Introduction

Hello, and welcome to Army Men Combat!

Army Men Combat is a single-page ruleset played with plastic army men and that was designed to be fast to learn and simple to play.

Gameplay is focused on combined arms warfare with alternating activations and simple combat mechanics to keep both players on their toes and engaged at all times.

We recommend printing out the rules page, this way you will always have all rules and units at hand as you are learning the game. If you don’t have plastic army men you can usually find them at your local toy store or online for cheap ($5-$10 for a pack of 50 soldiers).

You can find various supplements to this ruleset and other one page rules at onepagerules.wordpress.com. You can find more awesome art at 40-kun.deviantart.com and rosscarlisle.tumblr.com.

If you’d like to get news & updates you can follow us at facebook.com/onepagerules or @onepageanon.

If you wish to get involved in the game’s development or have any questions you can head over to our forums at onepagerules.proboards.com, or write me an e-mail at onepageanon@gmail.com.

Thank you for playing and happy wargaming,

One Page Anon (Rules), Jean Charles Doublet (Cover) and Ross Carlisle (Logo)
Army Men Combat v1.0
by OnePageAnon (http://onepagerules.wordpress.com/)

General Principles

The Most Important Rule: Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

Units: Each unit consists of one or more models acting as a single entity, and is defined by their size, equipment, and special rules.

Quality Tests: Whenever a rule states that you must take a Quality test roll one six-sided die trying to score a result of 4+.

Additional Dice: Whenever a rule refers to adding dice they are added to the unit as a whole, and not to each individual model. Dice are added to the most common weapon that is being used.

Line of Sight: If you can draw a straight line from the attacker to the target without passing through any solid obstacle, then he has line of sight.

Before we begin...

Preparation: The game is played on a flat 4’ x 4’ board, with at least 5 pieces of terrain on it. The players roll-off, and the winner chooses on what side to deploy and places his army first within 12” of his table edge, then the opponent does the same.

Objective: After 4 rounds the game ends, and both players sum the point value of all enemy units they completely destroyed or that are pinned. The player with the most points wins.

Playing the Game

The game is played in rounds, in which players alternate in activating a single unit each until all units have been activated. The player that won deployment goes first on the first round, and in which players alternate in activating a single unit each until all units have been activated. The player that won deployment goes first on the first round, and in which players alternate in activating a single unit each until a unit is destroyed. The player that won the most rounds wins.

Activation

The player declares which unit he wishes to activate, and it may do one of the following:

Action

Move

Notes

Hold

0”

May shoot.

Hunker

0”

May not shoot. Gets +1 die to blocking shots.

Guard

0”

May react once per round by firing at enemy movement across its line of sight. Target gets +1 die to blocking.

Walk

6”

May shoot after moving.

Run

12”

May not shoot.

Assault

12”

Move into close combat with enemy, gets +1 die to melee attacks.

At least one model has to be in base contact with enemy models, and any model that is in base contact with an enemy passes a Quality test whether or not it is within 2” of an enemy may attack with all of its melee weapons. All models then strike simultaneously, which is resolved like shooting, however casualties are only removed after all shooting have been resolved. Compare how many wounds each unit caused, and the unit that caused most is the winner.

The Losing Unit: The unit that was defeated in a Quality test roll and if it fails the test the unit loses its Hit rating, (remove all models as casualties). If it passes the test the unit immediately fights another close combat, and this continues until one is destroyed or routed. If one of the units is destroyed and the other survives it may immediately move by up to 3”.

Whenever shooting brings a unit down to half or less of its original size it must take a morale test. The unit takes a Quality test and if it is unsuccessful then it counts as pinned. A unit that is pinned must take a Quality test whenever it is activated, or before fighting close combat if not pinned. If it fails the unit routes and is destroyed. If it passes then the unit is not pinned anymore and may be activated and fight close combat normally.

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