ELASTIC WARFARE
Rubber Band of Brothers

Miniature Wargaming
for the kids and
the kids at heart

DICEMAN GAMES

Elastic Warfare:

Rubber Band of Brothers

A miniature ruleset by Steven Diceman

A Note from Steven Diceman

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-Steven Diceman

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1. Introduction

It's Saturday morning, with the cartoons on the television and adventures running through your head. With grim determination, you pull back the elastic band and take aim. The tension builds and your fingers begin to tremble as the army man is centered in your sights.

The plastic soldier stood still, believing itself to be safely in cover behind the couch leg. It doesn't even hear the snap of the elastic as he sails into the air from the force of the blow.

Welcome to Elastic Warfare.

What is Elastic Warfare?

Elastic Warfare is an experiment to modernize Little Wars by H.G. Wells. It is an attempt to combine the tactical strategies of miniature wargaming with tactile combat that tests your own aiming skills. This was the basis for the **Family-Friendly** ruleset that is suitable for all ages of play.

But while the initial design was "fun", we felt that it could be so much more. Over the next two years, a system of "Elastic Tactical Cards" was developed and gave birth to the **Advanced Rules.** The more you choose to act, the more you "Stretch your resources", the more danger you expose yourself.

Tactical Cards add a new dynamic by allowing each player to have an entire hand of potentially game-changing effects that can be activated during either player's turn. These range from taking extra shots to giving a soldier a chance to find better cover before getting fired on.

The ruleset is intended to be extremely quick in play, but brutal and exciting. You need both shooting skills and tactical thinking to master the advanced rules.

Required Gear:

Each player will want approximately 6-10 army men of two colors. For basic play, these army men should be standing troops only. This means no prone troops, mounted machine guns, or crouching soldiers. If you wish, you may use more or fewer soldiers but each player should have an equal number of army men.

Each player should have a measuring instrument. This can be a ruler, a one-foot length of string, or the templates at the end of this rulebook. Unlike many miniature wargames, you will not need precise measurements as everything is measured either a half-move (6 inches) and a Move (1 foot).

You will also need a number of rubber Bands placed in an easily accessible location within reach of both players. This is a pool of shared ammunition. Whenever you take a shot you will take one elastic from this pool to fire.

Due to differences in size, weight or elasticity, it is important that all rubber bands are available to an attacking player. Do not play with, or otherwise conceal the rubber bands while it's not your turn.

For the advanced play, you will also want to print out one set of the Tactics Cards. These are best either printed on heavy cardstock or placed into sleeves that have solid backing such as a standard playing card.

The Format of this rulebook:

This rulebook is divided into 4 sections.

- **This Introduction:** This section covers the most basic concepts of the game, not specific rules.
- **Family-friendly rules:** A simplified set of rules playable by children to add some structure to the army men war. These rules will be expanded in the advanced game.
- **Advanced Rules:** The full ruleset for tactics cards, special forces, melee combat and so forth.
- **Scenarios:** Scenarios contains various options setups and victory conditions for a battle. These can be used in either family-friendly or advanced battles.

The Gentleman's Rule:

While the rules are written with specific measurements and rules, it's understood that players may need to customize their experience. The players should discuss these variations prior to the game and come to an agreement.

For example: For those of us with old bones, it can be rough to lay down and shoot from directly above an army man's head on the floor. Before the game, both players discuss and decide that a kneeling shot is still valid so long as it doesn't give an advantage with terrain placement.

The Gentleman's rule should carry into the game. If an army man is up against the wall or hiding on top of a piece of furniture it can be near impossible to shoot from their perspective. When the situation rises the players should discuss a valid alternative whether its to shoot from the most convenient position nearby, or to take a longer distance but a more comfortable straight shot.

This is not intended to be a game of strict rules and hardcore competition. It's intended for a root beer and pretzels experience on a bright Saturday morning for the kids and the kids-at-heart.

The Battlefield

Elastic Warfare is not like most tabletop wargames that require expensive terrain or complex setups to play. It is designed to be played in your living room or your kitchen with the terrain being your living space as it's already arranged.

The legs of your couches and your coffee tables make up your cover terrain, magazines or remote controls can add dynamic places to hide that change from game to game. Your standard living space makes up the battlefield.

Units have a relatively high movement speed (Up to two feet) which means that they will rarely need to spend more than 1 turn in the open to get from point A to point B even with limited, scattered furniture.

This will add just enough risk to movements, without creating a no man's land where no player would move.

If you do end up with space where half of the room has furniture and the other half is wide open, you can arrange books or boxes to create an interesting play area. This should only be required in spaces where you have 3 square feet or more of empty space, though some players prefer more cover and it is an equally valid battlefield.

Any customization you to do the battlefield should be done before players build an army, choose sides, or otherwise begin the game.

Game Scale and Movement Ranges:
This game is primarily designed for full-room scale gaming. The battlefield is your living room and the terrain is your couch and tables. **When playing at room-scale, a single move action is 1 foot.**

But alas, game space is not always easy to find and laying down to take shots can take a toll on old bones. So, you can still play on a table-sized gaming space (ideally 4 ft by 4ft) with custom placed terrain in the form of books, groceries, or home decor. **When playing a table scale game, every move action is 6 inches. All ranges are half at room-scale.**

Measuring Distance
As mentioned previously, the movement in this game is based on measurements. To do this, simply place your measuring device to line up with the front tip of your army man's base.

Without moving the measuring device, pick up your army man and place it so that the **front tip of the base*** is anywhere equal or behind the allowed movement distance.

While it's more intuitive to move the army to the opposite end of the ruler, this would add the length of your base to movement distance. This issue is especially unpredictable because army men have different-sized bases and this would give advantages to certain models.
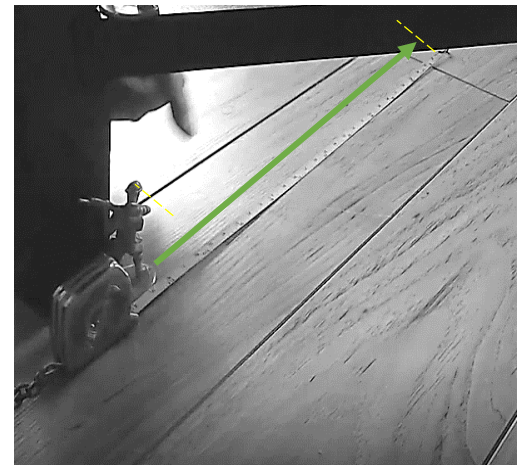
The front of the army man can move up until the end of the 1 foot measurement for a single move action.

Line of Sight:
Line of sight should be considered from your army man's point of view. Either move your head down to your soldier's eye level and look or draw an imaginary line from one army man to the other.

Because shooting is based on your dexterity and accuracy, the line of sight isn't mechanically represented. But it is often considered with the gentleman's rule to prevent players from gaining significant advantages when taking shots.

- If at least 75% of the target is visible to the shooter, it is considered to be "In the Open". Players will often agree to take these shots from a standing or crouching position near their soldier instead of directly on top of their shooter.
- If the target is partially obstructed, it is considered "In Partial Cover". When taking shots at targets in partial cover it is important that you position yourself as close the shooter's vision as you can.
- If no part of the army man is visible you cannot take a direct shot at the unit.

As with all gentleman rule aspects of the game, you should discuss any specifics together to decide what seems fair for both teams.

What to do next?

You now know the basic concepts of elastic warfare. You should advance to the next chapter and learn how to play the basic ruleset.

2. Family Friendly Mode

The family-friendly ruleset uses a simplified set of rules that is suitable for younger players. This also serves as a quick introduction to players on how to move and fire your rubber bands. All players should read this section of the rules, but more experienced gamers can proceed into the advanced rules without hesitation.

Basic Setup:

Flip a coin to determine which player is the attacker and which is the defender.

Players each choosing an "entry" into the room. This can be a door or window on opposite sides of the room. Alternating placing 1 army men within 3 feet of your entry point. All of your army men should come from the same entry point, though players will each come from different entries.

Once all players have placed 6 army men, the game will begin.

Note: You may freely deploy different numbers of soldiers if you wish. It is intentionally kept low to limit the length of the game. As your shooting skills improve you will be able to down targets from a further distance making a larger number of troops a better option.

Winning the Game:

You win the basic family-friendly game by downing all the opposing soldiers. The first player to eliminate the entire enemy army wins.

The Turn Order:

In family-friendly play, the game has a simple turn order.

- Player One activates a soldier
- Player Two activates a soldier
- Check if either army has been destroyed

Activations:

On your turn, you are allowed to activate one unit. For each activation you may do any one of the following with that single army man:

> **Move and Fire:** Every turn you are allowed to move up to your standard movement distance (1 foot in room-scale). and fire one rubber band. This can be done in any order, including moving a partial distance, firing, and then finishing your move action.

> **Run:** You may move twice the distance of a normal move action, but you cannot fire your weapon.

Climb: The climbing action will allow you to climb to a higher elevation.

You may activate the same soldier every turn if you wish, there is no requirement to spread out activations. But, by varying your moves you may give you better positions and therefore more options in future turns.

Moving:

By spending a movement action an Army Man can move up to the standard movement distance in any direction. Use your measuring tool down to move your army man forward up to the correct distance.

You may change direction any number of times during a single movement at no penalty. This means that you can move 4 inches forward, rotate your measuring device to run 8 more inches into cover.

An army man may ignore any changes in elevation up to the height of a standing army man. There is no penalty or cost to change elevation.

Any change in elevation greater than the height of an army man must be climbed.

Climbing:

Army men are all expert climbers and can make use of chairs, tabletops, and even refrigerators! The Army Man must begin their turn touching a flat climbable surface. This would be a table leg, the side of a couch or dresser, etc. You do not need "Handholds" or textured material to climb, Army men can climb sheer terrain including the underside of a table until they reach the stable ground.

In order to climb, you must end your army man's activation in contact with the climbable surface. Once in contact, you may spend your Army Man's entire activation to "climb" to the top of any piece of vertical terrain. Place your unit at the top of the climb within 3 inches of the nearest table edge.

- If you climb a four-legged table, you can place onto the corner where the leg is placed.
- If you climb a circular table with one leg in the center, you can climb to ANY side of the table since all sides are equal distance.
- If you climb a couch-side, you can place yourself on the arm or top of the couch on the side you've climbed.

For Example: In the example photo, the army man must move to the wall and stop. On their next activation, they can climb all the way up in a single action and even into cover that is less than 3 inches from the edge of the table.
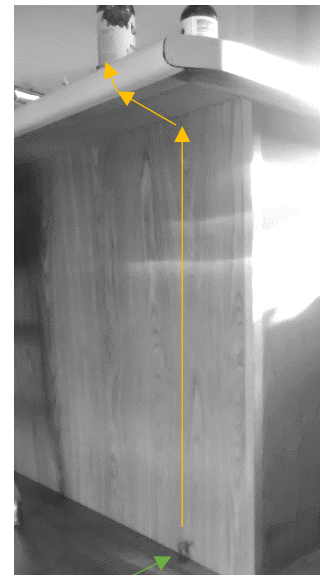
Note that the Army Man climb the entire counter and move into the nearby cover at the top
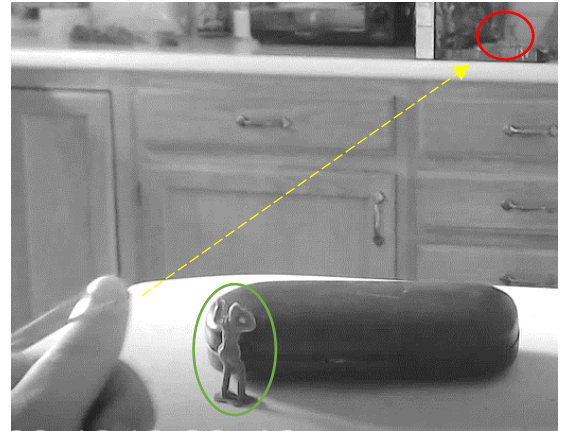
Firing:

When your soldier fires you may grab any rubber band from the pool. You want to position your hand as close to the top of the soldier as you can, generally within 4 inches in order to take a shot from the point

of view of your army man.   The 4 inch allows for you to take slightly more comfortable shots and represents your soldier peeking around cover, of getting into a more advantage's stance before firing.

The following rules must be in place.

- You must fire from behind your army man looking towards your target.
- You may shift to the left, right, up or down 4 inches to get around cover that you are hiding behind. This should not be used to gain an advantage over opposing cover.

Note: If mobility is a concern, players may accept agreed-upon variations. For example, rather than lying on the ground they can stand at double the distance and take shots at soldiers behind cover. Use the gentleman's rule to deal with these situations.

The shooter sets up behind the firing army man and firees towards the target.

Fire your rubber band at the enemy troops. **Any soldiers that are knocked down as a result of the shot are eliminated from the game.** If a soldier is hit, teeters or spins, but remains standing they are still safe, although the new movement position remains until the soldier is activated.

Even if a rubber band ricochets or slides before it hits a target the target will still be eliminated. This allows a skilled shooter to eliminate targets behind full cover.

Table Scale Firing Process:
Because Table scale games are far smaller in scale than room-scaled games, units deal in much shorter ranges than the traditional rules. This can be overly brutal and we recommend modified shooting rules when playing on a smaller scale.

Instead of firing from above your army man, you'll keep the shooting soldier centered between your shot and your target while keeping the height of your shooting within a few inches of your soldier's eye line simply to ensure that cover is not bypassed.

For Example: This means that if your soldier is 1 foot and 6 inches from the target, you will be firing from 3 feet away, over your army man's head, and towards the target.

Accidental Knockdowns:
When a soldier is knocked-down they are removed from the battlefield. They are no longer a part of the battle.

But plastic army men don't always have the best great of balance and in case of accidental knockdowns, they are not removed from the field.

Army men are only downed if it was the direct result of a rubber band shot.

This means that if you bump the table and an army man falls, you need to stand it back up. *To avoid questions, both players should remain still while a shot is being taken.*

But "direct result" does not mean that only rubber bands can kill a target. If a piece of terrain falls due to a shot any damage inflicted is applied.

- If you shoot one army man and it is thrown into another Army man that also collapses, both are downed.
- If an army man is taking cover behind a candlestick and a rubber band knocks the candle out to knock down the army man, it is downed.
- If you hit a mousetrap, which releases a ball, which runs down a ramp to hit a switch, to cut a rope, to drop a heavy weight, to shake the floor and knock down the entire enemy army you eliminate the entire army.

Keep in mind that any friendly soldiers downed are also eliminated with a single exception, the shooter. The shooter should not be downed if it was the direct result of being between the target and the shooter player.

Use common sense and the gentleman's rule to deal with these situations. You can't shoot yourself in the back to propel yourself into an enemy soldier or two. It just doesn't work. But if fire and it bounces off a nearby wall and hits you, it could realistically be a ricocheted bullet and can count.

If you are ever in a position where you are worried that the shooter will interfere with a shot, you may lay it down until after you fire. Simply stand it back up in the same location afterward.
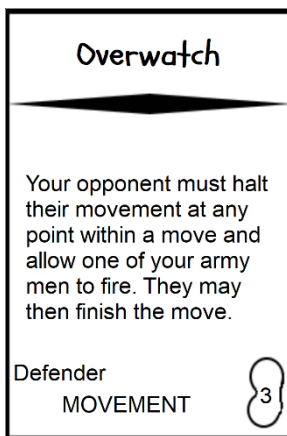
What to do next?
You now know enough to play Elastic Warfare in its most basic form. If you feel comfortable with the ruleset and would like the full experience, you can continue to the next session. Otherwise, play a few rounds to get the hang of the game before continuing.

3. Advanced Rules:

The family-friendly game is intended to be light, simple to learn and capture the feel of childhood play. It's suitable for young players but lacks strategic depth.

The advanced player introduces far more concepts that will test your ability to command.

- Tactics cards that can be played during an opponent's turn to change the flow of battle.
- Multiple activations per turn that allow you to balance risk vs. reward.
- Brutal melee combat for soldiers willing to get close to their opponents.
- For even more tactics, there are rules to build your own army with unique soldier abilities

Overwatch

Your opponent must halt their movement at any point within a move and allow one of your army men to fire. They may then finish the move.

Defender
MOVEMENT   3

Reading a Tactics Card:

At the top of the card is the tactic name.

The middle is the effect that is applied whenever this card is played.

It the bottom is whether it's used by the defending player or the acting player and whether it is used during movement or firing. This is not a restriction, but a recommended time to use the card. The text will state exactly when it can be activated.

In the bottom right of each tactics card, there is a "Stretch Cost" which represents how high the stretch must be before you may play this card. This is also used as the strength of the card when played for a value, such as in melee combat. *This will all be explained in detail below.*

Setting up the Tactics Deck:

The tactics deck both serves as a timer and to improve tactical choices. Regardless of how many tactical cards are owned, you will always build the deck the same way.

First, shuffle the cards and deal 3 to each player.

Next, deal 20 cards into a pile. With player's each drawing one per turn this will give the players 10 turns to complete the game.

Any remaining cards are left face-down and neither player should look at them. You can never be exactly sure what tactics will come into play during a battle.

The Advanced Turn Order:
- Both players draw a single card.
- The first player may activate -any- number of units.
- The second player performs -any- number of activations.
- Check for scenario endgame

Advanced Game and the Endgame:

While basic play continues until one side has been eliminated the game, but in advanced mode, there is now a limit and, depending on the scenario, alternative end game conditions.

If there are no tactics cards left in the deck during the "Check for Endgame" phase the game has come to an end. Generally, the player with the higher score wins in this case.

Activation and "Stretching"

On your turn, there is no limit to the number of soldiers that may be activated in a single turn. You are allowed to activate one soldier at a time until every unit has taken one set of actions.

For each activation, you may do any of the standard: **Move and Fire, Run** or **Climb** actions. After activation, you may choose to activate another soldier if you wish.

Allowing another soldier to move is called "Stretching" your actions and has a risk involved. Your "Stretch" rating is equal to the number of units that have previously moved this turn. During any activation, your opponent may play any card that has an activation equal or lower than the current stretch.

The cards range from allowing his units to fire, to interfere with your actions, or even injuring your units. More powerful effects will have a higher cost.

For Example:

You activate one soldier to move and fire. The stretch is currently zero and no cards can be played.

As you move your second soldier you have a stretch of 1. Your opponent plays a MUD card diving your movement distance in half.

You activate your third soldier and decide to play the SNEAK action to prevent any cards from targeting it as it moves forward.

At this point, you decide to end your turn.

Ending your Turn vs. "Snapping"

If you voluntarily end your turn the opponent's stretch value starts at +1 even before he's moved his first troop. This will give you an advantage when activating your own cards, and even allow you to take play a card on their first activated soldier.

But your opponent can force your turn to immediately end in two ways.

- If he downs one of your soldiers (By using an OVERWATCH or SNIPE card)
- If he plays a card that "Snaps" your turn to an end (Specifically, the SNAP card).

If the opponent forces your turn to end the turn in either manner, Stretch will begin at 0 as usual.

Melee Combat:

At the end of a movement, any units in contact with an opposing army man MAY engage in melee combat. **Once a troop is in contact with an opponent immediately becomes locked in the fight. You may not activate this unit except to fight another round of melee combat until all opponents have been defeated.** *This means that you rush into contact with an enemy troop to prevent them from taking any other actions.*

To fight in melee each player may select one card from their hand and reveal at the same time. The activation on the card will be the strength of the attack. If a player does not or cannot play any card, they have a melee value of zero.

For every additional ally you have attacking the target, you may add +1 to your cards attack strength. Even if you lose, only the direct

Whichever soldier has a higher strength value will win the combat. The losing soldier is immediately downed and both cards are discarded. If they die, neither side is downed.

For Example:

Player one moves one of his soldiers into contact with an opposing soldier. He decides not to attack yet.

He continues his stretch by having another soldier do a RUSH action and move 2 feet into contact with the same soldier. This time he decides to attack.

Both players pick a card and reveal it at the same time.

- *Player One had picked a 3 and with an additional ally has a total combat strength of 4.*
- *Player Two had expected a powerful attack and played a 5-attack power card.*

Despite the advantage Player One has lost the combat and must immediately down his attacking soldier. The second unit remains standing which will prevent his opponent's soldier from performing any other actions during their next activation.

Building a Custom Army

In the advanced rules, each player may build an army and each unit may have their own special powers. By combining these soldiers and using the powers to your advantage you can develop your own unique strategy.

Each player has 60 points that they can use to purchase soldiers from the following types:

Soldier Types:

Standard Soldier (5 Points):

These soldiers play just like a normal soldier in the basic game.

The Squad Leader (10 Points): (Such as Binoculars, radioman)

The squad leader specializes in giving orders and controlling the battlefield. When a leader activates, they may select another army man within 1 foot to also activate. This only causes one stretch despite moving 2 troops.

Bayoneted Soldier (7 Points):

These soldiers specialize in melee combat and fast movement. They move at double the normal movement speed and when in melee combat, add 1 to the value of any card they play.

The Bazooka (8 Points):

The Bazooka specializes in targeting enemy soldiers that are in cover. When a bazooka troop fires at an enemy in partial cover, he announces the target. The defending must move the target unit into the nearest point where it is fully visible to the bazooka.

If the soldier is still alive after the shot is taken, the soldier is placed back into the same location he was before.

The Mortar (7 Points):

Mortars are powerful explosives and can damage multiple units within a set radius, but they are hard to aim. When the mortar shoots, you must fire upwards to hit the ceiling and where the elastic lands dictate the landing point of the mortar.

Measure from the center of the fallen elastic to find all soldiers within 3 inches. All units that are not fully in the cover are immediately removed from the table.

The Gunner (7 Points) (Such as MG-42s, Snipers or heavy guns)

The gunners can lay down a lot of fire but are not maneuverable. They move at half speed but are allowed to fire twice during the same activation.

The Scout (8 Points): (Such as Mine Sweeper, binoculars)

Scouts act as normal troops but are immune to all reaction cards.

Picking Models:

Every set of army men has a different set of stances and weapons. While mortars and mounted machine guns are common, it can be harder to identify a scout or squad leader in every set. In the army list, we listed a few potential models that we use to identify special troops.

But these are not strict requirements and you should decide exactly what model represents each of the special troops in your army.

- With the exception of normal soldiers, each special troop should be represented by a single model type for a single player. This means all scouts will look the same, all bazooka men the same, etc.

After each player has built their army they should meet up and reveal exactly which model represents each troop. The gentleman's rule is in full effect and as such, players should agree the model choices don't offer any unfair advantages.

Non-Standing Soldiers and "Touch Kill"

You've probably noticed that the example troops allowed to crouching troops and even self-supported machine guns that don't rely on a standard base. Some of these can give a direct advantage to stability and make it near impossible to knock them down.

If using a model that has a non-standard base, we implement the "Touch Kill" rule where these troops are destroyed if hit by a rubber band, regardless of knockdown status.

Crouching troops or the rare models that have a separate base per foot can generally be treated as normal troops. Unless the base offers a significant stability advantage, there is no need to worry about them.

The one type of troop we don't personally use is "crawling" soldiers. If you choose to allow them, they are a definite candidate for touch kill.

This is one of the most important times to remember the gentleman's rule. You are not only informing your opponent which of your models are special but making sure both sides feel comfortable with the setup.

4. Scenarios

While straight-up fights to the death can be an enjoyable activity, they can sometimes lack tactical depth and outlast their welcome.

Scenarios are unique setups and rulesets that allow for a number of different types of battles and objectives. These can test the players in different ways and allow for far more replay than straight-up deathmatches.

After you have some plays under your belt you are encouraged to customize or create new scenarios using the gentleman's rule.

Scenario Overview:

Each of the following scenarios has 3 sections.

The **Setup** determines where players will be able to set up their troops for this scenario.

The **Victory Condition** determines how points will be scored in this mode or whether it's a single objective that needs to be completed. This means that some missions may prioritize positioning for one side and aggression for another.

Finally, some scenarios will have **special rules** that are used. These can range from gaining reinforcements during the game to having special scenario-specific troops.

Basic Game Scenarios:

While Scenarios are primarily used in advanced play, there is no reason they cannot be used in standard play. Follow the setup instructions and special rules as specified in the scenarios.

The only modifications are that you should count the turns that pass. The game will always end after turn number 10. *If you have access to the tactics deck it can be helpful to deal out 10 and simply discard one per turn to track the turn count.*

If a scenario ever requires you to play cards to determine which player gets an advantage, simply flip a coin.

Quick Notes on Scenarios:

Time Limit: *In the advanced game, the tactical deck acts as the timer. At the end of a turn when the deck is empty, the winner is determined. In family-friendly games, simply play 10 turns and then apply scoring.*

Entry Points: *Each door into the room counts as a potential "Entry" point and are potential starting points. If you are in a single door room, you can instead treat corners of the room as entry points.*

Center of the Room Entry Point: Some scenarios require a player to set up in the center of the room. The player may select any object *(A book, a remote control, a coffee table, etc.)* near the center of the room as their entry point. Unless otherwise specified, this entry may not be used to leave the field.

External Entry Point

Central Entry Point

External Entry Point
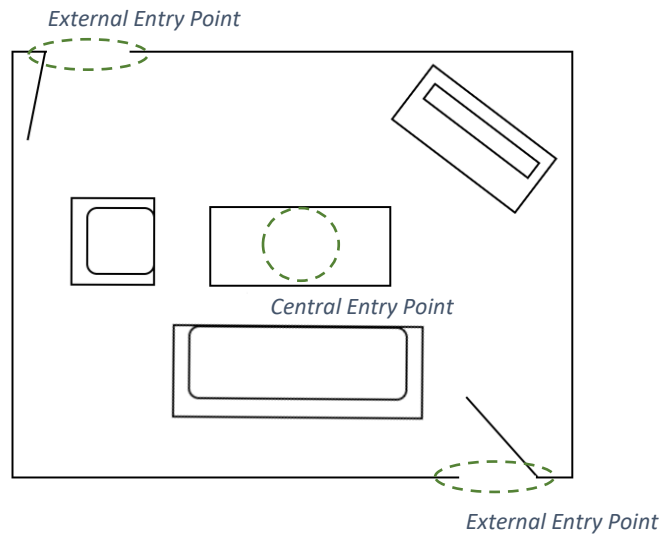
The Showdown:

Setup:

The defender chooses an external entry point and then the attacker chooses an external entry point.

Starting with the defending player, players will alternate placing an army man within 3 feet of their entry point.

Victory Conditions:

Each enemy army man downed awards one point.

When time runs out, the higher-scoring player wins the game.

Defense:

Setup:

The defender may choose a central entry point. The attacker may choose any external entry into the room.

Starting with the defending player, players will alternate placing an army man within 3 feet of the entry.

Victory Conditions:

The defending player needs to survive until time runs out to win the game.

If all the defender units are downed, the attacking player wins.

Tactical Points:

Setup:

The defender chooses an external entry point and then the attacker chooses an external entry point.

Starting with the defending player, players will alternate placing an army man within 3 feet of their entry point.

Each player should select any object, or location that is at least 3 feet away from their entry point. This is will be a Command Point which awards points for adjacent units.

After cards are dealt each player should pick and reveal them. Discard both cards and the player with the higher pick may select a third tactical near the center of the room.

Victory Conditions

At the start of each turn, a player gains 1 point for each army man in contact with an objective without any enemy's contacting it.

When time runs out the higher score wins.

Rescue:

Setup:

The defending player may take one additional army man of his opponent's color to be a captive. This is deployed as one of their own men.

This unit may be activated by the defender on their turn if there is another defending unit within 1 foot.

This unit may be activated by the attacker on their turn if there is NOT a defending unit within 1 foot.

When activated, this unit may make only a standard move action or run action. It cannot fire.

The attacking player must pick an external entry point to begin and deploy the entire army. Then the defender may then place his army men into the central entry point

Victory Conditions

If the attacker can return their captive to their entry point or eliminate the enemy army, they win the game.

If the defender eliminates the entire enemy army or time runs out, they win the game.

Escape:

Setup:

The defender uses a central entry point. The attacker may spawn to all of the external entry points.

Starting with the defending player, players will alternate placing an army man within 3 feet of the entry.

Victory Conditions:

If during the "Check for Endgame" phase any defending players are in contact with an entry point they win the game.

If all defenders are eliminated or the time limit runs out, the attacker wins the game.

Breakthrough:

Setup:

The defender chooses their entry point and then the attacker chooses an entry.

Starting with the defending player, players will alternate placing an army man within 3 feet of their entry point.

Players will be attempting to reach their opponent's entry point to score victory points.

Victory Conditions:

If during the Check for Endgame position any soldier is in contact with the opponent's entry point is removed and awards 3 victory points to the controlling player.

Players gain 1 victory point for each enemy soldier downed.

When time runs out the higher victory point total wins the game.

Capture The Flag:

Setup:

The defender chooses their external entry point and then the attacker chooses an external entry point.

Starting with the defending player, players will alternate placing an army man within 3 feet of their entry point.

Any soldier that comes into contact with the flag may pick it up. While Carrying the flag, activations may only allow for a single standard movement action.

Victory Conditions:

When one player returns the flag to their entry point, they have one the game.

When time runs out the game ends in a draw.

All-Out War:

Setup:

The defender chooses their external entry point and then the attacker chooses an external entry point.

Starting with the defending player, players will alternate placing an army man within 3 feet of their entry point.

Special Rules:

At the beginning of each turn, you must deploy all down troops within 3 feet of your entry point. Reinforcements will continue to arrive until the end of the game.

Victory Conditions:

Players gain 1 victory point for each enemy soldier downed.

When time runs out the highest Victory point total wins.

Custom Scenarios:

While we've included a number of scenario setups you should not consider this to be an exhaustive list of ways to play. Once you have some experience playing, you can experiment with either merging scenario rules or even creating them from scratch.

For example: For a wave-based defense mission you can have the attacking player starts with no army men on the field. Each turn he may deploy 3 army men to any entry point. The defending player gets the full army at the start but has no reinforcements. They simply need to survive until the final tactics card is drawn and the turn ended.

Keep in mind that you can also vary the number or value of army men each side gets. By giving one side a superior defensive placement, you can give the attacking player more points. This can allow for exciting, uneven battles, though it will require more practice to balance properly.

Through practice and experimentation, you'll develop uniquely exciting new formats for your missions. This will open up far more replay value and excitement and allow you to test your tactical abilities in brand new ways.

Paper Templates

Mortar Template

Half Move Ruler

Quarter Move Ruler

Quarter Move Ruler

Half Move Ruler