All Sixes

Simple rules for story-driven, skirmish wargaming with miniature figures

# Why?

There are so many good skirmish rules out there, why would I want to create my own?

I want set of rules that:

1. Use 6-sided dice only.
2. Doesn’t require you to add up the dice.
3. Uses characters, not units.
4. Is easy to understand.
5. Once read you never need to return to the rules.
6. For normal play has no additional mechanics, like cards, counters or chips.
7. Uses objectives to drive the story.
8. Uses alternating activation.
9. Allows characters to react to an action.

# Dice

All Sixes uses one kind of dice: six-sided, the cubes that come in a Monopoly set. Each player will need a handful of six-sided dice, about 5 or 6 depending on the characters they have created.

## Rolling Dice

When rolling dice only one number matters: 6, all other numbers are failures. You don’t need to add anything up. If you roll 4 dice and the result is: 3, 2, 4, 6, you have three failures and one success.

## Total Failure

If a roll contains no sixes, it’s a total failure, additional penalties may be incurred.

# Characters

Characters are your adventurers on the table, represented by miniature figures.

A character may be a pirate king, a secret agent, or a brave knight, it’s up to you to decide.

## Abilities

Each character has four abilities: Shoot, Punch, Dodge and Health.

When engaging in combat, or attempting a challenge, the player roles the number of dice equal to the appropriate ability.

**Shoot/Smarts** is your characters ranged combat ability, how likely he is to hit a target with his pistol, arrow or boomerang. The **Shoot** ability is also used for challenges that require smarts.

**Punch/Brawn** is your characters close combat ability, how good he is at throwing a punch, stabbing with his shiv, or fencing. The **Punch** ability is also used for challenges that require brawn.

**Dodge/Agility** is your characters ability to duck an incoming attack. The **Dodge** ability is also used for challenges that require agility.

**Health** is your characters ability to sustain damage. Each time your character is hit his **Health** decreases by one. When his **Health** is reduced to 0, he is down. If he doesn’t recover, he’s out of the game.  
**Health** is also an indicator of your character’s current physical condition. You may never roll more dice than your character’s current **Health**.

A character’s abilities may be notated using shorthand: s6 p5 d5 h6, for **Shoot** 6, **Punch** 5 **Dodge** 5 and **Health** 6.

# Creating Your Team

Your team is a group of characters who act together to win the game for you. A team can consist of as many, or as few, characters as you like, as long as you’re able to pay for them. Typically, a team consists of 4 to 6 characters.

## Points

Each player begins with 100 points that they may spend on their team. Under normal circumstances a player may not spend more than 30 points on each character.

Each ability costs 1 point per ability point. Every character must have at least one point in each ability.

### Caption Abraham Smith

Shoot: 6  
Punch: 5  
Dodge: 6  
Health: 6

The total point cost for Captain Smith is 23.

Captain Smith is the captain of the tramp steamer Princess of Araby, his team consists of 4 crew members:

Deckhand Michael O’Sullivan: s3 p5 d4 h5 - 17 points  
First mate Adrian Stern: s6 p5 d6 h6 - 22 points  
Boatswain James Roper: s3 p7 d4 h5 - 18 points  
Fireman Digger Jones: s3 p6 d4 h7 - 20 points

17 + 22 + 18 + 20 + 23 points for Captain Smith equals 100 points.

## Exceptional Characters

If the players agree, or if the scenario calls for it, exceptional characters can be created that go beyond the 30-point limit:

### King Kong

Shoot: 10  
Punch: 30  
Dodge: 10  
Health: 50

Kong’s total cost: 100 points

# How to Play

To play Sixes each player needs a handful of dice, a measuring tape, and figures to represent his team. In addition, a table to play on, and terrain – buildings, trees and other pieces that represent the landscape of play.

## Turns

Each game turn begins with initiative, followed by character activation rounds, and ends with recovery.

### Initiative

Each turn begins by all players rolling a single die. The highest rolling player has initiative. Ties are re-rolled until someone wins initiative.

### Activation Rounds

At the beginning of each activation round the player with initiative decides if he will go first or last for that round.

Each player, in a clockwise direction, activates one character on his team. If a player has activated all of his characters he is skipped that round.

Play continues around the table until all characters have activated.

### Recovery

After all characters have activated injured characters have the chance to recover from their wounds.

# Activation

During activation a character may move up to 6 inches, fight, attempt a challenge or do nothing at all.

If he choses to move a character may also fight or attempt a challenge at the end of his move.

All characters must activate each turn, even if they chose to do nothing.

## Movement

During his activation a character may stay put, or move up to six inches. At the end of his move a character may fight, or attempt a challenge.

When a character moves into base-to-base contact with an enemy his movement ends and he must fight using his **Punch** ability. He cannot shoot or attempt a challenge.

If a character who begins his activation base-to-base with an enemy he may flee, by moving away but his enemy may counterattack and he may not fight or attempt a challenge at the end of the move.

When a character moves into contact with a challenge he must stop and complete the challenge before he can proceed on the following turn.

## Fighting

There are two types of fighting in Sixes: shooting and punching. Shooting and punching are just generic terms for fighting at a distance and fighting up-close, what they really mean is up to your imagination.

Shooting could include: firing a pistol, throwing a spear or casting a magical firebolt.

Punching includes things like kicking, stabbing, projecting the evil eye, and punching.

When characters are base-to-base they fight using the **Punch** ability.

When characters are up to 12 inches apart they fight using their **Shoot** ability.

Characters who are more than 12 inches apart cannot fight.

### Declaration

All fights begin with a declaration. The player controlling the active character announces that he is going to attack another character. The player controlling the target character must then declare whether he will dodge or counter-attack.

### Shooting

If a character is within 12 inches of an enemy, he may decide to attack using his **Shoot** ability. The character must have line-of-site visibility of his target, that is to say he must be able to see at least a portion of his enemy.

If the character can see some, but not all, of his target then the enemy benefits from cover.

The player rolls a number of dice equal to the character’s **Shoot** ability, or his **Health** ability, whichever is less. Each 6 is a successfully landed shot.

#### Cover

If the target character is partially obstructed, there is a physical barrier between him and the attacker, then he has cover.

When a character has cover, and he choses to dodge, he may re-roll (one-time only) any failed dice.

### Punching

When a character moves into base-to-base contact with an enemy he must fight using his **Punch** ability. If he begins his activation in base-to-base contact he must either fight using his **Punch** ability or flee.

To use a character’s Punch attack, the player rolls a number of dice equal to his **Punch** ability, or his **Health** ability, whichever is less. Each 6 is a successfully landed punch.

#### Fleeing

A character may decide that discretion is the better part of valor and he should run instead of punching. On his activation, instead of declaring an attack the character can move up to 6 inches from his enemy, but the enemy has the option to counter-attack.

Unlike normal movement, after fleeing a character may not attack or attempt a challenge.

### Dodging

When a character is attacked he has the option of dodging the attack.

When the attacking character rolls his dice with either his **Shoot** or **Punch** ability the dodging character rolls a number of dice equal to his Dodge ability, or his **Health** ability, whichever is **less**. Each success cancels a successful attack.

James Roper: s3 p7 d4 h5; declares that he will shoot at Bobo.  
Bobo: s3 p6 d5 h6(4); took two hits earlier in the game and his health is reduced to 4, declares that he will dodge.

James rolls: 2, 6, 6; two successes  
Bobo’s current health is less than his **Dodge** ability, so he can only roll 4 dice: 6, 5, 2, 4; one success  
Bobo’s successful dodge cancels out one of James’s shots, but the other lands and Bobo’s health is reduced to 3.

### Counter-Attack

When a character is attacked he has the option of counter-attacking using the same attack method.

To counter-attack the target character rolls a number of dice equal to his **Shoot** or **Punch** ability depending on the attack, or his **Health** ability, whichever is **less**. Each 6 is a successful shot, or punch, against his attacker.

Adrian Stern: s6 p5 d6 h6; declares that he wants to punch Cosmo the Clown.   
Cosmo: s2 p5 d6 h6; declares that he will counter-attack.

Adrian rolls: 1, 4, 6, 3, 3; one success  
Cosmo rolls: 4, 6, 2, 6, 1; two successes  
Adrian lands one punch reducing Cosmo’s health to 5, Cosmo lands two, reducing Adrian’s health to 4.

### Taking Damage

Each successful attack, or counter-attack, reduces the target character’s **Health** ability by one point. When a character’s health is reduced to zero he is down. A downed character is placed on his side and all objectives held by that character are placed on the table around him.

A character may never roll a number of dice greater than his **Health** ability.

## Challenges

Challenges are obstacles placed in the character’s path to keep them from progressing. A challenge may represent a physical barrier, like a locked door that needs to be broken down; or a dangerous area, like a rickety bridge that needs to be crossed; or a mental challenge, like an informant who needs coercing to reveal some information.

If a challenge represents a physical barrier that would hamper a character’s movement, he must end his move as soon as he comes into contact with the challenge. If he begins his activation in contact with the challenge he must complete it before he can move through it. A character cannot move through the challenge on the same turn he completes it, he starts his movement on his next activation.

The scenario will indicate which ability and how many successes are required to complete a challenge.

**Rickety Bridge:** to cross the bridge roll two successes with your **Dodge** ability.

Unless the scenario specifically states, a character may work on a challenge for more than one turn, adding up the successes, but if he rolls a total failure all work on the challenge is lost and he must start again on the next turn.

Once competed, some challenges are no longer an impediment to other characters.

**Locked Door:** break it down by rolling three success with your **Punch** ability, or shoot the lock by rolling three success with your **Shoot** ability. Once the door is opened it is no longer a challenge to other characters.

### Piling on

In many instances multiple characters may add their attempts to the challenge.

Adrian Stern: s6 p5 d6 h6; attempts to break down the locked door. He rolls: 1, 2, 6, 6, 5 and gets two successes.

He’s joined by James Roper: s3 p7 d4 h5; who rolls: 5, 4, 2, 6, 5, 1, 2 adding his success to Adrian’s and breaking down the door.

If character attempting the challenge rolls a total failure all work on the challenge begins again.

It should be clear, based on the description, which challenges allow piling on. Crossing the rickety bridge is something every character must do for himself, but breaking down a door could be a team effort.

### Damage

Some challenges are so dangerous that failing to complete them may result in damage to the character.

**Swinging Blade:** pass the trap by rolling two successes with your **Dodge** ability. Must be completed in a single activation, may not pile on.  
Failure: character loses two health.

# Recovery

Once all of the characters have activated, any characters whose **Health** ability is not at its full strength may roll recovery.

The player rolls one die for each recovering character, if the roll is successful that character health increases by one. A character’s health may not increase above its starting value.

If the character’s health was reduced to zero during the turn, he may still roll for recovery. If he succeeds his health is increased to one, but if he fails he is removed from the board and may not continue.

# Objectives

Objectives are those items that a team must recover to complete the scenario. They could include recovering a treasure chest, or stopping a time-bomb. Each objective carries its own rules and conditions, including a challenge needed to recover it.

A scenario may have multiple objectives that need to be recovered in a specific order, and may even have different objectives for each team.

Objectives are placed on the board with a marker of some sort. Something that looks like to objective, or something as simple as a coin or token.

Once a character completes the challenge for the objective he picks up the marker and keeps the objective until he goes down. Once a character goes down any objectives he carrying are scattered on the ground around him and they must be taken again by completing the challenge.

**Cryptex:** Locked inside this puzzle box is a secret map that provides directions to the secret treasure - or so you hope

Figure out the combination by rolling three successes with you **Smarts** ability. A total failure releases a poisonous gas in your face - lose three **Health**.