Allesfezs Ekarschubi

# Introduction

Welcome to Allesfezs Ekarschubi, a tabletop wargaming system that transcends eras and scales, offering an immersive experience in strategic combat. Developed with a vision to encompass a bredth of warfare, from ancient battles to futuristic conflicts, this game attempts to bring together diverse units, skills, and tactics for players to explore.

## Embracing all eras of combat

Allesfezs Ekarschubi is designed to encapsulate the essence of warfare, allowing players to engage in battles across various historical periods and speculative future scenarios. Whether its ancient sword clashes or high-tech skirmishes, this game adapts to all eras, providing a comprehensive gaming experience. Due to the vary nature of this system, it allows players to match up the medieval knight to the modern infantryman, bridging the gap of time and expanding warfare’s capabilities.

## Active-Reactive gameplay

One of the defining features of this system is its active-reactive system. Players remain engaged throughout the game, even during their opponent’s active turn. Units react to opposing unit’s actions, ensuring continuous involvement and strategic decision making, keeping the battlefield dynamic and intense.

## Scalability

This game’s system allows for versatile combat scenarios, accommodating small skirmishes or large-scale warfare. At the heart of the game are units, encompassing individual models or groups with shared attributes and skills. Whether they’re standard foot soldiers, monstrous beings, or crewed vehicles, each unit plays a vital role in shaping the battlefield and influencing outcomes.

## Progression

Players have the option to undertake narrative driven battles by playing as part of a campaign. Units can gain experience in battle, improving their capabilities for the next battle in a player-driven campaign.

# Core Concepts

## Units

A unit is the core element of the game. Units have profiles that define their attributes, skills, and equipment. Units are models that can move, shoot, and perform other actions during a battle. There are several different types of units that are all treated slightly differently.

* Agent. An Agent is a unit represented by a single model who acts independently.
* Team. A team unit consists of several models all acting as one. This reduces the flexibility of each model, but improves game flow and reduces overhead as large numbers of models can be treated as a reasonable number of units. Teams have different rolling means, and actions are handled differently.
* Vehicles. Empty vehicles become units while piloted. Piloting units forgive their independence to pilot vehicles, which usually multiply their force as a trade off. Each vehicle acts differently, but often when vehicles are destroyed piloting units can survive.

## Attributes

The first and most defining aspect of a unit’s profile are their attributes, both primary and secondary. Primary attributes form the unit’s core capabilities, whereas secondary attributes are skills and parts of equipment that are crucial to gameplay and are displayed clearly to avoid time lost while searching a units profile. The primary attributes follow.

* Motoric (MOT). A unit’s motoric attribute represents their hand-eye coordination, perception, reaction speed, and interfacing abilities. It is important when making attacks, piloting vehicles, and interfacing with interactable scenario objects. It determines how many reactions a unit gets, and how easily they can detect hidden units.
* Physique (PHY). A unit’s physical capabilities such as strength and dexterity. It is used when dodging or blocking attacks, as a damage number for many melee attacks, and more. It is used when determining a unit’s movement speed and for many resistance checks.
* Willpower (WIL). Willpower encompasses a unit’s mental abilities such as leadership and intelligence. It is used for pressure tests, and if it is applicable, willpower is the core attribute of all forms of magic.
* Structure (STR). Structure determines how many successful, unblocked hits a unit can take. It is fairly immutable.

Secondary attributes are merely important things to know at all times. These follow.

* Movement (MOV). This is the maximum distance a unit can move when using the movement action.
* Weapon Skill Class Aptitudes. These are often two numbers that represent a unit’s aptitude for their primary weapons, both for close combat and ranged combat. These are split into two different secondary attributes;
  + Weapon Skill Class Close-Quarters (WSCC). This is the unit’s aptitude with their primary close quarters weapon.
  + Weapon Skill Class Ranged (WSCR). This is the unit’s aptitude with their primary ranged weapon.
* Armour (ARM). Armour is based on a unit’s equipment and what armour they are wearing. Different armours resist different types of weapon, but all armours offer a generic protection number.
* Reactions (REC). As previously mentioned, reactions are determined by a unit’s motoric attribute, but is displayed as a secondary attribute due to its importance. This is how many times a unit gets to react during an enemy’s active turn.

In Allesfezs Ekarschubi, attributes are based on ordinality (as in 1st, 2nd, 3rd, etc). That means that lower numbers are better. When performing a check, you will have to roll a d20 with the target of surpassing the primary attribute related to that check, which will be modified using several modifiers that apply to that type of action. The most common modifier is a skill aptitude, which is covered later in this section.

## Turn structure

During a turn, one player will be the active player and other players will be reactive. Usually, there are only two players, but Allesfezs Ekarschubi accommodates several players playing at once. At the start of each game, players will do a face-to-face roll that tests their highest unit’s leadership. Each player must succeed the test. The player with the highest number gets the first active turn, then the player with the second highest gets the second active turn, and so on. When the last player’s active turn is over, the first player becomes the active player again, and the first order of initiatives is preserved for all consecutive turns.

Players deploy on the battlefield wholly depending on their initiative order. The player that goes first deploys first, then the second player deploys and so on. Players deploy their units within a deployment zone, which is dependent on the scenario. Often, deployment zones are a fixed distance away from two opposing board edges, but different scenarios can handle this differently.

During a turn, the active player will activate each of their units and perform their actions. Each unit gets two actions: a movement action and another action. During the first movement action, players may only perform movement actions. During the second action, however, players can perform actions and movement actions. Some actions are ‘long actions’, which are actions that take an entire activation to do.

When a player activates a unit and completes their movement action, opposing player’s units will get the chance to use one of their reactions on that unit. They decide on which of the reactions they will use, then the active player decides on the second action of their unit. In this game, all of these actions happen simultaneously, meaning that for the purposes of targeting and cover, players can choose where during the moving unit’s movement they do their action. This means that if a unit moves between to pieces of obscuring cover, they may choose that their second attack action happens while their unit was in-between the two pieces of cover. Similarly, reacting units can choose when in the movement their attack was made, which in this case would be beneficial if the attack was made when the active unit was out in the open.

Players decide in which order rolls are done. Some actions oppose each other, for example if a unit makes a dodge/adjust action and another unit makes an attack action, the dodge action will have a chance to cancel out the attacks.

After each of the active player’s units have been activated, their turn is over and the next player in the initiative order becomes the active player for a new turn.

## Actions and Reactions

During their activation, a unit gets to make one movement action and another action. A summary of each action is defined here, but for a comprehensive view of what each action does, view the action section.

Movement actions:

* Move. A unit moves a distance up to their movement.
* Reload. A unit reloads a weapon.
* Idle. A unit does nothing for this action.
* Discover. A unit attempts to reveal hidden units that are in stealth.

Actions:

* Attack. A unit makes an attack with one of their weapons.
* Interface. A unit interacts with a scenario object.
* Dodge/Adjust. A unit attempts to negate incoming attacks while still moving an additional distance.
* Block. A unit attempts to negate incoming attacks more efficiently than dodging.
* Magic. A unit attempts to perform an action magic, which has various effects.
* Items and special skills. A unit uses an action item, or a special skill, that is used as an action.

If at any point along an activated unit’s movement it enters another player’s unit’s line-of-sight, or zone-of-control, that unit may choose to take a reaction on it. The number of reactions a unit can make per turn is finite, and defined by their MOT attribute. Here are the reactions, and a summery of what they do.

* Attack. A reacting unit attempts to attack the activated unit.
* Discover. A reacting unit takes the chance to discover a hidden unit in stealth.
* Dodge/Adjust. A reacting unit adjusts their position, potentially avoiding incoming attacks.
* Block. A reacting unit attempts to block an incoming attack.
* Magic. A reacting unit uses a reaction magic.
* Items and special skills. A reacting unit uses a reaction item or a reaction special skill.

At the start of a unit’s activation, instead of using a movement action they may choose to use a full action. These actions use up the entirety of a unit’s activation, and still provokes reactions.

* Acrobatics. The unit attempts to navigate terrain by jumping, climbing, or with other appropriate movements.
* Hidden Move. A unit in stealth makes a hidden move to cross enemy lines of fire or zones of control without provoking reacitons.
* Magics. The unit performs a full action magic.
* Items and special skills. A unit uses a full action item or a full action special skill.

## Skills

Skills are another core aspect of a unit’s profile. They are sorted based on aptitudes, but the name given to these aptitudes ultimately doesn’t change that they are modifiers for rolls. The aptitudes for skills are:

* Inexperienced (+0 or not defined). This is the default for skills undefined.
* Novice (+2). A unit has a basic understanding of the skill
* Proficient (+4). A unit is able to perform the skill effectively.
* Adept (+6). A unit is well familiarised with the skill.
* Expert (+8). A unit has a thorough understanding of the skill.
* Master (+10). A unit has an exhaustive understanding of the skill and its intricacies.

The basic skills use aptitudes, but some special skills also use aptitudes. If special skills specify a check to an attribute, use its aptitude modifier when making that roll.

When making checks, you must roll a d20 that surpasses the target value. Checks are made against skills, and each skill has an associated attribute. To get the target value for a check, you subtract the aptitude modifier from the associated attribute. Many checks involve other modifiers, which are also accounted for like this. If a modifier has a minus sign (as in ‘-2’) you add the number to the target value. Once a target value reaches 1, you stop subtracting from it and instead add the number to your roll. If your roll is 20 or above, it is considered a critical success. Critical successes always succeed and often have special cases depending on which action provoked the check.

Weapons in this game belong to certain skill classes. These are classes of weapons that handle similarly. Following are all the weapon skill classes.

* One-Handed Striking (OHS). This includes swords, maces…
* Finesse Stabbing. This includes rapiers, spears…
* Hooking. This includes axes, hooks…
* Two-Handed Striking (THS). This includes longswords, great axes, great maces…
* Polearm. This includes glaives, poleaxes, halberds…
* Contact. This includes unarmed attacks as well as brass knuckles, claws, daggers…
* Whips
* Thrown. This includes rocks, javelins, grenades…
* Bows.
* Firearm. This includes point-and-shoot weapons like the crossbow, battle rifles…
* Advanced Firearm. This includes firearms with technological capability such as missile launchers…
* Artillery. Usually static large guns like trebuchet, cannons, ballistae…
* Improvised. This includes items not designed to be weaponry like chairs, bottles…

Some weapons are used in a unique way. These belong to their own weapon skill class. The other basic skills follow.

* Interfacing. This is used when interfacing with technology and scenario objects.
* Agility. This is used when dodging/adjusting.
* Resolve. This is used when making pressure tests.
* Piloting. This is used when performing vehicle actions.
* Magic. Magic in this game encapsulates a large range of magic-like things.

# Unit Creation

As a universal wargaming system, Allesfezs Ekarschubi doesn’t come with many inbuilt unit types, and players are expected to create units themselves. Each unit has a unit cost. There is a section dedicated to costs. This section’s purpose is to outline the guidelines of unit creation, and help players determine what their attributes, skills, and items should be.

In Allesfezs Ekarshubi, attributes remain fairly high while aptitudes are increased. Here are the general guidelines for assigning attributes.

* 16. Someone with this value performs poorly in regard to this attribute.
* 15. This is the capability of someone who has some lacking in this attribute.
* 14. This is the default attribute value for a common human person. This is to say that a common person, when handling anything unfamiliar, would have a target value of 14 to beat.
* 13. This is the capability of someone who is naturally talented in this attribute’s regard, or who practices in this attribute’s domain some.
* 12. Someone with this value in an attribute has a solid level of capability in all its aspects, and can comfortably handle unfamiliar tasks.
* 11. Someone with this value possesses notably well capabilities and performs well in competitive scenarios in relation to this attribute that they are unfamiliar with.
* 10. This would mean a person possesses impressive capabilities in the domain of this attribute, exceling in tasks relating to the attribute.
* 9. This would mean a person is exceptionally well trained and is dedicated to performing the core aspects of this attribute.

Consider how the levels of aptitude interact with the attributes. For example, consider a swordsman. They would have a 13 in their motoric skill, an 11 in their physique skill, and a 13 in their willpower skill. However, they would likely be proficient or adept in their weapon of choice, making the target value for their attacks a 9 or a 7. A modern special operative might have an 11 in their motoric skill and be an expert in firearms, meaning they would need a 3 to hit with their firearm. If they got somewhat familiar with a sword and gained novice aptitude, they would be able to perform equally to a medieval swordsman. Similarly, if a person with a normal human capability in motoric became proficient in the sword, they would still be beaten by the special operative who is a novice.

You need to think about what equipment a unit would have on their person during a combat scenario. Take these from the equipment lists and chuck them on your unit. Also think of your units aptitudes in the skills, particularly which weapons they have aptitude in. Then, consider which special skills your unit should have.

# Equipment

## Weapon Profiles

## Armour

## Other equipment

# Actions