



T.O.P.P.E.R. ver1.0

True One Print Page Engagement Rules

You only need standard six-sided dice (D6), a tape measure in inches, and a tabletop scattered with random objects for terrain. You don't need fancy tools. Squad point value limits are decided ahead of the game. Fifty points per player makes a great starting place for a fast skirmish. I always start testing new builds right at the fifty-point mark.

Deployment: Set up your units up to 3 inches from your near side of the table.

Core Mechanics

Players alternate activating one unit at a time until all units on the board have acted. That completes a round.

On a unit's turn, it can **Move** and take one **Action**.

Movement: Move the unit up to its Move (M) stat in inches. You cannot move through other models or solid terrain. Difficult terrain halves movement.

Actions:

- **Strike:** Attack an enemy within 1 inch.
- **Shoot:** Attack an enemy in line of sight (requires the Ranged Weapon ability). Blocked line of sight equals no shot. If your model can't actually see the target, they can't pull the trigger.
- **Sprint:** Move a second time instead of attacking.

Combat Resolution: When attacking, roll 1D6 and add your Attack (A) stat. The target rolls 1D6 and adds their Defense (D) stat. If the attacker's total is strictly higher, the target loses 1 Wound (W). Ties always go to the defender.

Golden Bullet: If the attacker rolls a natural 6, roll the die one more time. A roll of 4 or higher confirms the critical. The attack becomes a Golden Bullet and automatically inflicts its Wounds. This bypasses the defender's roll and armor stats entirely.

Remove the model from the table when a unit's Wounds reach zero.

Terrain Advantage: Cover grants a flat +1 to Defense against shooting attacks.

The Character Forge

Build your forces from scratch. Every model in your army starts with the Base Profile for a flat 5 points.

BaseProfile (5 Points):

Move: 4 | Attack: +1 | Defense: +1 | Wounds: 1

Stat Upgrades

Increase a unit's base stats by spending points from your pool.

- **+1 Move:** 1 Point (Max 8)
- **+1 Attack:** 2 Points (Max +4)
- **+1 Defense:** 2 Points (Max +4)
- **+1 Wound:** 3 Points (Max 4)

Powers & Abilities

Customize your units by buying special traits. Mix and match to create almost any character archetype.

The Table Rule: Want a power not on this list? Invent it. Pitch the mechanics to your opponent. The table decides on a fair point value before the game starts. I find negotiating these custom costs is often the best part of the pre-game. If the table can't agree on a price, you don't use the ability.

For 3 points, a model can take a **Ranged Weapon**. This lets them use the Shoot action up to 12 inches away. If you want to shoot further, spend 2 points on **Long Range** to push that distance to 24 inches. Long Range requires a Ranged Weapon first.

You can buy **Flight** for 4 points to ignore all terrain and other models while moving. For a cheaper option, **Agile** runs 2 points and lets your unit step normally through difficult or rough terrain. Grab **Teleport** for 5 points if you want unmatched positioning. Instead of moving normally, just place the model anywhere within 8 inches.

Want to hit harder? **Brutal** costs 3 points. On a natural D6 roll of 6 when attacking, you inflict 2 Wounds instead of 1. You can also blast past enemy defenses with **Magic Blast** for 4 points. This grants a Shoot action with a 10-inch range that ignores all enemy cover bonuses.

Defensive options keep your units alive longer. **Regeneration** is priced at 4 points, letting you heal 1 lost Wound at the exact start of the unit's activation. **Heavy Armor** costs 3 points. It lets you completely ignore the first Wound the unit takes in the game. You can support your allies with **Shield Wall** for 3 points. Friendly units within 2 inches gain a +1 to their Defense roll.

Finally, for 1 point, you can pick up **Swarm**. If the unit is killed, roll a D6. On a 5 or 6, they return to your starting board edge in the next round.

Example Builds

Basic Foot Soldier (8 pts): Base Profile, Ranged Weapon. (M:4, A:+1, D:+1, W:1). **Melee Brute (13 pts):** Base Profile, +1 Attack, +1 Wound, Brutal. (M:4, A:+2, D:+1, W:2). **Flying Sniper (18 pts):** Base Profile, +2 Attack, Ranged Weapon, Long Range, Flight. (M:4, A:+3, D:+1, W:1).

