

Tactical Rules For 'GAMING 'SURVIVORS'' © BBC

The most important thing is to keep it simple and play 'in character'. The below 'back of a postcard' rules are adapted from my own '*Space Vixens From Mars – The Adventure Game*', a set designed to be simple and fast for 'adventure' skirmishes in that land where role-play marches alongside conventional wargaming...

You will need paper and pens to note details, a tape measure marked in inches, some 'D6' (numbered 1,2,3,4,5,6) and some 'D5' (numbered 2,3,3,4,4,5). 1" = A SHORT DISTANCE INDEED, 1 TURN = ½ OF NOT VERY LONG AT ALL. Round all fractions of a ½ or above 'up', all others 'down'. A 1:1 figure scale is used. Play for fun.

Those with guns can fire once a turn for an 'action', and reloading will take an action. Unarmed civilians can get stuck-into combat only by passing an 'Enable Test', 'Shirker's deducting '1' from their score (for the concept of this see below). Prisoners may be taken by their failing an 'Enable Test' after all hand-to-hand combat is resolved, and where the stated intention was made to capture. Yep, people *are* going to be a vital resource, and for the sake of simplicity all prisoners willingly defect.

'Strength' is reduced by combat – at zero you are 'incapacitated' or 'killed'. 'Actions' are the number of things a character may do each turn. 'Heroes' get '3', all others '2' because - as in all good adventures – heroes are simply better. 'Special Skills' are listed IN CAPITALS and enable a character to modify their dice score and function as if a 'Hero' at that particular task, e.g. an otherwise ordinary bloke is a 'Marksman'.

As with many games rolls can be made against skills and abilities, e.g. by rolling equal to or under her 'Intelligence' a dollymop might actually think to kick a marauding assailant in the *avant derriere* rather than just scream at him. The 'Enable Test' system whereby characters make a simple weighted dice roll to achieve an unusual action, 'Heroes' and those with 'Special Skills' at that task adding one to their score, increasing their chances of passing. 'Main Characters' differ from ordinary ones in that – like 'Heroes' – they always re-appear 'next episode' – which is why I've said 'incapacitated' rather than 'dead'

The 'initiative point' system (IP's) to control various phases of each game turn. Each side receives one IP per 'Hero' - plus five if you have at least five characters of any type in play. IP's are then allocated to phases of a turn ('Movement', 'Firing', 'Hand-To-Hand', 'Any Other Business'). Whoever 'wins' the allocation chooses who takes their phase first. Put simply, if you 'win' you usually get your opponent to move first so you see what they do, and then you shoot first to eliminate them before they shoot you. It's a game of bluff and guile, rather than numbers. Lose a Hero – lose an IP. Fall below five characters on the table lose an IP (it works quite well - a few heroes will always leave loads of grunts flat-footed, just like the movies). The system also conveniently accommodates more than one faction, which will be relevant in this campaign.

Characters are sometimes called upon to take 'an Enable Test', to achieve or avoid specific events. Roll a D6 – a 4 or above is usually a 'pass' enabling the action.

INITIATIVE AND SEQUENCE OF PLAY

Each turn a player allocates his/her IP's to some, or all, of the 'phases' of each turn's 'Sequence Of Play'. The player with the highest number of IP's allocated has 'won' the initiative for that phase and can choose the order in which each player takes their phase, i.e. 'who moves first'. If there is a tie of IP's make a straight die roll for choice.

The events of each turn are always taken in the below strict sequence, so take care. If you lose the initiative and get shot before you can fire – *c'est la guerre*.

- 1) ALLOCATE IP's AND ADJUDICATE INITIATIVES
- 2) ADJUDICATE MOVEMENT PHASE
- 3) ADJUDICATE FIRING PHASE
- 4) ADJUDICATE HAND-TO-HAND COMBAT PHASE
- 5) ADJUDICATE ANY OTHER EVENTS e.g. Enable Tests,

ACTIONS

The number of actions made by a figure may not exceed its allowance. Only 'Natural Movement', 'Looking With Eyeballs', 'Hand-To-Hand Combat' are not actions. The first two are automatic – the third easily fuelled by adrenaline or other hormones! All

other things characters do is an action. Completing an action deducts 2” from a character’s move distance, up to a minimum move of 1”.

Visibility, and therefore ‘detection’, is line-of-sight on a 180 degree front arc to the viewers ‘eyeballs’. Characters can see into or through foliage and ‘smoke’ up to 2” – obviously not through solid objects! (see note in article about night vision in suggested scenario).

During the ‘Any Other Events’ phase each figure can communicate ONCE per turn – by speech up to 4” by shouting up to 8”. Shouts are limited to three words or less.

Maximum movement distances for all characters is 6”. A ‘run bonus’ of double normal speed is possible, but running characters may not complete ‘actions’ and only one consecutive ‘run move’ is allowed. Each obstacle passed over or through (e.g. moving through, a door, a building, Darcy running upstairs to escape etc) deducts 2” from a move to a minimum move of 1”. Horses? Strength 4, move 10”.

Only direct fire is allowed – the target must be seen by the shooter. Each character may only fire one weapon per turn at one target within a 180 degree front arc. The range bands/strength of each weapon are as follows:-

NAME	RANGE	STRENGTH	PTS.	WHEN CAN BE FIRED
Pistol	0-2”	2		As reloaded (see above)
Shotgun	0-8”	2		As reloaded (see above)

To obtain a ‘hit’ on a character roll 1 X D6 for each weapon fired – a score of 4 or above will hit! Add the following factors:-

- +1 If Hero firing and/or aimed shot
- 1 If target in soft cover, obscured etc.
- 2 If target in hard cover

All misses are harmless. Depending scores a hit will either kill/incapacitate a figure or ‘wound’ and thereby reduce its strength. Total the following:-

The weapon’s strength points

Add the net score of one plus and one minus D5.

Deduct one if target is in 'soft cover'

Deduct two if target is in 'hard cover'

The resulting score is either the reduction of the target's strength, or no reduction, and therefore no effect. Reductions of target strength are noted on ready for the next turn (here Gamesmasters can complicate if wished by specifying disabled limbs etc.). Any reductions in strength count as progressive 'wounding' and are 'carried forward' between turns. Buildings etc. absorb damage on a cumulative basis, and can be allocated 'strength' points'.

When two or more hostile characters move into base contact 'hand-to-hand' combat results. Characters in the open entering hand-to-hand from more than 2" away can be fired at first, but only by those with drawn weapons who have enough actions saved-up with which to shoot said weapons. These 'pre-contact' shot may only be 'aimed' if the attacker began their 'charge' from more than 6" away. Hand-To-Hand effects are as per firing, and to resolve total the below factors for each side to produce a total for each combat. We recommend no more than five characters in total are permitted per combat as this will give the numerically superior an advantage, but not a decisive one, it being reasonable to assume the many get in the way of the few.

First, total for each character involved:-

Each characters current strength

Add 1 if using edged/bladed weapons (e.g. knife)

Deduct 2 if unarmed

Next, add to each side's score:-

A D6 score

Add 2 if at least one friendly 'Hero' is involved.

Add 2 if side holds hand-to-hand initiative.

Add 1 if most of side is defending obstacles (e.g. doors, walls, defences).

The resulting difference between the two side's scores is the number of 'Strength Points' lost by the losing side, and these must be allocated as equally as possible amongst all characters involved. The 'winning' side loses $\frac{1}{2}$ of these points which it similarly allocates – in best Hollywood tradition players may wish to consider some characters more expendable than others when allocating excess 'wounds'. If scores tie no damage is done. If both sides survive hand-to-hand combat it continues on the next turn, or until characters 'break off', which is a movement 'action'. Note also the above rules about taking prisoners - useful recruits.