

CARDBASED MINIATURE SKIRMISH GAME

I am building a miniature skirmish game with focus on tactical, fun and easy gameplay. Not necessarily superbalanced in the long run since my goal is to make something that will mostly be played at different CON's. For players that want to play more than just one game I am thinking of implementing some kind of XP-system with new skills. Think Mordheim- and Necromunda-style leveling with the possibility for lingering wounds and such. I want most systems in the game to be cardbased even though some could easily be done with tables and dicerolls. I just like the idea of having players needing to choose between their currently available actions. Also, having opponents not knowing whats in your hand adds a bit of mind games and tension.

Focus will probably be on distanced combat (firearms, grenades and such) but I hope I can find a good way to implement close combat. I am thinking a Sci-Fi setting with hexagonal movementsystem on a modular board with lots of terrain. 15mm scale making it possible to have more terrain and "bigger maps" to play on. The idea is to have lots of terrain so as to invite tactical use of cover and positioning wich will have a big effect on damageoutput. Players will be controlling a single character each, working in teams against either a GM or another group of players.

A characters actions would reside in a deck of cards wich will give every round a bit of randomness. It also opens up for decisions like saving a very good card for later or discarding cards in hopes of getting better ones. I think it can be made into an interesting mechanic with a bit of work. Also, you can have most special rules or exceptions on the cards allowing a streamlined basic ruleset that is both fast and easy to learn and use. The main goal is a simple, fun miniature game for CON-visitors.

So with the above thoughts in mind I have put together the following rules by way of stealing ideas from several sources and mixing it together in the blender that is my head. What I have has not even been playtested yet so this is just the basics. Nothing is a 100% set in stone so please do give me feedback on anything that might be unclear or contradictory. Praise is of course also welcome.

---TURNSEQUENCE---

- Each player plays out their turn in order of initiative*. Lowest initiative-value goes first.
- Draw up to two cards from your class deck to a maximum of five cards in your hand.
- Play up to two cards from your hand (or from table**) to perform actions.
- Resolve any and all effects from played cards.
- Resolve your initiative for next round. Each card you play have an initiative -value. Simply total it up and note for next turn. Lowest initiative-value goes first.

* Before the very first round you draw 5 cards. Your initiative-value is decided by adding together the total value of the 5 cards in your hand.

** Some cards are not in your class deck or your hand but (*Face up*) in front of you. More on this later.

My thoughts: The initiative value is a modified version of what's used in the iPad game "Space Wolf". If you play cards with lower initiative values in turn 1 you will be allowed to act sooner in turn 2. Possibly giving you an edge when deciding what to do. At the same time there might be situations where it would be beneficial to use high cost cards so that you move after other players in the next round. Initiative cost will be higher on more powerful cards. Certain cards will have a negative initiative value enabling you to play it + a high cost card and still act early in the next turn.

---ATTACKSEQUENCE---

- Play an attack card. **(AC)**
- Roll to hit according to **(AC)**'s % to hit and any other modifications.
- If a hit is scored, roll to inflict X blastmarkers according to info on the **(AC)**.
- Resolve how many blastmarkers are negated by distance, cover, gear and skills.
- Draw as many cards from the hurt deck as there are blastmarkers left.
- Resolve effects from inflicted hurt cards.

My thoughts: When you play an attack card you will roll to hit according to the cards basic % to hit + any modifications. When a hit is scored a number of blastmarkers are generated. Each blastmarker will result in a card being drawn from the HURT DECK. Before that blastmarkers can be negated by things like character facing, distance, cover, gear- and skillcards. I am hoping this will result in tactical gameplay where moving from cover to cover and deciding your characters facing will be an important part of staying on your feet.

---YOUR CHARACTER---

Creating a character is very simple. You do this by selecting a race card and a class card. I might add some more card choices like a background card with generic history that gives a special skill or affect stats or something. Easy enough mechanic to play around with. Balance is the main issue.

RACE CARD

Human? Alien? Robot? What you choose affects your basic stats. +Fluff
(*Face up*)

CLASS CARD

Tank? Support? Medic? What you choose affects what kind of class deck you play with. +Fluff (*Face up*)

BASIC STATS

MP - Movement points, how many hexes the mini can move per move.

HP - Hurt points, how much damage a mini can take before going out of action.

HIT - +X% to hit when attacking. This is added to the % to hit a played attack card has.

---THE GAMES DIFFERENT DECKS---

So, being a cardbased skirmish game implementing ideas from Mordheim, Necromunda and other games there will be a number of different decks with different uses. The most used one will be each players class deck.

(CD) - CLASS DECK

Your playing deck with a set total number of cards in it. You will be allowed to modify the content of your **(CD)** somewhat. Do you want more attack cards instead of tactical ones? Decisions like that. This will hopefully result in different tactics being used by players with the same **(CD)**.

THE BASIC CARDS IN YOUR (CD)

Some cards will be exclusive for your specific class or only available after leveling up or buying/finding gear. Regardless - all decks will have variants of the following cards in them:

(MC) - Movement cards. Play to move your miniature.

(TC) - Tactical cards. Cards with different effects on gameplay.

(AC) - Attack cards. Play to initiate an attack. Roll to hit according to cards % to hit.

(CC) - Close Combat cards. I am yet to figure out good gameplay for this.

Other cards that will be used one way or another will come from the following decks:

(GD) - GEAR DECK

The gear deck contains cards representing items that your character has for use during a battle. Personal shields, medkits or other ideas that fit the setting and ruleset. Still working on this. These cards would be on the table at start of game ready to be used when needed. A gear card replaces a card of your choosing in the **(CD)**.

(Face up)

(SD) - SKILL DECK

As above but cards represent acquired skills from earlier games. +X% to hit or other ideas that I will come up with. A skill card replaces a card of your choosing in the **(CD)**.

(Face up)

My thoughts: The idea behind having gear- and skillcards taking up a spot in the **(CD)** is for the deck to cycle faster. Having *(Face up)* cards at start of game together with less cards in your **(CD)** will result in more options available and faster cycling of your deck. This will be an advantage against less skilled and geared up characters- thus representing your characters experience in battle. The trick will be to balance cards in the **(GD)** and **(SD)** so they don't become way overpowered.

(HD) - HURT DECK

Contains cards that deals damage to your character. Some randomness here since some cards might deal more damage than others and/or incur other penalties like less movement, decreased chance to hit and other stuff. When your total damage taken equals your **HP** your character goes Out Of Action.

(OOAD) - OUT OF ACTION DECK

A deck of cards that you only draw from when your character goes out of action. Best case scenario there is no lasting damage done. Worst case your character can die. Most probable result is permanent damage to your character. Think mordheim. Permanent damages are represented by cards from a wound deck being put in your **(CD)**, adding to the total number of cards therein.

(WD) - WOUND DECK

Cards that are added to your **(CD)** adding to the total size of your deck. Making it slower to cycle through and taking up valuable space in your hand when drawn. Some cards might even have extra negative effects in some way or another. I am thinking this system represents an old wound acting up from time to time. This means that experienced characters might also have some old battlewounds that balance them down against less experienced (hence less wounded) characters.

---THE GAME'S DIFFERENT CARDS---

MOVEMENT CARDS

Work in progress

- BASIC movement card. +5 initiative cost.

3 options - Safe, Regular, Reckless

Safe movement = X less hexes to move, -X Blastmarkers

Regular - no modifications.

Reckless - X more hexes to move, +X Blastmarker

- OTHER cards used for movement

All other cards (with few exceptions) can be used for movement just like a BASIC movement card.

This makes it possible to always move into better positions. Initiative cost will be higher though.

TACTICAL CARDS

Work in progress

ATTACK CARDS

Work in progress

CLOSE COMBAT CARDS

Work in progress

GEAR CARDS

Work in progress

SKILL CARDS

Work in progress

HURT CARDS

Work in progress

OUT OF ACTION CARDS

Work in progress

WOUND CARDS

Work in progress

RACE CARDS

Work in progress

CLASS CARDS

Work in progress