

Dear new wargamer,

To go with the set of toy soldiers which we have given out as a special bonus for our younger guests here is a set of simple rules which we hope you might like to try out because although playing with toy soldiers is fun with these rules you could move up to something even more fun known as wargaming.

To help you get started why not ask whoever brought you along to Salute to read through the rules with you and then you could play a game to see if you like it. Give it a try you may be surprised how much fun it is.

So you brought a new wargamer to Salute...

Firstly thanks for making the effort. Like all hobbies wargaming always need new blood to keep it going and if we don't make the effort where are all the new wargamers going to come from?

As we all know everyone has to start somewhere so to go with the pack of toy soldiers which we are giving away to our younger attendees of Salute here is a set of simple skirmish rules to use with them.

We hope you might take the time to use them to introduce someone who already plays with soldiers to that even more satisfying pastime that is tabletop wargaming. After all, you enjoy wargaming so what could be better than the chance of a new enthusiastic opponent to share your hobby with.

Go on, apart from the battle, what have you got to lose?

### "TINY TROOPERS" Easy Rules for playing with Soldiers

- 1 SCALE. Assuming all the figures are about 54mm, 1 inch = 1 yard on ground. 1 turn represents 10 seconds.
- 2 All figures are assumed to be of equal skill and competence.
- 3 Figures may see in any unobstructed direction.
- 4 All weapons do equal damage (for simplicities sake), except for grenades/mortar bombs.
- 5 ORDER OF PLAY. In each turn action follows the following sequence; 1-Initiative 2-Orders, 3-Movement, 4-Firing, 5-Hand to hand combat (if appropriate).
- 7 SURPRISE/INITIATIVE. At the beginning of every turn roll one dice each. The person with highest score is not surprised or gains the initiative and therefore moves first.
- 8 ORDERS. Figures must be given Orders by their commander and will obey them until altered. Subsequent orders will take two turns to be passed and understood.

9 MOVEMENT. All figures on foot can move up to 10 inches (=10 yards) per turn. If desired, figures may RUN at double this rate (20 inches per turn). Figures may fire while moving at normal speed but NOT at double speed (running).

10 RATES OF FIRE. All rifles and pistols can fire two aimed shots per turn. All SMGs and LMGs can fire two 3 second bursts per turn. Grenades and mortars may only be used once per turn.

11 RANGES. Pistols have an effective range of 20 inches, Rifles and Light machineguns (LMGs) 100 inches, Submachine guns (SMGs) 30 inches. Grenades may be thrown up to 30 inches. Mortars have a range of up to 100 inches.

Grenades and mortars do not always land where they are aimed to. Roll one dice for point of impact. 1-2, falls 2 inches short, 3-4 on target, 5-6 falls 2 inches over.

12 AREA EFFECT WEAPONS. Grenades and mortar bombs will explode effecting all figures within a 3 inches. Roll one dice for each figure within this area to see how badly they have been injured. 1-unhurt, 2-slightly wounded, 3 or 4-serious wound, 5 or 6-killed.

13 AIMED FIRE. Roll one dice for each shot, scoring as follows:- 1-miss, 2 or 3-slight wound, 4 or 5-serious wound, 6-killed.

14 AUTOMATIC FIRE. For SMGs and LMGs roll one dice scoring as follows, 1-miss, 2 or 3-slight wound, 4-serious wound, 5 or 6-killed.

15 CASUALTIES. 2 slight wounds = 1 serious wound. 1 serious wound plus any other wound = killed. A figure with a slight wound moves at normal speed, but fires at half rate. A figure suffering a serious wound moves at half normal speed and cannot fire.

16 Retiring/retreating. Figures retreating do so at Normal speed but fire at half rate. Figures retiring do so at HALF normal speed but fire at NORMAL rate.

17 HAND TO HAND. All figures are assumed to have some form of close quarters weapon (rifle with fixed bayonet, combat knife, clubbed SMG or similar) except officers with pistols who use the aimed fire chart for their hand to hand attacks. (All officers have pistols whether the figure shows one or not).

Hand to hand occurs when opposing figures approach to within 2 inches of each other. Dice for initiative, higher score attacks first. Then roll dice for the attack scoring as follows, 1-2 missed (blocked, evaded or ducked), 3-4 slight wound, 5 serious wound, 6 killed.

If the attacker scores 1-4 the defender may then strike back using the same scores. If the attacker scores 5 (serious wound) the defender may either surrender, or strike back as follows 1-3 missed, 4-5 slight wound, 6 killed (the last chance hit, or a lucky strike).

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