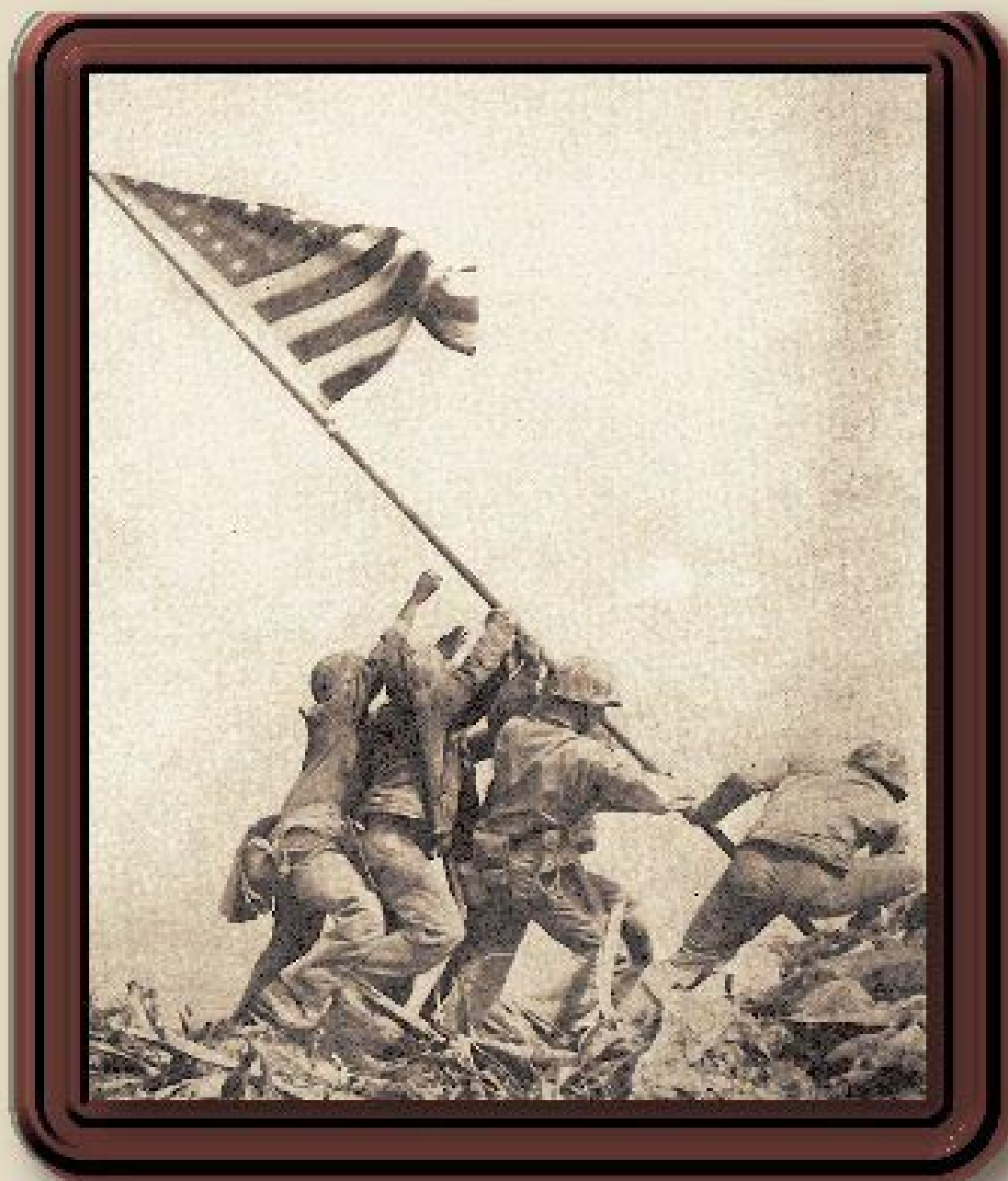


# COMBAT!

A MILITARY ACTION GAME




WILLIAM ANDERSEN

# COMBAT!: A MILITARY ACTION GAME

BY WILLIAM ANDERSEN

WE'D LIKE TO THANK THE FOLLOWING PEOPLE FOR THEIR HARD WORK ON THIS PROJECT:

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# COMBAT!

## DEDICATION

“This book is dedicated to my granfather, Ruben James Bass, who served aboard the USS Mississippi during the Second World War. I also dedicate this book to his entire generation. Whether they served in the armed forces of the US or any allied nation, or made sacrifices at home, they truly saved the world. God Bless them All!”

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**COMBAT!**

**A MILITARY ACTION GAME**



## CHAPTER ONE: ACTION! SYSTEM CORE RULES

### THE BASICS

In this section we present a quick overview of the most basic rules of the game.

#### DICE

The game rules use three six-sided dice. It's traditional to abbreviate "three six-sided dice" by writing "3d6." In this custom, the first number is the number of dice being used (in this case 3) and the second number represents the type of dice being used (specifically, number of sides they possess), so "d6" means "six-sided dice."

Six-sided dice are the common, square-shaped dice that can be found in many board games. They can also be purchased in many general department stores, but chances are you have at least three of these dice somewhere in your house, in other games.

There are options to use other numbers and kinds of dice, which are discussed later and in other optional rules. For now all you need to play the game using the core rules are 3d6—three six-sided dice.

#### THE GM

One member of the group assumes the role of moderator and controls the Non-Player Characters ("NPCs" for short). This player is known as the Game Master, or GM.

In situations when the rules are unclear or need to be applied in a new or unique way, the GM uses his or her best judgment. The GM also constructs the basics of the game. Basics include the setting, theme, NPCs and some goals for the players' group, normally called a Team, but also referred to as a Unit, Troupe, or Group. We'll talk more about what makes a good Game Master later in this book.

#### PLAYERS AND CHARACTERS

Each player has a fictional character, called a Player Character (or "PC"), a made-up person that the player will use during the game. The player chooses what his character does and says during the game.

Think of the player as an actor, and the PC as a role that the actor is playing in a movie or play.

#### ATTRIBUTES & SKILLS

Each character has attributes and skills that represent the character's personal ability or aptitude in various areas or for performing certain tasks.

Each attribute and skill has a numerical score. This score tells you how strong or proficient the character is in that area. Most characters will have scores from 1 to 10, which represents the normal human range of ability. While some military games will include specially augmented characters or aliens that could go higher than 10, the GM should consider 10 to the maximum for a normal human character (even with superior training from their military service).

#### ATTRIBUTES

There are six attributes, which are arranged in two groups: Body and Mind.

Each group contains a Power Attribute, an Aptitude Attribute and a Resistance Attribute.

#### SKILLS

Each character also has skills, which represent the character's general ability or aptitude in various tasks. There are skills for arts and crafts, using weapons, and even diplomacy. Skills reflect how good your character is at what he knows.

Skills are also arranged into groups.

Each skill is associated with a specific Attribute Group. Persuasion, for example, is associated with the Mind Group, whereas the Swords skill is associated with the Body Group.

When a character attempts a simple task, such as walking or opening an unlocked door, the player doesn't need to roll dice. When a character attempts an action that has a chance of failure, however, such as attacking an opponent or maneuvering a vehicle through an obstacle course, the player must make a skill roll.

#### SKILL ROLLS

Skill rolls are used to determine if a character is successful at some attempted action or task.

Players decide if they want their character to perform an action. An action can be as simple as walking through a door, which would not require a skill roll. Sometimes there is a level of skill involved in performing the action, however, so the player may need to make a skill roll for his character. The GM decides whether or not an action requires a skill roll.

#### ATTRIBUTE + SKILL

If the GM determines that a player's chosen action requires a skill roll, the GM determines which Skill and which Attribute (from the Attribute Group associated with the skill) apply to the task.

*If a character attempts to shoot an opponent with a handgun, the player must make a Pistols skill roll. Because the Pistols skill is associated with the Body Group, the GM must choose Strength, Reflexes, or Health as the attribute that the player uses with the Pistols skill. The logical choice is Reflexes, the Aptitude Attribute for the Body Group.*

#### DIFFICULTY LEVELS AND TARGET NUMBERS

The GM then determines the Difficulty Level (or "DL") of the action being attempted. Each Difficulty Level has an associated Target Number (abbreviated as "TN"; see the *Difficulty and Target Number Chart*). The more difficult the action being attempted is, the greater the Difficulty Level and the higher the Target Number.

The Target Number is the number that the player must meet or beat when making a dice roll in order for the task to be successful. A Target Number of 18 would be shown as "(TN 18)."

#### MAKING THE ROLL

To make a skill roll, a player rolls 3d6 and adds his character's attribute and skill scores to the number rolled on the dice. If this new total is equal to or more than the Target Number, the attempted action is successful. If the total is lower than the Target Number, the attempt fails.

#### ATTRIBUTE ROLLS

Attribute rolls are made much the same as skill rolls, with

the GM determining a Difficulty Level and assigning a Target Number. The difference is that instead of adding an attribute score to a skill score, the player simply doubles the character's attribute score and then adds that number to the dice roll.

*John's character has a Reflexes score of 4. The GM tells John to make a Difficult attribute roll (TN 21) using his character's Reflexes. John doubles his character's Reflexes score (4) for a total of 8. He then rolls 3d6, and gets 13. Because 13 plus 8 equals 21, John's character's attribute roll is successful.*

## DAMAGE

If a character suffers injury, such as from being hit by a weapon or falling into a pit, *damage points* represent the injury. Damage points are subtracted from the character's Life Points. When a character's Life Points are reduced to 0, the character is dying.

## CAMPAIGN LEVEL

This game is based upon the portrayal of military characters; the two levels of a campaign for this genre are "Realistic" and "Cinematic".

### REALISTIC

*Realistic* games are those in which the player characters are life-like, everyday heroes. For example, the characters may be street cops, investigators of the occult or otherworldly horrors, or soldiers in World War II.

*Realistic* games typically involve real-world situations (and their aftereffects) faced by everyday heroes. Because characters are not as capable of physically handling devastating encounters and traumatic events as cinematic or heroic characters, *Realistic* games tend to involve more roleplaying than combat and action, though this needn't be the case for all games. If elements of the fantastic are present in the game setting, they are usually obscure and mysterious and beyond the grasp of the PCs. For example, while many people may believe that magic and miracles are real, there is generally no way to scientifically prove so.

### CINEMATIC

*Cinematic* games are those in which the player characters are larger-than-life action heroes such as those found in fantasy, science fiction and action stories. The characters may be maverick cops (such as the characters portrayed in many police-oriented dramatic and action films and television programs), unlikely but capable heroes, avenging do-gooders and battlers of evil, Japanese chanbara (sword fight film) heroes, or heroes in a science fiction setting or fantasy setting.

*Cinematic* games typically involve lots of high-action and plausible, albeit unlikely, situations. The heroes tend to be highly capable, as do the major antagonists. Minor enemies (henchmen, flunkies, goons, mooks, etc.) are dangerous and numerous, but not as skilled as the heroes. *Cinematic* games tend to involve as much role-playing as they do combat and action.



# Avalon Games



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### **Mini-Games**

Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

### **Worlds of Wonder**

Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.



After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

### **Worlds of Wonder Expansions**

Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

### **Arcana**

Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

### **Game Geek**

Avalon's Monthly game magazine, inside you will find tons of gaming goodness, free games, add on materials for many of Avalon's titles, and a monthly sections dedicated to S&G, Battle Axe and Arcana. Great game stuff each and every month.


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making loans that change lives.**



loans that  
change lives

# S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and orcs, or blast off into the cold hard future with space marines and aliens.



**Warlord Grom**

**2**

**4**

**Strength** 3


**Speed** 8 / 1

**Movement** 4

**Adrenal** 4

**Will** 4

**Health**




**Weapons and Armor**

Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-


**Special Abilities**

- 1. Savage Blow (Attack, 3)**  
Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scimitar. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- 2. Command (Move, 2)**  
Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- 3. Shatter Shield (Attack, 1)**  
Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.

Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.



**Spirit Tiger**





# BEDROCK GAMES™

## TERROR NETWORK

Counter Terrorism Role Playing Game



Endorsed by  
Sol Bradman  
Director of Training, Counter Terrorism Operations  
Security Solutions International

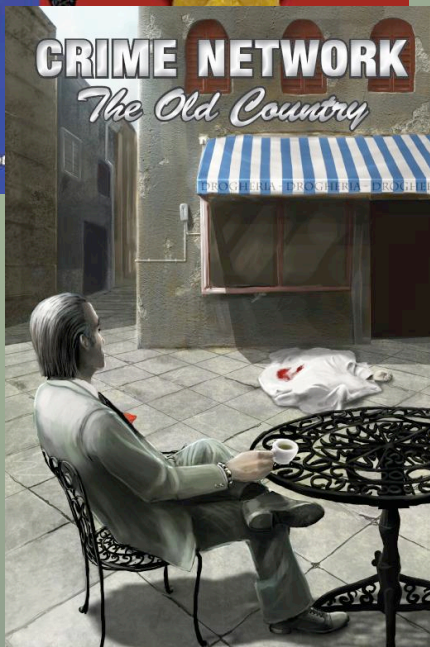
## Operation Hydra Den

A Terror Network Game Module



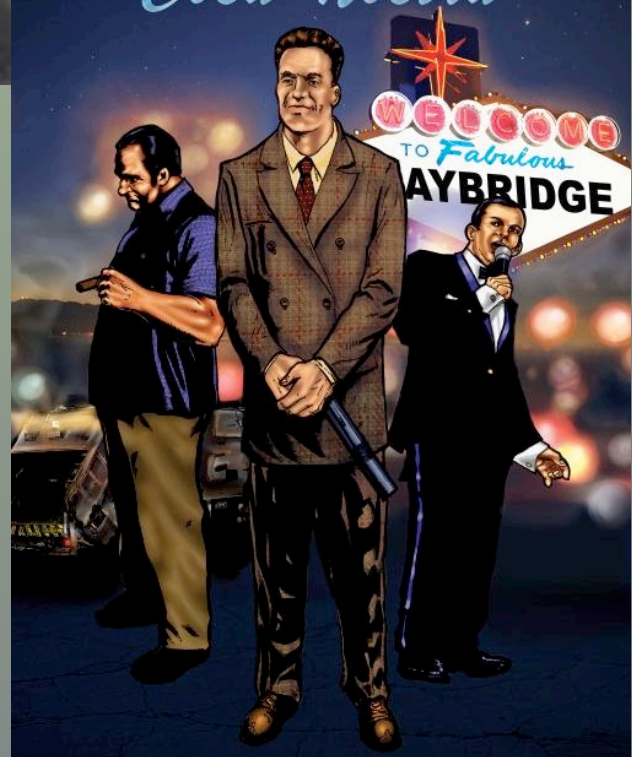
## CRIME NETWORK

The Old Country



## CRIME NETWORK

Cosa Nostra





Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.



**If you liked this game then try one of Avalon Game's Mini-Games,  
such as Land Ships.**

(Click [here](#) to visit this product's page at [RPGNow](#))

With a shutter the massive land train lurched to the side as another of the enemy's cannon shells hit the iron plating.

The Admiral barked orders into the tube to the steam engineer deep in the bowels of the iron beast, "Give me more power Chief!" With a howl of frustration the chief protested back through the brass call tube, "Sir, she's about to burst now, I shovel any more coal into the furnace and she's going to explode!"

"Then damn you to hell Chief," Called back the Admiral, "We will just have to blast the enemy with what we got."

This is Land Ships, another great Mini-game from Avalon Games. Land Ships takes war in the Victorian age and stands it on its head. What if Jules Vern and H.G. Wells had gotten it right just a little bit closer to home, what if the great powers had taken steam power and used it to craft great engines of war and destruction. This is Land Ships, a world where an alternate reality exists, one where science has allowed kings and empires to forge massive war machines, tank like creations but on a massive scale.

Lead a grand army of steam powered behemoths made of iron and brass across the battlefield, while all the time trying to defeat you foe's own massive monsters of metal and steam.

Fully expandable, each set for this system will allow you to play forces from different factions, adding new war machines, map boards and exciting fun.

