



QUICK AND SIMPLE WARGAMING SERIES

They Go Down Easy

A fast-paced arena battle game

By Zoë Kirk-Robinson

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Also by the author

The Unconquered Sun,
a skirmish wargame in the far future

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For Jenny

Who is this game for?

This is a very fast-paced, easy-to-use game for people who want to get into wargaming but are put off by the complexity of many rules sets. It doesn't feature a lot of tables to check over. There are few tokens on the board to clutter up the scenery. It's as close as I can get to just you, the models and some dice.

I created this game because a friend wanted the simplest, most straightforward wargaming experience possible. I hope I've achieved that as closely as possible (I did have to have wound markers for vehicles, otherwise they would just act like differently-shaped people).

The Rules

They Go Down Easy is as quick and simple a wargame as it is possible for me to make. Every rule is listed in this one chapter.

- **Decide who goes first** by rolling 1d6. The player with the highest roll then decides if they go first or second. If players roll the same number, keep rolling until someone wins.
- **Players then take turns activating their models**, in an “I go, you go” pattern. Each model is activated in turn until all models have been activated. When this happens, the Round ends.
- **Play continues until 10 rounds have ended**, or all models belonging to one player have been destroyed. In the case of all models belonging to one player being

destroyed, the game ends immediately not at the end of the current Round.

- **The winner** is the player who has the most points at the end of Round 10, or when one side's models are all destroyed; whichever comes first.

Activating a Model

Each model, when activated, has 4 Action Points. Players may choose to spend some, all, or none of these points for that model each round. Points are spent to undertake actions as follows, which each action costing 1 Action Point:

- **Move** the model up to its Move value in inches (or hexes/spaces) on the board.
- **Shoot** at an enemy that is not within 1 inch (or 1 space/hex) of the model on the board.
- **Fight** an enemy that is 1 inch (or 1 hex/space) or less from the model on the board.
- **Heal** a model that is 1 inch (or 1 space/hex) or less from the model on the board.
- **Overwatch**, so the first enemy model that comes within a 6 inch (or 6 hex/space) range of the model this Round is **shot** at.

A model can undertake the same action more than once per round, providing they have sufficient Action Points.

Moving

A model may move in any direction and any distance up to its Move value in inches (or spaces/hexes). Models cannot pass through walls, barriers or similar obstructions.

Infantry can climb walls, etc as long as they have enough Action Points available to stack together to get the required total Move value to complete the action. So a heavy infantry unit with Move 2 would need to use 2 Action Points in order to scale a 3 inch tall wall or barrier, but a standard infantry model with Move 3 would only need to use 1 Action Point.

Vehicles cannot climb walls, barriers or similar obstructions.

Shooting

A model can be shot at if a straight line can be drawn from the attacking model to any part of the target model, excluding the base (if it has one).

Shooting is resolved as follows:

- The shooting player rolls 1d6 and adds (or subtracts, if the value is negative) the Shoot attribute for the model in question.
- The target player rolls 1d6 and adds (or subtracts, if the value is negative) the Armour attribute for the model in question.
- If the shooting player has a higher result than the target player, the target model is hit and removes 1 Health point from its total.

Fighting

A model can be fought if a straight line can be drawn from the attacking model to any part of the target model, excluding the base (if it has one).

Fighting is resolved as follows:

- The attacking player rolls 1d6 and adds (or subtracts, if the value is negative) the Strength attribute for the model in question.
- The defending player rolls 1d6 and adds (or subtracts, if the value is negative) the Armour attribute for the model in question.
- If the attacking player has a higher result than the defending player, the defending model is hit and removes 1 Health point from its total.

Healing

A model may be healed if it is Injured or Downed. Each healing action undertaken will restore 1 Health Point.

A model cannot be healed above its starting Health Point total.

Injury and Downed Models

Models with fewer Health Points than they start the game with are considered Injured.

If a model is taken to 0 Health points or less in a Round, it is considered Downed.

A Downed model cannot use Action Points this Round.

If a Downed model is not healed back to at least 1 Health Point at the end of the Round after it was Downed, it is Destroyed and removed from the board.

Model Statistics

Models have the following attributes at the start of each game:

Unit Type	Strength	Shoot	Armour	Move	Health
Infantry	0	1	0	3	1
Heavy Infantry	1	1	1	2	1
Light Vehicle	1	1	2	4	3
Armoured Vehicle	2	2	4	3	6

Scoring Points

Players can score points in two ways: by destroying a unit, or holding an objective.

A player scores 1 point each time an opponent's unit is destroyed.

A player scores 1 point each time they hold an objective at the end of the Round.

Holding Objectives

An objective is a position on the battlefield, marked by either a piece of terrain with a defined boundary (such as a building or a ruin with clearly determined edges), or an object on the game board (such as an Objective Marker, or a piece of equipment).

Control of an objective is determined by which player has the most models “on” that objective.

For terrain objectives with clearly defined boundaries, being “on” the objective means models that are within the boundaries of the objective; in whole or in part. Bases count for this, so it is possible to “toe onto” an objective by

having part of the base within the boundaries of the objective.

For objects on the game board, a model is “on” the objective if it is within a 3 inch (or 3 space/hex) perimeter of the object, in whole or in part. Again, bases count and it is possible to “toe one” the objective by having part of the base within the boundaries of the objective.

About the Author



Zoë Kirk-Robinson is a long-time wargamer, having started with *Hero Quest* and *Space Crusade* in the 1980s. She has coded a long list of video games for various computers and one other wargame. She lives behind a computer in Bolton, with her wife and cat.