VSGMR: VERY SIMPLE GENERIC MINIATURES RULES

Part 2: Rules Options

This part of the rules builds on the Basic Rules, adding options for everything from building your forces to adding comic book-style super heroes and special abilities.

Note that these rules make the game more comprehensive, while also making it less "Very Simple." You can include any or all of these rules options in your game.

1. INITIATIVE OPTION: *Everyone Acts*:

If the players choose, the player who takes the first turn moves just one of his figures, then the next player moves just one of his figures, and so on. Once all movement is done, the player who takes the first turn can make a distance attack with one figure he controls that can make a distance attack. Then the next player makes a distance attack with one figure, and so on. When every figure each player wants to use this round has moved, attacked and attempted skills, the round is over. This method keeps the other players more active throughout each round (instead of just when it's their turn), but does make keeping track of which players and figures have already acted more complicated.

2. INITIATIVE OPTION: *Unit Actions*:

Before the game begins, each player divides their force into units of one to five figures — for example, a squad of five guys, a vehicle and its driver or a building and its guards. A player can move and attack with an entire unit on a turn, instead of just one figure.

3. SKILL ROLLS OPTION: *Specific Skills*:

Skill rolls can be used for any activity that is not an attack. If the players agree, certain figures may gain a +1 to die results for specific types of skill rolls (for example, a muscular figure may gain an +1 to skill rolls to bend bars and lift gates, and a figure holding scientific equipment may gain a +1 to skill rolls that require intelligence).

4. MOVEMENT OPTION: *Squad Movement*:

Since all of a player's figures move at the same time in a round, one option to speed movement is to select one member of each group (or unit, if using the Unit Actions rules option) with more than one figure (for example, a team of three guys, even if some are troops and others are heroes). Move that one 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.

5. SOLO VSGMR:

Set up the game using the standard rules, with the enemy army being controlled by the game itself. Determine which side will act first (highest die result), unless the scenario states otherwise. This rule can also be used to add an additional random element to regular games between two or more players.

At the beginning of the enemy's turn for the round, roll one die to determine its action. An enemy figure will always try to remain at the farthest appropriate range for its distance attack, if it has one, or move into hand-to-hand attack range, if it doesn't.

6: Take actions with up to all of the figures on that side, as in the regular rules. Then, choose one defeated figure (or a vehicle and pilot/driver or a cavalry and rider) and place it up to 1 Move Unit away from the section of the playing surface where that figure began the game. It must be more than 1 Move Unit away from any opposing figures. If the side does not have any defeated figures, you cannot use this rule.

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

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

3: Take actions with up to ½ the number of figures on that side (round up).

2: Take actions with up to ½ the number of figures on that side (round up).

1: Take actions with only 1 single figure on that side.

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.

6. MINIATURES FOR EVERY SCALE:

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 circa 2017, 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 one of these sizes. Simply choose the size you feel most comfortable using.

If you want more detail from your Move Units, you can use the following chart. The game rules use generic "Move Unit" and "Distance Attack" lengths, specifically for 25 or 28 mm figures, the most common size in the miniatures war games VSGMR is trying to simulate. The highlighted section of the chart below shows the numbers used in the rest of the VSGMR rules.

Figures are measured from eyes 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 to do not count for this measurement. Movement and range

is measured in spaces: squares or hexes on a battle map, or measured using a ruler on a tabletop battlefield — with these rules, any size figures can be used on an ordinary table or floor space about 4 by 6 feet. Most figures will even fit on a standard battle map, where spaces are pre-drawn at 1 inch or 1 ½ inches.

One space equals 5 feet or 2 yards in "real world" distance. Movement is for a typical human; other creatures and vehicles may move faster or slower.

Approximate Guy Figure Size	Move Unit	Distance Attack Unit	Size Of A Space
4.7 mm	12 inches	24 inches	½ inch
15 mm	12 inches	24 inches	½ inch
25 to 32 mm	**6 inches**	**12 inches**	**1 or 1 ½ inches**
54 mm	3 inches	6 inches	2 inches
90 mm	2 inches	4 inches	3 inches
180 mm	2 inches	4 inches	3 inches
300 mm	1 inch	2 inches	6 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 (Marvel, Galaxy Heroes), LEGO minifigures, Imaginext, inexpensive "army men" and cowboys, Minimates, 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, 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

Figures can move in any direction, including diagonally. They can move through the same space as another allied figure, but cannot move through an opposing figure, or end movement in the same space as any other figure. Rubble, darkness, heavy growth and other difficult terrain halves a figure's movement through it (round down).

Figures must be adjacent to one another (in spaces that touch on a side or corner) to make hand-to-hand attacks.

If there's a question whether a figure 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 (or

one of its spaces, if it takes up more than one space on the map), or from a point directly underneath each figure. If there is no enemy figure or large obstacle, like a building or even a patch of darkness, in the path, the character can make the attack. Allies of the attacker do not block its path, nor do obstacles filling less than half a space in the path. Figures can attack through windows and other partial obstacles with a minor penalty to hit (use the cover rule in the Basic Rules).

7. FIGURE POINTS VALUE OPTION:

Every player should begin the game with about the same number of points, within 5 points of each other. Players can spend points on the guys, cavalry and vehicles of their choice, so each player may not have the same number of figures. A specific scenario may limit how a player can spend points. Any points not spent are lost.

Guys come in two "flavors," Troops, who are the ordinary, nameless grunts who charge into battle, and Heroes, who aren't much better but have at least a fighting chance — they add +1 to distance and hand to hand attack rolls. Heroes also have a +1 to skill rolls.

- Troops cost 1 point per figure, and heroes cost 2 points per figure.
- All figures can make hand to hand attacks, but it costs 1 point per guy to be able to make distance attacks.
- A guy (either flavor) can have armor at 1 point for light armor, and 2 points for heavy armor.
- It costs 1 point per guy for that figure to use automatic fire.

Commanders: Before the game begins, no matter which scenario you are playing, name one of your figures of any type as your Commander, and make sure the other players can quickly identify that figure as your commander. It costs 0 (zero) points to select a Commander.

- A Commander has a +1 to all die rolls (attacks, armor and skill rolls).

Cavalry costs 2 points per figure. Cavalry requires a rider guy to move, who is not included in the price of the cavalry figure. Smaller figures (horses, motorcycles, artillery cannons, etc.) can carry only the rider, but larger figures (dinosaurs, gliders, etc.) can carry the rider and 1 additional guy.

- All cavalry can make hand to hand attacks, but it costs 1 point per cavalry figure to be able to make distance attacks.
- A cavalry figure begins with light armor for free, and can buy heavy armor for just 1 point.
- It costs 1 point per cavalry for that figure to use automatic fire.

Vehicles cost 3 points per figure. Vehicles require a driver or pilot guy to move, who is not included in the price of the vehicle figure. Vehicles can carry the driver or pilot and up to 4 additional guys, or even more for very large vehicles. Vehicles can even carry cavalry or smaller vehicles, if the players agree. Vehicles add +1 to distance and hand to hand attack and armor rolls.

- All vehicles can make hand to hand attacks, but it costs 1 point per vehicle figure to be able to make distance attacks.
- All vehicles begin with light armor for free, and can buy heavy armor for just 1 point.
- It costs 1 point per vehicle for that figure to use automatic fire.

Buildings cost 1, 3 or 5 points per figure, depending on their size (small: 1, medium: 3, large: 5). Buildings can provide cover for a number of guys, cavalry or vehicles equal to twice their size (small: 2, medium: 6, large: 10). Buildings add +1 to distance and armor rolls.

• Buildings <u>can not</u> make hand to hand attacks, and it costs 1 point per building figure to be able to make distance attacks.

• All buildings begin with light armor for free, and can buy heavy armor for just 1 point.

• It costs 1 point per building for that figure to use automatic fire.

8. FIGURE POINTS VALUE OPTION: *Mooks*:

Mooks are a third "flavor" of guy. They are even less effective than troops, and have a -1 penalty to all die rolls (distance attacks, hand to hand attacks, armor rolls and skill rolls). A mook costs ½ point per figure, and can have distance attacks, armor and automatic fire at the same cost as other guys. Mooks can support, but should not replace, troop guys — a troop guy might be a standard infantry soldier, while a mook would be an untrained militia member, for example. Mooks cannot be commanders.

9. FIGURE POINTS VALUE OPTION: *Traits*:

Traits are special abilities that help make your figures more effective and more distinct from one another, and from the other figures on the battlefield. Each trait has a name, and several other names which may be more appropriate for that figure. For example, a dragon guy has the Flight trait, but calls it "wings," while a science fiction super-soldier might call its Flight trait a "rocket pack."

Each of the following traits costs 2 points per individual figure. You can give any number of traits to any type of figure (guy, cavalry, vehicle or building), though a single figure can only have a trait once. For example, the Sharpshooter trait provides a +1 bonus to distance attacks. A figure can't have Sharpshooter twice for a +2 bonus.

<u>Making new traits</u>: Though the trait list covers most of the common abilities seen in miniatures war games rules, there's plenty of space for new abilities. It's more art than science, though; you'll want a power that is about equal in game effectiveness to the existing traits, or you'll need to charge fewer or more points for it.

Area Effect Attack
(bomb, magical burst, etc.)
If this figure succeeds with its distance (not hand to hand) attack, all figures, both enemy and ally, within 3 inches of the opponent that was the target of the original attack must also immediately make an armor roll. If they fail, they are affected by the figure's attack.

Bodyguard
(*sacrifice, protection, etc.*)
If this figure is within 3 inches of another figure in the same army, and that other figure is hit by an enemy figure, the figure with this trait can make an

armor roll (if possible) or suffer the effect of the hit, instead of the figure that was originally attacked.

Bombard
(*air strike, lightning, etc.*)
Instead of making any attacks this round, a figure with this trait can select any other figure it can see, anywhere on the battlefield, and make a distance attack roll, as if that figure was in its line of sight (cover does not count for this attack). The figure can keep using this trait until it is successful, and it can only be successful once per game. Use a token to keep track of when a figure uses this trait.

Cause Fear
(*intimidate, rout, etc.*)
Any figure that makes an attack against a figure with this trait, and rolls a 1 or 2 on the die, fails the attack and is struck by fear. It immediately rotates to face as far away from the figure with Cause Fear as it can, and moves 1 Move Unit away from the figure with Cause Fear, following the normal movement rules. This may move a figure off the playing surface and out of the game. After this special movement, the figure can return to action like normal in the next round. This trait only affects figures that would reasonably be struck by fear. For example, a vehicle that is a giant war robot would not be afraid and would not be affected.

Charge
(*energy surge, rally, etc.*)
If a figure succeeds with any attack, pick one other figure in the army that has not already taken its turn this round, and that is in line of sight with the figure that succeeded at the attack. That figure can move up to its Move Unit amount, and still attack or make skill rolls like it normally would.

Combat Master
(*fist-fighter, melee weapon expertise, etc.*)
This figure adds +1 to its die result when making a hand to hand attack. A hero guy or vehicle with this trait adds +2 to its die result.

Disable
(*cover fire, hacking, strategist, etc.*)
Instead of making an attack or skill roll on its turn, a figure with this trait can select one opposing figure no farther than a Distance Attack Unit away. Roll one die: on a result of 4 or more, that opposing figure is disabled for the next round. It cannot move, attack or make a skill roll. It can still make armor rolls. A cavalry or vehicle figure can be disabled, but the pilot/driver or rider can still take its turn during the round the cavalry or vehicle is disabled.

Double Strike: Hand to Hand / Double Strike: Distance
(battle rage, two-weapon attack, etc.)
Choose either hand to hand or distance attacks when selecting this trait (a figure can have both the Hand to Hand and Distance versions of the trait, for 2 points each). If this figure succeeds with an attack of the selected type, you can immediately make a second attack, if possible. It can be against the same or a different target, and must also be the same type of attack.

Flight
(rocket pack, wings, etc.)
The figure can travel its full movement, even through rough terrain, and pass over obstacles like walls. The player with a figure with this trait decides at the end of its movement if the figure has landed or is still in flight. If it is still in flight, it cannot make hand to hand attacks or be attacked in hand to hand combat. It can still make distance attacks, if the figure has that capability. It can also be targeted by distance attacks made by other figures. The figure can also make skill rolls, if the action being attempted is reasonable. For example, a figure in flight could not make a skill roll to pick a lock in a door on the ground.

Ignores Armor
(demonic talons, magic blade, etc.)
If a figure with this trait successfully attacks an opponent wearing armor, that opponent must make TWO armor rolls, one immediately after the other. The normal bonuses for vehicles and the Tough trait apply to both rolls. If either armor roll fails, the attack is considered a hit.

Independent
(artificial intelligence, free spirit, etc.)
A cavalry figure or vehicle with this trait does not need a rider, pilot or driver to move and attack. This trait is often given to animals and monsters (like a pack of wolves or a giant war robot). Guy figures cannot have this trait. A figure with this trait can still carry other figures.

Inspiration
(battlefield command, raise morale, etc.)
Once per round, on your turn, any single figure on your force can reroll any single distance attack, hand to hand attack, armor roll or skill roll result you don't like, though he has to live (or die) with the rerolled die result. Reroll both dice, if the figure rolls two dice at the same time. Unlike other traits, this ability can be used by any figure the player has, though the ability is no longer available if the figure with the Inspiration trait is defeated.

Recruit
(curse, treason, etc.)
If a figure with this trait defeats another figure of any type in a hand to hand

(not distance) attack, immediately roll a die. On a result of 5 or more, the figure that was defeated changes sides on the spot, and joins the side of the figure that defeated it, using the traits, armor and other characteristics it had before being recruited. It can be used to move, attack, and take other actions starting in the next round. On a result of 4 or less, the figure that was defeated is removed from the playing surface, as it normally would be.

Revenge
(counter strike, go down fighting, etc.)
If a figure with this trait is defeated, it can make one last attack of the same type as the attack that defeated it (either distance or hand to hand). The attack takes place immediately, even though it is not the target player's turn, and the figure that defeated the figure with this trait must be the main target of the attack.

Sharpshooter
(bullseye, ranged weapon expertise, etc.)
This figure adds +1 to its die result when making a distance attack. A hero guy or vehicle with this trait adds +2 to its die result.

Sniper
(bombardment, targeting computer, etc.)
Distance Attack Units are twice as long as normal (24 inches) for this figure.

Stealth
(evasion, smokescreen, etc.)
This figure is treated as if it is always in cover (must roll 6 or more to hit). If a figure with this trait actually gets in cover, an attacker must roll 7 or more to hit, so some figures will never be able to hit a figure with this trait in that situation. Remember, hand to hand attacks are not affected by the cover rule, only distance attacks.

Stun
(calm, paralysis, poison, etc.)
If a figure with this trait successfully attacks an opponent, but that opponent succeeds at its armor roll, the figure that made the armor roll immediately rolls one die. On a result of 4 or less, it cannot move or make any attack or skill roll on its next turn. On the turn after that, it can act normally. On a die roll of 5 or more, the figure that made the armor roll is not affected by this trait.

Summon
(call in support, loyal minions, etc.)
Instead of making an attack or skill roll on its turn, a figure with this trait can roll one die. On a result of 5 or more, any single allied figure can be moved from its place on the playing surface to a place within 3 inches of the figure

with this trait. The destination must be a place the figure could normally be moved. It can take actions immediately, if it hasn't already attacked or made a skill roll on this turn. If a cavalry or vehicle figure is summoned, its rider, driver/pilot and passengers will also be summoned.

Support
(*advanced communications, first aid, squad training, etc.*)
Before the game begins, choose one type of die roll for this figure: distance attacks, hand to hand attacks, armor rolls or skill rolls. A figure with this trait provides a +1 to the die results with that type of die roll during that game, but this bonus only applies to the figure with this trait and allied figures within 3 inches of it at the time the die roll is made.

Survivor
(*durability, good fortune, etc.)*
When a figure with this trait is defeated, treat that figure as if it had succeeded at its armor roll. This trait can only be used once per game — the second time that figure is defeated, it is removed from the playing surface. Use a token to keep track of when a figure uses this trait. A Commander can have the Survivor Trait for free instead of (or in addition to) having heavy armor for free.

Teleport
(*magic walk, hustle, etc.*)
This figure can move to any available location on the battlefield it could reasonably reach (for example, not inside an enemy vehicle) but cannot make any attacks or attempt a skill roll on the turn.

Tough
(*body armor, endurance, etc.)*
This figure adds +1 to its die result when making an armor roll. A vehicle with this trait adds +2 to its die result.

Trap
(*bomb, snare, etc.*)
Once per game, a figure with this trait can place a trap right next to where it ends its move, as part of its movement for that turn. Use a token to mark where the trap is placed. Starting with the next turn, any figure (ally or enemy), except the figure that placed the trap, that moves within 3 inches of the trap immediately rolls a die. On a result of 5 or 6, the trap is triggered, and any figure within 3 inches of the trap must make an armor roll. Any figure with the trap trait can attempt to disable a trap. It must move next to the trap and succeed at a skill roll to take the trap off the playing surface without triggering it.

10. FIGURE POINTS VALUE OPTION: *Super Powers*:

In a game featuring characters with abilities far above those of "normal" guys, even hero guys, a standard six-sided die may not be enough. Each super power improves one of a figure's abilities by increasing the size of the die it uses for that type of roll. The listed die is used each time the figure makes a roll of that type, instead of the 6-sided die the figure would normally use. Any bonuses or extra dice a trait or other characteristic offers works the same way as it does in the standard rules.

Each of the following super powers costs the listed number of points per individual figure. You can give any number of super powers to any type of figure (guy, cavalry, vehicle or building), though a single figure can only have a single super power once. For example, a figure cannot have Super-Blast as both a Major (10-sided die) and a Superior (12-sided die) super power.

Super-Armor (battle suit, magical defenses, quick reflexes, etc.)
> <u>Minor</u>: 3 points to make armor rolls with an 8-sided die
> <u>Major</u>: 4 points to make armor rolls with a 10-sided die
> <u>Superior</u>: 5 points to make armor rolls with a 12-sided die

Super-Blast (laser beams, massive gun, psychic stun, etc.) — see "Knockback" below
> <u>Minor</u>: 2 points to make Distance Attacks with an 8-sided die
> <u>Major</u>: 3 points to make Distance Attacks with a 10-sided die
> <u>Superior</u>: 4 points to make Distance Attacks with a 12-sided die

Super-Fight (martial arts training, strangling vines, super-strength, etc.) — see "Knockback" below
> <u>Minor</u>: 2 points to make Hand To Hand Attacks with an 8-sided die
> <u>Major</u>: 3 points to make Hand To Hand Attacks with a 10-sided die
> <u>Superior</u>: 4 points to make Hand To Hand Attacks with a 12-sided die

Super-Move (super-speed, teleportation, web-swinging, etc.)
> <u>Minor</u>: 3 points to move an additional distance (Guys: 3 inches, Cavalry: 5 inches, Vehicles: 9 inches) per turn; also add +1 to Initiative rolls.
> <u>Major</u>: 4 points to move an additional distance (Guys: 6 inches, Cavalry: 10 inches, Vehicles: 18 inches) per turn; also add +2 to Initiative rolls.
> <u>Superior</u>: 5 points to move an additional distance (Guys: 9 inches, Cavalry: 15 inches, Vehicles: 27 inches) per turn; also add +3 to Initiative rolls.

Super-Skill (good luck, super-knowledge, utility belt of gadgets, etc.) — only guy figures can have this super power
> <u>Minor</u>: 1 points to make Skill Rolls with an 8-sided die
> <u>Major</u>: 2 points to make Skill Rolls with a 10-sided die
> <u>Superior</u>: 3 points to make Skill Rolls with a 12-sided die

KNOCKBACK: A figure that rolls 8 or more on the die when making an attack using Super-Blast or Super-Fight *and* does not defeat the opponent (the opponent succeeds at its

armor roll, if it can make one) knocks the opponent backward 3 inches for each point on the die result <u>above 7</u>. For example, a figure that causes knockback with a die result of 9 knocks its opponent backward 6 inches.

The opposing figure does not change its facing, but immediately moves straight backward as far as it can, following the normal movement rules. This may move a figure off the playing surface and out of the game. After this special movement, the figure can return to action like normal in the next round.

11. FIGURE POINTS VALUE OPTION: *Sample Armies*:
These are ready-to-play forces for fantasy and science fiction games.

Medieval Infantry (23 points, 10 figures)
Captain Of The Regiment: Commander, Hero Guy, Heavy Armor — 4 points
Standard Bearer: Troop guy, Heavy Armor — 5 points
    Trait: Inspiration
Soldiers (8): Troop guy, Light Armor — 16 points (2 each)

Mounted Knights (33 points, 3 figures including 3 cavalry)
Knight Captain: Commander, Hero guy, Heavy Armor — 9 points
    Traits: Combat Master
    Super Powers: Super Move (Minor)
Knight (2): Hero guy, Heavy Armor — 18 points (9 each)
    Traits: Combat Master
    Super Powers: Super Move (Minor)
Barded Horses (3): Cavalry — 6 points (2 each)

Dwarves (30 points, 5 figures)
Thane: Commander, Hero guy, Heavy Armor — 6 points
    Trait: Tough
Runepriest: Hero guy, Heavy Armor — 6 points
    Trait: Inspiration
Guards (3): Hero guy, Heavy Armor — 18 points (6 each)
    Trait: Bodyguard

Elves (29 points, 7 figures)
Mage: Commander, Hero guy, Distance attack
    Traits: Area Effect Attack, Sharpshooter — 7 points
Sentries (2): Hero guy, Distance attack — 14 points (7 each)
    Traits: Double Strike (Hand To Hand), Sharpshooter
Foot Soldiers (4): Troop guy, Distance attack — 8 points (2 each)

Orcs (30 points, 6 figures)

Warlord: Commander, Hero guy, Heavy Armor — 6 points
    Traits: Combat Master, Tough
Mercenary: Hero guy, Heavy Armor — 8 points
    Traits: Combat Master, Tough
Warriors (4): Troop guy, Light Armor — 16 points (4 each)
    Trait: Tough

Undead (25 points, 9 figures including 1 cavalry and 1 vehicle)

Necromancer: Commander, Hero Guy — 6 points
    Traits: Cause Fear, Summon
Skeleton Archers (2): Troop guy, Distance attack — 4 points (2 each)
Skeletal Steed: Cavalry — 2 points
Skeletal Steed Rider: Troop guy — 1 point
Demon: Vehicle — 7 points
    Traits: Cause Fear, Independent
    (Note: A demon won't carry figures like a normal vehicle, but it is as fast and strong as a vehicle.)
Ghouls (5): Troop guy — 5 points (1 each)

Fantasy Adventurers (29 points, 5 figures)

Fighter: Commander, Hero guy, Heavy Armor — 8 points
    Traits: Combat Master, Double Strike (Hand To Hand)
Cleric: Hero guy, Light Armor — 5 points
    Trait: Support (Note: usually used for armor rolls)
Rogue: Hero guy — 6 points
    Traits: Ignores Armor, Stealth
Wizard: Hero guy, Distance attack — 5 points
    Trait: Area Effect Attack
Ranger: Hero guy, Distance attack — 5 points
    Trait: Double Strike (Distance)

Thunder-Born Super Knights (38 points, 3 figures)

Lord: Commander, Hero guy, Heavy Armor — 14 points
    Traits: Combat Master, Flight, Ignore Armor, Support
    Super Power: Super-Fight (Minor)
Liberationists (2): Hero guy, Heavy Armor — 24 points (12 each)
    Traits: Combat Master, Ignore Armor, Support
    Super Power: Super-Fight (Minor)

Napoleonic Soldiers (32 points, 7 figures including 1 cavalry)
Lieutenant: Commander, Hero guy, Distance attack — 7 points
    Traits: Inspire, Recruit
Cannon: Cavalry Distance attack — 5 points
    Trait: Sniper
Troops (5): Troop guy, Distance attack — 20 points (4 each)
    Trait: Inspiration

Wild West Bandit Gang (22 points, 8 figures including 4 cavalry)
Gang Leader: Commander, Hero guy, Distance attack — 5 points
    Trait: Sharpshooter
Bandits (3): Hero guy, Distance attack — 9 points (3 each)
Rustled Horses (4): Cavalry — 8 points (2 each)

Zombie Horde (20 points, 13 figures)
Patient Zero: Commander, Hero guy — 4 points
    Trait: Recruit
First Infected (2): Troop guy — 6 points (3 each)
    Trait: Recruit
Minions (10): Troop guy — 10 points (1 each)

Horror Film Survivors (19 points, 4 figures)
Local Sheriff: Commander, Hero guy, Distance attack — 5 points
    Trait: Sharpshooter
Gun Nut: Hero guy, Distance attack, Automatic Fire — 6 points
    Trait: Revenge
Scream Queen: Troop guy — 3 points
    Trait: Summon (Note: A figure summoned by this figure will not be able to move, attack or perform any other action until the next round.)
High School Football Star: Hero guy, Light Armor — 5 points
    Trait: Tough trait

Monster Attack (28 points, 3 figures including 1 vehicle)
Kaiju: Vehicle — 17 points
    Traits: Cause Fear, Independent
    Super Powers: Super-Armor (Major), Super-Blast (Minor), Super-Fight (Superior)
    (Note: A kaiju won't carry figures like a normal vehicle, but it is as fast and strong as a vehicle.)
Kaiju Master: Commander, Hero guy, Heavy Armor — 5 points
    Trait: Combat Master
Junior Version: Hero guy, Heavy Armor — 6 points
    Trait: Combat Master

Spawn Of The Deep (33 points, 3 figures)
Cult Leader: Commander, Troop guy — 11 points
    Traits: Area Effect, Cause Fear, Recruit, Summon, Stealth, Ignores Armor
Spawn (2): Troop guy — 22 points (11 each)
    Traits: Area Effect, Cause Fear, Recruit, Summon, Stealth, Ignores Armor

Modern Infantry (33 points, 7 figures including 1 vehicle)
Sergeant: Commander, Hero guy, Light Armor, Distance attack, Automatic Fire — 5 points
Soldiers (4): Troop guy, Light Armor, Distance attack, Automatic Fire — 16 points (4 each)
Helicopter: Vehicle, Heavy Armor, Distance attack, Automatic Fire — 8 points
    Trait: Flight
Helicopter Pilot: Troop guy, Light Armor, Distance Attack, Automatic Fire — 4 points

Justice Team (42 points, 3 figures)
Super-Guy: Commander, Hero guy, Distance attack — 18 points
    Traits: Flight, Inspiration
    Super Powers: Super-Armor (Superior), Super-Blast (Minor), Super-Fight (Superior)
Bat-Guy: Hero guy, Light Armor, Distance attack — 14 points
    Traits: Cause Fear, Stealth
    Super Powers: Super-Armor (Major), Super-Skill (Major)
Bird Sidekick: Hero guy, Light Armor, Distance attack — 10 points
    Trait: Stealth
    Super Powers: Super-Armor (Minor), Super-Skill (Minor)

Mightiest Heroes (38 points, 3 figures)
Spider-Guy: Commander, Hero guy, Distance attack
    Trait: Disable
    Super Powers: Super-Move (Major), Super-Skill (Minor) — 10 points
Claw-Guy: Hero guy, Light Armor — 14 points
    Traits: Combat Master, Revenge
    Super Powers: Super-Armor (Major), Super-Fight (Major)
Big Green: Hero guy, Heavy Armor — 15 points
    Traits: Combat Master
    Super Powers: Super-Armor (Superior), Super-Fight (Superior)

Star Soldiers (36 points, 3 figures)
Captain: Commander, Hero guy, Heavy Armor, Distance attack, Automatic Fire — 12 points
    Traits: Ignores Armor, Support
    Super Power: Super-Blast (Minor)
Lieutenant: Hero guy, Heavy Armor, Distance attack, Automatic Fire — 10 points
    Traits: Ignores Armor, Support
Heavy Weapons Specialist: Hero guy, Heavy Armor, Distance attack, Automatic Fire — 14 points
    Traits: Area Effect Attack, Ignores Armor, Support
    Super Power: Super-Blast (Minor)

Bug Aliens (39 points, 6 figures including 1 vehicle)

Hive Queen: Commander, Hero guy — 8 points
    Traits: Cause Fear, Double Strike (Hand To Hand), Ignores Armor

Bio-Weapon: Vehicle — 7 points
    Traits: Cause Fear, Independent

Soldiers (4): Troop guy, Light Armor — 24 points (6 each)
    Traits: Double Strike (Hand To Hand), Ignores Armor

Robot Army (38 points, 7 figures)

Command Module: Commander, Hero guy, Light Armor, Distance attack, Automatic Fire — 7 points
    Trait: Survivor

Drones (2): Mooks, Light Armor, Distance Attack, Automatic Fire — 7 points (3.5 each)

Robo-Troopers (4): Troop guys, Light Armor, Distance attack, Automatic Fire — 24 points (6 each)
    Trait: Survivor

12. SCENARIOS:

Basic Game —
25 to 40 points per player suggested
Each player sets up all his figures on one side of the playing surface. The figures have to be at least 2 Move Units away from the figures of any other player. Whomever has the last surviving figure(s) after 5 rounds wins. Alternately, the player who defeated the most number of points of opponents' figures wins (add all their point values together).

Ambush —
25 points per Ambusher player and 40 points per Target player suggested
Each player selects a side, either Ambusher or Target. Ambusher players set up their figures behind terrain features and buildings (covered as much as possible). Target players must set up their figures in an open area, so that all their figures are within 1 Move Unit of at least one other Target player figure besides their own. All Ambusher players have +1 to Initiative rolls for the entire game. The game ends when all Ambusher figures or all Target figures are killed or destroyed.

Escape —
25 to 40 points per player suggested
Set up as in the Basic Game, but the first player to get more than half his original number of figures (not points value) across to the opposite edge of the playing surface wins. A player who does not have enough figures remaining to win can still attack other players to try to prevent any player from winning before 5 rounds are finished.

Fortress Assault —
20 points per Assaulter and 40 points per Defender suggested
Each player selects a side, either Assaulter or Defender. Use a large building and place all Defender figures near it (within 3 inches). Assaulter figures have to set up 2 Move Units away from the building. The building can be successfully hit 2 times (+1 time per additional Assaulter player after the first) before it is actually removed from the playing surface. If the building is destroyed, the surviving Assaulter players win. If all of the Assaulter figures are defeated, the surviving Defender players win.

Outflanked —
35 points per Defender player and 40 points per Attacker player suggested
Each player selects a side, either Defender or Attacker. Each Attacker player also needs to select only half the points value in the player's army to start the game. Each player sets up all his figures on one side of the playing surface. The figures have to be at least 2 Move Units away from the figures of any other player. The Defender players automatically takes the first turn in the first round. When it is each Attacker's turn in the round, before making any movement, the Attacker rolls a die. If the die result is equal to the round of the game or less (for example, a 1, 2 or 3 in the third round of the game), the remaining figures in that player's Army move onto the battlefield, set up no more than 1 Move Unit away from any one edge (the Attacker player's choice of which side of the battlefield).

Spawning —
25 to 40 points per player suggested

Each player selects a side, either Infiltrator or Spawner. Infiltrator players set up all their figures on one side of the playing surface. Spawner players set up only one figure per player (their choice of which) on the opposite side of the playing surface. Each round, when a Spawner player's turn begins, roll a die, if the player has figures that have still not been in the game. On a 1, the player can place any one of his figures not already in the battle anywhere on the side of the playing surface opposite where the player began the game, up to 1 Move Unit from the edge. On a 2, the figure is placed on the side to the right of the player. On a 3, the figure is placed on the Spawner player's starting side. On a 4, the figure is placed on the side to the left of the player. On a 5, the player chooses which side to place the figure. On a 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.

Transport —
25 to 40 points per player suggested

Set up as in the Basic Game, but also place some kind of marker representing an object in or near the center of the playing surface. The player whose figure carries the object back to the side of the playing surface where his force began the game wins. The object does not affect the figure's movement, attack or armor. 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 be a non-fighting person, like a child or a scientist, or a large item, like a supply wagon or a team of horses.