

SINGLE SCENARIO ROLE-PLAYING RULES

Version 4.1 by Tim Price

PREAMBLE

These rules are intended to be a *simple* set of role-playing rules capable of being used in a single session of play. I have played with a *lot* of rules over the years but always ended up wanting something *fast* and *simple*.

SUMMARY

When a player is trying to do something, they need to score *less* than the value of their most relevant attribute in order to succeed. Rolling a "low double" can cause additional effects.

SEQUENCE OF ACTION

Seat the players around the table in the order of their Agility Scores. Point at each player at random and ask what they are doing. They must reply immediately, without undue hesitation, or their character does nothing useful that turn ("dithering"), and go on to another player. Sometimes go back and give high Agility characters an extra move. Be arbitrary. Keep the players on their toes... Characters move and then fire, or fire and then move.

CHARACTERISTICS

Each character will have a number of characteristics and skills. Each is given a value between 2 and 12:

Characteristics:	Standard Skills:	Special Skills:	Range of Normal Values:	
STRENGTH	FIGHTING	RADIO	Weak	5
AGILITY	SHOOTING	PILOT	Poor	6
FITNESS	DRIVING	MEDIC	Average	7
INTELLIGENCE	SWIMMING	EXPLOSIVES	Good	8
EDUCATION	MECHANICAL	COMPUTER	Excellent	9
HITS (Str+Fit)/2	ELECTRONIC	BAZOOKA		
HEIGHT	SEARCHING	TANK DRIVER		

The normal range of values is in the 5 to 9 region (except for Height!), assuming the normal range of health / mental functions and some training or practice in the skill. Hits are always rounded *up*. Standard skills are the same for all mechanised era games, but with RIDING substituted for DRIVING, and ELECTRONIC omitted for all pre-mechanised games. Special skills are varied according to the specific genre of game, so a *Gothic Horror* type of game could have SANITY added as a Special Skill.

CARRYING OUT ACTIONS

In order to carry out an action that carries with it a chance of failure, a dice roll must be made against the relevant skill or characteristic using 2D6 and scoring less than or equal to the value. If a failure occurs, subsequent attempts attract a +3 modifier unless a suitable period has elapsed, or the character uses a substantially different technique. If the Character has no real suitable skill, roll against the skill he does have that seems most relevant and add a +3 modifier to the roll.

MOVEMENT.

Use something suitable (depending on the figure/ground scale) to decide movement such as a pen or a handspan to decide movement at the run, with about half that at a walk. A character must make a successful fitness roll for sequential moves at a run, otherwise he has to alternate walk/run on alternate moves.

EXAMPLE ACTIONS ALLOWED IN A MOVE

Walk*	Run	Get up from prone	Open/close a steel door
Fire	Draw weapon*	Change magazine/Reload	Clear weapon stoppage
Aim	Observe*	Shout orders	Bandage a wound
Fall prone*	Fight Hand to hand	Throw grenade	Rest

WEAPON TYPES, RANGES AND DICE MODIFICATIONS

<u>Weapon</u>	<u>Close</u>	<u>Long</u>
Handgun or SMG from the hip	1 "run" move	More than 1 "run" move.
Shoulder Gun	2 "run" moves	More than 2 "run" moves.
Mounted Gun	3 "run" moves	More than 3 "run" moves.

<u>Weapon</u>	<u>Range DMs</u>	
Handgun	0	+3
Sniper sight	+1	-2

A thrown Grenade will travel a basic distance of up to one "run" move. When thrown, throw 2 dice; one counting plus, the other counting minus - add or deduct the result in inches to the range. The grenade can be thrown in any direction from a point up to ½" away from the character's figure and will bounce off walls.

FIRE MODIFICATIONS

Firer Status

Under fire.	+2	(Had a near miss last turn)
Using Burst/Automatic fire.	-2	(Unloaded on any double) (attack adjacent targets)
SnapFire (Weapon cannot be rested).	+3	(Close range only) (Actions marked " * " above)
Wounded.	+?	(Add for each hit lost)
Tired.	+2	(If suffering a failed Fitness roll)

Target Status

Evading or running across line of fire	+3	(Target ducked from a near miss last turn)
Kneeling	+1*	
Prone or firing around a corner	+2*	
Firing from a foxhole	+3*	
First shot at an unaware target	-1	

Notes: A Grenade counts as a handgun firing at close range, but with only the modifiers marker "*" above.

SCORE REQUIRED TO HIT

Roll against Shooting Skill to hit. If the score is more than the skill level, but within 2 of the required skill, the target suffers an enforced reaction caused by a near miss (he ducks, or counts as being shot at if in the open).

DAMAGE AND KNOCKDOWN

1D6 (if a 6 is rolled on the dice, roll again and add the scores). When damage is rolled, deduct the score from the number of Hits the Character has. This reduction is taken as a modifier against *all* dice rolls, until the bleeding stops, and thereafter only against Strength and Fitness. Then roll against FITNESS adding the number of Hits. If the result is greater than the FITNESS score, the character is knocked down and requires to score less than the FITNESS score to recover sufficiently to continue to take part. Roll for a hit location – 1:leg, 2:leg, 3:arm, 4:arm, 5:body and 6:head. If wearing body armour or a helmet, damage is ignored, but knockdowns are still possible.

BLEEDING

When a Character is wounded, roll against the remaining Hits every subsequent turn. If the character is doing something strenuous such as running, fighting in hand-to-hand combat or lifting something heavy, +3 to the roll. If the result is GREATER than the remaining Hits, the Character loses another Hit point (only 1). Bandaging wounds will prevent this. Knocked down casualties cannot bandage themselves...

HAND TO HAND COMBAT

The Characters roll against FIGHTING Skill and add the Weapon Factor to cause 1D6 damage:

- 1 Club, Knife, Clubbed SMG.
- 2 Clubbed rifle, Spade.
- 3 Fixed bayonet on rifle.

ROLLING A "LOW DOUBLE"

If the character rolls a double one, double two or double three a "mishap" occurs. When firing the gun becomes unloaded or suffers a stoppage, or some other unfortunate event, the seriousness being reflected in the score. The Umpire decides what actually happens (normally a stoppage needing an agility roll to fix).

CHARACTER DEVELOPMENT AND ENDING THE SESSION

These rules are intended for a single session of play, but if you want to retain the characters for subsequent sessions, you should keep a note of good and poor role-playing during the game. Allow good play to have up to 3 skill levels to add, and poor play to deduct up to 2 levels.

At the end of the game *all* players (including those killed) should be required to say "what happens next" and provide 3 logical reasons why. The Umpire will then assign a score between 2 and 12 based on the likelihood that the statement could be true. The player rolls to see if his statement becomes the truth. If other players' statements are in direct opposition to earlier statements, they have to succeed in their own right, *and then* roll off against the other player to see whose version of "reality" wins!

SKILL LISTS

Suggested Special Skills for WW2 scenarios:

RADIO	PILOT (number of engines)
MEDIC	EXPLOSIVES AND BOOBYTRAPS
MAGAZINE FED LMG	BELT FED MG
20MM CANNON	ANTI-TANK GUN
BAZOOKA OR PANZERFAUST	PIAT
TANK DRIVER	SHOOTING (in addition to other small arms)
PARACHUTING	CANOEING
ARTILLERY GUNNERY	FLAMETHROWER

Suggested Special Skills of Gothic Horror scenarios:

RADIO	PILOT (number of engines)
MEDIC	EXPLOSIVES AND BOOBYTRAPS
MAGAZINE FED LMG	BELT FED MG
PARACHUTING	SHOOTING (in addition to other small arms)
ARCHIVE SEARCHING	CHEMIST
CANOEING	PHOTOGRAPHY
SANITY	APPARENT SOCIAL STANDING
RIDING	MOTORBIKE

Suggested Special Skills for Modern scenarios:

RADIO	PILOT (number of engines, fixed or rotary)
MEDIC	EXPLOSIVES AND BOOBYTRAPS
MAGAZINE FED LMG	BELT FED MG
PARACHUTING	SHOOTING (in addition to other small arms)
CHEMIST	MOTORBIKE
CANOEING	PHOTOGRAPHY (Still, Video, Electronic)
COMPUTER	INTERNATIONAL TRAVEL
RIDING	SAILING (wind, powered)

Suggested Special Skills for Science Fiction scenarios:

CRYOGENICS	PILOT (Dirigible, Rotary, Jet, Anti-Grav, Orbital, Inter-Stellar)
MEDIC	EXPLOSIVES AND BOOBYTRAPS
ANIMAL RIDING	PROJECTILE WEAPON (Hand-Held, Crew, Emplaced)
VACC SUIT	MISSILE WEAPON (Hand-Held, Crew, Emplaced)
POWERED ARMOUR	DIRECTED ENERGY WEAPON (Hand-Held, Crew, Emplaced)
COMPUTER	PLASMA WEAPON (Hand-Held, Crew, Emplaced)
CHEMISTRY	BIOLOGY (Human, Xeno-Specific)
POWER SYSTEMS	PSIONICS Telepath, Empath, Telekinesis, Body Control, Teleport)
TRANSPORTER SYSTEMS	COMMUNICATIONS (Line, Radio, Orbital, Directed Energy)
ZERO-G ENVIRONMENT	CONTAMINATED ENVIRONMENT
XENOPHILIA	NAVIGATION (Planet, Stellar, Inter-Stellar)

EQUIPMENT

When selecting equipment care should be taken to ensure that the characters don't carry an unrealistic amount of stuff. A very good way of achieving this is to use cards for equipment and ammunition magazines and allow up to the Character's STRENGTH in items where:

1 = Pistol, Grenade, Hand-held Radio, Empty Backpack, Ammo Magazine, Helmet.

2 = Sub-Machinegun, First-Aid Pack, Body Armour.

3 = Rifle.

CHARACTER SHEETS

Each player should be provided with a character sheet containing the relevant skill scores and equipment carried. On the back of the character sheet should be additional information about the character (strengths/weaknesses) that would assist in role playing the character and any secret personal briefings.

Single-Scenario Role-Playing System Character Sheet

NAME:			
Characteristics:	Values:	Standard Skills:	Ability:
STRENGTH		SWIMMING	
AGILITY		DRIVING	
FITNESS		SHOOTING	
INTELLIGENCE		FIGHTING	
EDUCATION		MECHANICAL	
HITS (Str+Fit/2)		ELECTRONIC	
HEIGHT		SEARCHING	
Equipment:		Special Skills:	Ability:

Normal Values: Weak: 5, Poor: 6, Average: 7, Good: 8, Excellent: 9

Single-Scenario Role-Playing System - Background Information

NAME: