

### **How the game works:**

This game is designed with speed in mind and so aims at having as few rules as possible as to not hamper the rapid pace. It is a skirmishing game and so requires only a handful of models, as opposed to other games which require players to pitch bigger-sized forces/whole armies against each other.

The players take it in turns to activate, move, perform actions with their models. The starting player has a certain number of Order Tokens that he can use to “activate” his models. An activated model may perform a certain number of actions during the player's turn. Once the player has used up all of the tokens in his Order Token pool, it is his opponent's turn to play. This goes on until the end of the game, which can come about in a variety of ways.

### **Characteristics:**

Each model on the table will have a set profile which contains a number of things such as equipment, skills, etc... One of those things will be the model's characteristics or stats. There are seven characteristics in total, each described below:

<b>Name</b>	<b>Abbrev.</b>	<b>Description</b>
Weapon Skill	WS	Proficiency with close combat weapons
Ballistic Skill	BS	Proficiency with ranged weapons
Agility	Ag	Character's general dexterity and speed; used to determine who far a character can move, how well a character can jump, etc...
Vigour	Vg	Covers all physical aspects of the character, such as strength and toughness. This is also the value used to determine how much damage a model can take before being knocked-out
Perception	Per	Used to analyse the character's immediate environment
Brains	Br	Character's intelligence; used for problem-solving, etc...
Willpower	WP	Proficiency at holding your nerve, but also at influencing others



Sample character stats:

Description	WS	BS	Ag	Vg	Per	Br	WP
Average soldier (human)	5	5	5	4	4	4	5
Average civilian (human)	4	4	4	4	4	4	4

Characteristic tests:

When a character performs certain actions, the player must see if the character is successful or not in his endeavour. To do so, roll a d10: if the number on the dice is equal or lower than the concerned characteristic, it is a success; if the number is above, it is considered as a failure.

Order system:

Each character generates *at least* one Order Token per player turn (so if Player #1 has 5 active characters on the table, he has five Order Tokens to use in his turn). Each token is “spent” to allow a character to perform an action or combination of actions. The number of tokens allocated to any given character is up to the controlling player, but must never exceed the number of tokens in the player's OT pool (so the player can spend all of his/her tokens on one model or spread them out over multiple models: this decision is entirely up to the player).

Each token spent allows the model to do the following:

- Perform two different actions (such as move, then shoot)
- Perform an action twice (shoot twice)
- Perform an extended action (pick a lock)

These actions can be many different things, but will most often be the following:

- Move
- Shoot
- Aim
- Attack
- Jump
- Use an object that is close at hand

This list is non-exhaustive and can contain many different actions. However, keep in mind that these action must be performed in a matter of seconds. If the action you would like your character to perform takes longer than this handful of seconds, it counts as an extended action. Extended actions cover things like picking locks, hacking into a device, etc...



When a player decides to spend a token to activate a model, he must always declare what the model will do while activated to his opponent.

### **Weapons & Damage:**

<b>Name</b>	<b>Dmg</b>	<b>Range (in inches)</b>	<b>Add. Rules</b>
Rifle	4	12"	N/A
Pistol	3	6"	N/A
Knife	1	N/A	N/A

**Damage:** Damage made to a model is inflicted when an attack hits its target (intended or not). If it hits, then decrease the Vg value by the amount of damage inflicted.

*Example: Roger aims and shoots at Adelia with his pistol. The pistol has 3 Dmg, while Rick has 4 Vg. If Roger manages to pass his to-hit roll, Adelia will stagger backwards with only 1 Vigour Point left!*

**Range:** The weapon's range is used to determine whether the target is in range or not. In the case of ranged weapons, the target must at least partly within that range to be targeted. Players measure the range of weapons from the user's base to the target's base (if the target is a character). If a player decides to try to shoot an enemy with one of his characters and sees that the target is out of range, he may not try and shoot again with the same model unless he spends another Order Token to reactivate that model. If a weapon's range is shown to be "N/A", this means that the weapon can only be used in close combat.

*Example: The player decides that his character Roger wants to shoot at his enemy Adelia and so spends a token to use his character. The player declares that Roger will shoot and then move. He measures the distance between the two models to see if Adelia is within the rifle's range. The nearest edge of her base is 13 inches away, meaning that Roger cannot shoot. He now moves 4 inches away to hide behind a building, fearing Adelia's incoming retribution. If the player had chosen to make Roger shoot twice, the model would have found himself doing nothing for that "turn" due to his enemy being out of range. To enable him to shoot again, the player must spend another Order Token, make the model move to get into range and then shoot.*

**Add. Rules:** Because this ruleset is designed to be adaptable to any universe imaginable (well, almost), some weapons may need to have some additional rules to cover aspects of the weapon that aren't covered in the basic weapon profile (as an example, knives from the far-future which have been sharpened to a molecular level do not inflict more damage than a



well-placed knife cut, but will tear through any armour like paper, so instead of increasing the Dmg value, you could invent a rule that ignores any armour that the target may have). These rules will inevitably vary from weapon to weapon, but keep in mind that the more rules a weapon has, the more it hamper's the game's quick pace!



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