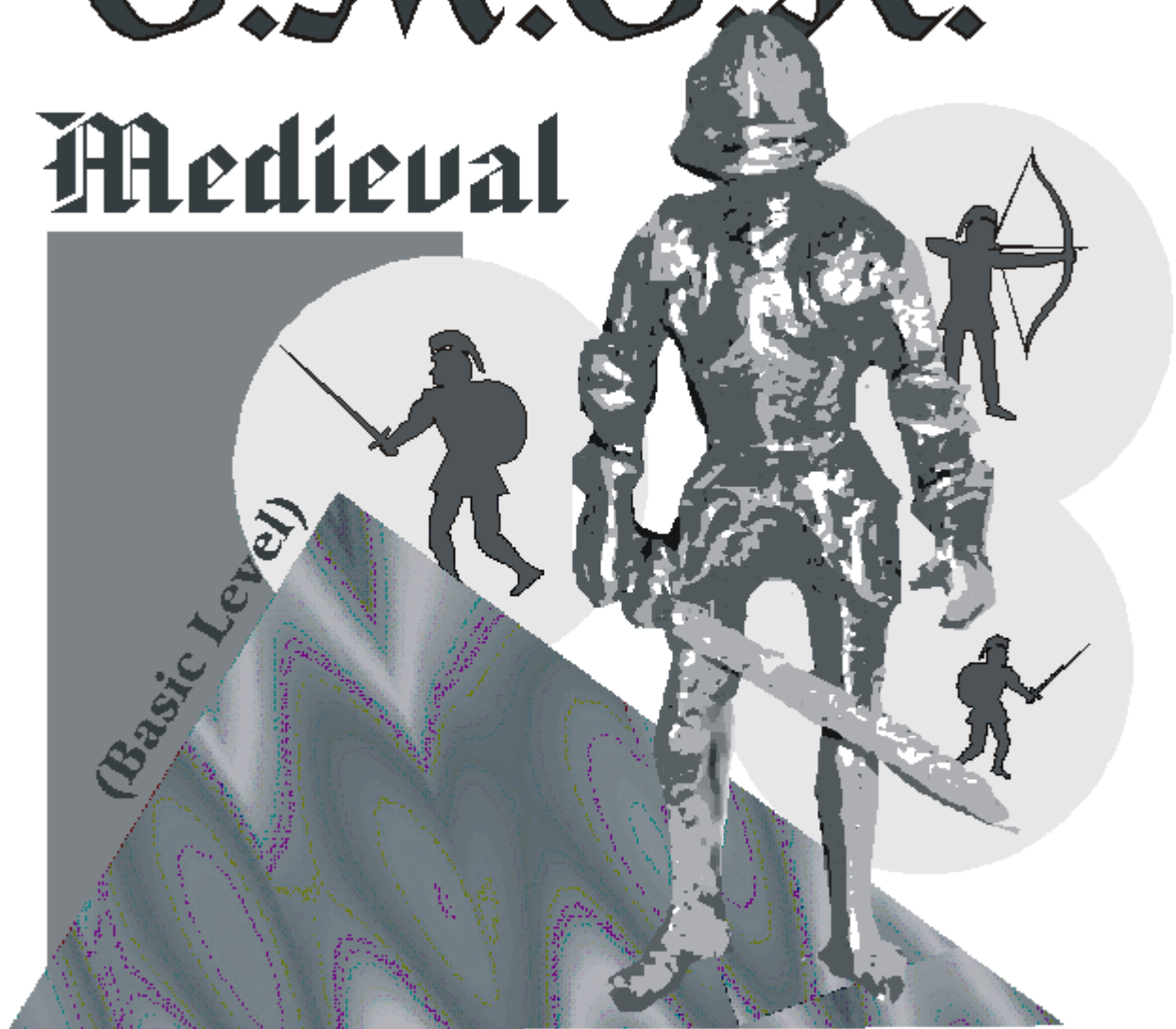


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One Man, One Knight

O.M.O.K.

Medieval



The Game

for Playing with Toy Soldier Art

OMOK (One Man One Knight) is a game for classic toy knights and any available space. It can be played on a desktop, a coffee table, a counter top or other surface. The game itself is simple, easy to learn and easy to play. Games can be brief enough to be played on a lunch break. Aside from soldiers, the only equipment is a six inch ruler and a pair of dice or six coins. Everything else is there.



OMOK is a soldier game. You do not need military knowledge to play. The game takes care of all of that. If you are using Toy Soldier Art figures, it is even easier. Each now comes with a card that has the necessary information.

OMOK Basic is intended for classic toy Knights, Vikings and other Medieval miniatures. It is a game of small numbers of warriors clashing. In real life, these small fights were the result of scouting missions, probes of the enemy's position, raids and accidental clashing between stragglers. They involve an odd mix of warriors on both sides. Fight of this sort rarely warranted the support of larger units or heavy weapons. They were short, quick struggles of little tactical or strategic value.

To begin OMOK requires a few things.

First is a place to play. The game is designed for a convenient space such as a desk, table or work bench. You can play on a coffee table or kitchen table. The space does not have to be large.

Next, you need warriors. OMOK was designed to be used with Toy Soldier Art figures. These are 2 to 2 ½ inches tall. They are the same size as the classic plastic army men. They also have the same weapons.

You need a measuring stick to measure range and movement. A 6" ruler will do nicely.

You need some way to figure the random factor. You can use coins or a six-sided dice, or make a spinner with six spaces.

Terrain and Structures

Real battles take place around hills, across rivers, through villages and in woods. You could make miniature scenery or buy it from a craft store or hobby shop. An easier and more immediate way of having terrain is to use things that are usually on a desk or table. Coffee mugs, plates, napkins and books can be houses, lakes, forests and hills.

Houses: a coffee cup, mug or pencil holder can be used as a house. If you have it right side

up, you can put a soldier inside if he is supposed to be in the house,. Invert it, put him on the bottom (which is now the top) and he can be on top of the house.

Lakes and impassable areas: plates and saucers can be used to represent lakes or swamps.

Woods and Jungles: small wooded areas are represented by an open napkin. You can fold and open the napkin to the right size for your forest.

Place mats make a good starting point for each army.

Roads are strips of paper.

Hills are made by stacking books, boxes or even thick cutting boards.

Stacks of pencils or folded cardstock can be walls.

Rivers and streams are strips of paper colored differently than roads.

A bridge can be as simple as a single strip of paper placed over a waterway.



What makes a battle?

You need three things to have a battle. Soldiers need to move. Soldiers need to fight. Soldiers need to shoot.

Move: the way we move in OMOK is easy. An average man covers a certain distance in a given amount of time. He moves fastest on a road, trail or path. Moving off the path is harder and takes a little longer. It also takes longer to go through woods or a swamp.

Men on foot

A FULL move is 6", a PART move is 4", a HALF move is 3" and a SHORT move is 2"

A man on a road, or in a town or walled courtyard moves the FULL move. 6"

A man off road moves a PART move. 4"

A man going uphill on a road also goes a PART move. 4"

A man going uphill off road goes a HALF move 3"

A man going through a swamp, fording a river or climbing an obstacle goes a SHORT move. 2"

A man in half to full armor may not pass through a swamp.

If a road goes through a swamp or woods, the man still moves a FULL move. 6"

Horsemen

A horse on a road, or in a town or walled courtyard moves 2 (two) FULL moves.

A horse off road moves a FULL move. 6"

A horse going uphill on a road also goes 2 (two) PART moves 8"

A horse going uphill off road goes a PART move. 4"

A horse going through a swamp, fording a river or climbing an obstacle goes a HALF move. 3"

Cavalry mounting or dismounting: HALF move 3" (Cavalry cannot mount / dismount in swamp, while fording river or climbing.)

A mounted warrior in full armor and / or an armored horse may not enter a swamp or ford.

If a road goes through a swamp or woods, the horse still moves 2 FULL moves.

You can make a measuring stick with a 6 inch piece of cardboard. On one side make a line in the center. This is a HALF move. On the other, mark a line at the 4" point. The longer portion is a PART move and the shorter is a SHORT move. The entire stick is a FULL move.

Of course, you can also use a ruler.

Hand to Hand fighting

The main method to combat the enemy is to fight with lances, spears, maces, axes and whatever else they can swing at an enemy. Each player rolls dice and adds or subtracts according to the table below. The loser of the roll is removed.

Horseman fighting a man on foot +1
 or, Heavy Armored Horseman **charging** men on foot +2
 Lancer **charging cavalry** in the open +1
 Heavy armored horsemen charging light cavalry +1
 Warrior with polearm (spear, halberd, etc.) +1
 Polearm **charge** adds an extra +1
(polearms do not get this bonus in houses or woods.)
 Morningstar chain mace in woods or house -1
 Peasants - 1

Two to one: when two attack, each of the two add +1

Unarmored man fighting a man in armor -1

Three to one - rule of three: when three fight one, the first adds +1, the second adds +2. If the enemy is still standing, he is automatically removed by the third.



Horse Charge: Horsemen can declare a charge if moving against an enemy who is more than a PART move away. The charge gives then an added attack bonus for the charge. They can only charge once per game. As cavalry responds to a charge by moving, there is only an added bonus for cavalry charging cavalry in the special circumstances listed above.

Spear Charge: A soldier with a polearm can declare a spear charge and rush to hand-to-hand combat at an opponent who is at least a SHORT move away. He may only charge once per game.

Repel Horses: a charging horse can be stopped by foot soldiers armed with polearms. At least two of them must have polearms with a pointed end. They must face the charging horseman together. This removes the charge bonus for horses and the bonus for horsemen attacking infantry.

Shooting: Shooting is a matter of distance and accuracy. In other words, how well can you hit a target at a given distance? We call this distance "range" The range of weapons varies. In the real world, the effective long range for a common bow and arrow is about 100 yards. Effective is the distance at which an average soldier can hit a target under combat conditions. The effective range of a heavy crossbow is about 250 yards.

We have to scale down our ranges. Otherwise our game would be a big shooting match with no need to move.

Each weapon has a range. Most are split into three segments: close range, medium range and long range. The closer the target, the easier it is to hit. It is harder to hit a target at long range than at short range. Here is where we need dice or coins or a spinner. The random factor is a part of shooting. We use it to determine our chances of hitting a target.

To shoot, a dice is rolled. The range to the target is figured: short, medium or long. Each weapon has its own numbers needed to hit. We account for accuracy. Bows and Crossbows lost much of their accuracy at long range.

Here are the basic weapons and their ranges

Weapon	Short range	Medium range	Long range
Standard Bow	3" -HALF 4,5,6	6" - FULL - 5, 6	9" Full + Half 6
Long Bow	6" - FULL 4,5,6	12" two FULL 5,6	18" three FULL 6
Crossbow	4" - PART 3,4,5,6	8" PART + SHORT 4, 5,6	12" two FULL 6
Heavy Crossbow	6" FULL 3,4,5,6	12" two FULL 4, 5,6	18" three FULL 6

Shooting can be affected by other factors. It is harder to hit an enemy who is behind a wall or in a house. Sniping from a roof or high point makes it easier to shoot. Using the factors below, and subtract from your dice roll. The sum is the result you check on the chart above.

Enemy in woods -1
Enemy in house - 2
Enemy behind low wall - 1
Enemy behind chest-high wall - 2
Shooting at enemy from roof or high place +1
Enemy firing around a house, tree or wall -1
Enemy firing around or over a large object (boulder, crates, etc) -1
Shooting from a horse that moved this turn -1
Enemy in half armor -1
Enemy in Full Armor -2
Enemy with large shield -1



Heavy Weapons

Medieval heavy weapons were ponderous things. Most were erected right in place for sieges. The few "portable" rolled on thick wooden wheels, pushed by many men. Firing was a slow process involving winches, cranks and levers. Even the gunpowder artillery that came toward the end of the Medieval era required much time to load and fire.

Medieval Heavy weapons were mostly employed for sieges or strategic operations of very large armies. They are way beyond the scope of OMOK. With crews of eight or more for the smaller catapults, a heavy weapon might require all of one's OMOK units. Therefore, we forego the heavy weapons and stick to the ones that work for us.

Unhittable

A soldier who is behind a house, a hill or a woods cannot be hit by direct fire.

A soldier more than 2" away from the edge of the woods cannot be hit by direct fire or by mortars fired from outside the woods. He can be hit by other soldiers in the woods..

Units

Just as with real armies, troops are organized into units. The basic unit of OMOK is the team. It can be three to five men. Two to three teams can make up a squad. The squad requires at least one officer. Troops must move as a unit. In the unit, troops must remain within half a move of the nearest team member. If a team is reduced to 1, that soldier must either hold his position until another team arrives, or move to join the nearest team.

Officers can move independently. They do not have to remain with a team.

Turn Sequence

Turns follow this sequence: Side 1 move, then Side 2. After movement, both sides fire simultaneously. When firing is done, hand to hand combat is resolved. The next turn move, Side 2 moves first. Alternate every move thereafter.

Each side has 2 minutes to move. Nothing more can be moved when the time limit is up.

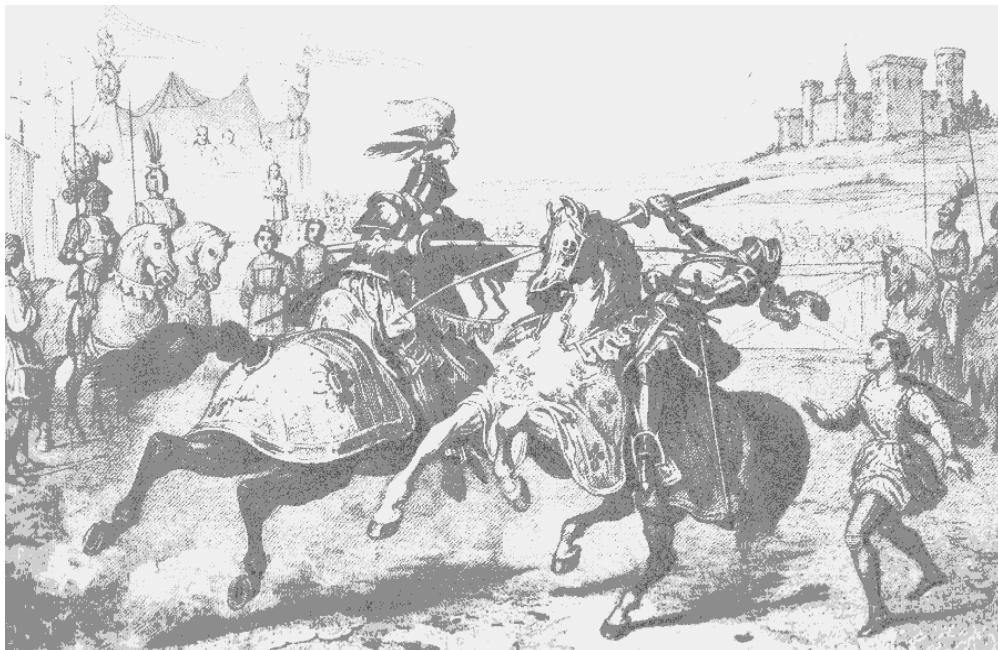
Winning

There are several ways to play. Here are two example, but you may come up with your own:

Objective: each side picks an objective on the enemy side of the board. A player must take the objective and prevent the enemy from doing the same. (For example, "Take the red house." or "Hold the bridge on the left".) He must hold the objective for 3 turns.

Wipe-out: the game is played for a certain amount of time. For example. the time limit is twelve turns or ten turns or an hour. The side that makes the enemy lose the most soldiers by end of the game wins.

Optional: To maintain the best playing conditions, it is wise to limit the size of opposing forces. There is a simple formula. Each side can have approximately 1 man per square foot of battlefield. Of course, smaller amounts are allowable.



TOY SOLDIER ART



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