1BC (One Brain-Cell) Toy Soldier Rules By Pete Kautz 2001

Turn Order

Roll for Initiative, high roller decides whether they are player A or B. (Roll each turn)

Player A Moves

Player A Shoots

Player A Fights H2H

Player B Moves

Player B Shoots

Player B Fights H2H

(Players A+B Test for Morale if using Advanced Rules)

Squads

Squads should be 5-10 Troopers with a Leader. A normal squad may have up to two Special Weapons in it. A game with 2 or 3 squads on a side can be played in an hour or so.

If you want to assign some kind of point system to build even sides with, count each regular soldier as 1, each leader as 2, and each special weapons soldier as 3.

Troopers must stay within 4" of another member of their squad. If they are not for some reason then all 6's rolled for them will count as 5's to show reduced leadership.

Movement

In Rough Terrain - 4"

Walk - 8"

Run - 12" (Can not Run when within 12" of enemy)

Charge in H2H - 2D6" (Roll for each individual figure entering H2H) Charge 1D6" in Rough Terrain.

A figure wishing to enter H2H Combat *Must* Charge (they may not walk, etc.)

Shooting

To shoot at a target, a figure must reasonably be able to draw line of sight to them. If a figure's line of sight is blocked by another figure or by blocking terrain (something so big you can't see past - like a hill) then you may not shoot at them.

For each weapon a short and long range is listed. At short range (or less) you need to roll a 4, 5 or 6 to hit, and at long range you need a 5 or 6 to hit. If the target is behind cover or in Rough Terrain, then you need to roll a 5 or 6 to hit at short range and a 6 to hit at long range. Agree before the game as to which things are cover and rough terrain.

Shooting Chart

Short Range	Long Range	
4,5, or 6	5 or 6	
Short Range & Target In Cover	Long Range & Target In Cover	
Or Rough Terrain	Or Rough Terrain	
5 or 6	6	

Weapons Chart

Weapon Short Range Long Range Special			
	<u> </u>	Special	
	24"		
8"	24"	Rolls 2 dice to hit.	
8"	36"	Roll 3 dice to hit.	
		Can not move and	
		shoot in same turn	
Not less than 8"	24"	Roll 4 dice to hit.	
		Always counted as	
		long range. May not	
		fire at a target closer	
		than 8". May not	
		move and shoot in	
		the same turn.	
8"	No	Roll 4 dice to hit.	
		Always counted as	
		short range.	
Not less than 8"	36"	Roll 3 dice to hit.	
		Always counted as	
		long range. May not	
		fire at a target closer	
		than 8". May not	
		move and shoot in	
		the same turn.	
		Mortars may fire	
		Indirectly if a	
		spotter from your	
		squad can draw line	
		of site to the enemy.	
12"	36"	Rolls 3 dice to hit.	
		Can only cause	
		ONE hit no matter	
		how many hits are	
		rolled.	
	8" Not less than 8"	4" 12" 24" 8" 24" 8" 36" Not less than 8" No Not less than 8" 36"	

Special Weapons

- 1) Light Machine Gun rolls 2 dice to hit. Heavy Machine Gun rolls 3 dice but can not move and shoot in the same turn.
- 2) Bazooka rolls 4 dice to hit, always counted as long range. You may not fire at a target closer than 8". You may not move and shoot in the same turn.
- 3) Flamethrower rolls 4 dice to hit, always counted as short range.
- 4) Mortar rolls 3 dice, always counted as long range. You may not fire at a target closer than 8". Mortars may fire indirectly if a spotter from your squad can draw line of site to the enemy. You may not move and shoot in the same turn.
- 5) Sniper Rifle rolls 3 dice but can only cause ONE hit no matter how many hits are rolled.

Special weapons can cause multiple casualties to an enemy squad! When an attack rolls multiple hits, the attacker removes the initial figure and then the defender removes additional figures starting with the next one(s) closest.

H2H Combat

You MUST use the Charge option to enter into H2H combat. Roll two dice and move that number of inches. Sometimes the soldier will get "cold feet" and not close in as fast as you'd hoped!

Figures who have Charged to within 1" are considered to be in H2H combat and neither figure may move away.

Roll one die for each figure, individually, adding the following modifiers:

- +1 to the total if the figure is armed with a pistol, knife or other close combat weapon
- +1 to the total if the figure is a Squad Leader
- +1 Per additional attacker (Up to 3 attackers can gang up on one defender, granting a +2 bonus to each of their rolls! Strength is in numbers!)

The highest roll wins. Losers are removed immediately. If it is a tie, then fight again next round.

Measuring

You can simplify measuring by using the $8 \frac{1}{2} \times 11$ rules sheet as a guide. Round all measurements to equal half the page width, the entire width, the length, twice the length, or three times the length. This is very quick and easy.

Advanced Rules

Advanced Wounding Rules

Figures that are Hit are not removed immediately. Roll 1D6 for each wound received:

1	Stunned - Lay on back
	Recovers next turn and can act normally
2-3	Dazed - Lay face down
	Becomes Stunned next turn
4-6	Killed
	Remove Immediately

Advanced Morale Rules

When a Squad is reduced to less than half its original number, then roll 1D6 to test Morale. If the number rolled is greater than the number of figures left alive in the squad, the squad Routs and flees from the battle.

At the end of a players turn, any of their units with less than half its starting number of figures must make a Morale check.

Example: A squad of 10 men is reduced to 5 at the end of the turn. A Morale test is made on one die and a 3 is rolled. The unit keeps fighting for another turn. At the end of the next turn the unit is reduced to 4 figures. A Morale test is made and a 5 is rolled - the unit Routs and is removed from the board.

Advanced Overwatch Rules

If a Squad does not move, shoot, or fight in H2H combat it may elect to go on Overwatch. Place a token by the Squad to note that is in this state of readiness.

A Squad that is on Overwatch may shoot at any enemy that is in its line of site and moves or shoots at them. This action interrupts the active player's turn. Following this attack, the Overwatch token is removed and the Squad can do nothing more until that players next turn.

Special weapons may NOT fire on Overwatch, only Pistols and Rifles.

In a case where fire may be simultaneous between the active player and the player on Overwatch, then both sides roll for hits and apply the results simultaneously.

Advanced Turn Sequence

On their turn, players activate only one Squad instead of their entire army.

Please send any feedback to petekautz@lightlink.com Visit http://alliancemartialarts.com