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O.M.O.G.

One Man, One Gun

ADVANCED



The Game

for Playing with Toy Soldier Art

Omog (One Man One Gun) is a game for toy soldiers and any available space. It can be played on a desktop, a coffee table, a countertop 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.

The game itself is a small unit action. In real life it would involve a squad or two. Missions of that sort are usually small patrol actions, listening posts, prisoner snatching, short-range reconnaissance and probes of the enemy line in that sector. The usual procedure is for the small unit to go and accomplish its mission, and then return to its larger unit. If you had seen the "Band of Brothers" miniseries, there was a small raid intended to take a prisoner. The soldiers went to a starting point, crossed a river, and made their raid. They hastily returned once they got their prisoner. That was a typical small-unit mission.



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.

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 not 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.



We have a battlefield!

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 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.

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.

A man off road moves a PART move.

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

A man going uphill off road goes a HALF move

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

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

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 method 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 standard combat rifle is about 500 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% chance of hitting at short range, 50% at medium range and 33% at long range.

Here are the basic weapons and their ranges

Weapon	Short range	Medium range	Long range
Rifle	6" - FULL 3,4,5,6	12" two FULL 4,5,6	18" three FULL 5,6
Assault Rifle	4" - PART - Cone	8" - FULL = SHORT 4.5.6	12" two FULL 5,6
Submachine gun	3" - HALF - Cone	6" - FULL - 4,5,6	9" FULL = HALF - 5,6
Pistol	3" - HALF 4,5,6	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

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



Grenades and Heavy Weapons

There are weapons which use other means to hit a target. They work differently than the standard firearms and they do much more damage.

Combat of this sort involves small groups of soldiers armed with basic, man-carried weapons such as rifles, assault rifles, submachine guns, pistols and light machine guns. Heavier weapons are uncommon, but not unknown in these small actions. Heavy machine guns, mortars, bazookas, flamethrowers and light recoilless rifles are support weapons used for missions involving larger units. The only time they are used with small units is when support is needed for a specific objective. A heavy weapon might be assigned for missions that require additional firepower.



Hand Grenade: variations of this weapon have been around since the late Middle Ages. A Hand Grenade is a small bomb that is thrown at the enemy. The target must be at least 3 inches and no more than 6 inches away. To throw, roll dice. 1 means the grenade is a dud and does not explode. 2 means it lands 1" short of target. 3 means it lands 1" past the target. 4 means it lands 2" past the target. 5 and 6 land right on target. The blast disk is 2 1/2" and it is the center of the disk that is placed where it lands. Obviously, a grenade can fall long or short and still hit. Anyone not under cover in the blast disk is removed. The average grenadier carried 5 grenades.

Recoilless rifles and bazookas are special weapons. When they hit a target they explode. If either hits a vehicle, it is destroyed and remains as a burning hulk. A hit on a small house will damage it and eliminate anyone inside. On a large house it will do the same to the part of the house it hits. Fired at the ground, it explodes and removes anyone inside the blast cone except those under cover.

A hit on a wall will remove 2" of wall and anyone behind that section.

Recoilless rifles and bazookas require an extra man to carry ammo. The shooter can carry 1 round; the extra man can carry 3.

Bazookas and Recoilless rifles can be fired at a place to explode, like launching a grenade. The burst area is cone-shaped.

Recoilless Rifle	3" to 6" 3, 4, 5, 6	6" to 12" 4, 5, 6	12" to 18" 5, 6
Bazooka	3" to 4" 3, 4, 5, 6	4" to 8" 4, 5, 6	8" to 12" 6

A flamethrower squirts a burning liquid. It burns a swath 6" long and 1" wide. Anyone in the path is hit and removed unless he is under cover. If a flamethrower is aimed at a building or bunker, it forces anyone inside to flee and neither fight nor shoot that move. Flamethrowers can only shoot 3 times per game.

A mortar is a heavy weapon that requires a crew. Think of it as a long-range grenade launcher that has a 4" blast disk. The mortar can fire at targets up to five sticks away (30 inches) but no closer the two sticks (twelve inches). On a 1, it lands 2" short of its target, a 3 is 2" over, a 4" is 2" left and a 5" is 2" to your right. A 5 or 6 lands right on target. Each turn the mortar fires at the same exact location, it adds 1 to its hit probability. Everyone within the blast disk is hit unless they have cover. A mortar team carries 5 rounds.

A mortar requires at least two men to move it and fire it. Though the second man may have another weapon, he cannot use it when firing or moving the mortar.

After moving, a mortar must wait 1 turn before it can fire.

A grenade launcher like the M79 or rifle grenade is a one-man weapon that fires like a mortar, but has a range of only 3 sticks (18 inches) and a 2 1/2" burst area.

A machine gun fires bursts of bullets. It has a very long range of 4 sticks or 24". The cone of

fire is 24" long. It extends to 3" wide and the 16" line, then tapers back to a point. This is kite-shaped. Anyone in the cone not under cover is hit. A machine gun can fire six bursts. Lone of Fire shots do not count as expended ammo; they are a free shot.

A machine gun that has not moved the previous turn can call "Line of fire". This is a line stretching from the center of the weapon to a point 24" away. Anyone not under cover who crosses this line is automatically hit. A marker should be laid in front of the gun pointing at the direction of the Line of Fire This allows a heavy machine gun to cover an area. The Line of Fire is lost when the gun is moved out of position.

A machine gun requires a crew of two. It cannot fire on any move when it is moved. The second man is the loader. He may carry another weapon, but may not use it on turns when the machine gun fires or is moved.

An automatic rifle (BAR, Bren) is a type of light machine gun that can be carried by one man. It has a range of 18 inches. Its cone of fire is 18 inches long and 2 inches wide. It can move and fire for one turn, but must wait the next turn before moving again.

Burst Cones

Several weapons use burst cones. Submachine guns and assault rifles use them to simulate automatic fire at close range. Light and heavy machine guns use burst cones to represent their concentrated bursts of automatic fire. Grenades, mortars and light artillery se them to depict the blast area of an explosion. Bazookas and recoilless rifles use cones when they are fired to be used as an explosive round rather than hit a target.

Because all of these weapons affect targets within specific area, a cone is used. Everyone within the cone is hit unless they have cover.

Assault rifle: The cone is used at targets closer than 4" It is an isosceles triangle that is 2" wide and 4"long. Everyone in the cone who is not under cover is hit.

Submachine gun: The burst cone is used at targets closer than 3: The cone is an isosceles triangle that is 3" wide and 3" long.Put the point at barrel of firing weapon. Everyone in the cone who is not under cover is hit.

Grenade has a 2 1/2" disk: make a disk that has a diameter of 2 1/2 inches.

Mortar has 4" disk: make a disk that has a diameter of 4 inches

Blast disk for a recoilless rifle or bazooka: take a 3" disk and draw a point. From that point draw a line to the center of the disk on either side and cut. It will look like an ice cream cone. Anyone in the cone is hit except those under cover

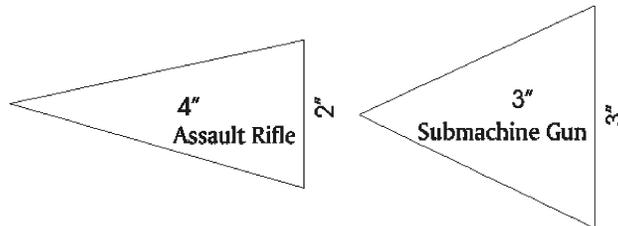


To determine impact for mortars and grenades, place the center of the disk over the target point. For recoilless rifles and bazookas, place the point of the cone at the spot where you are aiming. For submachine guns, machine guns and assault rifles, place the point of the cone on the center of the figure who is firing.



Cover from heavy weapons

Person in woods, behind walls or houses have cover if a heavy weapon cone is placed over them provided the cover is between them and the point of impact. They can roll dice to see if they are safe.



The point of impact is at the center of the disk for grenades and mortars. For recoilless rifle, bazookas, submachine guns and assault rifles, it is the tip of the triangle.

If they are between cover and the point of impact, they do not get cover.

Roll dice for each person who has cover. If they get the numbers as indicated below, they survive.

In house or bunker: 3, 4, 5, 6

In woods 5, 6

Behind stone wall 4, 5, 6

Behind wood wall 5, 6

Behind tree or other narrow object: 5, 6

Ammo rules

Flamethrowers, grenades, mortars, recoilless rifles, bazookas, machine guns and mortars each have a limited amount of times they may shoot. The easy way to deal with this is for each player to have separate stacks of coins, chips or other markers for each heavy weapon. As the weapon fires, he discards the appropriate marker.

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.

Soldier with rifle or assault rifle that can use bayonet +1
Bayonets do not get this bonus in houses or woods.
Elite +1

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

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.

The Peekaboo Rule

A soldier hiding in an unhittable position can be surprised. An enemy who comes around the object with a hand-held weapon gets a free shot UNLESS there has been someone observing from the corner of the woods or house. The observer is not unhittable himself, using cover as normal. He can warn anyone who is "unhittable" and within a half move of him.

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 may 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. If the officer is hit, all troops under his command cannot move on the next turn.



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 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 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.

Shooting: The ranges given are for smaller spaces and / or figures under 45mm tall. You can double firing weapons ranges, but not movement, if you have sufficient room. You cannot double hand grenade range.



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