

ACTION

Combat system for small unit actions.

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CONTENTS

Overview	3
Materials	3
Designing an Element	4
Design Points	4
Attack Bonus (AB)	4
Combat Skill	4
Combat Modifiers	4
Weapon value	4
Defense Bonus (DB)	5
Evasion Skill	5
Protective Items	5
Life Levels (LL)	5
Action Points (AP)	5
Time in the Game	6
Setting up a Game	6
Actions during a Turn	6
Movement	8
Combat	9
Requirements for Combat	9
Line of Sight (LOS)	9
Range To Target	10
Adjacency	10
Rolling Dice	10
Attacker Combat Modifiers	10
Cone Effects	11
Area Effects	11
Scatter	11
Distance Table	12
Toughness of Objects	12
Victory Conditions	13
Templates	14

Overview

These rules cover simple combat between single elements or small units. Elements are built using design points and engage in combat based on the scenario. These rules cover the combat activities rather than the weapons, armor, magic etc that may differ from game to game. Use the *ACTION* combat system to replace the normal move then attack systems that many other games use. This system provides a more fluid combat environment that lends a more realistic flow to battle.

Materials

Players can use any miniature to represent the element. These rules make references to measurements based on a standard 25mm figure although any size may be used so long as the playing surface is properly scaled.

The playing surface can be any map, three dimensional terrain or other setting desired that is suitable for use with miniatures. City, wilderness and ocean can all be encounter areas. Terrain maps should be imprinted with either a square or hexagonal grid consisting of grids scaled for the miniatures used. One (1) inch grids are referenced here for 25mm figures. Surfaces without grids can be used if desired although measuring will need to be accomplished using increments of one (1) inch to determine distances for range and area effects (again this measure is appropriate for 25mm figures, change as needed to match your miniature).

Dice are used during combat. *ACTION* uses dice that generate numbers from 1 to 100. These dice, known as D100 can be found at most gaming stores. They normally consist of two, ten sided dice of differing colors. One die represents the tens digit, and the second die represents the singles digit. Using Blue and Red dice if the Blue shows 8 and the Red shows 2 the result is 82 (eighty-two).

Other dice may be used based on the scenario and equipment. Ten sided (D10), and six sided (D6) being the most common.

When multiple dice are used together the type of dice will be preceded by the quantity such as 3D6 indicates that three, six sided dice are rolled.

Designing an Element

Design Points

Design Points are used to build either a single warrior or a fighting unit.

Use design points to purchase Weapon Types, Protective items, Combat skill, Evasion skill, Life Levels (LL) and Action Points (AP).

When spent on Combat skill, Evasion skill, LL and AP, each design point buys one (1) point for the appropriate statistic.

Weapon types and Protective items have set design point costs associated by type. The weapons and protective items are not detailed in this basic rule set as they may vary from game to game being anything from sci-fi blasters to medieval swords.

Attack Bonus (AB)

The Attack Bonus (AB) is the combination of the Combat Skill, weaponry value and any combat modifiers based on the situation. The AB may change from attack to attack. These combined values are added to the Attacker's D100 combat roll.

Combat Skill

This rating shows the base effectiveness of the element in combat. The skill will allow attacks both with weapons and unarmed. The value is one of three added to the Attacker's D100 combat roll. The number of Design Points spent on this skill equals the skill value. Therefore if 2 Design Points are spent, the Combat skill will be 2.

Combat Modifiers

There are several bonuses based on terrain, actions of the Elements and other conditions that will allow alterations to the D100 roll of the Attacker.

Consult the table in the *Combat* section of the rules to determine bonuses according to the situation.

The bonus will have either a plus (+) or minus (-) sign indicating if the value should be added or subtracted from the Attacker's D100 combat roll. All modifications are cumulative.

Weapon value

Although not defined in this supplement, the weapons used by an element will have a rating assigned showing that item's power in combat. This weapon value is one of three values added to the Attacker's D100 combat roll. Protective Items will have set Design point costs based on what they are.

Defense Bonus (DB)

The Attack Bonus (AB) is the combination of the Evasion Skill and any Protective items used by the element. These combined values are added to the Defender's D100 combat roll.

Evasion Skill

This skill is used to assist the element in avoiding attacks. Evasion skill allows the element to dodge, block or otherwise avoid injury.

The value of this skill is one of two values added to defender's D100 Combat rolls to increase the chance of being missed by an attack. The number of Design Points spent on this skill equals the skill value. Therefore if 2 Design Points are spent, the Evasion skill will be 2.

Protective Items

Although not defined in this supplement, the protective gear, such as armor, shields etc., used by an element will have a rating assigned showing that item's power in combat. This protective item value is one of two values added to the Defender's D100 combat roll of the Defender. Protective Items will have set Design point costs based on what they are.

Life Levels (LL)

This ability is one of the most crucial for combat. The Life Level (LL) attribute shows the amount of wounds the element can sustain before being rendered inactive.

As the element is injured in combat the LL attribute is lowered until it reaches zero. At zero the element is made inactive. This may mean that the element is unconscious, dead or otherwise incapable of further action based on the scenario.

The number of Design Points spent on this ability equals the rating. Therefore if 10 Design Points are spent, the LL rating will be 10.

Action Points (AP)

Action Points (AP) are the heart of the combat system. For each AP the element may take one action during an Action Phase. An action may be a single attack (see *Combat*), or movement. When used for movement the element may require multiple AP to move through a piece of terrain based on the type of terrain. (see *Movement*)

The number of Design Points spent on this attribute equals the AP available. Therefore if 10 Design Points are spent, the AP will be 10.

Time in the Game

The basic unit of time in the game is called the Turn. A Turn consists of a series of movements and combats that continues until all elements either have expended their Action Points or have declared that they are finished the Turn. Each time Initiative is rolled, the sequence of events following it is called the Action Sequence. Each discrete event such as an attack or movement is called an Action Phase.

Setting up a Game

1. At the beginning of a normal game the terrain is laid out in the desired pattern.
2. Elements are placed strategically around the terrain. It is recommended that elements not be placed closer than 3 inches from enemies. If there is a specific scenario to be played, the scenario may require specific starting locations.
3. The first Turn begins. Let the battle commence!

Actions during a Turn

1. Roll Initiative

Initiative is rolled for each active element using D100. This roll is unmodified. Highest initiative will act first during each Action Phase followed by the next highest and so on until all elements have acted.

2. Ready

A declaration of **Ready** may be declared against a specific element or location. When an element enters the targeted location or if the specified element moves into range an attack may occur from the Readied element. This attack will occur first in the Action sequence regardless of initiative.

The element acting upon a Ready order cannot act except to pursue that order for the entire Action Sequence.

If nothing enters the targeted location or the targeted element fails to enter range the Readied element may not move or launch attacks against other elements.

Readied elements may defend if attacked.

If the unit/location that is the focus of the Ready order is engaged, combat may then ensue using multiple Actions as needed. After the initial attack, initiative order takes precedence for the remainder of the Action Sequence.

Once the requirements of the Ready order are met, the Readied element is free to act normally against any element on the map.

3. Action Sequence

ACTION Combat System

Choose one player to announce Action Phase 1, Action Phase 2, Action Phase 3, etc. When the Action Phase is announced each Element may act to either attack one (1) target or move.

Certain terrain features may require several Action Phases to traverse based upon their movement requirements.

Within each Action Phase, Elements act in initiative order. Highest initiative will act first followed by the next highest and so on.

The initiative order does not change during the entire Action Sequence, only at the beginning of a new Turn.

The Action Sequence continues until all AP have been used or all players declare their Turn is finished.

During an Action Phase an element may either move or attack as desired. This method provides a more fluid state in the battle rather than having all elements move and attack in the same sequence.

Movement

Elements move from across the map by using Action Points.

Only one Element can occupy a single Grid at a time.

Some Obstacles such as Trees, walls, buildings may impede movement through the Grid they occupy.

When encountering obstacles or other Elements, the moving Element must detour around the occupied Grid.

Terrain type	Action Points to cross 1 Grid(inch) of terrain type	Notes
Open ground	1	
Inside building	1	Buildings block LOS from outside.
On top of building	1	Rooftop acts as open ground. Elevated terrain.
Light Forest	2	2" blocks LOS. Cover to all Elements within or targeted through.
Rough terrain (rocky)	2	
Shallow Water (streams)	2	
Hills	2	Blocks LOS to far side.
Heavy Forest	3	1" blocks LOS. Cover to all Elements within.
Swamp	3	
Deep Water (rivers, lakes oceans)	3	Elements in water cannot attack without appropriate powers.
Climb building	5	Ascending stairs to roof, Elevated altitude. Building blocks LOS from outside.

Combat

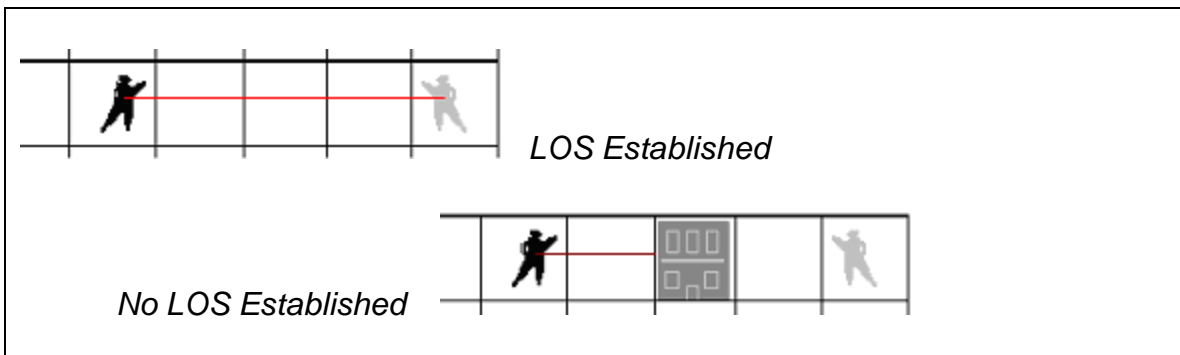
Requirements for Combat

- Combat is only possible when LOS exists.
- Combat is only possible when the target is in range.
- Attackers may only attack during an Action Phase.

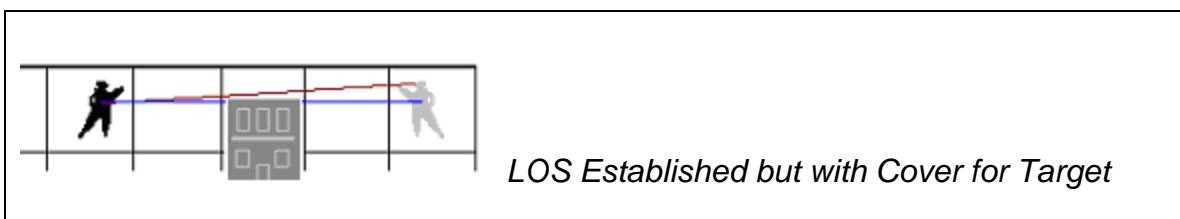
Line of Sight (LOS)

While LOS is automatic for adjacent elements (see *Adjacency*). In order to attack an element at any other range a check must be made to ensure that Line Of Sight is present. The players will use some form of straight edged measuring device to determine if any obstacles intervene in the line of fire.

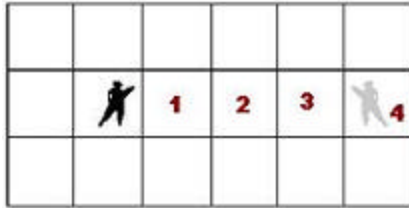
LOS exists if the attacking player can draw a straight line from the center of the attacking miniature to *any* part of the defender's miniature without crossing an obstruction.



The defender has *cover* if the defending player can draw a straight line from the center of the defending miniature to the center of the attacking miniature so that the line **does** cross an obstruction. Obstructions may be walls, statues, or other elements. Cover will contribute to combat bonuses (see *Attacker Combat Bonuses*) Cover applies to any range other than adjacent elements.



Range To Target



The distance from the Attacker to the Defender is called the Range.

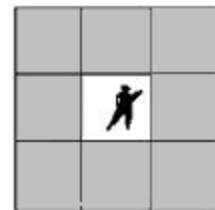
The grid in front of the Attacker counts as grid 1 for range calculations. Count to the grid containing the enemy for the final range. If the range to the target is greater than the maximum

range allowed for the attack, the attack will fail.

When Elements are separated by elevation differences as well as linear distance, each elevation level counts as a Grid of range which is added to the linear distance.

Adjacency

An adjacent grid is defined as a grid that touches that of the attacking Element. This grid can be against one of the flat faces or the corner points. So long as a portion of the grid touches that of the Element's grid. Adjacent elements are automatically in LOS. Adjacent targets are at a range of 1.



Rolling Dice

Combat is an opposed roll between the attacking element and the defending element using a D100. Attacker and Defender both roll and modify with the appropriate Attack Bonus or Defense Bonus. Attackers will also modify their roll based on the combat situation as outlined in *Attacker Combat Modifiers*.

D100+AB compared to **D100+DB**

If the modified Attack roll is greater than the modified Defense roll, the Defender loses 1 Life Level.

If the modified Attack roll is equal or less than the modified Defense roll, the Defender survives the attack unscathed.

Attacker Combat Modifiers

The modifier will have either a plus (+) or minus (-) sign indicating if the value should be added or subtracted from the D100 roll. All modifications are cumulative.

Situation	Attack Roll Modification
Attacker Readied against this unit/location this Turn.	+1
Defender Stunned or unable to move	+5
Defender has already been attacked this Initiative	+1
Attacker Moved	-1
Attacker at Higher elevation	+1
Attacker at Lower elevation	-1
Defender has Cover	-2
Attacker was injured this Turn	-1
Defender was injured this Turn	+1

Cone Effects

Some forms of attack may create damaging effects in a cone extending outward from the attacking Element. When using these attacks place the appropriate length cone effect template on the map with the point centered on the attacking Element and the cone centered on the target. Anything within the cone will be affected and must make a combat roll against the attack. The attacker will roll a combat roll separately for each defender.

Area Effects

Some forms of attack may cause damage or other effects beyond the radius of the Grid occupied by the target.

When an Area Effect action occurs that causes damage, all Elements within the radius of the effect must perform a combat roll.

The attacker will roll a combat roll separately for each defender.

There are several area effect templates for the most common radius effects that can be placed centered on the target to determine what Elements or objects are affected.

Scatter

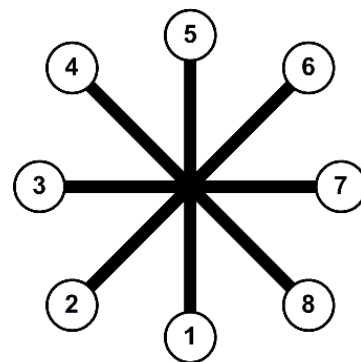
Missile items such as rocks, arrows or grenades that miss the original target will scatter, and possibly another Element will take damage instead. Scatter is simple to handle.

Whenever a missile object misses use these tables. First place the scatter template under the target miniature. Position the miniature at the center of the template facing the number 1. Roll a D100 and consult the direction table.

Direction Table

D100 result	Direction
1-11	1
12-22	2
23-33	3
34-44	4
45-56	5
57-67	6
68-78	7
79-89	8

Scatter Template



Once direction is determined roll the D100 again and consult the distance table. The result is the distance, in Grids(inches) by which the shot misses along the direction determined above.

Distance Table

D100 result	Distance
1-20	4
21-40	2
41-60	1
61-80	3
81-100	5

Place the scattered object in the appropriate location on the map and determine if it will affect any other Elements. Note that area effect items that scatter may end up affecting multiple Elements however since the original target has already avoided injury there is no second chance of injury even if that Element is within the radius of effect.

If no Element can be injured, the result is a simple miss otherwise each unlucky Element must perform a combat roll against the attacker.

Toughness of Objects

Some objects on the map are classed as obstacles. Items such as buildings and walls fall into this category.

Some obstacles can be destroyed by attacks to allow movement and LOS through Grids that normally were blocked.

Objects will have a Toughness Rating much like Elements. However, when the Toughness Rating of the object reaches zero that object is destroyed.

Rather than build complex tables to list every potential object and it's Toughness Rating we will use the Object's size to determine how many points of Toughness it has.

Large terrain features such as buildings and walls that fall into the Immovable category will have a Toughness Rating per Grid(inch) of map they occupy.

Individual Grids(inches) of these items may be destroyed in this manner.

When an object is destroyed a Rubble marker should be placed in the grid it formerly occupied to indicate the presence of Difficult terrain.

Object Size	Examples
Small	Parking Meter, Bag of Cement, Manhole Cover, ballista, max 400 lbs
Medium	Light post, Motorcycle, Small Tree, Compact Car, covered wagon, trebuchet, max 1 Ton
Large	Truck, Large Tree, Dumpster, seige ramp, max 5 Tons
X-Large	Small Tank, Large Truck, Fire Engine, seige tower, max

	50 Tons
Huge	Locomotive, Large Tank, Rocket, over 50 Tons
Immovable	Buildings, Hills, Walls etc. Major landscape features.

Object Size	Toughness Rating
Small	5
Medium	10
Large	20
X-Large	40
Huge	80
Immovable	20 per Grid occupied.

Victory Conditions

Victory is normally achieved when all opponents are rendered incapable of action.

Some scenarios may set special goals that determine victory or defeat such as capture of a specific item on the field or protection of an object for a set amount of Turns.

Templates

