

Toy Soldiers: Rules for 1/72 scale combat

Introduction:

These rules are designed for use with 1/72 scale models, produced by a multitude of companies. They are best suited to 20th or 21st century periods, but have the potential to work with any conflict with some imagination. With changes made to ranges and measurements, the rules could also be used with other scales.

These rules are intended to provide a balance between fun, engaging and challenging gameplay, simple mechanics, and a certain degree of realism. There's not extensive levels of detail here (I won't, for example, differentiate between a Kar98, an M1 Garand and a Lee Enfield .303- As far as these rules are concerned, a rifle is a rifle), and the emphasis is firmly on playing a fun game with your toy soldiers. Other rulesets are available for those of you wanting a greater level of realism or historical accuracy.

It should also be noted that the Rule of Cool is the most important rule in this game. I have attempted to make the rules as clear, concise and comprehensive as possible, but if a situation arises that is not covered directly, feel free to use your imagination to resolve it. Similarly, if two areas of the rules end up in conflict or the players disagree, simply flip a coin or roll a dice to reach a conclusion. A little common sense, logic and imagination goes a long way.

Terminology:

Here are some quick definitions for some common terms used in these rules:

- **D6:** A D6 is a single 6-sided dice. In this game, they are often rolled in multiples, so I suggest keeping 10-20 on hand during gameplay.
- **Models, Unit and Squads:** Model refers to a single model, such as an infantryman, Armoured Car or Tank. Squad refers to multiple models that for most in-game purposes, act as a single entity. Unit refers to either a Squad (of infantry or Cavalry) or a single Model (in the case of vehicles).
- **Line of Sight:** This game uses a simple system to determine Line of Sight: If a straight line can be drawn between two units without passing through terrain or another unit, they are in Line of Sight of one another.
- **Cover:** If Line of Sight can be drawn between two units, but there are obstructions (such as low walls, shrubs, fences or barbed wire) the targeted unit counts as In Cover, providing a bonus against shooting attacks.
- **Conscripts, Regular and Veterans:** These are designations for the effectiveness of troops on the battlefield. Conscripts represent troops just deployed, perhaps lacking in training, and generally inexperienced. Regular troops are well-trained, have some experience and are competent fighters. Veterans are very experienced troops, better than their Regular counterparts in all areas. As expected, the more experienced the model/unit, the more points it costs in army selection.
- **Modifiers:** Modifiers are applied to the results of a dice. A roll of a 6 is always a success and a 1 always a failure, regardless of modifiers.

Squads

Squads consist of a number of models that, for most game purposes, act as a single entity. Squads typically number between 5 and 15 models.

Squads will take casualties when fired on with the model closest to the attacking unit being removed first. A squad is destroyed when it loses all models, flees of the board, or rolls the relevant result on a leadership test.

Squads must all fire at/assault the same target, with the following exception: any weapon designated as specialist (x) may fire at unit type (x) whenever it is possible to do so.

For example, a squad of riflemen with a bazooka (specialist: Vehicle) can fire at an infantry unit, and if a vehicle is in range and LOS, the Bazooka may fire at that instead. Similarly, in a squad including a Sniper Rifle (specialist: infantry/leader), the Sniper Rifle could fire at any eligible infantry/leader unit in range while the squad fires at a separate target.

Actions:

Actions represent a unit moving, firing or assaulting a target. The core actions are as follows:

- **Move:** The unit may move up to 5cm. You may then make a Shoot action.
- **Sprint:** The unit may move up to 10cm in a straight line.
- **Shoot:** The unit may make a shooting attack against an enemy within range and line of sight.
- **Assault:** The unit may move up to 10cm into combat with an enemy unit, and gains a free Fight action
- **Fight:** The unit attacks an enemy in close quarters combat.

To make an action, a unit must be activated as below.

Activation:

For a unit to activate, it must receive orders or react.

Receiving orders:

To receive orders, the unit must take a test.

- 1st unit: Automatic
- 2nd unit: 3+
- Subsequent units: 4+

If the test is passed, the unit acts as normal, and may take a move, sprint, fire or assault action. If the test is failed, activation passes to the opponent who uses the same procedure. A unit can only attempt to receive orders once per turn, so if it fails, it may only react. At any point, the player may pass activation over to his opponent.

Reacting:

A unit can elect to react to an enemy action taken against it. To react, the enemy may first take the action they intended, and then the reacting unit can act. For a reaction to be successful, a 4+ test is used.

Reactions can be any of the following, depending on the opposing action:

After a unit has been shot at, it may attempt the following:

- **Return fire:** the unit makes a shooting attack at the unit that fired on it, with all the normal modifiers for range and movement.
- **Take cover:** the unit may move 5cm towards the nearest piece of cover.

After a unit has been assaulted, it may attempt the following:

- **Defensive fire:** all eligible weapons are fired at the assaulting unit with a -1 modifier
- **Counter-assault:** the unit makes a Fight action with any eligible models.
- **Fall back:** the unit may voluntarily move 4cm away from the enemy unit, as per passing a combat morale test. If this move does not take them beyond the 10cm assault range, the assault happens as normal.

Once a unit has attempted to react, it may not make any other action this turn, and the opponent continues activating units as normal.

A unit that attempts to receive orders or react is marked as Activated, and may not act further this turn. Once all units have been activated, the game turn ends, and all Activation markers are removed. A new turn begins now.

Shooting attacks:

To make a shooting attack, the following conditions must be met:

- The target enemy unit must be in range
- The target enemy unit must be in line of sight.
- The shooting unit must not have taken a sprint, assault or fight action this turn.

Every unit has a shooting statistic, which is the score that must be equalled or beaten for the attack to succeed. The scores are as follows:

Veteran: 3+

Regular: 4+

Conscript: 5+

Roll a number of dice equal to the number of shots being fired; each success causes a point of damage to the opposing unit. Roll separately for any weapon with a Special rule.

Modifiers to shooting:

- The enemy unit is in cover: -1
- The enemy unit Sprinted last turn: -1
- The enemy unit is in a Fortified position: -2
- The enemy unit is a vehicle moving at Cruising Speed: -1
- The enemy unit is a vehicle moving Flat Out: -2
- The Shooting unit Moved this turn: -1
- The Shooting unit is shooting from a higher level than the target: +1
- The Shooting unit is Supported: +2
- The Shooting unit is Skilled (Shooting): +1

Fighting:

Every unit has a shooting statistic, which is the score that must be equalled or beaten for the attack to succeed. The scores are as follows:

Veteran: 3+
Regular: 4+
Conscript: 5+

Roll a number of dice equal to the number of models attacking. Each successful dice causes one point of damage.

Modifiers to shooting:

- The enemy unit is in area terrain: -1
- The enemy unit is in a Fortified position: -2
- The Fighting unit Assaulted this turn: +1
- The Fighting unit are Skilled (Close Combat): +1

Morale:

Morale:

All infantry have Morale statistic, tested against on a 2d6.

- Conscripts: 9
- Regular: 7
- Veterans: 5

When a unit is called on to test morale, roll a 2d6, if the score is higher than the value (after modifiers) then they pass, lower then they fail, and if equal then a less extreme affect is applied

A unit will test morale when it takes damage from a Shooting or Fight action, a Defensive Fire or Return Fire reaction, or being Rammed by a vehicle.

Modifiers:

- The target has taken 25% casualties from a single action: -1
- The target has been forced to take more than 1 morale test this turn: -1 (not cumulative)
- The target has been hit by Indirect fire: -1
- There is an enemy unit within 5cm of the target: -1
- The target still has a Sergeant alive: +1
- The target is in cover: +1
- The target is within 5cm of another friendly unit: +1

The result of the test and the action that caused it determines the effect:

Being shot at:

- Pass: no effect
- Fail: unit retreats d6 cm, and must test again next turn or continue fleeing

- **Equal:** the unit may not act next turn, but does not need to test to act the turn after.
- **1, 1:** The unit is destroyed, as its members are either gunned down or flee.

Losing an assault:

- **Pass:** the unit may move up to 4cm, so long as it brings them no closer to an enemy unit, and may now act normally
- **Fail:** the unit is destroyed, as the members are either killed or flee the battlefield.
- **Equal:** no effect, fight another round of combat.

Being Rammed

- **Pass:** The unit moves 5cm directly away from the vehicle.
- **Fail:** The unit take d6 damage from the tank, and then acts as if it has passed.
- **Equal:** The unit moves 5cm directly away from the tank, and are marked as activated.

Special Rules:

There are a number of core special rules that reflect certain battlefield characteristics, events, equipment or abilities. They are as follows:

Bonuses:

These rules apply to specific units, weapons or models.

- **Skilled (X):** A unit that is Skilled gains a bonus in any attempt to perform the action listed in the rule's description. The exact nature of the bonus is listed in the action's respective rules.
- **Specialist (X):** A model carrying a weapon with Specialist (X) may always fire at a separate target to his unit, providing his target is of the type listed in the description. In addition, he gains +1 in any attempts to hit this type of unit.
- **Fast:** Fast units represent cavalry, mounted troops and various vehicles. A unit that is Fast may move 10cm when Moving, or 20cm when Sprinting.
- **Indirect:** A weapon with the Indirect rule may make a Shooting action without needing Line of Sight to the target, providing at least one friendly unit can see the target.
- **Blast:** A weapon with the Blast rule does d6 points of damage to a unit with each successful hit.
- **Huge Blast:** A weapon with the Huge Blast rule does 2d6 points of damage to a unit for each successful hit.
- **Flame:** A weapon with the Flame rule ignores all bonuses for being in Terrain or a Fortified position, and does D6 points of damage for each successful hit.
- **Ambush:** A unit with this rule may appear from any piece of area terrain on the board. At deployment, make a note of the location of the unit. As soon as an enemy unit moves within 10cm of this terrain piece, or at a time of the opponents choosing, the unit Appears and may immediately make a Shooting action with a +1 to hit bonus.
- **Clumsy:** A Clumsy weapon cannot be fired in a turn the model using it moved.

Advanced Actions:

These actions are available to all units.

- **Fortify:** A unit in area terrain may attempt to Fortify its position. Roll a dice; on a 4+ the unit has fortified its position and gains the respective bonuses against Shooting and Fighting.
- **Repair:** A unit may attempt to Repair a damaged vehicle it is in contact with. On a 4+, the vehicle regains the use of a damaged weapon or loses the penalty for damaged Tyres/Treads or Hull.

- **Support:** A unit may elect to Support a unit within 5cm. This provides a bonus to the target unit's next Shooting action, and counts as Activating the Supporting unit.
- **Throw Grenade:** A unit may forgo shooting to throw a number of grenades equal to half the number of models in the unit. This is then treated as a normal shooting attack using the Grenade weapon profile.

Vehicles:

Moving Vehicles:

Vehicles may move at 3 speeds:

- **Combat Speed:** The vehicle moves up to 10cm and may make turns of up to 90 degrees. It may fire all weapons.
- **Driving Speed:** The vehicle may move up to 20cm and make turns of up to 45 degrees. It may fire a single weapon.
- **Flat Out:** The vehicle may move up to 30cm and may not turn. It may fire no weapons. Heavy Vehicles may not move Flat Out

Vehicles ignore area Terrain when moving.

Ramming:

A vehicle may Ram an opposing unit in its path. Roll a D6. On a 1 or 2, the unit simply moves out of the path of the vehicle by the shortest distance, on a 4+ the unit takes d3 points of damage and the unit takes a Morale test, with a result from the relevant table.

Vehicles Shooting:

Vehicles shoot in largely the same way as infantry, but with the following modifiers in place of the infantry modifiers:

- The enemy unit is in cover or a Fortified Position: -1
- The enemy unit Sprinted last turn: -1
- The vehicle did not move: +1

Vehicles always require a 4+ to hit.

Weapons on vehicles may always fire at separate targets.

Damaging Vehicles:

When Hit by an enemy attack, vehicles roll 2d6 on the damage table below depending on vehicle type. When rolling damage, add the Armour Penetration value of the weapon to the roll if applicable.

Light Vehicles (trucks, jeeps, open-topped vehicles):

- 1-6: No effect
- 7-8: Tyres damaged- the vehicle is only able to move at Cruising Speed. A second roll of this result will force it to move at Combat Speed, and a third will render it immobile.

- 9-10: Weapon Destroyed- a single weapon, chosen at random, is destroyed. If no weapons remain, treat this result as Tyres Damaged instead.
- 11+: Destroyed: The vehicle is destroyed.

Medium Vehicles (Armoured Cars, APCs, Enclosed armoured vehicles)

- 1-8: No result
- 9-11: Tyres/Treads damaged. As for Light Vehicles
- 12-14: Weapon Destroyed.
- 15: Destroyed

Heavy Vehicles (Battle Tanks):

- 1-11: No result
- 12-13: Treads Damaged
- 14-16: Weapon Destroyed
- 17+: Destroyed

Transports:

A unit may embark in a Transport providing the following conditions are met:

- The unit has sufficient Movement to reach the vehicle's access point.
- The vehicle is stationary.
- The total number of models is not larger than the capacity of the model.
- The vehicle is empty.

Once a unit is embarked on a transport, they move with it and if applicable, can make a Shoot action from the fire port. This is treated as a separate activation to the vehicle. Open-topped vehicles allow all embarked models to fire. To disembark, they are simply placed within 5cm of the vehicle providing it is stationary.

Damage to Passengers:

When a vehicle containing passengers is hit and sustains damage, roll a d6 and consult the table below:

- 1: No effect
- 2-5: the embarked unit takes d3 points of damage
- 6+: The embarked unit takes d6 points of damage.

If a vehicle is destroyed with passengers embarked, they automatically take d6 points of damage. They are then placed within 5cm of the vehicle's last position.

Terrain:

Types of terrain:

- **Ruins and Rubble:** This terrain removes 1cm from the movement of any unit within it.
- **Forests:** This terrain removes 1cm from the movement of any unit within it. Units in forests cannot be targeted from over 30cm away.
- **Water:** Units move at half normal speed through water.
- **Deep Water:** As water. In addition, units may not make Shooting actions from in Deep Water.
- **Trenches:** Trenches automatically count as Fortified positions.

- **Bunkers:** Bunkers automatically count as Fortified positions.
- **Roads:** All vehicles gain 5cm of movement on Roads.
- **Walls:** Walls provide cover to units behind them.

Army Selection:

When selecting an army, you must first decide on a number of points to play at. This will be a 'bank' from which you can purchase and upgrade units. The larger the amount of points, the bigger the battle, and the longer it will take to play. Larger points levels also allow you more scope to use tanks, large units and other options more representative of a larger battle, while smaller levels allow you to play out tense, hectic and brutal skirmishes.

When buying units, you must take the following steps:

Select Unit Experience:

- All infantry units start as Conscripts, and cost 20 points for 5 models.
- Any unit may be upgraded to Regular Troops for +10 points.
- Any unit may be upgraded to Veterans for +20 points.
- Vehicles and other non-infantry units will have a points cost as part of their profile.

Select Unit Size:

- All infantry units start at 5 models.
- Any unit may take +5 models for +20 points if conscripts, +30 if Regulars or +40 if Veterans.
- Conscripts may also take an additional +5 troops for +20 points, for a maximum of 15 models.

Select Upgrades:

- Any Regular unit may be given the Skilled (Shoot) or Skilled (Fight) ability for +10 points.
- Any Veteran unit may be give the Skilled (Shoot) or Skilled (Fight) ability for +20 points.
- Any unit may buy a Sergeant for 5 points.

Select Equipment:

- Any unit may select equipment from the Weapon list at the stated cost.

Once Experience, Size, Upgrades and Experience have been selected, calculate the total cost of the unit and subtract that from the total points. Then proceed to buy additional units.

Appendix A: Weapon list and Profiles:

Weapon List:

Name	Examples	Range (cm)	Shots	Armour Penetration	Cost
Rifle	Lee Enfield .303, M1 Garand	30	1	0	0
Machine Gun	Sten gun, Thompson, Type 100	20	2	0	1
Pistol	Webly revolver, Luger	10	1	0	0
Heavy Machine Gun	MG42, Bren Gun	30	3, Clumsy	1	10
Sniper Rifle	Springfield, PTRS-41	40	1, Specialist (Infantry), Clumsy	1	10
Grenades	Fragmentation grenades	10	1	3	20 per 10 models
Molotov Cocktails		10	1, Flame	0	20 per 10 models
Rocket Launcher	Bazooka, Panzerschrek	30	1, specialist (vehicle), Clumsy	7	15
Mortar	Trench Mortar	20-50cm	1, Indirect, Blast, Clumsy	1	15
Flamethrower	flamethrower	10cm	1, flame, Specialist (Infantry)	0	15
Light Cannon	50mm Cannon	40cm	1, blast	3	NA
Cannon	120mm Cannon	50cm	1, Huge Blast	5	NA

Unit profiles:

Name	Type	Weapons	Cost
Conscripts	Infantry	Rifle	20
Regular	Infantry	Rifle	30
Veterans	Infantry	Rifle	40
Jeep	Light Vehicle, Transport (5) Open-topped.	1 heavy Machine Gun	30
Armoured Car	Medium Vehicle	Light Cannon	50
APC	Medium Vehicle, Transport (10), Fire Points (3)	1 Heavy Machine Gun	50
Battle Tank	Heavy Vehicle	1 Cannon, 1 Heavy Machine Gun	120