

WOIN RULES FAQ (v1.8)

This document is not errata; it is designed to clarify and answer commonly asked rules questions regarding the *What's OLD is NEW* roleplaying game system. To that end, you won't find new rules or corrections here.

If you have a question for the WOIN Rules FAQ, simply ask it in the forum. If it turns out to indeed be a question that is commonly asked, it'll get added to this FAQ!

EONS articles are not covered in this FAQ.

Keep an eye on the version number to make sure you have the latest version of this FAQ.

WHERE CAN I FIND ERRATA?

Errata documents can be found on the official website.

CAN AIM EXCEED THE MAXIMUM DICE POOL?

Exploits and positioning apply *after* the dice pool is capped, so they can exceed the MDP. The same goes for LUC dice.

ARE DEFENSES CAPPED BY MAXIMUM DICE POOLS?

Yes. A DEFENSE is formed with an ordinary dice pool (attribute + skill + equipment) and is thus treated as such. Note that derived stats like HEALTH are not formed with dice pools (although they do involve rolling dice!) so are not capped in this manner.

Basically, if you are forming a dice pool using attribute + skill + equipment, it is subject to the normal dice pool capping.

How Does SOAK STACK?

If you have different sources for SOAK, you use the highest. If you have SOAK *bonuses*, these stack.

So, if you have armor which gives SOAK 4 and you also have natural SOAK 3, your SOAK is 4. But if you have armor which gives SOAK 4 and a natural exploit which gives SOAK +3, your SOAK is 7. The difference is the "+" symbol.

WHO TRACKS PINNING DOWN?

When an attacker is pinning down a target with gunfire, it's the attacker's job to track their pinning down bonus.

Pinning down is a "per attacker" bonus, not a "per target" bonus. The attacker must be actively attacking the target to claim the bonus, and the bonus only applies to the number of rounds that specific attacker has been firing at the target. Pinning bonuses are not shared by multiple attackers; each must track their own. If the target moves, everybody gets reset.

How Do Ambushes Work?

The ambush turn is not something which comes up often. It's not the same as a "surprise round" in some other games - it's a deliberate, co-ordinated, planned tactic. If two groups of enemies run into each other, you just roll INITIATIVE as normal.

To use an ambush turn, you need to plan to do so in advance and make an effort to set that up. Generally, that means that one side in a conflict already knows about the other, and is setting up hiding places, vantage points, and so on. However, in some unusual circumstances, two groups could be attempting to do it to each other.

How Does An AL10 Navcomp Affect A Starship's Operation Range?

AL 10 navcomps make space travel a fairly trivial matter in terms of time and distance. When using such a device, not only does the navcomp multiply the ship's FTL speed by 10 it also means that operational range is no longer a factor. An AL 10 navcomp means a ship can cross a galaxy, *Star Wars* style.

CAN EQUIPMENT BONUSES EXCEED MDP?

Not as designed no. Equipment is not intended to be a major improvement factor in WOIN. Generally speaking, high quality gear might compensate for a lower attribute, but it doesn't tend to pile bonuses on top of a character which is already optimized in terms of attributes and skills. Characters in WOIN tend to get by with their wits and skills rather than their gear.

However, many groups enjoy collecting equipment. In Cinematic Mode, you might consider allowing equipment bonuses to apply after the MDP cap rather than before. This will not break the game, though it will change the flavor a little, and will also result in larger dice pools and an overall power boost.

Remember, exploits and positioning apply *after* the dice pool is capped, so they can exceed the MDP.

CAN I COVER A PRISONER?

Yes. You would use the Overwatch option. While it says in the core rules that "*usually* this means targets which break cover...", you may define any trigger. For example, "If he makes any sudden moves". Remember, the target cannot be in cover when you fire.

Is the only way I can push somebody off a cliff by buying the knockback exploit?

No, of course not. That would be silly!

That exploit is a very specific way to do that as a modifier to an attack (exchanging attack dice and getting the knockback effect automatically on a hit). That doesn't mean that the normal rules for simple or opposed checks no longer apply. You can always simply make an opposed STR check, as adjudicated by the GM, to do the same thing. Both methods are different. The exploit is better (you do damage, no opposed check needed, your attack pool is used), but that's why you buy the exploit!

How far down can I jump?

Your vertical jump distance applies up and down (just like your horizontal jump applies left and right). You can safely jump down for free the same distance you can jump up. After that you make the check as normal.

Can I Get High Quality Starship Facilities?

Of course! As with all equipment, simply apply the quality price modifier to starship facilities to get higher quality versions. Relevant checks made within that facility then gain the quality bonus. This is very useful for sickbays and the like, and can also describe the ship's galley, gymnasium, and other facilities.

What Does The Number In Parenthesis After a Starship Facility Mean?

First things first - it's not the number of facilities! It's the *capacity* of the facilities. In other words "messhall (1)" doesn't mean one messhall, it means that the messhall has the capacity for one crewmember. "Messhall (1)" pretty much describes a broom closet. Similarly, "sickbay (3)" doesn't mean three sickbays, it means the sickbay has capacity for three crewmembers. This applies to all crew-based facilities.

The ship statblock, therefore, lists the overall capacity, not the number of facilities. This capacity is compared to the crew total and helps derive the ship's LUXURY score.

ARE OLDER SHIPS CHEAPER?

The price given for a starship is its price as new. It is up to the GM what discounts apply to older ships, and what flaws older ships might have. It would not be unreasonable to reduce the price by 2% per year, but assign a significant flaw for every decade of age. The *Millenium Falcon's* hyperdrive was pretty temperamental, after all!

CAN THE PCs' SHIP ONLY TAKE 2 Actions?

One action per ship class is the standard limit for starships to make it feasible for GMs to run encounters with multiple enemy starships.

However, in a PC starship, each PC gets to take an action. If the class exceeds the number of PCs, further actions may still be available to the NPC crewmembers; if the class is lower than the number of PCs, they still each get to take an action (though each facility/weapon etc. can only be used once).

IS THERE AN END-BASED DEFENSE?

The existing three DEFENSES (melee, ranged, mental) are all just averaged opposed attribute checks. A ranged attack is really just an opposed INT (*pistols*) vs. AGI (*dodging*) check - or whichever attributes or skills are being used.

We average the defender's side of that check and record it as a static value to speed up play.

You can choose to do the same with any other scores. You might oppose poison with an END (*resistance*) check, for example. This isn't averaged and noted as a DEFENSE score because it doesn't come up so often that using the opposed check will slow down gameplay. The same applies to, for example, PERCEPTION.

You could certainly opt to average any often-used dice pools you wish and use the resulting static score as a target number. Simply multiply the dice pool by 3.5 and round up, just like you do with the existing three DEFENSES.

Is There A Quicker Way To Calculate DEFENSEs?

Sure! The way it's described in the book is meant to avoid you having to do any math, but in essence here's what you're doing:

Form a defensive dice pool using appropriate attributes, skills, and equipment. Instead of rolling it, just work out the average roll by multiplying it by 3.5 and rounding up.

All a DEFENSE is is an opposed attribute check vs. the attack. The attacker attacks with STR (*swords*) and you decide to dodge using AGI (*acrobatics*), for example. It's just like when you adjudicate an arm-wrestle or a stealth check.

We use the average score against an attack because it happens dozens of times per encounter. It's quicker to use the average score than to roll it each time.

WHAT IF TWO RULES CONTRADICT EACH OTHER?

The general guideline is that a specific rule overrides a general rule. If the rules text is describing a specific situation, and it differs from a general rule which might also cover that situation, use the specific rule.

CAN THE GM DISALLOW USE OF EXPLOITS?

Absolutely! Remember "Rule Zero"! The beauty of a tabletop RPG is that, unlike a video game, a human GM can interpret or contextualize any rule or situation. If the GM adjudicates that an ability does not work in a given situation, then it does not work.

For example, if the PC has an ability which allows her to pick pockets in bars and make some bonus cash each day, and nobody in the bar has any money (maybe it's an alien world which pays for drinks with telepathic money!) then the exploit won't work. Alternatively, the GM might decide that repeated use attracts the attention of the authorities.

The GM will constantly apply common sense to any situation and allow/disallow things based on context.

However, the GM should take care not to just nerf player abilities for the sake of it. That's no fun!

IS A MEGACREDIT 1M OR 1K CREDITS?

By default it's 1,000 credits. But it's your setting! A megacredit is what you want it to be! However, here are the two default suggestions:

If a megacredit is 1,000 credits (yes, we know that would technically be a "kilocredit") then starships are priced like cars and other vehicles in modern terms. You can buy a cheap ship for 20,000cr, or you can spend more. This setup works well for games which seek to mimic *Star Wars* or *Firefly*. It's the setup we recommend.

If a megacredit is 1,000,000 credits, then starships are priced like houses in modern terms. You will likely need a mortgage. Ships are extremely expensive, and your game will involve some accounting.

It's up to you which you use. In *The Cauldron* (one of our sci-fi settings), we use the former option - 1MCr is 1,000cr. Starting characters tend to save up for a few adventures then buy their fist cheap ship outright.

So, you basically need to make a decision: do you want starships to be priced like *cars* or *houses*? Remember that even at the lower prices, an *Endeavour* class military cruiser still works out to 22 million credits, but a used Class II freighter can be picked up for under 50,000cr.

CAN I SPEND LUC DICE ON DOWNTIME OR DAILY CHECKS?

Absolutely not! LUC dice are an in-game resource only. Otherwise somebody with high LUC would just blow them all daily on downtime or daily tasks, effectively becoming unable to fail at anything.

For similar reasons, the GM should be careful to disallow "ducking out" of encounters to recharge LUC dice for 5 minutes and ducking back in again. As always, common sense must apply. The 5-minute recharge is intended as shorthand for a period of free time.

CAN I FIT EXTERIOR SHUTTLES TO MY SHIP?

You can avoid the cost of a shuttlebay that way, yes. The shuttle is accessed via an airlock. You can have one exterior shuttle per ship class. However, they will be very vulnerable to damage. For every five points of SS damage, one exterior shuttle is destroyed. A shuttle on its own, incidentally, costs 5MCr, and it costs the same amount to mount it externally, along with the requisite fittings, power supplies, and airlocks.

When Getting A Starship Mortgage, Can I Spend The Change?

No. You never see any cash. A bank or other credit broker will authorize a mortgage up to the value of the ship, with that same ship as the collateral (assuming a good enough REP check is made). At no point does anybody hand you a bag of cash.

CAN I STEAL A SHIP AND SELL IT?

Stealing a ship is called piracy, and it is the worst crime you can do in space. Ship ownership papers are held by banks and other agencies, and even trying to dock in a stolen ship will make for a really bad day. The penalties for piracy will be the most severe in the game.

It should be remembered that even enemy pirates usually own their ships, and the system doesn't care that the person you stole a ship from was a pirate themself.

CAN ANDROIDS BE HEALED?

In the errata there is an Engineer exploit which mimics the Medic exploit.

To perform emergency first aid on an android, you need to use a *engineering* or *robotics*, not medicine.

Androids are not affected by drugs.

It's up to the GM if you want androids to be able to benefit from biopsionics.

Androids can always spend 100cr per HEALTH point at a repair shop. It takes 1 hour per 5 points.

CAN CHARACTERS ASSIST EACH OTHER?

Usually, an extended skill task is used when multiple characters are contributing to an activity. Three (or sometimes more for longer tasks) successes are required, and multiple characters can make checks of various kinds.

Sometimes, when the task is very simple, and the combined efforts of the characters would be merely additive, you may allow characters to add their attributes together and see what die pool the combined figure would allow. In other words, if two characters (STR 5, and STR 6) are trying to break down a door together, you would treat that as a single character with STR 11 and allow them a 4d6 STR dice pool.

Strength-based tasks are the most common types of simple additive tasks. Generally, cooperative tasks won't be additive, and will require multiple checks from one or more characters.

Note that when performing a simple additive task, only one skill from one character applies to the dice pool. Choose the most appropriate one.