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)

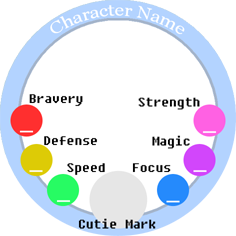
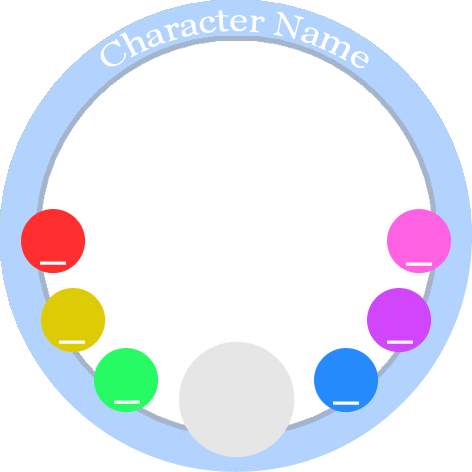
[Equipment Templates](https://docs.google.com/document/d/1VqAevZE12ij_O-hy88gU4MGjzodG5RQZkZin5wj-R28/edit?hl=en_US)

[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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An Army consists of 1 Commander, and 2~5 Squadrons. Each Squadron consists of 1 Leader, and 5~10 Units. Each standard character is on a 40mm (1.6”) token base, Poker Chips are easy to find and use.



Every character brings a different unique skillset to the game. No two characters are ever alike. There is 3 ways to customize your character: Stats, Skills and Gear. If you do not want to create a character from scratch, simply pick an army using the pre-made Character templates.

Skills give your character personality beyond a name and some stats. An everyday character can be made memorable, or just gives your army a winning edge with a single simple skill.

Equipment is very versatile, giving characters even more stats and skill. Armor, Artifacts, Consumables and Weapons are just a few equipment types, and the choices are only limited by your imagination.

Every character, weapon and skill is aligned to one of six Elements. These Elements are Strength (Metal), Bravery (Fire), Magic (Lightning), Speed (Air), Focus (Ice), and Defense (Earth).

Weapon templates are used to determine your attacks damaging potential. The shape and size of your attacks are determined by the weapon type and your Focus stat.

Units attack enemies by measuring the distance between themselves and the enemy, if they are within range you may roll a D12 (12-sided die) or up to two D6 to attempt a KO. To KO an enemy, place the weapons template anywhere in the attacking units range. If the roll is high enough, you KO the enemy.

If you use two D6, make sure you have them colour-coded, or roll each attempted KO one at a time. Dice must be agreed upon before gaming begins and cannot be changed once the game starts. Using 2D6 will reduce the odds of gaining a Critical, but increases the odds an average attack strength of 7 will occur. If your opponent asks to inspect your dice at any time during game-play, you must comply or forfeit the match.

Standard Magic range is 12”, typical Physical units ranged attacks are 12”, and normal melee attacks are 1”. Melee attacks will always KO if the unit has proper St/De and there isn't Cover to hide behind.

Longrange attacks are 24”, Sniping is 36” and Heavy Artillery's max range is 42”.

Max range for non-melee attacks have a +1” flexible range in the middle of a game, this is to prevent needing to measure out every unit's moves and keep the game flowing. If a dispute occurs, stay civil and quickly measure out the distance with a tape-measure. Templates with a distance measurement can prevent this altogether.

Example 1: Mage only has two units in 12” range to attack.

Two units, one is a Guard and the other a Mage. You roll a 4 and 2.

Damage Rolls are distributed by highest first, so the highest defense troops get KO'd quickest by the high rolls.

The Guard absorbs the 4d, and the 2d KOs the mage.

Example 2: Warrior has four units in 12” range, but the enemy Mage is KO'd so only three are attacked.

The three units are a Warrior, a Guard, and a Healer. You roll a, 5, 3 and 1. Unfortunately, the attacking Warrior's Strength is only 3, so the 5 is limited to a 3. Now we have 3, 3, and 1. The 3s cannot KO the Guard with 4d, so he absorbs one 3. The other 3 KOs the enemy Warrior, and the 1 KOs the Healer.

Range is not the only thing that determines many units you can hit though, Focus also plays an important role. When a character attacks, their Focus determines how good or bad their aim is. Low Focus means you have a greater chance of hitting multiple targets, but you are more likely to miss.

During each units turn, you can move your units around the terrain. Movement Speed is determined by the currently occupied terrain, and the Speed stat of the unit. *[Speed×2”]-(Terrain Penalty)*

Movement speed for a squadron is restricted by the slowest moving unit in the team.

Example: If you have a group of 1 Hunter, 1 Healer, 2 Warriors and 3 Guards, then the farthest distance the squadron can move is at best 4” per turn. If you replaced a Warrior with a Elementalist though, your max speed would be under 2” due to it’s low Speed stat.

Placing the Hunter in another squadron with other high-speed units would let you use it’s speed advantage, but is not necessary.

Advanced Rules

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Check: When you must roll a dice to see if your attempted action was successful.

Cover: Any object which can block Line of Sight or enemy attacks.

Critical Failure: Unit is Stunned for 1 turn, this happens whenever a roll is the lowest possible dice roll. If you’re using D6 or D12, this means that a 1d would be a Critical Failure. Two D6 with only a single 1d roll is *not* a Critical.

Critical Success: Unit gains 1 extra attack for the current turn, this happens whenever a roll is the maximum possible dice roll. If you’re using D6, this means that a 6d would be a Critical Success, however if you're using a D12, you would need a 12d in order for it to be a Critical Success. Two D6 with only a single 6d roll is *not* a Critical.

Elements: The main 6 elements that control the flow of battle. They are Metal, Fire, Lightning,

Air, Mist, Water, Ice, and Earth. Each one has a different power and weakness.

Line of Sight: The area in which a character can obtain Visual Confirmation, usually 90-degree cone in front of a unit. If an enemy is under Cover then it cannot be targeted until Visual Confirmation has occurred.

Stats: The units level of power with each Element

Stun: Enemy Unit that has failed a Brv/Foc check and is unable to move until it has recovered.

Visual Confirmation: When a unit has a target within it's Line of Sight. This confirms a enemy presence in the area.

Panic: Enemy Squadron that has failed a Brv/Foc check and will s unable to move for however many turns they failed the check by.

Terrain: The playing environment that all units are placed upon. This can consist of anything fro

Character Rules

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Characters can be made in 3 ranks: Infantry, Hero, Legend.

Infantry are basic character that are known only by their Class and have no name. They can only have one skill, get 10 points to distribute to their stats, and have a max of +4 for each basic stat.

Heroes are advanced characters and have a name. They can have two skills, get 15 points to distribute to their stats, and have a max of +5 for each basic stat.

Legends are more powerful variants of Heroes. A Legend variant of a heroic character will have a different name, three skills, 20 points and a max +6 for each base stat.

Infantry cannot be Leaders or Commanders. Only Heroes can be Leaders, but a Hero or Legend can be the Commander.

Equipment rules

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Armor can help with defense, however this defense increase usually will come with negative effects to speed or focus. Some armor does not effect defense, but will increase your other stats.

Each weapon comes with it's own stats and attack template. Most weapons have a standard circular spread as their attack radius, but some such as elemental weapons and spells differ. Flame weapons for example will always have a large attack radius and cannot be focused on a small area, whereas sniper weapons will always have a small attack radius.

Both armor and weapons may grant special skills to their user.

Each weapon and armor comes with a set of stats that vary between -6 and +6 and can apply to any of the 6 elements.

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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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