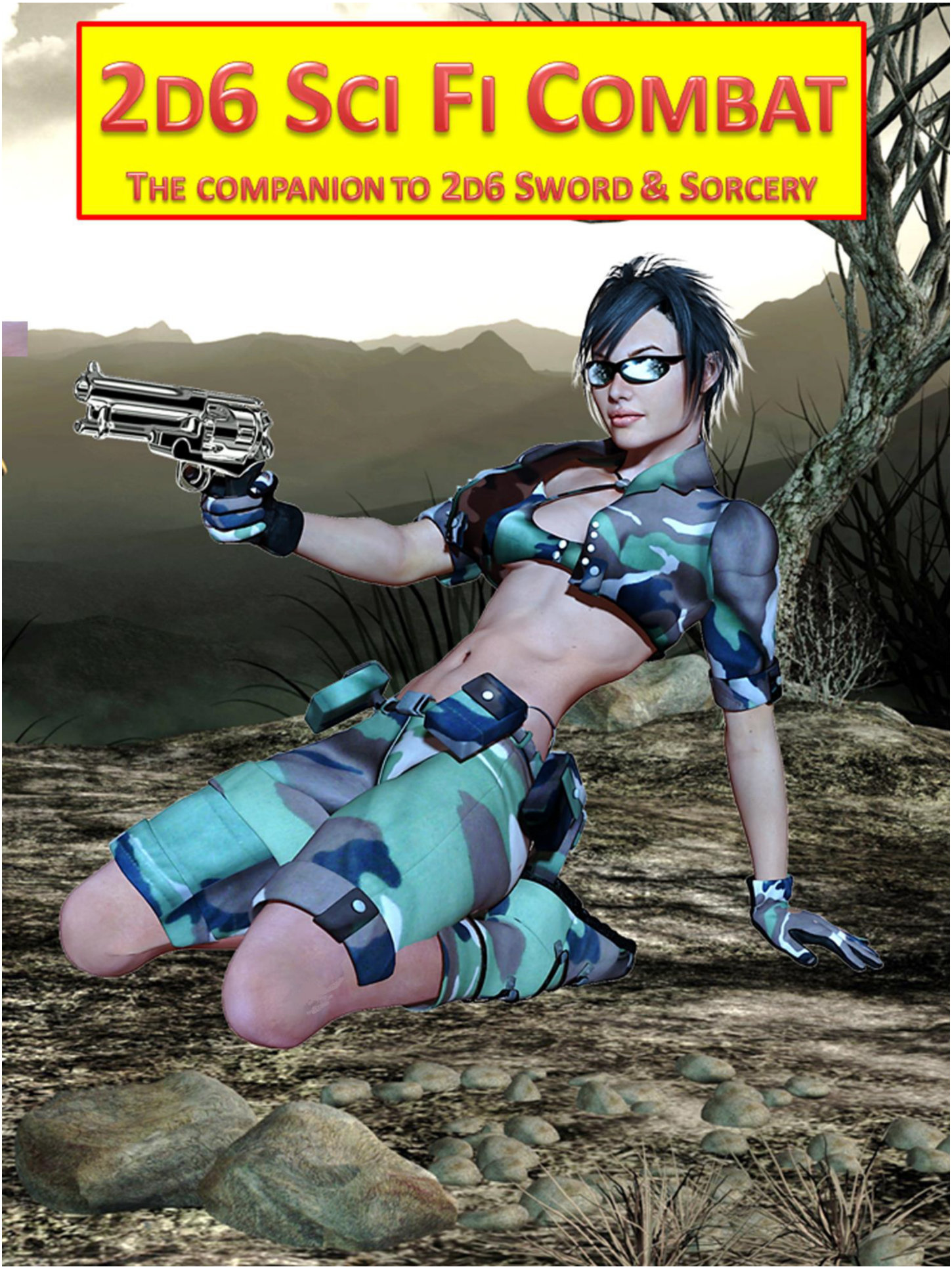
2D6 Sci Fi Combat

The companion to 2D6 Sword & Sorcery



Sometimes I just want to play an easy game.

THW
GAME DESIGN

2HourWARGAMES
JUST PLAY THE GAME

2HW – 2d6 SFC
Free

Easy, but fun. Easy, but still a challenge. One where I have Action Heroes saving the day, running gun battles, and a way to have my guys get better when they do good. Heck, sometime I even want Bugs.

One where all I need to play is on one page. One where I don't have to dig through a Weapons Table, or memorize how much damage my gun does, or count experience points. Easy, but still a challenge.

I like detailed games. Crunchy ones where I track things and take some time to set up to play. But sometimes I just want to push lead and have fun. Where I can use any figures I already have. Heck, I want one where I don't even need figures to play! Okay, not all the time, but sometimes. ☺

I want a game where I can teach my kid or a new player how to play in ten minutes. I want a game where we can even play on the same side against the game or one I can play solo when I want to. I want an easy, but good, game to play. I want …

2d6
Sci-Fi Combat

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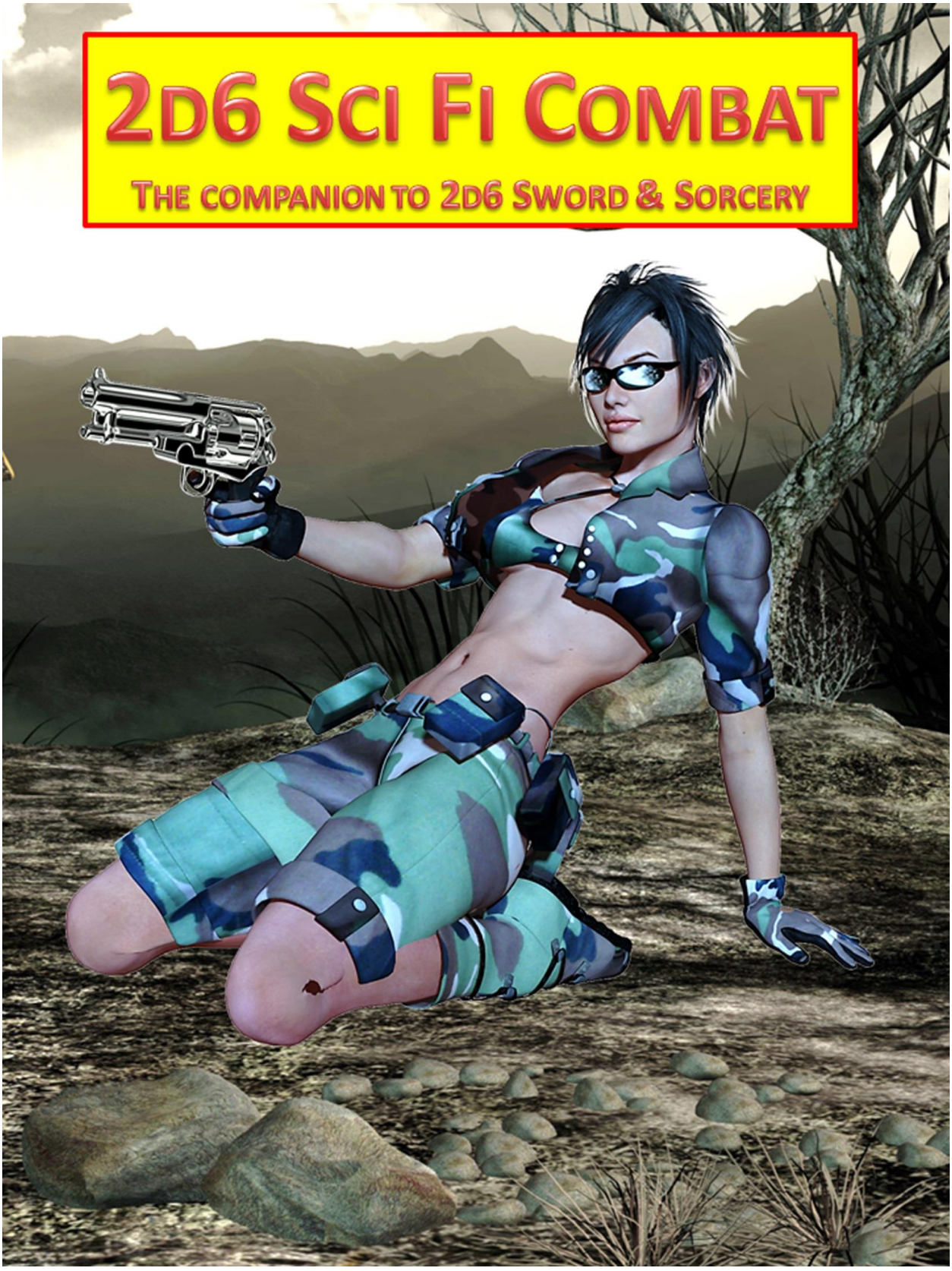
The companion to 2D6 Sword & Sorcery



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SPECIAL THANKS TO:

Ken Hafer, Bob Minadeo and Ron "Baddawg" Strickland: For insisting that, *"It's not just a gang warfare game."*
The THW Folks on the Group and Forum: For the constant support.
And Lil…

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2D6 SCI-FI COMBAT

You can call *2d6 Sci-Fi Combat* an easy game to play. This makes it easy to learn and easy to teach. It's easy, but it's also fun. It's easy, but also a challenge. It's for when you want to play a game without needing to put too much effort into setting it up and playing it.

2d6 Sci-Fi Combat is aimed at the casual or new gamer with little or no experience, but don't underestimate it. It's perfect for playing solo or on the same side with your friends. It doesn't take much time to learn yet is a fun little game. No two games will ever play out the same.

We've made the game simple by using only a few things to define the figures. Easy to use and memorized tables, with only a handful of modifiers, make game play fast.

Moreover, you never roll more than two dice.

2d6 Sci-Fi Combat is an easy way to get into Two Hour Wargames. If you liked playing *2d6 Sci-Fi Combat*, you might want to check out our other games starting with *Chain Reaction*.

http://www.twohourwargames.com/chrefive.html

Now let's get started!

WORD OF ADVICE

Be sure to read the rules one section at a time and do the review and easy exercises in the Stop boxes. We've broken the rules down into smaller pieces to make them easier to learn. Yes, I know some of you may have experience, but you still should use the Stop boxes, as our mechanics may be a bit different from what you've experienced.

If you have a question about the rules, just keep reading, as the answer will be coming along shortly.

However, if you can't find the answer check out the THW Forum link below for answers to questions and free downloads.

http://site.twohourwargames.com/forum/index.php

You can expect a response within 24 hours.

NEEDED TO PLAY

You will need a few things to play *2d6 Sci-Fi Combat.* They are:

- Six-sided dice, referred to as d6. It is best to have two per player.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice. *Heck, you can even play with pen and paper.*
- A 12" x 12" flat surface – we call it the Battle Board.

THE DICE

During the game, you will be required to roll dice in one of three ways. Here's how we do it:

- When the table says – Taken versus Rep – roll 2d6 and compare each score versus the Rep (page 2) of the figure. If the d6 score is equal or less than the Rep, the d6 has been passed. You can pass 2d6, 1d6, or 0d6.

Example – A Ganger (Rep 4) wants to fire on the Shooting Table (page 11). I roll 2d6 and score a 1 and 5 – passing 1d6.

- When the table says – Adding the results together – roll 2d6 and add the results together.

Example – The Ganger scores a hit on the Shooting Table and must now check for damage on the Shooting Damage Table (page 11). I roll 2d6 and score a 4 and 5 for a result of 9; I compare this total to the modified Rep of the Target.

- Read the result as rolled. Read it just like it says.

Example – I roll on the Ragers Table to generate the stats for my Ragers. I score a 3, 4, and 6.

FIGURES

As mentioned earlier you can play *2d6 Sci-Fi Combat* with any kind of figures. You can even play with cardboard counters.

Each figure represents one man or creature. The easiest way to base your figures for *2d6 Sci-Fi Combat* is one figure on a round or square base as either style will work.

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DEFINING THE FIGURES

Note that the words figure and character are interchangeable.

2d6 Sci-Fi Combat is played with individual figures that are defined in the following ways.

- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- What is its *Class*?
- What is its *Defensive Value*?
- Is it a *Leader*?
- What kind of *Weapon* does it have?

STAR OR GRUNT

We use two types of figures, called *Stars* and *Grunts.*

- ***STAR –*** This figure represents you, the player. We suggest your Star begins with a Reputation of 5.
- ***GRUNTS*** – These figures do not represent a player. They may be friends or foes and will come and go as the game progresses. Grunts are controlled by the game mechanics.

STAR ADVANTAGES

As a Star in *2d6 Sci-Fi Combat* you have two important advantages – Star Power and Free Will.

STAR POWER

Star Power is the ability of a character to ignore normally disabling damage. Here's how we do it:

- Stars start each Encounter (game) with 1d6 of Star Power for each point of Rep. So a Rep 5 Star starts with 5d6 Star Power.
- Whenever a Star takes damage, it rolls its *current* Star Power d6. Read each d6 as rolled.
  - Any result of 1, 2, or 3 reduces the damage by one level.
  - Any result of 4 or 5 means the damage stays and the d6 is retained for future use.
  - Any result of 6 means the damage stays, but the d6 is removed from the character's Star Power *for the rest of the Encounter.*

Damage is reduced in the following ways:

- An Obviously Dead result becomes an Out of the Fight result.
- An Out of the Fight result from shooting becomes a Duck Back.
- An Out of the Fight result in Melee becomes a -1 Rep, the lowest you can score when in melee.

It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Example: A Star with a Rep of 5 is hit by gunfire. He takes one Obviously Dead result. The player rolls one d6 per point of the Star's Rep or 5d6 in this case.

- The results are 2, 2, 4, 5, and 6.
- One "2" reduces the Obviously Dead result to an Out of the Fight result.
- The other "2" reduces the Out of the Fight result to a Duck Back.
- The 4 and 5 have no effect, but they are retained for future use.
- The 6 has no effect, but is discarded for the remainder of the Encounter.

FREE WILL

The Star can choose to leave or have his side leave the Battle Board when taking the Will to Fight Test (page 11) without rolling any dice.

REPUTATION

Reputation or *Rep* is an expression of a figure's overall fighting quality. Both Stars and Grunts use Rep. There are three possible starting levels of Reputation:

- ***REP 5*** – These are *veteran characters* of numerous successful Encounters.
- ***REP 4*** – These *experienced characters* have been in combat.
- ***REP 3*** – These are *raw characters* with little combat experience or desire to fight.

Remember, Stars always start with a Rep of 5.

INCREASING REP

You can play as a one off game or a Campaign where your Encounters are linked together and the results of one affects the next. When you do, the Reps of you and your Band members could improve after an Encounter. The figure must accomplish *all* of the following four requirements to improve. Here's how we do it:

- The figure shot at an enemy and scored a hit or engaged in melee.
- The figure did not receive a result of Out of the Fight (page 6).
- The figure did not leave the table.
- The figure did not use any Star Power d6.

If the figure accomplished all of the previous requirements, it can test to see if its Rep increases. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- If the score is higher than the current Rep or a "6", the Rep will go up one level regardless of the current

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Rep. You cannot increase by more than one Rep regardless of the number of d6 you roll.
- Any other result and the Rep remains the same.
- Your character can grow to as high a Rep as desired as there isn't a maximum. There is, however, Obviously Dead (page 6).

DECREASING REP

Just as Rep can go up when you have a successful Encounter, it can go down if the Encounter was a failure. Here's how you were a failure – you only need to have *one* of the following:

- Received a result of Out of the Fight.
- Left the table.

If the Encounter was a failure, the character rolls 1d6.

- If the score is a "1", the Rep will go down one level regardless of its current level. This can be attributed to stress, illness, or anything else you decide it to be.
- You can never have a Rep lower than "3".
- Any other result and you are fine.

CLASS

All characters are one of the four following Classes. They will usually fight the Classes that they hate, but hey, it's your game so play it as you want. *Stars can choose their Class.*

- ***BUGS*** – You know what we're talking about if you're a Sci Fi fan. Big creatures that want to crunch and munch you. Shoot them if you can because if they get close and into melee with you; well, we did tell you to shoot them! *They hate the Military.*
- ***GANGERS*** – Common criminals banded together to get what they want no matter who gets hurt. *They hate the Police.*
- ***MERCENARIES*** – Hired guns. *They hate who they're paid to hate.*
- ***MILITARY*** – Soldiers. *They hate the Bugs, Mercenaries, and Ragers.*
- ***POLICE*** – The locals that keep everyone in line, starting with the Gangers. *They hate the Gangers.*
- ***RAGERS*** – Infected people that want to tear and rip you to shreds. *They hate everyone.*

DEFENSIVE VALUE

Defensive Value is a number from 2 to 4 that reflects the ability of the character to utilize cover and instincts that make it harder to be hit by ranged combat. Heck, you can even equate it to body armor. *Stars can choose their Defensive Value.*

- ***DV2*** – Unarmored and not too good at protecting himself.
- ***DV3*** – Experienced characters good at finding cover.
- ***DV4*** – Veteran characters able to project a small target as well as being good at finding cover.

LEADERS

Bands will always have a Leader. Here's how we do it:

- The Star is always the Leader of the Band when on the Battle Board (page 4).
- A Temporary Leader is the figure with the highest Rep in the Band when a Star is not on the Battle Board or is Out of the Fight or Obviously Dead.

LEADER FUNCTION

The Leader's Rep is used when rolling on the Action (page 11) and Will to Fight (page 11) Tables.

WEAPON

We've broken down weapons into two types:

- ***PISTOLS*** – Pull the trigger and it fires one shot. Not necessarily a pistol, but the kind of weapon you can carry concealed. You can fire at one target, rolling one time on the Shooting Table (page 11).
- ***AUTO*** – Pull the trigger and it fires multiple shots. Not necessarily a submachine gun, but the kind of weapon you *cannot* carry concealed. You can fire at up to three targets, rolling one time on the Shooting Table (page 11), but applying the three shots on up to three targets.

FORMING YOUR BAND

In *2d6 Sci-Fi Combat* the game revolves around you, the other characters that make up your Band and those of your opponents. Let's define the Band:

- Every Band has one Leader.
- The rest of the members are non-Leader Grunts.

RECRUITING YOUR BAND

You can recruit Grunts to join you to form your Band. Here's how we do it:

- Your Band can be as large as your Rep, including yourself. This means you can recruit your Rep, less one, Grunts. As your Rep goes up or down (page 2) so will the number of Grunts in your Band.
- Consult the appropriate Class Table (page 10).
- Roll 1d6 and read the result as rolled.
- Go down the left-hand column to the appropriate row and across to see the stats for your Grunt.
- You cannot have or recruit Grunts with a higher Rep than yours. If your Rep goes down, any Grunt with a higher Rep than yours leaves your Band!

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STOP!

You will need 2d6 to play. Passing d6 is scoring the Rep or less on the d6.

Your personal figure is a Star. You get 1d6 Star Power for each point of Rep. Score a 1, 2 or 3 and reduce damage by one step. If you score a 4 or 5, the damage stays. Score a 6 the damage stays and you lose the d6 for the rest of the game.

Grunts are all the other figures whether friends or enemies.

Reputation reflects how good a figure is. Your Star starts with Rep 5. Reps can increase or decrease depending on how well you do during your games.

Review the different Classes and their hated enemies.

There are three Defensive Values – from 2 to 4.

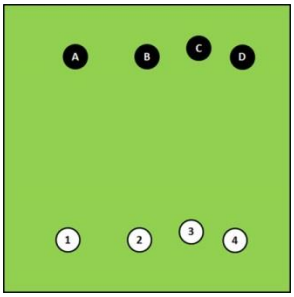
Stars are always the Leader. If they are not on the Battle Board, are Out of the Fight, or Obviously Dead the figure in the Band with the highest Rep is the Temporary Leader.

We use Leader Rep when taking the Action (page 11) and the Will to Fight Tests (page 11).

THE BATTLE BOARD

We call the 12" x 12" area that the game is played on the Battle Board. This can be as simple or as elaborate as you like, with or without pieces of terrain on it. Here's how we do it:

- Depending upon the Encounter (page 9) one side will be starting on the Battle Board (defender) and the other side will move onto it (attacker).
- Place the moving side within 3" of one board edge.
- Place the defending side within 3" of the opposite edge.



Example – The black side is moving and enters the Battle Board. The white side is set up on the opposite edge. Always try to match up opposing figures across from each other with the Leader always in the center.

TURN SEQUENCE

When one side enters the Battle Board, combat begins. Here's how we do it:

- The moving side enters the Battle Board.
- After the figures have been placed on the table, consult the Action Table (page 11).
- Roll 1d6 to see who has the Advantage.
  - Score a 1, 2 or 3 and you do.
  - Score a 4, 5, or 6 and the opposing side does.
- Each Leader of each side rolls 2d6 versus their Rep.
- Determine how many d6 are passed (page 1) and consult the Action Table. This determines which side is active.
- After the active side has finished all of its actions, the inactive side takes the Will to Fight Test (page 11).
- After the test is taken, if there are any figures left on the table, the inactive side now becomes active and c carries out their actions.
- After the newly side has finished all of its actions, the inactive side takes the Will to Fight Test (page 11).
- Repeat the process until only one side remains on the battle board.

2 **ACTION**

(Taken versus Leader Rep)

Score of "6" is always a failure.

Roll 1d6 – 1, 2, or 3 <u>you</u> gain the Advantage, 4, 5, or 6 they do.

#D6 PASSED	*RESULT*
More d6	The side that passed more d6 can act: • Humans can Shoot, Charge, Recover from Duck Back or Leave the Battle Board. • Bugs and Ragers will Charge.
Same number of d6	Side with the Advantage counts as passing more d6.

Example – Billy Pink and Sooze are having a Confrontation with 3 Gangers. I roll 1d6 and score a 4; the Gangers have the Advantage.

Billy now rolls 2d6 versus his Rep of 5 and passes 2d6. The Ganger Leader rolls 2d6 versus his Rep of 4 and passes 2d6 – the same number of d6. Looking on the Action Table under the "same number of d6" row, I see that the side with the Advantage (the Gangers) will act first.

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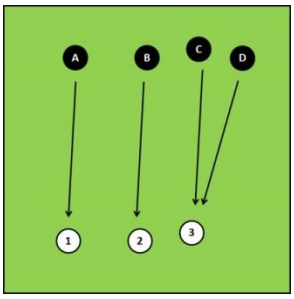
ACTIVE

When a side is active, each figure can do one of following things:

- Humans can:
  - Shoot.
  - Charge.
  - Recover from Duck Back.
  - Leave the Battle Board.
- Bugs and Ragers:
  - Will Charge.

TARGETING

The active side matches up (targets) all of its figures against an inactive figure on the other side. After all inactive figures have been targeted; the active side can target one or more inactive figures multiple times. This is done whether the figure will Shoot or Charge into Melee



Example – The black side has won on the Action Table. It is now active. Figure A targets figure 1, figure B targets figure 2, and figure C targets figure 3. As all of the figures on the inactive side have been targeted, figure D can double up on figure 3.

STOP!

Your games are played on a 12" X 12" Battle Board. You don't need terrain pieces, but you can use them if you want.

Set out a Band of 4 figures on one edge of the Battle Board. Set up 5 enemy figures on the opposite edge.

Roll for Action to see who is active. Did you roll 1d6 to see who has the Advantage? Match up the figures against each other. Leave the figures out, as you will be using them in the next Stop box.

SHOOTING

If a figure has a ranged weapon, it can shoot during the turn, often multiple times.

COVER

Cover can stop a bullet or beam and being in Cover reduces your chance to be hit when shot at. Here's how we do it:

- The side gaining the Advantage on the Action Table is always in Cover – the other side is considered to be moving and not in Cover.
- After the first Will to Fight Test (page 11) is taken, both sides are considered to be in Cover until the fight ends.

HOW TO SHOOT

Characters with weapons can fire in two ways:

- When Active.
- When directed to return fire by the Shooting Table.

Here's how we do it:

- Pistols armed characters can target one figure, Auto armed characters can target up to three targets. The shooter must specify which is the first target, second target, or third target.
- The shooter declares how many shots are applied to each target, listing them from 1st to 3rd if needed.
- Consult the Shooting Table.
- The shooter rolls 2d6 versus its Rep and determines how many d6 are passed. *The shooter rolls once even for Auto weapons.*
- Go down the left-hand column to the appropriate row and across to see the results.
- Immediately carry out the results.
- If a hit is scored, go to the Shooting Damage Table.

2 **SHOOTING**

(Taken versus Rep)

Score of "6" is always a failure.

#D6 PASSED	RESULT
2	Hit all targets**.**
1	Miss: • If being charged. • If the target is in Cover. Target returns fire. • If the 2nd or 3rd target. Target returns fire. Otherwise: • Hit.
0	Miss all targets**:** • Chargers continue into contact. • All others return fire.

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Example – Billy Pink is armed with an Automatic Weapon and fires at three Gangers.

Billy rolls 2d6 and scores a 3 and 6 – passing 1d6. The 1st Ganger is hit, but the 2nd and 3rd are missed and will return fire.

Billy now rolls on the Shooting Damage Table (page 11) for hitting the Ganger. When the damage is resolved, the missed Gangers will return fire.

SHOOTING DAMAGE

When one or more hits are scored on the Shooting Table, the shooter rolls to see if any damage has occurred. Here's how we do it:

- Consult the Shooting Damage Table.
- The shooter rolls 2d6, adds the scores together, for each hit scored and applies the result to the declared targets from highest score to lowest score.
- Add the Rep and Defensive Value of the target. This is its Target Value. The maximum Target Value ever, is 10.
- Go down the left-hand column to the appropriate row and across to the result.
- Immediately carry out the result.

2 **SHOOTING DAMAGE**

(Adding the results together versus Target Value = Rep + DV)

Maximum Target Value is 10.

#	RESULT
Equal or more than TV	"Doubles" rolled = Target Obviously Dead. Otherwise, Target is Out of the Fight.
Less than TV	Human target Ducks Back. Ragers and Bugs halt in place.

Example – Billy scored a hit on one Ganger. The Ganger has a Rep of 4 and a DV of 3. This gives him a Target Value of 7. Billy rolls 2d6 and scores a 4 and 4. As the total is equal or more than the TV of the Ganger, and it is "doubles", the Ganger is Obviously Dead.

DUCK BACK

The figure seeks cover. Turn it around so its back is to the enemy. This represents it ducked back and cannot see or be seen. When next Active, it pops back up, counting as being in Cover. It can only pop up into sight and cannot charge or shoot until next Active or if called upon to return fire from the Shooting Table.

When a figure scores a result of Duck Back and Return Fire, it cannot Return Fire.

Example – The two Gangers that were missed now open fire. One passes 0d6 and misses. Billy could return fire. The second Ganger passes 2d6 and scores a hit. Billy has a TV of 8 (Rep 5 and DV of 3). The Ganger has scored three hits as he is using an Automatic Weapon. He rolls 2d6 three times, scoring a 5, 6 and 6. As he scored less than Billy's TV, Billy must Duck Back. This means that Billy cannot Return Fire.

Later, Billy has an Automatic Weapon and fires at three targets. He declares one shot at the 1st target, one at the 2nd, and one at the 3rd. Billy rolls 2d6 for each shot and scores a 4, 10, and 8. The 10 is applied to the 1st target, the 8 on the 2nd target and the 4 on the 3rd. This results in one Obviously Dead, one Out of the Fight, and one Duck Back.

RETURN FIRE

The figure is allowed to return fire on whoever shot at it up to its maximum targets – 1 or 3.

DAMAGE

We use three types of damage in *2d6 Sci-Fi Combat*. From worse to least, we have:

OBVIOUSLY DEAD

The figure has taken so much damage that it is obvious that it is dead.

OUT OF THE FIGHT

The figure has taken damage and falls to the ground. Here's how we do it:

- Lay the figure down, it cannot continue the fight.
- If an enemy Active figure Charges an Out of the Fight figure, it can choose to automatically dispatch the figure or capture it.
- To capture the figure either remove both figures off the Battle Board when next Active or be the only side remaining on the Battle Board after the fight is over.
- When a character reaches "0" Rep, it is the same as going Out of the Fight.

-1 TO REP

During Melee, the figure can have its current Rep reduced by1 point. Here's how we do it:

- The -1 to Rep result is cumulative so it is possible for a figure to have its Rep reduced drastically.

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- It is possible for a figure to suffer a -1 to Rep more than once during the same round of melee – for example if fighting two enemies at the same time.
- If a figure reaches "0" Rep it is Out of the Fight.
- If opposing figures reach "0" Rep at the same time, ignore the result and fight another round of melee.
- Continue until only one side is left.
- After a figure has completed all of its melees for the turn, any lost Rep is recovered.

STOP!

How is Cover determined on the Action Table?

Return to the Battle Board. Have the active side shoot. What table do you use? For this example, all figures count as being in Cover.

Review how the Shooting Damage Table is used. If I score a 2 and 6 against a Rep 4 DV 4 target, what happens? What happens if I score a 3 and 6? What happens if I score a 2 and 4?

MELEE

When Active, a figure can choose to charge. Move it into contact with the opposing figure. Once contact is made, the melee begins. Here's how we do it:

- The figure being charged can fire once if it has a Weapon. The figure is limited to one or three shots by the Weapon type regardless of the number of chargers.
- Consult the Melee Table (page 11).
- Each figure rolls 2d6 versus its Rep. *This is the only table where both sides roll against each other!*
- If fighting more than one figure, all figures roll at the same time and the defender applies his scores to all of the attackers separately. *One figure could pass more d6 than one figure and a different number of d6 versus another figure.*
- Determine how many d6 each figure passed.
- Go down the left-hand column to the appropriate row. *One figure could pass more d6 than the other or the two figures could pass the same number of d6.*
- Immediately carry out the results.

2 **MELEE**

(Taken versus Rep)

Score of "6" is always a failure.

#D6 PASSED	*RESULTS*
Pass 2d6 more	***ALL LOSERS –*** Obviously Dead.
Pass 1d6 more	***VICIOUS WINNERS*** – Make non-Vicious losers go Obviously Dead. ***RAGER WINNERS –*** Make non-Rager losers go Out of the Fight. ***ALL OTHER WINNERS*** – Roll 1d6 versus the DV of the loser. • If pass 1d6 – loser suffers a result of -1 to Rep. Immediately continue the melee. • If pass 0d6 – loser goes Out of the Fight.
Pass same	***ALL –*** Fight another round of melee. Both suffer -1 to Rep.

Example –Billy Pink (Rep 5) is in melee with a Rager (Rep 4).

Pink rolls 2d6 and scores a 1 and 5, passing 2d6. The Rager rolls 2d6 and scores a 3 and 5, passing 1d6. Looking on the Melee Table, we see Billy must roll 1d6 versus the DV 3 of the Rager. I roll 1d6 and score a 3 – less than the DV. The Rager drops to a Rep of 3. Another round of melee is immediately fought.

The Rager wins the melee by passing 1d6 more. Billy goes Out of the Fight. Luckily, Billy is a Star so rolls his Star Power dice and instead suffers a -1 to Rep.

Another round of melee is fought. Billy, now Rep 4, passes 2d6. The Rager, now Rep 3, passes 0d6 and goes Obviously Dead! As the melees are over, Billy's Rep returns to 5

RECOVERING OUT OF THE FIGHTS

Characters can attempt to recover Out of the Fight characters during the Encounter. Here's how we do it:

- When Active move the figure into contact with the wounded figure.
- When next Active, remove both figures from the Battle Board.
- The other way is to be the only side remaining on the Battle Board after the fight.

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WILL TO FIGHT

After one side finishes all of its shooting and melees, the inactive side must see if they remain on the Battle Board. Here's how we do it:

- Consult the Will to Fight Table.
- Roll 2d6 versus the Rep of the Leader and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the results. This may result in none, one or two figures leaving the Battle Board.
- Stars can use Free Will (page 2).

2 **WILL TO FIGHT**

(Taken versus Leader Rep)

Score of "6" is always a failure.

#D6 PASSED	*RESULTS*
2	***ALL NON-BUGS OR NON-RAGERS*** – If more than 50% Out of the Fight, Obviously Dead, or Left the Table, count as passing 1d6. ***GANGERS*** – If one or more friends have already Left the Table, count as passing 1d6. ***OTHERWISE*** – Carry On.
1	***BUGS, MILITARY, OR RAGERS*** – Carry On. ***OTHERWISE*** – One figure Leaves the Table. Lowest Rep will leave first, if tied then random.
0	***RAGERS OR BUGS*** – Carry On. ***OTHERWISE*** – Two figures Leave the Table. Lowest Rep will leave first, if tied then random.

Example – Three Mercenaries are inactive and must now take the Will to Fight Test. I roll 2d6 versus the Rep of the Leader (4) and score a 1 and 5. Passing 1d6, we see that one Mercenary will leave. The Leader stays, as he is a Rep 4 while the other two are Rep 3. One of them at random is removed and the fight continues.

AFTER THE FIGHT

If you are keeping the same characters to use in multiple Encounters, you must see if the Out of the Fight and those that Left the Battle Board will return. Here's how we do it:

- Consult the After the Fight Recovery Table.
- Roll 2d6 versus the Rep of each qualifying figure. Determine how many d6 each figure passed.
- Go down the left-hand column to the appropriate row and determine the results.
- Immediately carry out the results.

2 **AFTER THE FIGHT RECOVERY**

(Taken vs. Rep)

# D6 PASSED	*RESULT*
2	Figure returns to the Band
1	Recovered Out of the Fight figures return to the Band. Those that Left the Table before their Leader do not return.
0	Figure does not return.

Example – One Ganger (Rep 4) left the table and another Ganger (Rep 3) went Out of the Fight. Lucky for him, his side won the fight and they recovered him. I roll 2d6 versus the Rep 3 Ganger and score a 1 and 6. Passing 1d6, I see that the Ganger that left, never returns.

I roll 2d6 versus the Rep 4 Ganger and score the same results – passing 1d6. I see that the Out of the Fight Ganger returns to the Band.

STOP!

The Melee Table is the only table where both sides roll 2d6 and consult the table to see what happens. What if there are two figures meleeing one figure?

Any -1 to Rep results are cumulative. It is possible to have Rep reduced to "0", which is Out of the Fight. Melees are fought until one figure or the other wins.

Fight the melees. After all melees are done, all -1 to Rep losses are recovered.

Now that all shooting and melees are over, the inactive side takes the Will to Fight Test. Review the results if passing 2d6, 1d6, and 0d6. How does a Star's Free Will (page 2) work?

If the side passes the Will to Fight, continue the game with the inactive side now becoming active. Fight the battle until it is over. When is it over?

Review how the After the Fight Recovery Test is taken.

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ENCOUNTERS

We call your games Encounters. THW has a variety of games using a variety of Encounters. In *2d6 Sci-Fi Combat* we're using only one – Confrontation.

CONFRONTATION

In this Encounter, the player and the opposition have met each other and not on the best of terms. The opposition has you cornered and intends to do you physical harm. Or you could be causing the Confrontation, in that case, just flip the script.

OBJECTIVE

- To escape unharmed if you are being confronted or to cause harm if doing the confronting.

FORCES

- You may use up to your whole Band.
- Opposing Grunts will be generated as follows:
  - Roll 1d6 and read the result as rolled.
    - 1 = Two less than your figures.
    - 2 = One less than your figures.
    - 3 = Same number as your figures.
    - 4 = Same number as your figures.
    - 5 = One more than your figures.
    - 6 = Two more than your figures.
- *Can never run into less than one enemy.*
- If desired, you can choose the numbers for each side.

SPECIAL INSTRUCTIONS

- Choose the enemy force.
- Roll 1d6 on the Action Table.
- The side that gains the Advantage is placed 3" from one edge of the Battle Board.
- Place the other side 3" from the opposite edge.
- Roll on the Action Table to start the fight.
- The fight continues until only one side remains on the Battle Board.

THE CAMPAIGN

In this section, we provide you a simple little Campaign system to tie your Confrontations together.

AT THE START

Choose which Class you will play.

Choose the Class of your enemy.

Recruit your Band (page 3).

Start the Campaign.

CAMPAIGN MORALE

Each side starts with a Campaign Morale of 4. This can go down, but cannot go up. Here's how we do it:

- After each fight, we must check the Campaign Morale.
- Consult the Campaign Morale Table.
- Each side starts with 2d6.
- Modify the number by any applicable Circumstance.
- Roll the modified number of d6 versus their *current* Campaign Morale.
- Determine how many d6 each side passes and compare them to each other.
- Go down the left-hand column to the appropriate row based on the number of d6 passed by the player versus the opposing side.
- Immediately carry out the results.

2 **CAMPAIGN MORALE**

(Taken versus current Campaign Morale)

CIRCUMSTANCE	*MODIFIER*
Won the last fight.	+1d6

#D6 PASSED	*RESULT*
Passed more d6 than opponent	Enemy Campaign Morale reduced by 1 point.
Passed same number of d6 as opponent	Both Campaign Morales stay the same.
Passed less d6 than opponent	Player Campaign Morale reduced by 1 point.

Play continues until one or both sides have their Campaign Morale reduced to "0".

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CLASS TABLES

1 **BUGS**

(Read the result as rolled)

#	REP	DV	WEAPON	FIREPOWER
1	3	3	Vicious	x
2	3	3	Vicious	x
3	4	4	Vicious	x
4	4	4	Vicious	x
5	4	4	Vicious	x
6	5	4	Vicious	x

1 **GANGERS**

(Read the result as rolled)

#(1)	REP	DV	WEAPON	FIREPOWER
1	3	2	Pistol	1
2	3	2	Pistol	1
3	4	2	Pistol	1
4	4	3	Pistol/Auto	1/3
5	4	3	Pistol/Auto	1/3
6	5	4	Pistol/Auto	1/3

1 **MERCENARIES**

(Read the result as rolled)

#	REP	DV	WEAPON	FIREPOWER
1	3	2	Pistol/Auto	1/3
2	4	3	Pistol/Auto	1/3
3	4	3	Pistol/Auto	1/3
4	4	3	Pistol/Auto	1/3
5	4	3	Pistol/Auto	1/3
6	5	3	Pistol/Auto	1/3

1 **MILITARY**

(Read the result as rolled)

#	REP	DV	WEAPON	FIREPOWER
1	4	3	Pistol/Auto	1/3
2	4	4	Pistol/Auto	1/3
3	4	4	Pistol/Auto	1/3
4	5	4	Pistol/Auto	1/3
5	5	4	Pistol/Auto	1/3
6	5	4	Pistol/Auto	1/3

1 **POLICE**

(Read the result as rolled)

#	REP	DV	WEAPON	FIREPOWER
1	3	2	Pistol/Auto	1/3
2	4	3	Pistol/Auto	1/3
3	4	3	Pistol/Auto	1/3
4	4	3	Pistol/Auto	1/3
5	5	4	Pistol/Auto	1/3
6	5	4	Pistol/Auto	1/3

1 **RAGERS**

(Read the result as rolled)

#	REP	DV	WEAPON	FIREPOWER
1	3	2	Rage	x
2	3	2	Rage	x
3	3	3	Rage	x
4	4	3	Rage	x
5	4	3	Rage	x
6	4	4	Rage	x

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ACTION

2 **ACTION**

(Taken versus Leader Rep)

Score of "6" is always a failure.

Roll 1d6 – 1, 2, or 3 you gain the Advantage, 4, 5, or 6 they do.

#D6 PASSED	*RESULT*
More d6	The side that passed more d6 can act: • Humans can Shoot, Charge, Recover from Duck Back or Leave the Battle Board. • Bugs and Ragers will Charge.
Same number of d6	Side with the Advantage counts as passing more d6.

SHOOTING

2 **SHOOTING**

(Taken versus Rep)

Score of "6" is always a failure.

#D6 PASSED	*RESULT*
2	Hit all targets**.**
1	Miss: • If being charged. • If the target is in Cover. Target returns fire. • If the 2nd or 3rd target. Target returns fire. Otherwise: • Hit.
0	Miss all targets**:** • Chargers continue into contact. • All others return fire.

SHOOTING DAMAGE

2 **SHOOTING DAMAGE**

(Adding the results together versus Target Value = Rep + DV)

Maximum Target Value is 10.

#	*RESULT*
Equal or more than TV	"Doubles" rolled = Target Obviously Dead. Otherwise, Target is Out of the Fight.
Less than TV	Human target Ducks Back. Ragers and Bugs halt in place.

MELEE

2 **MELEE**

(Taken versus Rep)

Score of "6" is always a failure.

#D6 PASSED	*RESULTS*
Pass 2d6 more	***ALL LOSERS –*** Obviously Dead.
Pass 1d6 more	***VICIOUS WINNERS*** – Make non-Vicious losers go Obviously Dead. ***RAGER WINNERS –*** Make non-Rager losers go Out of the Fight. ***ALL OTHER WINNERS*** – Roll 1d6 versus the DV of the loser. • If pass 1d6 – loser suffers a result of -1 to Rep. Immediately continue the melee. • If pass 0d6 – loser goes Out of the Fight.
Pass same	***ALL –*** Fight another round of melee. Both suffer -1 to Rep.

WILL TO FIGHT

2 **WILL TO FIGHT**

(Taken versus Leader Rep)

Score of "6" is always a failure.

#D6 PASSED	*RESULTS*
2	***ALL NON-BUGS OR NON-RAGERS*** – If more than 50% Out of the Fight, Obviously Dead, or Left the Table, count as passing 1d6. ***GANGERS*** – If one or more friends have already Left the Table, count as passing 1d6. ***OTHERWISE –*** Carry On.
1	***BUGS, MILITARY, OR RAGERS*** – Carry On. ***OTHERWISE –*** One figure Leaves the Table. Lowest Rep will leave first, if tied then random.
0	***RAGERS OR BUGS*** – Carry On. ***OTHERWISE –*** Two figures Leave the Table. Lowest Rep will leave first, if tied then random.

COMBAT RULES

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