

## Abandoned Mind Games Simple System Miniatures Game

Recommended for light RPG  
and small unit tactical battle scenarios.

### Attributes Roll-up

Player characters start with 12 in each of the 3 attributes below and distribute 3+D6 points among Skill, Being and Mind.

**SKILL** = Abilities, Melee, Education.

**BEING** = Hit Points, Strength, Energy, Mana.

**MIND** = Morale, Perception, Will power, Intelligence.

**MOVE** = 6 inches, 30 feet, 10 meters each Turn, doubles on second turn if running in a straight unobstructed line.

**TURN** = 3 seconds

### Grunts, Cohorts and Cannon Fodder

Don't spend a lot of time setting up troops whose main purpose will be being wasted by your enemies. Choose a single number from the **number (level) chart** to represent even a whole platoon of followers. You can also use one number to represent morale for the entire party, that number is determined by averaging out morale for the group (average up). This is fine for battles where you want quick results and don't want to be fumbling with paper and dice. Heroes are always able to roll separately even if their Morale number is used to determine group Morale. And remember these are merely guidelines, alter as you see fit.

### Number (level) Chart

Choose a number from below for your main characters and/or hero and then add cohorts or cannon fodder troops.

2 year old = 1

10 year old = 5

Average person = 10 -12

Trained soldier = 13-14

Highly trained soldier or vet = 15-16

Superior leader or elite vet 17- 18

Exceptional/ human limit/hero 19-20

### Melee

You have your character(s) and cohorts ready to go, so after an encounter, when the fight breaks out, here's what to do.

#### 1. Highest SKILL has initiative

If tied, each player roll a D6, lowest roll goes first.

Roll in order of highest SKILL, acting as melee in this instance. Roll dice to break ties.

**2. Designate targets** or pick random targets by rolling a dice and each number representing an available target.

**3. Roll D20**, if results are lower than character's SKILL you have hit target.

**4. Roll on damage table.**

**5. MORALE**, if one side is losing badly (2 casualties for each of the enemies or worse) or the odds look bad, roll D20 vs. Morale (MIND) to determine if their morale holds. Only one roll is necessary for troops with the same number. If results are higher than morale, roll on table below.

### D6 Morale Table

- 1** = Defensive mode, attack cautiously if possible, add +1 to this table each turn that losing conditions persist.
- 2** = Sense impending defeat, retreat in order. Attack if possible to do so without risk.
- 3** = Shook up, sloppy retreat.
- 4** = Scared, retreat without order.
- 5** = Routed, drop weapons and run for it.
- 6** = Hysterical, cry and crap pants.

### Damage Table

- 1 or 2** = Graze or slight wound, lose 1 turn.
- 3 or 4** = Serious wound or injury. Lose 1/2 SKILL/BEING related attributes (Hit Points, Strength) and lose D4 turns.
- 5 or 6** = Incapacitated or dead. No action.

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