

De Bellus Toyus

Version 1.0

By Roger Cooper

Introduction

This rules set seeks to provide a way of using your kid's toys for wargames. They use a very simple mechanic, based loosely on DBA.

Order of Play

The 2 players alternate turns. Within each turn, move then close combat then missile combat.

Terrain

There are 3 types of terrain:

- Clear Anything basically unobstructed
- Rough Anything that goes up & down a lot or with lots of obstructions (trees)
- Water Self-explanatory

Movement

| Mobility | Clear | Rough | Water |
|-------------------------|--------------|--------------|--------------|
| 2 Feet | 12" | 6" | 2" |
| 4+ Feet | 18" | 9" | 2" |
| Wheels | 24" | 2" | 2" |
| Tracks | 24" | 12" | 2" |
| Natural Wings | 12" | 12" | 12" |
| Helicopter | 24" | 24" | 24" |
| Airplane | 36" | 36" | 36" |
| Spaceship | 48" | 48" | 48" |
| Fins, Web Feet | 2" | 2" | 12" |
| Sailing Ship or Rowboat | 2" | 2" | 12" |
| Engined Seaship | 2" | 2" | 24" |
| Submarine | 2" | 2" | 12" |
| Magical | 12" | 12" | 12" |
| Obstructions | 0" | 0" | 0" |
| Rolling Obstructions | 2" | 2" | 2" |

Combat

Any unit except for an obstruction can initiate close combat. You must be within 1" to conduct close combat. Each figure rolls a die and adds its close combat strength. The figure with the lower total is removed. A tie has no effect. A figure can only attack once per turn, but can defend any number of times without penalty.

Missile combat is conducted similarly except that the defender can use his close combat strength or missile strength for his roll. The attacker can only be removed if the defender used his missile strength for defense, and was in range of the defender. Missiles are line of sight. You can engage obstructions. A unit adjacent to the obstruction, can fire across it.

| MELEE COMBAT | |
|---------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0 | Babies, toddlers and other innocuous beings |
| 1 | Unarmed Humanoids Animals up to cat-size Animals lacking claws or fangs up to human-size Lego blocks and other interesting objects |
| 2 | Humanoids with armed for melee but lacking armor or a really good weapon. Also humanoids without weapons, but with armor (astronauts!). Humans armed with guns are included. Humans trained for unarmed combat. Animals with claws or fangs from dog-size to human size Animals lacking claws or fangs bigger than humans up to cow size Small powered vehicles (smaller than cars) Rowboats Fences Beings with some magical ability, but not full-fledged magicians |
| 3 | Humanoids armed for melee and armored or unarmored with a really good close combat weapon (e.g. Machine Gun, Broadsword) Animals with claws or fangs larger than humans up to bear size Powered vehicles (car-size) Speedboats Barbed wire fence |
| 4 | Animals larger than bears up to elephant size Powered vehicles (truck-size). Also helicopters and small airplanes. Larger crewed boat Houses Magicians Near-heroes |
| 5 | Heroes Animals larger than elephants Military Tanks & Airplanes Passenger Airliners Military ships Skyscrapers, Castles |

Note that humanoids that are larger than normal humans or mounted are +1.

| MISSILE COMBAT | |
|-----------------------|-------------------------------------------------------------------------------------------------------|
| 1 | Rocks dropped from flyers and other casual missile weapons. Minor magical powers. Range 3" |
| 2 | Pre-gunpowder missile weapons and 1-handed guns (included SciFi weapons). Also magicians Range 12" |
| 3 | 2-Handed guns, or equivalents mounted on vehicles (including SciFi weapons) Range 24" |
| 4 | Artillery, tank guns, rockets, missiles, spaceship lasers, ship guns Range 36" |
| 5 | Missile weapons wielded by Heros and weapons shot by superior vehicles (M1 Abrams, F-14, X-Wing etc.) |

Scenarios

One side should be stronger, while the other should have some sort of defensive terrain and/or fortifications. Put a time limit on the attacker. Victory should be capture of a flag or similar feature.

Sample Order of Battle for the Wizard of Oz

| Being | Melee | Missile | Mobility |
|---------------|--------------|----------------|-----------------|
| Dorothy | 1 | | 2 feet |
| Scarecrow | 4 | | 2 feet |
| Tinman | 4 | | 2 feet |
| Cowardly Lion | 4 | | 4 feet |
| Witch | 4 | 2 | Magic |
| Flying Monkey | 3 | 1 | Natural wings |
| Kalidah | 4 | | 4 feet |
| Wizard of Oz | 2 | 1 | Magic |
| Munchkin | 1 | | 2 feet |
| Gillikin | 2 | | 2 feet |
| Hammer Heads | 3 | | 2 feet |
| China People | 0 | | 2 feet |
| Spider Thing | 5 | | 4 feet |
| Forest Beasts | 3 | | 4 feet |

Notes:

The Scarecrow counts as armored because of his resistance to physical damage. He carried weapons when needed. The flying monkeys count as 3 because of their ferocity. The magical movement of the Wizard is from his balloon.

The sole blame for these rules can be ascribed to Roger Cooper, RogerCoop@aol.com.