



One Page Warriors

A Fantasy Miniatures Skirmish Wargame
One Page of Rules - One Small Battlemat
Designed by Noah Patterson

One Page Warriors: Kingdom Animalia

A Fantasy Miniatures Skirmish Wargame

One Page of Rules - One Small Battlemat

Easy and Fast to Play

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1.0: WHAT YOU NEED: Both players will need to gather up the following: A Set of Polyhedral Dice Per Side, 1-6 Miniatures Per Side, An army roster card for each player, a playing area between 1x1' and 3x3', A School Ruler, coins or counters for tracking health/activation.

2.0: BUILDING ARMIES: Each player gets 50-100 points to spend on their army (players should agree on a point value). Choose a race, class, armor, and weapon for each miniature from the tables below. The number to the right of each determines the point cost. Ranged weapons cost an additional 1 point. Race determines Speed, Class determines Dice Level, Armor determines your Defense, and Weapon determines the Damage dealt to an enemy. If you have leftover points, you can also buy spells for 1 point a piece. Each miniature can hold 1 spell a piece. These can be used once per battle.

Race	SPD	Class	DL	Armor	DEF
Snail	2"	Page	D4	Sheepskin	D4
Lizard	4"	Squire	D6	Leather	D6
Mouse	6"	Knight	D8	Chainmail	D8
Rat	8"	Lord	D10	Platemail	D10
Robin	10"	Noble	D12	Suit Armor	D12
Bat	12"	King	D20	Dragonmail	D20

Weapon	Type	Range	DMG
Staff	Melee	1"	D4
Sword	Melee	1"	D6
Axe	Melee	1"	D8
Shortbow	Ranged	4"	D4
Longbow	Ranged	8"	D6
Crossbow	Ranged	12"	D8

Spell	Use
Freeze	Target enemy can't move on their next activation.
Cheezball	Make a ranged attack at 12" and dealing D8 DMG.
Heal	Heal one friendly unit for 1D6 health points.
Protect	Target mini rolls D20 for their next DEF.
Teleport	Move target mini anywhere on the map.

3.0: GAMEPLAY: Players set up on opposite sides of the battlefield. Players can choose to put buildings or other terrain out (or draw it out on paper). Terrain blocks movement and line of sight. The turn goes as follows:

- 1. Initiative:** Players roll the Dice Level (DL) for all their minis and adds up the results. The player with the LOWER result goes first.
- 2. First Player Activation:** The player chooses 1 mini.
 - Move the miniature up to its Speed.
 - Attack with the miniature if within range.
 - Mark it to show that it's activated.
- 3. Second Player Activation:** Same as First Player.
- 4. End of Turn:** Player's go back and forth until all miniatures are activated.

4.0: ATTACKING: To attack, do the following:

- 1. Check Range and Line of Sight:** Make sure your miniature is within the designated weapon's range to the target. Also, make sure there is no terrain or other miniatures blocking your Line of Sight.
- 2. Enemy Rolls Defense Dice:** The target rolls their Defense Die. This is the number to meet or beat.
- 3. Attacker Rolls Dice Level:** Roll the die for your Dice Level. You are aiming to meet or beat the Defense roll. However, when you roll the highest number on your die, you always succeed. When you roll the lowest (1), you always fail. When you roll a 1, deal 1 damage to the attacking miniature.
- 4. Deal Damage:** If the attack succeeds, roll the damage dice as listed for the weapon. This is how much damage is done to the enemy. Each miniature's health is the same as their DL. (A miniature with a DL of D6 has 6 health points). Keep track of each miniatures health and damage with counters or on a sheet of paper. When a miniature has as much damage as their health, they are out of the game. Remove them from the battlefield.

5.0: SPELLS: Spells are assigned to a single miniature. Spells can be cast at any point during that miniature's activation as an additional action to the usual movement and attack.

6.0: VICTORY: Victory all depends on the scenario you are playing. Choose 1 scenario from the table, or roll 1D4 to choose one.

	Scenario	Victory Conditions
1	To Death	Kill ALL the enemy miniatures.
2	Cheese Rush	Each map corner is a cheese wheel. A player claims it when a mini moves over it. (Mark it as claimed). The first player to claim all 4 wins.
3	Assassinate	Each player chooses a "leader." Leaders have doubled health points. The first player to kill the enemy leader wins.
4	Plague	Place one miniature in the middle of the board. At the end of each turn, it moves 1" toward the closest mini. If it touches them, they have the "plague" and lose 1 health each activation.

ARMY ROSTER					
Mini	Race	Class	Armor	Weapon	Health
Point Totals:					TOTAL:

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