

Simple Miniatures Battles For All Time by Andrew Domino
inspired by Deathship One and One-Page Rules

Spend between 20 to 40 points on figures, traits, and rerolls for each force.

Type	Point value	Melee dice	Ranged dice	Special
Brawler	3	2	—	Can have traits
<i>Examples: Medieval infantry, Mounted knight, Zombie</i>				
Shooter	3	1	1	Can have traits
<i>Examples: Civil war soldier, Archer</i>				
Warrior	4	2	1	Can have traits
<i>Examples: Bug alien, Gang thug, Ogre</i>				
Gunslinger	4	1	2	Can have traits
<i>Examples: Modern infantry, Death car racer</i>				
Elite	5	2	2	Can have traits
<i>Examples: Star Soldier, Dragon, Tank</i>				
Reroll	1	—	—	any single dice roll

Each trait costs 1 point. A figure can have any number of traits but cannot have the same trait more than once.

- **Armor** (*power armor, stealth training, thick hide*): The figure is harder to defeat (see below).
- **Brutal weapon** (*energy sword, powerful punch, furious rage*): The figure rolls 1 additional melee die when attacking an adjacent target.
- **Fast** (*wings, vehicle, horseback*): The figure's move is up to 9 inches and its secondary move is up to 6 inches.
- **Fear** (*horrifying appearance, magical defenses, intimidating glare*): Enemies must succeed at a skill roll (which does not count as an action) before attempting an attack on this figure. Figures with this trait are not affected by this trait.
- **Heavy weapon** (*sniper, missile launcher, magic blast*): The figure rolls 1 additional ranged die when attacking a non-adjacent target.
- **Leader** (*intelligence, commander, general*): Immediately after this figure takes its turn, this figure or another figure in the force can take a turn, even if it has already taken a turn in this round. **Only one figure in a force can have this trait.**
- **Spread weapon** (*summoned vines, machine gun, poison cloud*): Reaches a target up to 8 inches away and all figures up to 2 inches from the target figure (including figures on the attacker's force, but not the attacking figure). Roll 1 die to attack each target, even if the attacking figure normally uses more than 1 die to attack a non-adjacent target.
- **Talented** (*genius, technological support, mystical*): The figure rolls 1 additional die when making a skill roll.

SET UP

The **battlefield** is 24 inches on each side, with terrain that obstructs movement and line of sight covering about 1/2 to 2/3 of the battlefield area. Both forces set up on opposite sides of the battlefield.

Place 3 **objective markers** halfway between the two set up areas, one in the center and one closer to each side not occupied by a force.

TO PLAY

Roll 1 six-sided die to see who goes first in each **round**, rerolling ties. Take a turn with each figure in that force, then the other force takes its turns.

On a turn, in any order a figure can make a move in any direction it could reasonably move (up to 6 inches) and also:

- Make a secondary move (up to 3 inches), or
- Make a non-combat action (like opening a door or programming a computer) by making a *skill roll* if appropriate, or
- Make an *attack* on a target figure (ranged attacks are maximum 15 inches and at least half of the target figure must be in line of sight and visible to the attacker), or
- Do nothing else

To make a **skill roll**, roll 1 six-sided die (or 2 six-sided dice with the Talented trait) and get a result of 4 or more on at least one of the dice.

To **attack**, roll 1 six-sided die for each die in the attack and choose the highest result:

Target is a figure without the Armor trait

1, 2, or 3: Target figure is missed

4, 5, or 6: Target figure is defeated and removed from the battlefield

Target is a figure with the Armor trait

1, 2, 3, or 4: Target figure is missed

5 or 6: Target figure is defeated and removed from the battlefield

END OF GAME

At the end of **3 rounds** or when **all figures on one force are defeated**, the game ends. Each player's score is equal to the point value of the figures they defeated (including points spent on traits for that figure) +5 points for each objective that at least one figure from the force is touching and where no opposing figure is touching.

USING A SMALLER MAP

For an even quicker game, use the following distances:

- *Battlefield*: Approximately 8 to 10 inches on each side
- *Move*: Up to 3 inches
- *Secondary Move*: Up to 2 inches
- *Fast trait*: The figure's move is up to 5 inches and its secondary move is up to 3 inches.
- *Spread Weapon trait*: Reaches a target up to 4 inches away and all figures adjacent to the target figure
- *Ranged attacks*: Maximum 8 inches