

'Opportunity' Combat System

Combatants

Combatants entering combat are (for the purposes of combat) defined by 11 numbers; 3 skills/attributes, 5 gear ratings, and 3 temporary numbers. Characters can also be affected by one of 4 status effects explained later.

Attributes/Skills

Physique (1-10, average 3): Represents the strength and constitution of a characters build.

Characters with a higher physique are harder to block in melee and succumb less easily to damage.

Agility (1-10, average 3): Represents a characters dexterity, speed, and liveness. Characters with a higher agility are more manoeuvrable, faster, and better at dodging.

Weapon Skill (1-10, average 2): Represents a characters understanding of the usage of their equipped weapons. More skilled characters are better at controlling the options available to other players and taking advantage of opportunities available to them.

Gear Ratings

Weapon Damage (1-10, average 5): Represents the lethality of a hit with a given weapon. The higher the rating the more likely a hit, or subsequent hits, will fell an opponent.

Weapon Range (0-3, average 1): Represents the abstract notion of effective range and impact of aiming on a ranged weapon. Weapons with a higher range rating are difficult (if not impossible) to use in melee but receive higher bonuses for aimed attacks.

Weapon Armour Penetration (0-3, average 0): Represents the effectiveness of the weapon at penetrating armour. The higher the rating the more the weapon ignores armour.

Armour Value (0-3, average 1): Represents the effectiveness of worn armour. Higher values increase the chance that an attack will be ineffective.

Armour Coverage (0-5, average 3): Represents the degree to which worn armour covers the body. Higher ratings reduce the chance an attack will hit a vulnerable area and bypass armour.

Temporary Stats

Position: An abstract measure of the effectiveness of the combatants positioning within the fight. Characters with higher positions are better able to control the fight, inhibit enemies, and change the state of play.

Trauma: A measure of the level of injury a character has sustained. The higher the value the increased chance a subsequent hit will fell the player.

Initiative (4-28, average 14): A measure of the speed with which the characters choices resolve. Higher initiative players act first.

Combat Process

Each **turn** of combat involves two **stages**: *Seizing Opportunity* and *Violence*. Within the violence stage a number of **rounds** (normally 2-3) take place which each include a number of **actions**. The basic process of each **turn** is as follows:







- Each player rolls a dice **set** of 6 dice
- Players receive 3 dice from their own **set** to use for their dice **pools** selected by themselves and other combatants, how many they can choose depends on their **weapon skill**.
- Players set **initiative** based on their **pool** total.
- In **initiative** order players repeatedly use dice selected from their **pool** to take **actions**.

On the first turn, before doing the first seizing opportunity, every players **position** is set to their agility value.

Seizing Opportunity

This **stage** can be divided into 3 phases; *roll*, *pick*, and *initiative*. Resolved in that order.

Roll

At the start of each turn each player rolls 6 dice; 2 each of red, green, blue (     ). This is their dice **set**.

Pick

Each player needs 3 dice from their **set** to form their **pool**. These are selected in a series of cycles based on player skill with their currently equipped weapon. More skilled players will be able to exert greater control over both their own pools and others as they seize opportunities and constrain the choices of opponents. This process is tactical but should be done quickly, players should be limited to 10 seconds for each pick.

Players are divided up into bands of identical skill level. In the first cycle only players in the highest band pick, then in the second cycle the highest band picks again, followed by the 2nd highest band, then in the third cycle the 3rd highest band is added to the end of the queue and so on until all players have a 3 dice **pool**. The order players pick within their own band (same skill) is determined first by **position** (highest picks first), then by **trauma** (lowest picks first), then by **agility** (highest first), then by **intelligence** (highest first), and if it's still a draw by a dice roll off.

For example in a combat between Bob (skill 4), Sam (skill 3, position 4), Sally (skill 3, position 3), and Dirk (skill 2) the cycles would be as follows:

Cycle 1: Bob

Cycle 2: Bob – Sam – Sally

Cycle 3: Bob – Sam – Sally – Dirk (repeated until all **pools** are filled)

A player picks a dice by moving it from a **set** into the **pool** of the player who owns that set (a player never takes a dice from a combatants **set** for a different combatants **pool**). The first dice they pick must be from their own **set** (and, thus, for their own **pool**) if possible, but subsequent picks may be from other players **sets** for their **pools**.


As such during the seizing the opportunity stage players will capitalise on what the dice have given to them and attempt to hinder the choices of others. A successful player will use picks to both capitalise on opportunities to give their own pools high dice but also select low dice for their opponents. Players may also wish to ensure a particular mix of colours within **pools** to take particular **actions** as explained later in this section.


Initiative


A players initiative is equal to the total value of their **pool** (all 3 dice summed) plus their **agility**.

What do the dice I'm picking mean?

The dice **pool** is used in the following stage (*violence*). But the dice can be defined as follows:

Red (): *Attack* dice, these dice are used to fuel **actions** involving an attack. The higher the dice the greater the chance of a hit or critical hit.

Green (): *Defence* dice, these are used to fuel defensive **actions** protecting the combatant. The higher the dice the more aggressive the attack they can be used to block and the less chance an attack will crit.



Blue (): *Maneuver* dice, fuel **actions** that improve or take advantage of the combatants position within the combat. Higher dice increase the advantage of a combatants position more and increase their ability to control the combat.

Violence


This **stage** is divided up into **rounds** which are in turn divided up into **actions**. In each **round** the players in **initiative** order elect to do actions, each action has a cost in dice to perform and the dice expended to do so influence how effective that **action** is. Rounds are continuous until all players have expended their dice through **actions**, and as all **actions** cost 1-3 dice to perform, and all players have a **pool** of 3, there will be 1-3 **rounds** within this **stage**.

Actions are split into two types, active **actions** (which a players elect to do in **initiative** order as explained above) and response **actions** (which players do in response to being attacked).

Making an Attack

In every instance where a  is expended as part of an **action** an attack is made. For every attack a target is named, and that target may elect to do a response action that will include a  as their defence. Both the attack and the defence **action** will explain how to calculate **ATT** and **DEF** respectively – based on the dice selected and the combatants taking the action. If the target elects to take no defensive action, or can't, their **DEF** is set to 0 (though their armour can still increase this as explained below). Both combatants will also know the relevant gear ratings for their weapons and armour for the attack.

With these numbers in mind an attack is resolved as thus:

1. If the highest  used in the attack is lower than or equal to the targets **Armour Coverage** the target increases their **DEF** by their **Armour Value** minus the weapons **Armour Penetration**.
2. If **ATT** is greater than **DEF** a hit is scored. If **ATT** is 3 or more higher then **DEF** a crit is scored.
3. If a hit is scored the target raises their **trauma** by the **damage** rating of the weapon. If a crit is scored the **trauma** rises by **damage** + 3.
4. If the target takes trauma they follow the injury rules explained below.

Injury

As explained above a target may take on **trauma** as a result of an attack, this represents an injury being caused. When a target takes **trauma** they immediately have to take a trauma resist check. A trauma resist check is 2d6 + the characters **physique**. If this value is higher than the characters current trauma the wound hurts but that character stays standing, if it is equal or lower that character become **fallen** as explained below in status effects. Also a target that sustains a hit decreases its position by half the trauma sustained rounded up to represent the effect of pain.

There are a number of additional effects to injury caused by critical hits. If the critical injury is from a non blunt/bludgeoning attack the target becomes **fatally injured** as explained in status effects below. If the critical injury's trauma value is, by itself, high enough to beat the trauma check (as in it would be enough to fell the target by itself regardless of existing trauma) then the target is not **fallen** but dies instantly instead.

Status Effects

There are four status effects that can affect a player at any one time. Their effects on combat are as follows.

Melee Lock - This status exists between 2 combatants rather than statically on an individual. It represents that the two are embroiled in hand to hand combat. Melee lock pairings expand fully to form chains of individuals locked in melee, all individuals a part of these chains count as melee locked with each other. For example if Sam is melee locked with Tina, Tina is melee locked with Dan, and Dan is melee locked with Rob, all four count as melee locked with each other for the purposes of the rules.

Melee attacks may only target a character that the attacker has melee lock with. Ranged attacks suffer if attempted while under melee lock, **reduce** the **ATT** rating of any ranged attacked by the equipped weapons **Range Value** (its easier to use a pistol or shotgun in a melee then a sniper rifle).

A combatant retains melee lock until an action says otherwise.

Aimed - A character with the aimed status effect has taken up position with a vantage point over the combat and is taking careful aim with their weapon. When making ranged attacks a combatant with aimed **increases** the **ATT** by their equipped weapons **Range Value** (Taking careful aim is more effective with a sniper rifle then a pistol or shotgun), but only if the target has a lower **position** value than the attacker.

A combatant loses aim if they are hit or engaged in melee lock.

Fallen - A combatant becomes fallen if they fail a trauma check but are not instantly killed. A fallen character is out of the fight and exerts no further influence. This lasts until the end of the encounter when with an extend rest and aid a fallen character can be brought around and treated.

Fallen characters that are fatally injured are in more danger. They continue to take fatal injury checks (as explained below) and if they fail them their **trauma** increases by the amount failed. Should their **trauma** reach their **physique** multiplied by 10 or higher they die.

Fatally Injured – Fatally injured characters have not necessarily fallen but are seriously wounded in a way that demands attention such as severe bleeding, organ damage, poisoning etc. Fatally injured characters take an additional trauma check at the beginning of every turn (known as a fatal injury check) as well as the regular trauma checks on hits. If they fail these they succumb to their injuries and become fallen as normal.

Fatal injuries can be treated with first aid.

Actions



Each round the combatants in **initiative** order (draws are broken by **position**, **trauma**, **agility**, **intelligence**, roll off- in that order) take it in turns to declare actions. Each **action** has cost in dice that must be paid from the combatants **pool**, once a dice is used for an action it is discarded and cannot be used again. The values of the dice paid influence the effectiveness of the action. For ease of reading **actions** are split into 4 sections; Ranged Attacks, Melee Attacks, Defences, and Maneuvers.











The anatomy of an action is as follows:





Dice Cost	Name	
	Type	Pre Requisites
	Effect Description	






For an **action** to be selected it must meet all pre-requisites and the combatant must have the dice cost available in **pool** to spend. The **action** is resolved as detailed in its description.

Ranged Attack Actions



	Ranged Attack	
	Active, Ranged Attack	Ranged Weapon Equipped
	Ranged attack against any named target, ATT =  .	





 	Suppressing Fire	
	Active, Ranged Attack	Automatic, Sniper, or Explosive Ranged Weapon Equipped
	If  >  ,  is set = to  . Ranged attack against any named target, ATT =  . Also target must discard either its highest  or  with a value <= attackers  .	





 	Unload	
	Active, Ranged Attack	Automatic or Multi Barrelled Ranged Weapon
	Ranged attack against any named target, ATT =  +  .	




  	Spread Fire/Area Blast	
	Active, Ranged Attack	Automatic or Explosive Ranged Weapon Equipped.
	Make ranged attacks against ( -1) separate named targets. ATT = lowest value of  -1.	

Melee Attack Actions



	Melee Attack	
	Active, Melee Attack	Melee Weapon Equipped
	Melee attack against any named target that is in melee lock with attacker, ATT =  .	




 	Charge	
	Active, Melee Attack	Not in Melee Lock
	Increase Position by  . If position is then greater then targets then both combatants become melee locked with each other. Make a melee attack against the target, ATT =  .	






 	Heavy Attack	
	Active, Melee Attack	Melee Weapon Equipped
	Melee attack against any named target that is in melee lock with attacker, ATT =  +  .	







	Disarm/Stun/Knockdown	
	Active, Melee Attack	Melee Weapon Equipped
	Melee attack against any named target that is in melee lock with attacker, ATT =  . If attack hits choose and discard any 1 dice from opponents pool with value <=  .	




Defences




	Take Cover	
	Response, Ranged Defence	Target of Ranged Attack
	Defend against attack, DEF = 	

	Block	
	Response, Melee Defence	Target of Melee Attack
	Defend against attack, DEF =  . If attacker has higher physique DEF =  -1 instead.	

















	Dodge	
	Response, Defence	Target of Melee or Ranged Attack
	Increase position by  . Defence against attack, if position is higher than attacker DEF =  +  , else DEF =  . In either case if agility is higher than attacker increase DEF by 1.	

	Full Defence	
	Active, Defence	None
	Place both  in front of player and announce full defence, discard all remaining dice pool . For all subsequent attacks reduce  +  total by DEF necessary to ensure a miss or resolve a hit with DEF = remaining total of  + 	

	Counter Attack	
	Response, Melee Defence, Melee Attack	Melee Weapon Equipped, Target of Melee Attack
	Both dice set to lowest value of pair. Defence against attack, DEF =  . If position is higher than attacker make melee attack against them, ATT =  .	

	Overwatch Response	
	Response, Ranged Defence, Ranged Attack	Ranged Weapon Equipped, Target of Ranged Attack OR Charge
	All dice set to lowest value of pool . If position is higher than attacker make a ranged attack against them before resolving their attack, ATT =  . Defence against attack, DEF =  . Note: despite being "Ranged Defence" may be used as a defence against charges.	

Maneuvers

	Move	
	Active	None
	Increase position by  . Select a target with a lower position if possible to 'out-manoeuver'. Lower a dice of your choice in targets pool by 1 to minimum of 1.	
	Disengage	
	Active	In Melee Lock
	Increase position by  . If position is higher than all enemies with melee lock on combatant remove Melee lock.	
	Aim	
	Active	Not in Melee Lock, Ranged Weapon Equipped
	If  => (6 - Weapon Range Value) Combatant becomes Aimed.	
	Flee	
	Active	None
	Increase position by  . If position is higher than all enemy combatants then combatant escapes combat.	
 	Adapt	
	Active or Response	None
	Gain either a  or  with a value = lowest value of  pair. If used as a response to gain a  a 2 nd response action to use it in a defence may be taken.	
	Skill/Change Weapon	
	Active	Not in Melee Lock
	Reduce position by 10-  . Perform a skill action or change equipped weapon.	
All dice	Consolidate	
	Active	None
	Discard remaining pool and instead of performing further actions raise position by 1.	

Example Weapons

Name	Damage	Range Value	Armour Penetration	Notes
Unarmed	2	Melee	0	Blunt
Knife	5	Melee	0	
Sword	6	Melee	0	
Baton	6	Melee	0	Blunt
Pistol Whip	3	Melee	0	Blunt
Rifle Stock	4	Melee	0	Blunt
Two Handed Axe	7	Melee	1	
Light Pistol	5	1	0	
Heavy Pistol	6	1	1	
Shotgun	7	1	0	
Double Barrelled Shotgun	7	1	0	Multi Barrel
SMG	5	2	0	Automatic
Carbine	6	2	0	Automatic
Assault Rifle	6	2	1	Automatic
Light Machine Gun	6	3	1	Automatic
Heavy Machine Gun	7	3	1	Automatic
Hunting Rifle	6	3	1	
Heavy Sniper Rifle	7	3	2	
Grenade Launcher	6	3	1	Explosive
Rocket Launcher	8	3	3	Explosive
Flamethrower	6	1	1	Explosive