

BASIC MODERN WARGAME

Create character cards with the following stats:

Stamina: Movement in inches per turn. Standard move is 10" per turn

Ability: d6 roll needed to do a feat.

Standard Ability Roll: 50% (4-6 on a d6)

Weapons

Other possessions

Additional Wounds or special rules

Turn Sequence:

Movement

Fire

Melee

If Player vs Enemy (PVE) Players always go first

If Player vs Player (PVP), roll d6 for initiative, high die wins.

Foot Movement

Players: As per Stamina

Enemy: As per their Stamina

Zombies: 8" per turn

Characters may try for an additional d6 move per turn, but must roll on running "movie fate" roll chart to see what happens.

Running Movie Fate Roll Chart (d6):

1-2 No effect

3-5 Trip – move there, but next turn -4 move as they need to get up again.

6 Sprained ankle – half move rest of game!

Vehicle Movement

Accelerate 6" per turn Decelerate 12" per turn. To turn, use a ruler and measure of the current movement in inches. Attach this at a 90 degree angle to the vehicle. Use the end as a pivot point to turn the vehicle.

Starting a Car with a Key Movie Fate Roll:

1-2: Car Starts

3-5 Stalls or Floods for that turn or you drop the keys or some similar mishap

6: Key breaks off in the ignition – you ain't going nowhere, buddy!

Running over people:

Humvees, Land Rovers, Trucks have no trouble running over people.

All others are not designed for rough terrain and running over people or stuff will cause a control roll (ability roll).

Failure results in spinning out of control and crashing (GM gets to control the vehicle in some fun way).

For each person in contact with the vehicle that's trying to run over stuff, a cumulative 30% is added to the chance of the crash (sorry about the math). When the vehicle crashes, the people inside make an ability roll to survive by being thrown out or doing the old tuck-n-roll.

Fire

| <u>Weapon</u> | <u>MaxRange</u> | <u>To Hit</u> |
|-----------------|-----------------|---------------|
| Pistol | 12" | 6 |
| Rifle | any | 5+ |
| Assault Rifle | any | 4+ |
| Shotgun | 12" | 4+ |
| SMG | 12" | 4+ |
| Energy Pistol | any | 4+ |
| Energy Rifle | any | 3+ |
| Rocket Launcher | any | 4+ |

Rocket Launcher special effect: 2" radius area of effect at impact area

Pistol: at ranges under 8", pistol hits on a 4+

SMG: Hits on a 4-6 for single figure, or character can spay-fire an area 3" in diameter and hit any figure on a roll of 6 only.

Long range starts at 30" and any shot in the long range band is at -1 to your die roll.

Thrown Weapons

Throw range = Stamina

Molotovs have a 2" diameter area of effect

Grenades have a 3" diameter area of effect

Dynamite same as grenade, except it is per stick.

Bundle of dynamite diameter is +1 for every 2 sticks added.

Melee

Models are in melee if they are in either base-to-base contact or 1" away from each other measured from the head of the model.

Creatures such as Zombies are strong and do not feel pain but humans are faster and more accurate, so basic to-hit is 5-6 on a d6

Nightstick, Club, Knife, Shovel, Swordcane: +1 to die roll in melee

Pitchfork, Scythe, Sword, Axe, martial arts training: +2 to die roll in melee

Chainsaw or similar powered weapons: +3. Must make a d6 roll every time used to see if it sputters and runs out of fuel.

Armor:

Non-Powered armor: +1 to die roll due to confidence and superior defense

Combat Armor: +2, -1 to shooter die roll vs ranged weapons

Powered Armor: +3, -2 to shooter die roll vs ranged weapons

Shield: Absorbs 2 hits, then is useless

Other:

Thief skills: **Lockpick** allows you to breach a normal locked door on a roll of 4-6. **Hotwire** gives a 5-6 chance to start a car without a key.

Hardened Places (gun stores, hardened houses) you must spend 4 turns trying to break in, and after that only a roll of 6 on a d6. 2 turns to break through a window or bust down the door.

Busting In:

It takes 2 turns to bust through a locked door. It takes 2 turns for a human to go through a window, but only 1 turn for a zombie.

For every large object behind a door or window, it takes an extra 2 turns to get through.

Get up and bar the door – Barricades: Moving interior details such as furniture to barricade doors and windows works as follows:

Items can be moved 2" per turn and once set add 2 turns to the total that others have to expend to negotiate the entrance

Fires

If flammables are ignited, fire spreads at 2" per turn

Explosive flammables:

Stills: 8" diameter explosion, then fire

Restaurant grease or gasoline tanks: 12" radius explosion, then fire

Other: 2" radius explosion, then fire. One explosion triggers another if within the 2" range. Can result in Chain reactions!

Zombie grab rule: If a zombie moves into contact in its movement phase, the zombie has a 50% (4-6 on d6) chance to grab the character. The character must win the melee phase and be completely unengaged by zombies in that turn to be able to run away the next turn.

Simultaneous fire or not? With simultaneous fire, everyone fires in the fire phase and casualties are pulled at the end of the phase. Everybody gets to shoot their shot. Without it, everyone goes by straight initiative and casualties are pulled as soon as they're hit.

It's your call which method you want to use. Simul-fire games are usually more fun, non-simul games are grittier, darker, and more dangerous. No, it's "not fair" that the mafia goon is sitting in the chair gets the drop on the armed man entering the room. Just let your players know up front how it's going to go down.

Gamemaster Rules: In the event of any rules dispute or discrepancy, the Gamemaster decides what happens based on common sense and *their decision is final!*