



OPENTACTICS

COMMUNITY-DRIVEN MINIATURE GAMING



OpenTactics - 2 - Ill Gotten Games

Welcome to **OpenTactics**, a fast, simple, and open-sourced miniature gaming engine! To play, each player will need a handful of models, 3 red d6s, 3 blue d6s, a d20, a d10, and a number of reference cards correlating to your model selection. You can use our 3D printed models and terrain, or you can adapt these rules to fit miniatures drawn from any scale or manufacturer

BUILDING YOUR FORCES: To custom build a force, each player should agree on a set number of points. This could be any number (though between 200-1,000 points is a good place to start). Each unit a player selects to battle for them has a point value which is deducted from this total.

The units name. Beneath that, the various "types" that will be referenced to determine eligibility for special game effects

The unit's point value determines how much it deducts from your total force point allowance.

The four skills used primarily in assaults; Melee (sword), Ballistic (bow), Arcane (flaming hand), and Technical (circuit).

The Athletics value (boot) determines how far a unit may move and is used to jump, climb, et cetera.

Each of the four skills have 0-3 OFF (red) dice and DEF (blue) dice as shown here. Bumps (+ and - values) may be shown under appropriate dice pools.

The wing icon means that the unit has flight. The icon will only appear if the unit is capable of flying.

Range values for each skill determine how far away an attack using that skill may be made.

Each unit may have up to three Special Abilities. These abilities further define the units tactical capabilities and provided interesting ways to "break" the rules.

Handy reference image.

STEAM WITCH 49 POINTS
Cavalry, Human, Living, Mage

Melee: -1 (red), +1 (blue)
Ballistic: +1 (red), +1 (blue)
Arcane: +1 (red), +1 (blue)
Technical: +1 (red), +1 (blue)

RANGE 1 RANGE 0 RANGE 6 RANGE 1

HEX: Whenever an enemy unit within your Arcane range makes a test you may choose a single OFF or DEF die result and re-roll it at the end of the bump phase.

WEAKEN: Living enemy units reduce their Melee OFF dice pools by 1 while within your Arcane range.

SETTING UP THE MAP: Players should agree on battlefield construction before the game begins. Taking your terrain elements (default being a minimum of nine 3x3 increment tiles and 2-12 loose terrain components), each player should take turns placing a tile or component or otherwise agree upon a pre-built map that represents a place in an ongoing story campaign. Once the map is built, each player will need to choose an opposing map or tile edge (up to the players) from which their forces may be deployed.

PLAYING THE GAME: Once the map is set up, players will roll off to determine play order. Each turn, a player may spend up to five activation counters (mark these with dice, coins, or anything you prefer). Each counter may be used to activate a single unit. You may use a different number of activation counters if all players agree. When activating a unit, they may be used to either **Move**, be **Deployed** (a form of movement), or make an **Assault**. Some special abilities or scenario-specific actions may be taken in lieu performing one of these three types of activations, and will be worded appropriately in the ability text. A player may pass on using an activation counter, though discards one all the same. Once a player has used all of their activation counters, the next player's turn begins, repeating this process clockwise.

MOVEMENT/DEPLOYMENT

When activating a unit to move, they may do so a number of increments (squares on a grid or inches/centimeters if you're using a manual measurement system) equal to their Athletics value (the boots).

Provided the increments the unit moves through/into are open and level, the unit does so at a 1-1 value. Rough terrain costs two points of Athletics for each increment the unit moves through, while pits, elevation, or aquatic terrain may cost extra and may require a special Athletics test (see Climbing, Jumping, and Swimming below). Assuming that you are using the default grid system, a unit may move diagonally, though when doing so counts any negative effects of the two orthogonal increments they are bypassing to do so. Units may move through allied units, but not enemies.

When attempting to traverse elevated terrain, a unit may need to **climb**. First, turn the unit model horizontally and compare their base width with the height of the elevation. If the elevation is equal or lower than the base width, the unit may climb automatically, expending an additional Athletics point as though traversing rough terrain. If the terrain is taller than the base width, the unit must make an Athletics test (roll a d6 and add the remaining Athletics value after subtracting the movement to get there) and get an 8 or higher. A character that rolls a 1 and fails when making this test falls and is defeated. A character may attempt to climb down from elevated terrain as well, though is defeated on any failed test, not just on a roll of 1.

When attempting to **swim**, each increment moved costs an extra point of Athletics and the character must attempt an Athletics test (roll a d6 and add the remaining Athletics value after subtracting the movement to get there) and get a 4 or higher. If a unit fails this test, it is defeated.

Whenever a character wishes to bypass drops/pits or impeding or potentially deadly terrain (through which they would normally be allowed to move) they may attempt to **jump** over the terrain, ignoring its effects. Doing so simply requires an Athletics test, rolling a d6 and adding the unit's Athletics value. The DV (Difficulty Value) of the test is equal to 5 per consecutive increment the unit is attempting to jump (and this movement must be done in a straight line). The jumping unit gains a +1 bonus to this test for each increment moved before the jump test is made. If this test is failed, the unit is defeated. Multiple jump tests may be made during the same movement.

Flying units (signified by a wing icon beneath the Athletics value) ignore the negative effects of terrain when moving (including elevation).

Deployment: In place of activating one of your units already on the map, you may choose a unit from your reserves. When doing so, the unit moves in from your table edge (or similar deployment zone as dictated by the scenario you're playing). In all other respects, a deployment move is treated as a normal movement.

ASSAULTS

When activating a unit to attack an enemy, the two units become engaged in an assault and adhere to the following rules.

When targeting an enemy for an assault, they must be within range for an attack. Each unit has a **range** value for their four assault skills (Melee, Ballistic, Arcane, and Technical). To determine if the target is within range, simply count the intervening tiles (counting horizontally only, though the effects of elevation will be explained below) in the most direct possible path. If the target is within range, the attacking unit may test the OFF values of their chosen attack skill against the target's DEF value in that same skill. If the attacker is also within range of the target for that same attack skill, the target may **retaliate**, testing their OFF value against the attacker's DEF value simultaneously. A unit must have OFF dice and a 1+ range value to make an assault using that skill. During an assault, a unit will have between zero and three of each kind of dice as shown on their rules cards. The assault occurs in four phases:

1) Roll Phase– All dice are rolled simultaneously.

2) Bump Phase– Some units have “bumps,” a numeric value with a + or – listed under either their OFF or DEF dice. Starting with the player initiating the assault, each player may take turns using a single bump. Each bump may adjust a single die result up by its value, though a single die may not go higher than 6 or lower than a 1. + bumps are optional, though – bumps must be used, and a + and – bump may be used on the same die when applicable.

3) Re-Roll Phase– Starting with the player initiating the assault, each player takes turns using any re-rolls they are afforded, either by special abilities or terrain/unit placement. Each re-roll allows the player to re-roll one of their die results (OFF or DEF).

4) Tally Phase– Each player checks their OFF result against the opponent's DEF result. Starting with the highest OFF die, compare it to the highest enemy DEF die. If the results are a tie, move on to the next highest. If a single OFF die can't be matched or beaten by value from the enemy's DEF, that enemy is “defeated” and is removed from the map and placed in the victorious player's captures (a space to the side of the map on that player's side). If the OFF cannot beat the enemy DEF values, that unit is safe. Note that, because all dice are rolled at once, it is possible for both units to defeat one another simultaneously.

Saves: Some unit types, abilities, or special circumstances may grant a character a save. A save is a single d6 roll (not considered to be a “test” for purposes of special ability wording) that, if equal to or under the save value, saves a unit from being defeated. The most common source of saves comes from unit types. The following table illustrates which types are granted saves from one another:

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SAVE VALUES					
<u>DEFEATED</u>	INFANTRY	CAVALRY	MONSTER	VEHICLE	BEHEMOTH
INFANTRY	N/A	N/A	N/A	N/A	N/A
CAVALRY	2	N/A	N/A	N/A	N/A
MONSTER	3	2	N/A	N/A	N/A
VEHICLE	5	4	3	N/A	N/A
BEHEMOTH	5	5	4	3	N/A

Flying units (signified by a wing icon beneath the Athletics value) may attempt to evade attackers through flight. If a non-flying unit assaults and defeats a flying unit, the flying unit gains a bonus save equal to the amount by which the flying unit's Athletics exceeds the range of the attack, though the flying unit will not benefit from this save if it chose to retaliate during the assault.

Using Special Abilities: Many special abilities will be used during the various phases of an assault. If both units are using an ability that would go off at the same time, resolve the abilities of the unit that initiated the assault first.

OTHER ASSAULT CONSIDERATIONS...

Allied Support: During an assault, each adjacent allied unit grants a re-roll of a DEF die during the re-roll phase. If an allied unit is adjacent to the enemy, they grant the re-roll of an OFF die during the re-roll phase. If an allied unit is both adjacent to you and the enemy, you must choose whether it grants its re-roll to OFF or DEF.

Higher Ground: If one unit is occupying a higher point of elevation during an assault, they may re-roll a single OFF or DEF die during the re-roll phase. Additionally, a unit attacking or retaliating against a unit on higher ground must reduce their OFF dice pool by one (though it may not be reduced below a single die).

Cover: If a unit is benefiting from cover during an assault it may re-roll a single DEF die during the re-roll phase. To determine if a unit is benefiting from cover, use a ruler, book, piece of paper, or other straight implement and draw a straight line from the center of the bases of both units in the assault. If the line goes through any increment occupied by an impassible or hindering object (such as a large rock, pillar, corner of a building, another unit, et cetera) the unit is considered to be benefiting from cover. This usually goes both ways, though if only one unit is directly adjacent to the cover in question, they are considered to be "attacking from cover" and the enemy unit does not count as benefiting from it.

Charging: A unit that ends a movement within Melee range of an eligible target may make a free Melee assault at the end of that move.

Technical Assaults: Technical assaults may only be made against units with the **Construct**, **Fortification**, **Tech**, or **Vehicle** types unless an ability states otherwise.

VICTORY CONDITIONS

If one side wipes the other (or all others, in case of a multiplayer game) out completely, they have won. However, victory may often be determined by **morale**.

Morale: Representing the ebb and flow of tactical advantage and the troops' will to keep fighting, morale is tracked using a d20 and a d10. At the start of the match, each player places their d20 so that it reads $10 + \frac{1}{2}$ the number of units in their force (rounding down) up to a maximum of 20. At the end of a full round (after all players have used their activation counters), each player tallies up the number of their own units that were defeated and compares that with the number of enemy units they added to their captures during the round. If the number of losses exceeds the number of captured enemies, reduce the value of the d20 by that amount and roll the d10. If the d10 result is equal to or lower than the value on the d20, morale is stable and the force fights on. If the result is higher, the force routes (or tactically withdraws, in the case of a fearless fighting force) and loses the battle.

Objectives: You may wish to set objectives, such as resources, a bridge or similar terrain point, or innocent bystanders. Generally, these objects should be placed centrally in the map. At the end of a full turn, when calculating for morale, count each objective that is adjacent to one of your units but not adjacent to an enemy in the way that you count captured enemy units. Holding objectives can mean turning the tide of a battle.

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Second Edition