

# *Simple One Page Wargame Rules V1.0*

## **Objective:**

The goal of the game is to defeat the opposing army by eliminating all of their units or capturing their base.

## **Setup:**

Each player places their units on opposite sides of the game board. The board can be any size, but a 6x4 feet area is recommended.

## **Turn Sequence:**

The game is played in turns, with each player taking a turn to move and/or attack with their units.

## **Movement:**

Each unit can move a certain number of spaces per turn, determined by its type (e.g. infantry, cavalry, etc.). Units cannot move through other units or terrain obstacles.

## **Attacks:**

Units can attack enemy units within range, which is determined by the unit's weapon or ability.

Attacks are resolved by rolling dice, with the attacking player rolling a number of dice equal to their unit's attack value and the defending player rolling a number of dice equal to their unit's defense value.

Each player compares the results of their dice rolls, and the unit with the highest result wins the attack. If a unit is reduced to 0 hit points, it is eliminated from the game.

## **Special Abilities:**

Some units may have special abilities that allow them to move farther, attack multiple units, or provide bonuses to nearby units.

## **Victory Conditions:**

The game ends when one player eliminates all of the opposing units or captures the opposing base. If neither player has achieved victory after a certain number of turns, the game is declared a draw.

## **Optional Rules:**

Additional rules can be added to make the game more complex, such as terrain effects, morale checks, or more detailed unit statistics.