



LONG

RANGE

MEDIUM

SHORT

VERY

QUICK

VIOLENCE...

A VERY SIMPLE GAME OF MINIATURE COMBAT.

## Army building

Before each game, players build an army up to 10 points by buying fighters.

Fighters have the following costs.

Small = 2

Medium = 3

Large = 4

## The game

Fighters are either small, medium or large.

Small fighters get 3 actions, Medium fighters get 2,

Large fighters get 1.

Each turn, players roll 1D6 to decide who goes first.

Each player then activates a fighter, taking it in turns to do so. A player may only activate half of their fighters in a single turn (rounding up in the case of odd numbers).

A fighter may use their actions to move, attack or defend.

A fighter moves by leapfrogging the relevant movement arrow on the measuring page of this rulebook. (going from front of their base to the back)

Small fighters = **small move** (Page width)

Medium fighters = **medium move** (Page length)

Large fighters = **large move** (page corner to corner)

A fighter cannot move through another fighter.

A fighter may attack any other fighter that is within range of it (range being the distance of the range arrow - **the red one**)

fighters attack by rolling 1D6. The target also rolls 1D6. If the attacking fighter rolls higher, They have succeeded. If the target rolls higher, or both fighters draw, nothing happens. Each successful attack does 1 point of damage.

A fighter may choose to defend at the start of its turn. If it does, It receives the following modifiers to its dice rolls.

Small = +3

Medium = +2

Large = +1

Fighters have the following damage points -

Small = 1

Medium = 2

Large = 3

A fighter loses 1 damage point each time it is successfully attacked. A fighter with no remaining damage points is dead and removed from the game. The first player to lose half their fighters loses the game.

## Terrain

Anything except the flat ground of the playing area is considered an obstacle that must be moved around and cannot be moved over or through.