

TINY WARS

SHEET 1 OF 2

MASTER PROTOCOL VERSION 4.16

A short tactical wargame for grid/hex maps using custom miniatures or tokens.

1. VICTORY CONDITIONS

Win immediately by reaching **8 VP** or destroying **4 enemy units**.

SCORE 8 VICTORY POINTS

Control objectives scored at the end of each round.

ENEMY ROUT (4 KILLS)

Destroy **4 enemy units** total.

End-of-Round Scoring:

- **Objectives (2 Areas): 1 VP each.** Control each objective at the end of the round with any combat unit (*APCs excluded*).

2. ARMY SETUP & DRAFT

STANDARD STARTER SQUAD (13 CR)

For quick play, deploy: **2x Infantry, 1x Scout, 1x Tank, 1x APC.**

(Custom draft: Agree on a Credit limit and pick from Page 2 roster).

3. CORE RULES

- **Zone of Control:** Enemy-adjacent tiles stop normal movement. Scouts ignore ZOC; Focus: Move bypasses it.
- **Flanking:** +1 Resolution roll when attacking an enemy adjacent to a second friendly unit.
- **Counter-Attack:** If this unit survives an adjacent attack, it immediately attacks back.
- **Line of Sight (LOS):** Direct path between units. LOS blocked by Forest, Hills, or Buildings.

4. TURN ACTION PROTOCOLS

ACTIVATION CAP: Activate a **max of 4 units per turn** (Choose 1 action per unit per turn).

MOVE & SHOOT

Move normally, then shoot.

FOCUS: MOVE

Full Move + **+2 Evasion.**
Ignore ZOC. No shooting.

FOCUS: SHOOT

+1 Resolution. Ignore Long Range penalty. No movement.

MOVEMENT NOTE

Focus: Move bypasses Zone of control. Scouts bypass Zone Of Control automatically.

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5. UNIT ROSTER

MOV = Movement · HP = Health · RNG = Shot Range · DMG = Damage

INFANTRY		2 Cr
MOV: 2	HP: 2	
RNG: 2	DMG: 1	

SCOUT		2 Cr
MOV: 5	HP: 2	
RNG: 3	DMG: 1	
Slippery: Ignores Zone of Control. Can pass through enemies.		

APC		3 Cr
MOV: 6	HP: 4	
RNG: —	DMG: —	
Transport: Carries 2 Infantry. Cannot control VPs.		

TANK		4 Cr
MOV: 3	HP: 5	
RNG: 4	DMG: 2	

ARTILLERY		5 Cr
MOV: 1	HP: 2	
RNG: 4–10	DMG: 3	
Battery: Requires <i>Focus: Shoot</i> . Range 1–2 blind spot.		

TITAN		8 Cr
MOV: 2	HP: 8	
RNG: 8	DMG: 2	
Splash: Adjacent units take 1 DMG.		

COMBAT RESOLUTION

ROLL (1D6)	RESULT
1	MISS
2–5	NORMAL HIT → Defender chooses: take the attacker's DMG or Retreat 1 tile, if possible.
6	CRITICAL HIT → 1 DMG

HIT CHOICE

On a normal hit, the **defender chooses**: take the attacker's **DMG** or Retreat 1 tile, if possible. A natural **6** deals **1 DMG** and cannot Retreat.

ENVIRONMENT DATA

TERRAIN EFFECTS

- **Forest / City:** Enemy attacks –1.
- **Hills:** +1 Shot Range. See over Forest.
- **Water / Swamp:** Stops movement. Cannot shoot this turn.