COMBAT

A 1/6TH SCALE ROLE-PLAYING GAME

BY

DAVID J. DICENSO

AKA "OPIE" (FROM SANDBOX DAYS)
"ATCCOMMANDER" OR "ATC" FOR THE TRENCHES
ATCOMMANDER@ROCKETMAIL.COM

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A 1/6TH SCALE RPG

Forward

These rules are designed to accommodate 1/6 scale wargames, specifically for 12" Action Figures such as GI Joe, Cotswold Elite Brigade, Soldiers of the World, Dragon soldiers and 21st Century figures. The rules include melee combat, unarmed combat, vehicles, and armor. Thanks to the wide availability of vehicles since 1999 or so, the rules were expanded to accommodate vehicles as well. Finally, the rules were updated to include rules for character development - creating a real personae for your Action figures!

These rules were originally drafted to apply only to combat, but were soon expanded to also cover areas of interest to non-military activities such as identifying ancient pyramid runes or extinct cultures with skills such as Archeology or Anthropology. So now the rules cover not only basic skills such as marksmanship and swimming; they also incorporate use of advanced skills such as lock-picking and computer use. The expanded role-playing game rules work for military as well as adventure-oriented scenarios.

These rules were originally developed for my children, who needed a fair way to resolve combat. The project grew from a 10-minute "field expedient" rule set, to a full-blown wargame rule set. It is very important to realize that these rules were not created (nor intended to be) 100% realistic. The most realistic rule sets seem to be very slow and uninteresting to play, especially for younger gamers. I have play-tested these rules repeatedly and "tweaked" them as necessary to provide a proper balance between realism and playability.

To play, it's important to have a neutral, detached referee. In many role-playing games, that would be the "Game Master" or GM. In our case, it was me (the parent) and the players were the kids. Sometimes during game play, you may find that the rules don't exactly match what's going on in the game, and the GM has to interpret the rules in a fair and even-handed manner that accommodates the rules as well as enhances playability in the game.

DICE:

Most dice used in this game are percentile dice. You can find them at practically any gaming shop. Typically they are two 10-sided dice, one marked as "tens" and one marked as "ones." Rolling them together gives a number between 1 and 100 ("01" and "00"). You could simply roll a single 10-sided die twice to obtain the same result. If you wanted to get fancy, you could pick up a 100-sided die, but I've found those more problematic than useful. Sometimes in these rules, we may use dice *other than* percentile dice. Rolling dice will refer to the percentile dice unless noted. Where another size of die is called for, the rules will specifically indicate what type of die to roll. These rules may use 4, 6, 8, 12, or 20-sided dice at times. Should you see "1d6" it represents one roll on a 6-sided die. "2d8" would be two rolls of an 8-sided die (always add the two rolls together; 2d8 yields a result between 2 and 16, for example). Now if you encounter nomenclature like this in these rules, you'll now know what it means! While you could just us a die-rolling app for your phone, that's a boring approach and not nearly as much fun as using real dice.

TIME:

 One Turn = 3 seconds.

INFANTRY MOVEMENT:

Figures are moved simultaneously. Movement is measured in inches. You may simply estimate the distances (speeds play - preferred method) or actually measure (slows play - not preferred, but certainly more accurate).   We found that a rolling measurement device works great for this (ours was intended to measure inches of floor covering that rolled off a spool – I added a handle and it works great for quickly measuring longer distances in inches (and the kids like pushing it around). The movement rates are as follows:

 Run - 100"
 Walk - 60"
 Crawl - 30"
 Jump - 10"
 Get Down (kneel, sit, or get prone) - takes 1/2 turn
 Get Up (from kneeling, sitting, or prone) - takes 1/2 turn
 Turn (90 degrees takes 1/2 of a turn)
 Wade - 40" (water mid-thigh in depth)
    - 20" (water above mid-thigh)
 Swim - 30"
 Climb - 10" (at least one hand needs to be free to climb, and this presumes
    handholds such as a ladder or latticework to gain purchase for a grip...
    otherwise technical climbing skill and equipment is required, and
    both hands must be free, but the movement rate is the same)

VEHICLE MOVEMENT:

Vehicle Type	Roads	Flat (open fields/sand/bad roads)	Rough Terrain
Motorcycle	250"	185"	125"
Motorcycle w/sidecar	200"	150"	100"
Jeep/Kubelwagen	200"	150"	100"
Jeep with trailer	175"	135"	100"
Kettenkrad	200"	200"	130"
White Scout Car/GE	200"	135"	100"
Schwimmwagen	200"	150"	100"
Horse	150"	150"	150"
Adventure Team ATV	100"	75"	50"(& in water)
Helicopter	Can Move Up To 300" Always		
M5 Stuart Tank	100"	75"	50"
Big Trapper/MTV	200"	150"	100"
Mobile Spt Veh (MSV)	250"	100"	50"

BOATS:

Watercraft	Water Speed (Add or subtract water speed for upstream/downstream travel or sea conditions – here's where the GM needs to be flexible.)
ATV	12
AT Boat	36
Raft, 1-man, paddled	6
Zodiac Raft, paddled	12
Schwimmwagen	24
Kayak	24
Canoe	12

WEAPON AND EQUIPMENT USE:

In addition to moving, a turn may be used as follows:
     Aim weapon
     Ammo - get out or put away
     Bayonet - Fix or Unfix
     Bazooka - prep for firing
     Fire Weapon -whether aimed or not
     Flamethrower - prepare for firing (not required for subsequent turns spent with
               continuous firing)
     Grenade - prepare for throwing or throw
     Knife - unsheath
     Loading - 1 bullet, recharge magazine with clip, or insert magazine
     Mortar - load/prep for firing
     Pistol - draw
     Unload weapon (or remove magazine)

OTHER ACTIONS:

A turn may be spent doing other actions not described above. If a task is particularly difficult, it may take more time. For example, picking up a flashlight may take a turn, but picking up a cinder block, truck wheel, or heavy chest might require two turns (or more):

    Breaking (as in breaking a window, breaking shutters - tougher object may require
          more time (additional turns) depending on the task; breaking through a
          hollow interior door with an axe would be much quicker than breaking
          through a steel exterior door without tools, while breaking a hollow interior
          door with a toothbrush might be slower than breaking a steel exterior door
          with explosives).
    Closing (hatches, doors, chests, shutters, lids, drawers, etc)
    Starting a motorcycle or jeep (presuming it's in good working condition)
    Mount or dismount horse or vehicle
    Pick up object (can also be done in conjunction with another act, like walking)
    Use Object (like wire cutters, mine detector, elevator buttons, etc)

ENCUMBRANCE:

The weight a person carries affects his movement rate. An individual soldier may not carry more than his maximum capacity of 40 lbs in combat. Should a soldier exceed that weight, he may not fight effectively (unless he is stationary or in a fortified position); he may not engage in hand to hand combat until he sheds weight to reduce his load to 40 lbs or less. For every 5 lbs over 40, the figure's movement rate is reduced by 10%. See equipment list (Attachment 2) for item weights.

(Note: If you're using the OPTIONAL RULES: PERSONAE, MANPOWER, RANK, and SKILLS, then the soldier may carry no more than 1/2 of his Strength score in combat. For every 5 lbs over that character's capacity, his movement rate is reduced by 10%.)

EXPERIENCE:

There are three different options we've used to characterize our forces. We have used all of them successfully in our play-test scenarios, and which method you decide to use depends upon your own inclination and what makes sense to you. All are roughly based on categories such as "recruit" or "veteran." Veterans can do things more easily and more effectively than recruits, so the distinction is important (more on this later).

Option 1: Standard Combat. All begin as "recruit." After 10 battles, the figure may become "average." After 20 additional battles, the figure becomes a "veteran" (if he survives). After a figure is "killed," the action figure becomes a new recruit with a new identity once again in the next battle or campaign - he's become a new, "green" replacement. "Resurrecting" figure identities that perished in combat is not allowed.

Option 2: Pick-Up Game. Mix your force with arbitrary designations of which character is a "recruit," "average," or "veteran." Make sure both sides have the same mix of experience. If a force has more recruits than veterans, it might require more recruits to make the sides "even" or "fair." This is all purely a matter of choice.

Option 3: The Hero rule (this is the one my kids liked best). Each player gets to select a player that will be the Hero on their force. Usually this is the figure the kid identifies most with. My son picked his favorite figure (nicknamed "Flat Top") to be his team's leader and veteran Hero. When the Hero is hit during combat, add 10 to the damage die roll. This will decrease the level of damage the Hero must endure. (In this game, the higher the roll, the less damage; the lower the roll, the greater the damage.) Regardless of the level of damage the Hero suffers, he will not perish. How many movies have you seen where the hero should have died in a fiery crash, yet he inexplicably comes walking out of the smoke? That's the idea here. The most that can happen to this lucky Hero character is incapacitation for the duration of the game. (See the Damage section for more detail.) If playing alone with two opposing forces, you may wish to choose a Hero for the "bad guy" team as well. This way the characters may face their evil nemesis again in a future conflict! Remember the old Sgt Rock comics and the Iron Major who kept reappearing in his recurring role as the ultimate Evil Nemesis for Sgt Rock? The modern, teeny, silly little 3" fake GI Joe characters have the "Cobra Commander" who repeatedly escapes to return another day. That's the idea here.

FIRE CONTROL:

Rate of Fire: weapons may be fired either aimed or unaimed. If the enemy is rushing a position, rapid return fire may be more prudent than to wasting a turn to aim, especially at extremely close range.

> MGs (machine guns/automatic weapons) - up to 6 bullets per turn
> Semi-Autos (self-loading) - up to 2 bullets per turn
> Other - 1 shot per turn (like flamethrower, etc)

Shooting: Weapon must be ready, loaded, and shooter must have located a target by sight or sound and be facing within 90 degrees of the target.

Order of Firing:
> 1. An already-firing pedestal or bipod mounted MG from last turn
> 2. Hero before non-Hero (if the optional "Hero Rule" is used)
> 3. Unwounded man before wounded
> 4. Stationary man before moving man
> 5. Veteran before Average, Average before Recruit
> 6. If all is *still* equal, each player makes a percentile roll, and the higher number fires first.

   * note that if a weapon fires more than once per turn, this hierarchy applies to each shot in the volley until all who can fire for the turn (and choose to) have done so. This can result in a character being wounded or killed in mid-burst from a machine gun.

RANGE MODIFIER (range of the target will make a difference when you calculate the "to hit" number):

Weapon	Short Range	Medium Range	Long Range	Maximum "extreme"
Pistol (body pistol)	12"	24"	36"	48"
Pistol, military	20"	60"	90"	150"
Submachine Gun	30	90	120	180
Assault Rifle	50	100	150	300
Shotgun	50	90	120	200
Rifle	80	150	240	480
Light MG	80	150	240	480
Medium MG	80	150	240	600
Axe (thrown)	20	40	60	80
Spear (thrown)	30	50	70	90
Crossbow	40	100	140	200
Bow	30	90	120	180
TOW, Stinger, LAW	80	150	230	300
Recoiless Rifle (Jeep type)	80	150	230	300

Bazooka/Piat/Panzerfaust	60	120	180	240
Rifle Grenade*	50	90	120	200
Mortar (light)*	120	240	360	480
Hand Grenade*	20	40	60	80
Flamethrower*	60	80	120	150
Satchel Charge*	10	20	30	40

* see "explosives" below

TO HIT:

To hit the enemy target, add up the firing factors below and subtract the negative ones. The resulting number is the % chance roll required to hit the target. Use two 10-sided dice of different color. Designate one die to be "tens" and the other "ones." Roll them together and read the number as a percentage. For example, my dice are brown and white. I designate the white die as tens and the brown die as ones, then cast the dice and the white one shows "3" and the brown one a "7", therefore this roll is 37%.

Firing Factors:

Factor		Value
Shooter:	Expert Shot	single shot +50, auto +30
	Marksman	single shot +40, auto +20
	Average Shot	single shot +30, auto +10
	Poor Shot	single shot +20, auto +5
	MG Fire (1st shot only)	+5
	MG Fire w/in 12" of another target (roll to see which is hit)	+3
	Braced weapon (wall, bipod, prone)	+3
	Aimed single shot	+10
	Shooter not moving	+5
	Moving in Vehicle	-7
	Running	-7
	Running last move	-5
	Moved before aiming	-5
	Walking	-4
	Wounded shooter	-12
	Shooter not under fire	+4
	Under fire last move	-1
Weapon:	Shotgun	+8
	Rifle, assault rifle, LMG	+7 single shot, +3 if >1 shot
	Med. MG	+5
	Bayonet fitted	-1
	Telescopic sight on rifle	+4 (but only if "aimed" 1st)
	Thrown Object	+20
Range:	Extremely Close (<12")	+25
	Short Range	+15

	Medium Range	+5
	Long Range	-5
	Max/extreme Range	-10
Target Location:	In Open	+10
	Soft Cover	+-0
	Hard Cover	-10
Target Movement:	Not prone or moving	+5
	Walking	0
	moving fast or prone	-5