

# Budget Battle

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This set of rules was inspired by some sets of cheap toy soldiers with interesting pairings such as *“Army men vs Cavemen”*, *“Ninja vs Robots”* and so forth.

These reminded me of the running joke in an episode of *“Angel”*, that was about *“Cavemen vs Spacemen”*.

One set was *“Pirates vs Ninja”*, reminding me of a side mission in *“Saints Row 2”*.

Now at last, the great philosophical debates of our time can be settled!

These rules are not intended to be as detailed or as sophisticated as some rulesets. They are probably not perfect, just something I jotted down one weekend. Many of the game mechanics are also used in a variety of other games. Some forces will be stronger than others and it may take a few games to determine ratios that give more balance.

These are just intended for a bit of fun with some toy soldiers, a fist full of dice and some measuring sticks or a ruler.

Adapt them and modify them as you desire.

## Basic Rules

If a natural 1 is rolled for a move or a shooting action, the turn changes to the opposing player. 1s rolled for wounding, saves etc do not end a player's turn

During a turn a force is divided into various groups, some of which may move, others of which may shoot. For the Army one squad may

move while another shoots, or a squad may divide so part of it moves while the rest shoots. Other forces can be divided in a similar fashion. Some figures/groups can move and then shoot in the same turn.

This ruleset is relatively simple if you keep track of which groups have moved in a turn and which ones have fired. If a group or individual can do both it is preferable the shooting is resolved immediately after the unit is moved.

A group that moves makes one movement roll for that group. A group that shoots rolls a D6 for each shot fired or grenade thrown.

Figures that moved to within 1” of an enemy are in close combat and cannot shoot.

To move, a D6 is rolled and 2" added to give the maximum distance in inches that group can move that turn. Zombies and Robots are slow, so 2" is not added, just a D6 rolled. If the D6 rolls a natural 1 the figures are moved and the player's turn ends. (“Bust!”).

If a group shoots, a dice is rolled for each shot they can make. If any natural 1s are rolled the effects of the hits are worked out and the player's turn then ends. (“Bust!”).

If no 1s were rolled for movement or shooting, the player can attempt to move or shoot with another group, until 1s are rolled or all their forces have moved and/or fired. Close combat is worked out and then the next player's turn begins.

A weapon hits if it rolls equal or greater than the number for it on the weapon table. Pick up the dice that “hit” and roll them against the

“to-wound” value for the target. Pick out the “wound” dice and pass them to the other player so that he can attempt a save. Remove a number of combatants equal to the failed saves. Different colours of dice can be used to determining if characters such as leaders or special weapons are hit.

If figures are within 1" of an enemy, then hand to hand combat ensues. Close combat is resolved between turns i.e., when one player’s turn ends for any reason and before the next player begins. Roll a dice for each fighter, two for fighters who have an extra attack. Rolls of 4+ hit. Roll for damage and saves as for shooting.

If it is the start of a player’s turn and any of their figures are within 1" of an enemy, they can use their move to move away. A figure that moves within 1" always gets to fight one close combat between turns, therefore.

Units hidden in cover can be flushed out with hand-to-hand combat.

## Movement

- Each group to be moved makes a single D6 roll. For robots and zombies this is the maximum distance they can move that turn. Other units except flying monsters add +2" to the dice roll. Flying monsters move 4+D6".
- Rough ground, crossing an obstacle, entering a door or window etc costs 3" of move. Ninja and Pirates are both adept climbers so only pay 1" of move for vertical obstacles.
- Carrying a flamethrower costs 3" of move.
- Moving an MMG costs 3" of move and needs two crew. One man may move an MMG at a 6" penalty. MMGs cannot be moved and fired in the same turn.

## Difficult Tasks

Most of this game is moving, shooting and fighting.

You may want to resolve difficult tasks for a figure, such as needing to jump a gap, swing on a rope, rapidly climb something and so forth.

Roll a D6.

A score of 2 to 5 means they achieve it and pay the usual movement penalty.

A 1 is a failure and they stay where they are and cannot do anything else that turn.

A 6 is a stunning success and they achieve the action but do not pay any movement penalties for it.

## The Factions

	Move	To Wound	Save
<b>Army</b>	2+D6"	4+	6
<b>Zombies</b>	D6"	6+	5+
<b>Cavemen</b>	2+D6"	5+	6
<b>Spacemen</b>	2+D6"	3+	4+
<b>Pirates</b>	2+D6"	4+	6
<b>Ninja</b>	2+D6"	4+	5+
<b>Monsters</b>	2(4)+D6"	5+	4+
<b>Robots</b>	D6"	6+	4+

## **Army**

“Army” represents the sort of National Guard or second-line unit that usually turns up in zombie and monster movies. In military terms, they are modestly armed but can still field more firepower and in a greater variety of weapons than the other forces in this list.

Army deploys in squads and platoons. A squad is nine or less soldiers. A platoon is made up of up to four squads. If over a squad in strength, a force must have at least one officer. An officer must be fielded for each full platoon.

Soldiers have an assault rifle and grenades. One soldier a squad can have an LMG instead of a rifle. One soldier a squad can have a Bazooka. Officers are armed with a pistol.

One squad per platoon may have up to two MMG instead of LMGs. MMGs have a two-man crew. The assistant gunner cannot use his rifle or grenades if the MMG is being moved or fired.

A platoon may have one flamethrower.

## **Zombies**

Zombies are slow and lack a ranged attack. They are, however, numerous and surprisingly hard to stop since only a head hit is likely to destroy them fully.

## **Pirates**

Pirates are experienced brawlers and veterans of many close-range combats.

They are armed with muskets and swords or swords and pistols. 10% of pirates can be armed with primitive but effective grenades.

## **Ninja**

Ninja are acrobatic, stealthy and potent close-range fighters.

They use a variety of close combat weapons, but all of these are treated as swords, so give an extra attack. For ranged combat they throw shuriken.

The ninja’s agility makes them hard to hit. Shooting or hand-to-hand against them has an additional -1 to-hit. They are also very good at hiding, so any close to cover can be ruled as hidden and are an extra -1 to hit for a total of -2. This will make them impossible to hit with 5+ weapons.

Ninja, or other units, hidden in cover can be flushed out by hand-to-hand assault.

## **Cavemen**

Although primitively armed, cavemen are tough and experienced fighters.

Cavemen are armed with a mixture of spears, stone axes, clubs and rocks which they use as both missiles and in close combat. “Caveman weapons” gives each caveman an extra close combat attack.

## **Spacemen**

The spacemen have the benefits of high-tech weapons and armour. Unfortunately, they are more explorers than warriors, so lack heavy weaponry.

## **Robots**

Slow and with little imagination, robots are nevertheless strong and hard to destroy.

Robots are armed with powerful claws and rayguns.

## **Monsters**

Monsters are tough and scary!

30% of the monsters may be winged, allowing them to move 4+D6” and pass over intervening low terrain features and units.

## Weapons and Shooting

- Assault rifles can shoot twice per turn if used at 12" or less range. They fire once for longer ranges.
- "1/2" means only half your models so equipped in a force can fire in a turn. If only one model in a force is so equipped, they must spend a turn neither moving nor firing before they can fire again.
- To use a flamethrower, the player rolls a single D6 and needs a 2+ to-hit. The flamethrower therefore hits automatically unless a 1 is rolled, which is a Bust as for other weapons. If a 1 is rolled, the flamethrower caused no wounds. When the flamethrower hits, the player can roll D6 to-wound dice and apply each wound to a target that is in range of the flamethrower and within a 90 degree arc. Flamethrowers can move and shoot in the same turn but have a 3" move penalty.
- A hand grenade can be thrown by a model instead of any shooting or movement. Half the models nominated as grenade throwers can throw grenades. The other half do not throw grenades or make any other shooting action. On a 5+ a grenade lands were intended so place a small coin or counter there. Any figures within a 1 1/2" radius of the marker make a to-wound roll to see if they are wounded.
- A figure hit by a bazooka adds +2 to its "to wound" roll. Any figures within a 1 1/2" radius of a figure hit by a bazooka make a normal "to-wound" roll.
- Line of sight is needed to fire on a target. Figures behind cover such as low walls or bushes are -1 to hit, so a weapon that normally hits on a 5+ will need a 6.

Many thanks to the [International Plastic Soldiers Collectors](#) Facebook group for the inspiration and diversion.

<b>Weapons Table</b>	<b>Range</b>	<b>No. of Shots</b>	<b>To hit</b>		
<b>Assault Rifle 1-12"</b>	12"	2	4+		
<b>Assault Rifle 12-24"</b>	24"	1	5+		
<b>Musket</b>	18"	½	5+		
<b>LMG</b>	30"	3	4+		
<b>MMG</b>	48"	4	4+	Can either fire or move in a turn.	3" move penalty, crew of 2.
<b>Automatic Pistol</b>	8"	2	5+	Can move and then shoot	+1 attack in Close Combat
<b>Pirate Pistol</b>	8"	1	5+	Can move and then shoot	
<b>Raygun</b>	12"	2	4+	Can move and then shoot	+1 attack in Close Combat
<b>Monster Breath</b>	8"	1	3+	Can move and then shoot	
<b>Sword</b>					+1 attack in Close Combat
<b>Shuriken</b>	6"	1	5+	Can move and then shoot	
<b>Caveman Weapons</b>	8"	1	5+	Can move and then shoot	+1 attack in Close Combat
<b>Flamethrower</b>	6"	D6 wounds	2+ (one roll per D6 wounds)	Can move and then shoot	3" move penalty
<b>Bazooka</b>	24"	½	5+		+2 to wound and 1½" radius
<b>Hand Grenade</b>	6"	½	5+		1½" radius