

OMOG (One Man One Gun) Basic © 2010 T. Steil and A. Steil All Rights Reserved

O.M.O.G.

One Man. One Gun

Musket



(Basic Level)

The Game

for Playing with Toy Soldier Art

OMOG (One Man One Gun) Musket is a game for toy soldiers 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.

OMOG 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.

OMOG Musket (One Man One Gun) is played with toy soldiers from the Seven Years War and American Revolution to the Napoleonic War. The game represents combat between very small units of soldiers. Unlike the set-piece warfare of larger formations, these battles are minor skirmishes between teams of individual soldiers. In real history, these were little fights between patrols, pickets and scouts or raids for a specific objective. There are not enough troops for the formations of musketeers and mass cavalry charges. After all, this is One Man, One Gun, or One Gun Per Man.

To begin OMOG 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 soldiers. OMOG 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. For OMOG Musket, you can use toy soldiers representing the French & Indian War, American Revolution, War of 1812, Napoleonic Wars and Seven Years War.

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

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.

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

Roads are strips of paper.

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.

Stacks of pencils or folded cards can be walls.

We have a battlefield!



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 OMOG 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"

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.)

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.

Shooting: The main way to combat the enemy is through shooting. Whether you are throwing a grenade or letting loose with a machine gun, 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 black powder rifle is about 300 yards. Effective is the distance at which an average soldier can hit a target under combat conditions. The effective range of a pistol is about 25 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. For a rifle, it takes a 3, 4, 5 or 6 to hit at close range. It takes 4, 5 or 6 for medium range. A long range target can only be hit by a 5 or 6. There is a 66% change of hitting at short range, 50% at medium range and 33% at short range.

Here are the firearms and their ranges:

Musket: the standard weapons of the era is the musket. It is a smooth-bore weapon that can be reloaded rather quickly, at least by Revolutionary War standards. The musket is inaccurate, since it is intended for firing at large units of men rather than individuals.

The one advantage to the musket is that it can use a bayonet. For hand to hand combat, a bayonet gives a soldier an advantage.

Rifles: the rifle has a grooved bore which makes the bullet spin, giving it more accuracy and range. A rifle can fire further than a musket, and with a better chance of hitting something. The problem is that it cannot be fitted with a bayonet. For hand to hand combat, the rifle is a disadvantage.

Carbines: a carbine is a short musket used by dragoons and other heavy cavalry. Muskets are inaccurate and carbines are wildly inaccurate. A horseman who fires a carbine while moving has

very little chance of hitting anything. He has to stay still to fire with any likelihood of hitting something.

Pistols: the pistol is a short-range weapon carried mainly by cavalry and infantry officers. Accuracy is poor except at the shortest range. The pistol was used mainly as a defensive weapon by officers on the ground. Cavalry used them to attack enemy formations at close range.

Weapon	Close range	Medium range	Long range
Musket	4" SHORT 4,5,6	8" - FULL + SHORT 5,6	12" 2 FULL - 6
Rifle	6" FULL 3,4,5,6	12" 2 FULL 4,5,6	18" 3 FULL - 5,6
Carbine	3" HALF 4,5,6	6" FULL 5,6	9" FULL 6
Pistol	2" - SHORT 4,5,6	4" - PART 5,6	6" - 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.

- Enemy in woods -1
- Enemy in house - 2
- Enemy behind low wall - 1
- Enemy behind chest-high wall - 2
- Shooting from roof or high place +1
- Enemy using crest of hill -1
- Enemy firing around a house, tree or wall -1
- Enemy firing around or over a large object (boulder, crates, etc) -1



Reloading: the old muskets, rifles and pistol were "muzzle-loaders." It took time to reload them. A man would have a very hard time reloading if he were moving. To reflect this, we have a rule. A man may move with a loaded rifle and shoot. However, once a man shoots, he cannot reload in any turn in which he moves. Once he stops, he can reload and fire. He can also reload, move, and then fire. He cannot fire, move and then shoot. The man must spend at least one move in place before he can shoot again. This also applies to cavalry. A horseman cannot reload on the move.

For practical reasons, all players at the start of the game are considered to have loaded weapons.

A person who moved can still engage in hand-to-hand combat.

Firing at charging troops: if an enemy has declared a charge against you and you wish to fire at him, it must be calculated differently. Measure the distance between him and your shooter. The halfway point is the range at which you fire.

Artillery: Cannons and howitzers were used for battles involving larger formations of troops. They would not be available for the kind of small combat as depicted in OMOG Musket. Therefore, it is not part of the basic OMOG Musket game

Hand to Hand fighting

There are times when troops come into contact and fight with bayonets, knives 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.

Cavalryman fighting a man on foot +1
 or, Heavy Cavalry **charging** men on foot +2
 Lancer **charging cavalry** in the open +1
 Heavy Cavalry charging light cavalry +1
 Soldier with musket that can use bayonet +1
(Bayonets do not get this bonus in houses or woods.)
 Bayonet **charge** adds an extra +1
 Elite +1
 Tomahawk, knife, club and all rifleman -1
 Two to one: when two attack, each of the two add +1
 Fighting a man in armor (Cuirassier) -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.

Cavalry Charge: Cavalry can declare a charge if moving against an enemy who is more than a PART move away. The charge gives them 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.

Bayonet Charge: A musketeer can declare a bayonet charge and rush to hand-to-hand combat at an opponent who is at least a SHORT move away. He may not shoot that turn. He may only charge once per game.

Repel Horses: a charging horse can be stopped by three foot soldiers. At least two of them must have rifles that can use bayonets. They must face the charging horsemen. This removes the charge bonus for cavalry and the bonus for cavalry attacking infantry. The third soldier may shoot that turn; the two others may not.

Unhittable

A soldier who is behind a house, a hill or a woods cannot be hit by direct fire. He can be hit by a mortar provided his is 2" or more from the house, hill or woods AND you have a soldier in position to see him. Mortars fire at a high angle and can come in close.

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..

For the "unhittable" soldier: if he cannot hit you, you cannot fire back at him. You can only shoot at targets that can shoot at you..

Units

Just as with real armies, troops are organized into units. The basic unit of OMOG 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, 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 examples:

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".)

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.

Advanced Rules: A set of Advanced Rules for OMOG is in the works. It will cover heavy weapons, advanced movement and field guns. For now, rules for special weapons and situations will be packed with Toy Soldier Art figures carrying those weapons.

TOY SOLDIER ART



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