Unhex

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Intro

Why this game?

This is a tactical tabletop roleplaying game that doesn't depend on hex or square grid maps for interesting positional decisions. The rules should fit in your head. Actions are resolved with a single roll to determine success, including damage and hit location. You only have a single target number to keep track of, and no modifiers.

Materials

- Pencils

- Paper

- Printouts of the character sheet at the end of the book, or more blank paper

- Percentile dice. You need separate dice for the tens and ones digits, not a 100 sided die.

- If you're playing online, some way to share a basic drawing. I like excalidraw.com

Participants

You need 2-5 people. One person is the Game Moderator (GM), the other players each create and control a Player Character (PC).

Players make decisions for their PCs. The GM is responsible for making decisions for all Non-Player Characters (NPCs). The GM isn't the author of the story, but they keep the story interesting by challenging the players.

Meta

More specific rules override general rules. When timing matters and is not otherwise specified, out of combat the PC decides, in combat the side with initiative decides. There's no division in this game, so don't worry about rounding. 'You' may refer to you as a player or your character, it should be clear from context. If a rule is unclear, the GM decides, but please file an issue at https://github.com/koeninger/unhex/issues and I'll clarify.

Level

Your level is your basic percentage chance of success when [rolling dice](). Your current and **max** level start at 50, and are tracked separately on your character sheet. The word 'level' by itself always refers to current level unless prefixed with **max**.

Level changes

Your level can decrease when you're hurt and increase when you rest. It can't increase higher than your **max** level. If it reaches zero, you're unconscious.

All players' **max** level increases by 1 at the end of a session if they achieved their goal for that session.

Rolling dice

When a result is uncertain, roll dice to see what happens. Don't roll dice unless there's potential for both success and failure to have interesting consequences. Once consequences have been decided, don't keep re-trying for a different result.

Basic rolls

Roll percentile dice. Equal to or under your level is a success. Over your level is a failure. 00 on one die and 0 on the other die is read as one hundred, not zero.

Degrees of success

In some situations, how successful you are is more interesting than just a binary success or failure. In that case, higher successful rolls are better. In other words, rolling exactly equal to your level is the best you can do.

In some situations, there may be two separate degrees of success. In that case, you pick which die is used for which. Each die indicates a degree of success from zero to nine. Higher is usually better. For instance, in combat after a successful attack you pick one die for damage, and the other for hit location.

Critical rolls

If you roll doubles, i.e. the tens die and ones die match, it's a critical, meaning the effect of success or failure is magnified. Rolling exactly equal to your level is also a critical success. Rolling one hundred is always a critical failure.

If you roll a critical success, choose one of the following options, *not both*:

1. Take the result shown without spending your action. In other words, if you keep rolling critical successes, you can keep taking actions.

2. *Or* adjust the dice to any number equal to or under your level. If you rolled exactly your level, you can adjust the dice to any number equal to or under your **max** level, and it is still treated as a success.

If you roll a critical failure, something especially bad happens. Out of combat, the GM decides. In combat there are some specific options, but the default is that you lose your next action.

Good rolls

If you are **good** at the action you're rolling for, usually due to an [ability](#), you may re-roll one or both dice after seeing the initial result. You must keep the second result. You can't re-roll one die, see the result, and then re-roll the other. If you're playing online using a die-rolling app, be sure to specify up front whether you're rerolling the ones or tens die. You can get a critical success on a re-roll. Critical failures can't be re-rolled.

Opposed rolls

In some situations characters' actions directly oppose each other, e.g. attempting to defend an attack. In that case, highest successful roll wins. On a tie of a PC vs an NPC, the PC wins. It's winner take all, the loser gets no degree of success, and does not reduce the winner's degree of success. If both fail the result is a failure for both. A critical success does not beat a higher normal success, just compare the numbers shown on the dice. If the loser rolled a critical success, they still benefit from effects they chose (such as not spending their action), as long as those effects don't require a degree of success.

Abilities

Non-combat abilities

Combat abilities

Combat

Catwalk

DJ Booth

Dance Floor

Bar

Pool Tables

Kitchen

Entrance

Alley
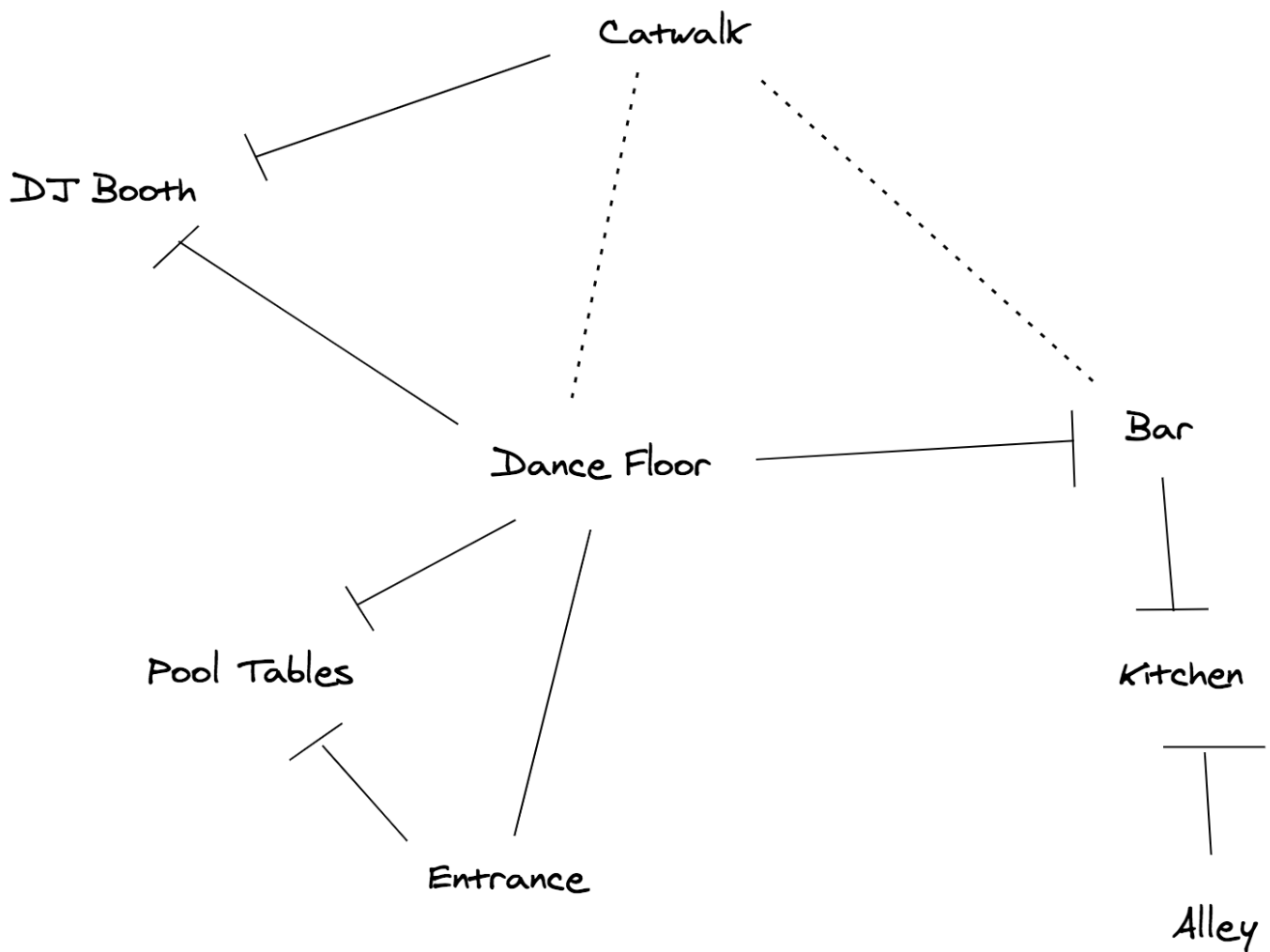
Legend:

Move OK ———

Line of Sight,
but no Move ·······

Cover |——— No Cover

Maps

Use a simple map of the different areas reachable in combat, indicating which lines of movement, sight, and cover are available. The important point is to make the consequences of positioning unambiguous before combat begins, in order to avoid confusion or GM fiat during combat. It's up to you whether you use tokens or minis to indicate where charaters are, or use "theater of the mind".

The example map on the previous page shows the drawing conventions I use. You're welcome to use your own as long as they're consistent and players understand.

The GM decides which areas NPCs are in at the start of combat, the players decide where PCs are, within limits set by the GM. In the example, the GM might tell PCs they can start in the entrance or alley.

Movement

Solid lines connecting areas indicate you can see and move between them. Moving from one area to an immediately connected area takes one action. Any number of characters can be in an area. If you want to indicate a one-way transition between areas (jumping down?) use an arrow. I don't think doors are interesting, but if you do, use a box along the connection and require an action to open / close them.

Cover

A solid mark perpendicular to the connection into an area means characters in that area benefit from cover against ranged attacks along that connection. Cover means if you are hit by a ranged attack, you get to choose which die is used for damage and which is used for location. In the example, a character in the bar would have cover against a shot from the dance floor. That same character in the bar would not have cover against an attack from the catwalk.

Don't consider the attacker's area when determining cover. A character on the dance floor would not have cover against a shot from the bar.

When checking for cover along multiple connections, if at least one of the shortest paths has cover, the target benefits from cover. In the example, a character in the bar would have cover against a shot from the DJ booth.

Only things shown on the map can provide cover, not other characters. Shields have a similar effect, but are not cover and do not affect line of sight.

Range

Count the number of connections on the shortest path between the areas. Characters in your area are at range zero. Characters in an immediately connected area are at range one, two areas away at range two, and so on. In the example, the range from the entrance to the dance floor is one, from the entrance to the catwalk is two.

If a character is in the process of moving between areas, use the smaller range. A character moving into or out of your area is at range zero, and so on. In the example, the range from the entrance to a character moving between the catwalk and dance floor is one.

Line of Sight

To determine whether you have line of sight to an area, count the number of cover marks (not including your area) along the shortest path. If one of the shortest paths crosses two or more cover marks, you don't have line of sight. In the example, a character in the alley has line of sight to the kitchen, but not the bar. A character in the pool tables has line of sight to the bar, but not the kitchen.

Dashed lines connecting areas indicate you can draw line of sight between the areas, but not move directly between them. In the example, a character on the catwalk can see someone on the dance floor and vice versa, but can not move directly between them. They would have to move to the DJ booth first.

There's no distinction between line of sight and line of effect, if you can see it you can shoot it. I advise against making a one-way line of sight. In the rare situation where there shouldn't be line of sight between two areas, but you don't want to add enough cover to prevent it, use a dashed line with an X in the middle.

Points of interest

If there are things that are important to the scenario (arcane portals that will close? bombs to defuse?) mark them on the map.

Actions