

WARVERSE! Second edition, 2017

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A miniatures game where you design your own characters and can use any figures to represent them

For 2-4 players, ages 12+

To win a battle: Players may agree on victory conditions but otherwise the last player with any character(s) remaining on the battlefield wins (no turn limit)

Players must agree on miniature sizes, character points, and a field for battle (an average game is between 250-1,500pts.)

All dice (d) in this game are d6 (six-sided die) – other useful items: tape measure/ruler, paper, and pencils/pens

To determine turn order each player rolls 1d6; players go highest to lowest (highest goes first), ties reroll against each other

TURNS

All of a player's characters may use any and all of their Move and/or Attacks in any order throughout their player's turn (including between one another if multiple characters, e.g. you can move and shoot with one character, shoot with another, and then come back and finish moving and/or attacking with the first – and so on until you're done)

CHARACTER STATS (Move, Strength, Attacks, Hit Points)

MOVE (each character must have at least 'Move: 1' but there is no maximum for Move)

Each turn a character may move their full distance (Move = inches) or divide it up to make multiple, smaller moves (e.g. a character with 'Move: 10' could move 2", shoot, and then move the remaining 8"; or 3", shoot, then 7", etc.)

There are no rules for moving through 'difficult' or 'impassible' terrain in this game (see 'FLIGHT' section below)

Each point of Move costs 1 character point

STRENGTH (each character must have at least 'Strength: 1', maximum Strength a character may have is 5)

Determines the highest success number for a character's attack and defense rolls (characters must roll less than or equal to this number to make a successful attack or defense roll; so 6's always fail); characters get a defense roll for each attack roll that hits them (e.g. 4 dice are rolled for defense if 4 attacks succeed; one for each) so there is no separate stat for defense

Each level of Strength costs 5 character points

ATTACKS (a character may be given any number of Attacks, including none, and there is no maximum)

You roll 1d for each Attack a character makes (e.g. 5d for 5 Attacks) and each turn a character may make a number of Attacks up to their total or they may divide those Attacks between separate targets (like dividing Move; so long as each target is viable, e.g. within range and line-of-sight, when your character is engaged in close combat with multiple enemy characters, etc.)

Small terrain pieces (e.g. trees, bushes, boulders, small abandoned vehicles or machinery, etc.) have 1 Strength and 1HP (no Move); large terrain pieces (e.g. hills, large abandoned vehicles, structures, complexes, etc.) also have 1 Strength and 1HP (still no Move) but large terrain pieces can only be hit by an area of effect (AoE) attack that *fully* covers them (any other attack will not affect a large terrain piece); all terrain defends as normal and destroyed terrain is removed from the battlefield

Each Attack costs a number of character points equal to the character's Strength stat (e.g. 4 pts./Attack for 'Strength: 4')

Performing close combat attacks:

To engage in close combat with an enemy (or piece of terrain) a character must be in base to base contact with them (or equivalent if you're using an action figure that doesn't have a base instead of a gaming model to represent a character)

Moving out of close combat:

If you decide to move a character out of close combat range with an enemy (or enemies; including moving to board a transport [see 'TRANSPORT' section below]) they may immediately make their full (or less) number of attacks in close combat (can be AoE) against your character (this does not affect attacks on their next turn); enemies may not perform any other actions here besides this; if your character remains on the battlefield after this then you may continue with moving them

Performing ranged attacks (any non-close combat attack; ranged attacks cannot be made if you are engaged in close combat):

Ranged attacks require a line of sight to their target (characters in light cover receive +1 Strength while rolling defense [to a max of 5] while characters in heavy cover receive +2 Strength while rolling defense [to a max of 5]; light cover is when 1/3 – 1/2 of a character's body is behind something sturdy or an attacker is shooting at them from a 45 degree angle [up or down], heavy cover is when a character is behind something sturdy but only a small part of their body is visible to an attacker, e.g. between light cover and just their head, or an attacker is shooting straight up or straight down at them)

Each 6" increment given to an attack reduces its number of attacks by 1 starting at 6" (e.g. if a character with 3 attacks wants to hit a target 8" away with 2 of those then they must give up their third attack to do so; characters can attack up to 5" away without penalty):

Range	Attack Penalty	Range	Attack Penalty
0-5"	-none-	24-29"	-4 attacks
6-11"	-1 attack	30-35"	-5 attacks
12-17"	-2 attacks	36-41"	-6 attacks
18-23"	-3 attacks	42-47"	-7 attacks (and so on; there is no max range)

Performing Area of Effect attacks (any attack may be given an AoE; ranged AoE attacks do not need to 'center' on a target): Each inch in radius of effect around an attack reduces its number of attacks by 1 (whether close combat or ranged, so a character must have at least 2 attacks to make an AoE), e.g. if a character has 4 Attacks then they could make one attack against everything within 3" of them or 3 attacks against everything within 1" of them, etc.; any characters whether enemy, friendly, or the attacking character themselves, or any terrain (partial allowed for small, full cover required for large), caught within this radius become targets of the AoE attack and must defend against it (AoE attacks ignore cover and each character and terrain piece affected by the AoE must defend against the full number of rolls that succeed for that attack)

When an attack is given an AoE it must be stated by the attacking player before either Attack or Defense rolls are made

HIT POINTS (character points may not be spent directly on this stat)

Are equal to a character's total points (spent on Move, Strength, and Attacks) divided by 5 rounded up (e.g. 26.2 would round up to 27); Hit Points represent how many hits in a single turn it takes to kill this character (i.e. unlike in most games, in WARVERSE!, a character's Hit Points reset each turn – and to be sure, that's not each round, that's each turn)

FLIGHT

All characters may move in any direction without leaving the battlefield (characters may not move through objects or land on top of small terrain or other characters); players measure their characters' direct flight paths for distance being sure to keep track of altitude (in inches) if a character is still in the air when their turn ends or while another character of theirs acts (i.e. it does not cost Move to remain stationary in the air); characters must start the battle on the ground

All other actions are performed the same in the air as on the ground (yup – transporting, close combat, ranged attacks, etc.)

An attack's AoE radius in the air represents a sphere (ground AoE's are hemispherical, i.e. they extend upward as high as they extend outward)

TRANSPORT

All characters may transport friendly characters (other characters its player controls) with up to a total number of character points equal to the character's own (e.g. any 100pt. character could carry others with up to a total of 100pts.; this could be another 100pt. character, or two 50pt. characters, or one 36pt. character and two 32pt. characters, etc.)

Characters being transported are taken off the battlefield until they 'disembark' or the transport is destroyed (see below)

To 'board' a transport a character must spend 1" in move and be in base to base contact with the transport

Characters doing the transporting (i.e. the transport itself) still get their full Move and number of Attacks but characters being transported may only make ranged attacks (can be AoE) and/or 'disembark' from the transport

If a character chooses to 'disembark' they must spend 1" in Move and are placed in base to base contact with the transport

Characters being transported cannot be targeted for attacks (even AoE's) but if their transport is destroyed then they must all immediately defend against any attacks the transport failed to defend against for the attack that destroyed it; surviving characters may be placed anywhere within 2" of where the transport was (measured from its edge)

Transports can board other transports but their cargo is added to their point total (e.g. a 100pt. character transporting 100pts. worth of other characters would count as a 200pt. character for the purposes of boarding another transport; the characters they are transporting are protected unless they [the transport] get destroyed in which case follow the rules in the paragraph above)

Characters may not start the battle on a transport

TO BEGIN

Players must agree how to deploy their characters onto the battlefield as fits their chosen victory conditions but otherwise the basic battle setup goes as follows:

After turn order has been decided (directly above 'Turns' section) players deploy their characters onto opposite ends of the field within 8" of the field's edge (i.e. characters must be deployed behind their 8" boundary); all of a player's characters must start the battle at least 20" away from enemy characters

COMBAT

An attack and its target(s) must be declared before attacking and defending players make their rolls (attacks are rolled first)

✚ After declaring the target of the attack, attacking player rolls a number of dice equal to the number of attacks their attacking character is using; any of these attack dice that roll above the attacking character's strength stat fail

✚ Defending player rolls a number of dice equal to the number of attack rolls that succeeded from the attack targeting their defending character; any of these defense dice that roll above the defending character's strength stat fail and the number of failed defense rolls is the number of hits that character takes from the attack

If the number of hits equals or exceeds the defending character's Hit Points then that character is removed from the battlefield (i.e. they die)

NOTE: It is possible for a battle to end in a draw; if this happens, players may either end the game (stalemate) or deploy an agreed upon point limit of reinforcements to their starting zones to continue the battle

HAVE FUN! -Marc Wolff