

# OpenWAR - the open source wargaming system

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May 23, 2011

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# **1 Purpose**

TODO: Fluff about the purpose of the system

# **2 Story**

TODO: Note that OpenWAR has no official backstory and should be compatible with any backstory.

# **3 The Board**

## **3.1 Terrain**

TODO

## **3.2 Ranges**

The default range unit in OpenWAR is inches. However, if you live in a less backwards society, it is more than acceptable to change the units to something like 2cm. In fact, the range units can be whatever you like, though the army units in this document were designed around 1 inch range units.

## **3.3 Cover**

TODO

## **3.4 Deploying Units**

TODO

# **4 Statistics**

A unit's statistics are split into 4 categories: Weapons, Defense, Movement, Upgrades and Cost.

## **4.1 Weapons**

TODO: wielding requirements, vehicle weapons, armor pen, etc.

### **4.1.1 Melee Offense**

A unit may make a melee attack without a weapon, but will do 0 damage against targets with an armor score of 2 or higher.

- Melee Attack Power (MAP) - The amount of damage the unit can bring to bear in a melee assault. This stat is added to wound rolls.
- Melee Accuracy (MAcc) - The accuracy of this unit in melee. This stat is added to attack rolls.

#### **4.1.2 Ranged Offense**

In order to perform a ranged attack, a unit must have a ranged weapon.

- Ranged Attack Power (RAP) - The amount of damage the unit can bring to bear in a ranged assault. This stat is added to wound rolls.
- Ranged Accuracy (RAcc) - The accuracy of this unit at range. This stat is added to attack rolls.
- Range Increment (RI) - The number of range units that the unit can fire over with no penalty. After this range, the unit suffers a -2 penalty per unit.

### **4.2 Defense**

- Endurance (End) - The number of wounds required to kill this unit.
- Dodge (Dod) - The unit's ability to avoid incoming damage. This is added to the DC of attack rolls against this target.
- Armor (Arm) - The unit's ability to absorb incoming damage. This is added to the DC of attack rolls against this target. This is also added to armor save rolls vs. wounds.
- Morale (Mor) - The unit's ability to stick it out against fear and intimidation. Added to rolls vs. fear and vs. intimidation effects. Also added to rally rolls.

### **4.3 Movement**

- Speed (Spd) - The number of range units this unit can travel during normal movement.
- Rush (Rus) - The number of range units this unit can move over in addition to Speed when rushing.

### **4.4 Upgrades**

### **4.5 Cost**

- Points - The total cost of this unit in points. This is not calculated. This point value should be determined through playtesting and a lot of adjustment.

## 5 Squads

Units can be arranged into "squads". These squads confer bonuses and restrictions on the units in question.

Bonuses:

- The squad makes morale rolls using their leader's morale score.
- The squad gains cover as an entire unit (If 50% of the squad is out of LOS then the whole squad is counted as under cover).
- The squad gains a +2 on attack/wound rolls when concentrating fire on the same target.

Restrictions:

- The squad must move at the lowest speed of all units in the squad.
- If the squad leader is killed, the squad no longer gains bonuses for being a squad and counts as having a leader with a 0 Morale score.
- All squad members must remain within 6 range units of all other squad members (checked at the end of their turn) or suffer a -2 penalty to all rolls and lose the benefits of being a squad until they join back up.

## 6 Movement

TODO

## 7 Combat

TODO

## 8 An Example Game

## 9 Factions

### 9.1 Sol

Your standard, boring, average humans. Should be fairly evenly balanced between infantry and vehicle use. Other races should use these units as a base for power/points ranges.

### 9.1.1 Grunt

some stats...

Image of printed model...

Link to thingiverse model...

Paper cut-out models...

### 9.1.2 Rocketeer

The Rocketeer is Sol's scouting and sniping group. Armed with long range weapons and a jet pack, they are perfect for getting behind enemy lines.

Offense

- Base Melee Accuracy: 0
- Base Ranged Accuracy: 2

Defense

- Endurance: 1
- Dodge: 3
- Armor: 1
- Morale: 2

Movement

- Speed: 6
- Rush: 2d6

Cost

- Points: 20

Weapons

- Sol Assault Rifle
  - Ranged Attack Power: 1
  - Ranged Accuracy: 2
  - Range Increment: 6
  - Points: 0
- Widowmaker Sniper Rifle
  - Ranged Attack Power: 3
  - Ranged Accuracy: 4

- Range Increment: 24

- Points: 10

- LasTag Marker

- Ranged Attack Power: N/A

- Ranged Accuracy: 4

- Range Increment: 12

- Special: This weapon does no damage.

- Special: Target suffers a -2 to the DC to hit them for one round. All guided projectiles automatically hit the target.

- Points: 10

some stats...

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### 9.1.3 Commander

some stats...

Image of printed model...

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### 9.1.4 Captain

some stats...

Image of printed model...

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### 9.1.5 Powered Armor

some stats...

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### 9.1.6 APC

some stats...

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### 9.1.7 Tank

some stats...

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Link to thingiverse model...  
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### 9.1.8 Dropship

some stats...

Image of printed model...  
Link to thingiverse model...  
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### 9.1.9 Interceptor

some stats...

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### 9.1.10 War Walker

some stats...

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