WARPONI

My Little Tabletop: Wargaming is 20% Cooler

~\*Ponychan Collab\*~

[Rulebook](https://docs.google.com/document/d/1E8ga3vTmjC_JWRpa13P7e-lzS_Y7sSNLkP81YyWC_Vs/edit?hl=en_US)

[Character Templates](https://docs.google.com/document/d/1SXqREFurPa2GohRQ0Qh4A3vRZYCUda93BLXio7WfYtU/edit?hl=en_US)

[Equipment Templates](https://docs.google.com/document/d/1VqAevZE12ij_O-hy88gU4MGjzodG5RQZkZin5wj-R28/edit?hl=en_US)

[Printable Character Sheet](https://docs.google.com/document/d/1Y9u0tP2m41nHpsh6hGYF50tO8_U8sMFHsWZ9dM8riHU/edit?hl=en_US)

[Notes/Comments](https://docs.google.com/document/d/1FNfaPQBz0QDSK9oM6bLKTbpHUk2mrslWpO_GE84sUOM/edit?hl=en_US)

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All equipment listed are with the best possible conditions. Therefor a weapon with a 45° cone would require a Focus stat of 1 to stay the same, a Focus stat of 12 will reduce the cone to 3.75°. To find the correct cone for your character’s Focus stat, simply divide the maximum by the Focus stat.

Example: *45°/9=* 5°

| Equip Name  Item Type (if not armor/weapon)  Distance  Hit Area  Restrictions | Stat Modifiers  Skill: Description. |
| --- | --- |
| Basic Leather Armor | +1 Spd, +1 Def |
| Common Magician’s Robe  Magical-types only | +1 Mag, +1 Spd |
| Basic Healing Wand  6” Range | +1 Brv, +1 Mag, +1 Foc  Light Healing: Restores *d6+[Mag+Foc/2]* to a single target. |
| Basic Revival Staff  2” Range  Magical-types only | +1 Brv, +1 Foc, +1 Spd  Slow Revival: Restores a single target from KO, requires 1 turn cast. |
| Sniper Rifle  36” Range  15° Cone  Scout-Only  1 per Army | +1 Str, +1 Brv, -1 Mag, +2 Foc, -2 Def  Momentum: Can hit an opponent that was standing behind cover of another target at ½ initial damage if first opponent is KO’d. |
| Sidearm  12” Range  15° Cone | +2 Brv, -2 Mag, +1 Spd  Quick Reflexes: A successful hit grants an extra d6 (max twice). |
| Gatling  16” Range  120° Cone  2 per Army | +3 Brv, -3 Mag, -2 Spd, -1 Foc, -1 Def  Heavy Weapon: Increased range by 4”, but requires Total Strength of 5 or more to use.  Flawless Victory: Hitting all targets in range with damage grants a +2 Attack and Defense to the unit until its next turn. |
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| Combat Sword  1” Range  90° Cone | +2 Str, +2 Brv, -3 Mag, -1 Spd, +1 Foc  Elemental Enhancement: A magic-user equipped with this sword is granted an additional d3 of Elemental Damage. |
| Claymore  2” Range  180° Cone  1 per Army | +3 Brv, -4 Mag, -4 Spd, +1 Foc, +1 Def  Bigger is Better: Increased Melee Range and Defense by +1, but requires Strength of 6 or more to use.  Spinning Strike: Attack Cone becomes 360° for 1 turn if Critical Success is achieved. 2+ initial targets required.  Sword in Stone: If no attacks cause damage, unit loses 1 turn. |
|  |  |
| Medic’s Kit  Artifact  6” Range  360° Cone  Support only  1 Per Army | -2 Str, +1 Brv, +2 Mag, +2 Foc, -2 Def  Bandage: Restores *6d+[Mag+Foc/4]* to a single target.  Triage: Roll a 12d after healing a target, if the roll is lesser than *Foc–3* you may heal another target. |
| Mage’s Staff  Magic Weapon  12” Range  45° Cone  Mage-only Weapon | +2 Mag, -1 Spd, +1 Foc, -1 Def  Rebound: If a Spell causes no damage, roll a d6 if it is a 5~6 that spells strikes another target within 2” for the same attack power. If there is no damage again, the spell is ended. |
| Combat Armor | -2 Spd, +2 Def  Thick Armor: -2 Damage from Projectile attacks. |
| Scribe’s Robe  Magical-types only | +1 Spd, +1 Def  Pen is Mightier: Cannot equip a weapon.  Combat Knowledge: Every 3rd turn the equipped unit is in play, +1 to Mag, Brv and Foc is granted to the equipped unit. Resets when KO’d. |
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| Elite Warrior’s Tactical Armor  Heroes or Legends only | +3 Str, +2 Brv, -4 Mag, -1 Foc, -1 Spd, +2 Def  Solid Stance: Unit cannot be knocked down by standard Stun attacks, nor hindered by rough terrain. |
|  |  |
| Ridiculous Outfit  Heroes or Legends only  1 per Army | -1 Str, +4 Brv, -1 Mag, -1 Spd, +4 Foc, +2 Def  Confusion: The ridiculousness of your 'armor' causes all opponents within 12” to require a d6 roll of 4~6 to be able to attack the squad. Failure results in the attacking troop falling to uncontrollable laughter (Stun and Def-2) for a single turn. After the 3rd roll, it’s has no effect on the attacking unit.  Dragon’s Rage: All dragons within 12” will be unable to attack anything except the Ridiculous unit. |
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This game and all information is for Alpha Testing phase only and are nowhere near complete. If you find any imbalances, errors, or just wanna give some constructive criticism feel free to email me.

Contact the game creator, Blue Roses [here](https://docs.google.com/document/d/1FNfaPQBz0QDSK9oM6bLKTbpHUk2mrslWpO_GE84sUOM/edit?hl=en_US) or:

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