes
2	Major non-movable object	Car, kiosk	Usually 4 to 8 inches/squares in a rectangle or line. May be able to be climbed.
3	Major building	House, fortress, ruins	Usually 8 or more inches/squares on a side, blocks line of sight and provides full cover, may have windows or openings to hide behind/shoot out of. May be able to be climbed.
4	Minor building	Bunker, shrine, communications station, stationary vehicle	Usually 3 to 7 inches/squares on a side, blocks line of sight and provides full cover, may have windows or openings to hide behind/shoot out of. May be able to be climbed.
5	River	River, creek	Choose 2 different table edges for the river to run between; it is usually 1 to 2 inches/squares wide. Can be considered impassible or difficult terrain. May cause damage or survival-type rolls to cross.
6	Minor building	Bunker, shrine, communications station, stationary vehicle	Usually 3 to 7 inches/squares on a side, blocks line of sight and provides full cover, may have windows or openings to hide behind/shoot out of. May be able to be climbed.
7	Major building	House, fortress, ruins	Usually 8 or more inches/squares on a side, blocks line of sight and provides full cover, may have windows or openings to hide behind/shoot out of. May be able to be climbed.
8	Heavy woods	Large and dense stand of trees	Offers full cover to any character inside the woods. Is considered difficult terrain. Usually blocks line of sight.
9	Road	Dirt, paved, or manufactured path	Choose 2 different table edges for the road to run between; it is usually 2 to 4 inches/squares wide.
10	Major building	House, fortress, ruins	Usually 8 or more inches/squares on a side, blocks line of sight and provides full cover, may have windows or openings to hide behind/shoot out of. May be able to be climbed.
11	Major building	House, fortress, ruins	Usually 8 or more inches/squares on a side, blocks line of sight and provides full cover, may have windows or openings to hide behind/shoot out of. May be able to be climbed.
12	Major building	House, fortress, ruins	Usually 8 or more inches/squares on a side, blocks line of sight and provides full cover, may have windows or openings to hide behind/shoot out of. May be able to be climbed.

Approximate chance of each appearing:

- Major building 30%
- Heavy woods 22%
- Minor building 22%
- River 11%
- Road 11%
- Major non-movable object 3%

VIII. SIMPLE BASIC COMBAT

Attack

For quick, easy combat resolution, roll 1d20 for each attack.

- **Melee attacks:** The attack is a hit on a result of 6 or more. Otherwise the attack fails.
- **Ranged attacks:** The attack is a hit on a result of 11 or more. Otherwise the attack fails.
- **Ranged attack when the target is in cover:** The attack is a hit on a result of 16 or more. Otherwise the attack fails.

Defend

On a hit, the target of the attack then immediately rolls to defend, which does not count as an action. On a result of 11 or more, the attack does no damage. On a result of 10 or less, the target takes 1 wound (if it can suffer multiple wounds); suffers a “stun” and does not take actions in the next round; or is outright defeated and removed from the game.

A unique character (like a leader or powerful creature), usually in a unit of 1, often can take 2 to 5 wounds before being defeated. A common character, usually in a unit of multiple figures, can only take 1 wound before being defeated.

Special Abilities

If circumstances allow for it (highly capable attackers, tough armor, a group of attackers against a single target, the target is in cover, etc.), roll the attack and/or defend die twice and use the higher result.

Non-Combat Action

A non-combat action will be a success on a roll of 11 or more on 1d20. Roll the die twice and use the better result for characters who are especially talented or have appropriate equipment.

Non-combat actions can include skill rolls (like picking a lock, outwitting a guard, or attempting to cast a magic spell) or physical tasks (like jumping a gap or climbing a slick surface).

Morale

Each unit makes a morale check when its army is reduced to less than half its starting number of figures, or when a condition like fear would trigger a morale check. Select the most powerful individual in the unit and roll 1d20.

Equal to or less powerful than the cause of the morale check: Succeeds on an 11 or more; retreats on a 10 or less

More powerful than the cause of the morale check: Succeeds on a 6 or more; retreats on a 5 or less

“Retreat” is running away from the cause of the morale check, or a stun. On a morale roll of 1, the unit is automatically defeated and removed from the game.