

Version 1: initial rule set (JW)

Version 2: added movement in CC and shooting at CC

Version 3: optimized for one page (JW)

Kids of the Weald

Based on the Weald ruleset 3rd ed. This is an easy access to the Weald as a game and an easy access for kids to classic tabletop gaming.

Two players (**Player 1** and **Player 2**)

- each with roughly human sized miniatures (four hit points each)
- two sword fighters ^(*) and two bow fighters ^(*)

^{*)} Sword is just a substitute for any close combat weapon, bow is a substitute for any ranged weapon.

Board size 60cm x 60cm (2' x 24"), 30% to 50% terrain features

Edge A is Player 1's edge, the opposite

Edge B is Player 2's edge

Some six sided dice (D6s)

Measuring and pre-measuring is always allowed. Be polite, play to learn, not to win.

Goal: after round 5 whoever inflicted more hit points wins

Before the game: roll who will go first (now is Player 1).

Before round 1: Player 1 places first mini at edge A, the Player 2 places the first mini at edge B, and so on until all minis are placed.

Round sequence, Player 1 always starts

- subsequence Movement
- subsequence Shooting
- subsequence Close Combat (CC)

Within each subsequence Players 1 and 2 alternate after a mini took action, max. 1 action per mini per subsequence.

Movement

- Each miniature can move up to 4" or run up to 8"
- Climbing (up or down) costs double (climbing on a 3" high platform costs 6")
- To move away from Close Combat first roll a D6: 1-3 mini stays in CC, 4-6 minis moves up to 4" away - opportunity attack for other player
- moving within CC: up to 4" without losing base contact to enemy model

Shooting

- each bow fighter can shoot if they moved up to 4' and are not in CC
- shoots up to 18"
- hits on a 3+ on a D6 if stationary
- to hit when moved up to 4': reduce chance to hit by 1

- to hit when target is in partial cover: reduce chance to hit by 1
- to hit when target is in CC: reduce chance to hit by 1
 - on a 1: friendly model is hit
- if hit: go to Wounding

Close Combat

- each mini can fight in CC
- bow fighters hits on a 5+
- sword fighters roll two D6, each hits on a 4+
- if a mini moved into CC increase chance to hit by 1
- a roll of a 6 triggers one opportunity attack for the other Player

An **opportunity attack** is an additional attack, reduce chance to hit by 1.

Wounding

If a mini is hit, the attacking player rolls a D6 per hit to wound

- a sword fighter is wounded on a 4+
- a bow fighter is wounded on a 3+
- a wound reduces the number of hit points by 1
- if the hit points are reduced to 0 the model is removed

After round 5 check how many hit points each player inflicted. The player with the highest count wins.