

THIRD PERSON SHOOTER

DevNotes 1.0

Description

Third Person Shooter (TPS) is a fast paced, simple port of a first person shooter computer game to a tabletop environment. The design is geared towards simplicity, so the rules won't get in the way of the fragfest. Realism takes a backseat to this, but TPS is easily moddable with new equipment, abilities and server rules to tweak the game experience to your liking.

In order to play you will need the following:

Someone who'll take the role of the Server/Admin/gamemaster

A couple of copies of the quick reference notes (actually these are around 90% of the rules), called the Console.

A large playing surface. It is important that all players are able to reach their player tokens on the table. For a 4-6 player server, we recommend a dining table. For 8-12 players a ping-pong table or larger is recommended.

Either a large printout of the map being played, or masker tape and markers to manually mark the map up in the playing surface.

Enough player control boards and player tokens for everybody. The player tokens should have a diameter of between 1 inch and 3 cm. The player token graphics should be glued on top of a wooden marker to make a token that's easy to manipulate, even from across the table.

Enough weapons & equipment tokens for everybody (In practice you will probably need around 0.8 full sets of tokens to go around).

A couple of tape measures to measure distances. One unit of distance or movement (MU) is either 3 cm or 1 inch. The roll-up kind are clearly the best to use! - Inches is the preferred scale, so if you can get a tape measure graded in inches that rocks!

A bunch of six-sided dice. Reserve one color for use as the wild Die. In the play test we used red dice as wild Dice (see below), and white dice as normal dice to good effect.

Some generic markers, one per player, to mark which weapon is the active one.

Some pieces of paper and pens to note down important stuff, like player winnings, kills and the number of frags made. It is a good idea to make the players note down kills and other feats at the end of each game turn, to ensure it isn't forgotten.

A couple of important conventions

Note: Not all rules are found in the document. Rules for shotguns, grenades, sniping and others are only found in the Console, as there really isn't much more to explain.

The Server is also the Admin: whatever the Server rules stands! Players who are being disruptive, or simply won't play by the spirit of the game can be booted from the server after a warning. TPS runs on fair play - if players don't play by this, the game won't be any fun.

TPS uses simultaneous action for the phases of the game. This means that all players make their decisions simultaneously. When deciding who to attack, the server counts out "1-2-3-Shoot", and all players immediately points at the token they wish to attack. After this is done, the attacks can be resolved one by one, in the order printed on the Console.

The Wild Die

The concept of the wild die is central to the fun, and adds a range of possibilities for results from die rolls, as well as fun factor. The idea is this: as part of most die rolls is one or more wild dice. The result of the wild die can be important for the overall outcome of the roll.

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If the roll on the wild die is '6', roll the die again and add 6 to the total rolled. If the wild die comes up '6' again, Good Stuff has happened – and you still get to reroll as long as you keep rolling '6's.

On the flipside, if the roll of the wild die is '1', reroll and if the result is '1' again, Bad Stuff usually happens – see the specific paragraphs on the Console for specifics.

If a roll includes more than one wild die, Good stuff and bad stuff cancels each other out on a 1-1 basis.

And good or bad stuff only happens on a *reroll* of a '6' or '1', not if you happen to roll more than one of those in the initial throw. You must *re*roll for the stuff to take place!

Server update sequence: (Turn order)

1: Call active weapon and/or action for the turn (Reload, Defuse Kit, Bomb, etc)

All player now decide which weapon they will use this game turn, and if they will attempt to perform an action, such as defusing the bomb. The selected equipment is the one used to attack other players, and will determine the order in which the player attacks and if any modifiers to movement apply. Weapons with the option of using scopes declare the use of scopes at this point too.

Exception: If selecting grenades, bomb or defuse kit, place them over a weapon slot on the Player Board to show which weapon is the backup weapon. When throwing a grenade, the backup becomes active immediately, and when trying to place or defuse the bomb, the backup can be used instead of the action (should the need for self defense occur).

Ex: Player A selects his MP5 as the active weapon, and places a Flashbang grenade on top of this. He is now set to throw the grenade, and then use the MP5 to attack other players.

2: Count out moves 1-10

Movement is divided into 10 moves, and a bonus one for players with knife as the active weapon (provided they made an actual move in all 10 regular moves)

One step of movement allows the player to move his token the width of the token base. This isn't exactly one unit of distance when measuring, but it should be close enough. Be sure to let the players know that they are under gentleman rules to keep their movement honest.

Movement steps is counted out by the server in a deliberate pace (1,5 seconds per count seem to work well). At each count all players must immediately either move his token up to one diameter in any direction (except through walls and other player tokens) or choose to stand still. Movement cannot be saved till later counts. You move it or loose it.

Some equipment will slow down the player due to its weight, bulk or whatever. This slowdown only happens when the equipment is the active equipment, and is noted with the footprint icon on the equipment! Movement lost in this manner is taken from the first move counts.

If using a scope and/or crouching the player will halve his available movement, and only move on even move counts. This is cumulative with slowdown from equipment.

Ex: Player A has selected the M249 (-3 to movement) and has selected to crouch, for better aiming. His move is first reduced to 7, so his first move will be on count 4, but it is also halved, so he will only move on counts 4-6-8 and 10. Had the M249 had a scope, using this would not have any further effect on movement.

3: Call your target! (1-2-3-Point!)

The server calls out "Ready to attack? 1-2-3-bang" On "Bang" all players must immediately point at their intended target token. The choice is binding – there is not changing target once selected, and the choice must be immediate. The players are not allowed to coordinate their attacks in

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any manner, once the last movement count has been called.

Weapons with autofire can split out their damage dice on more than one possible target. It is up to the player to immediately point at all the intended targets, when declaring the attacks.

4: Actions: Carry out in this order:

- Grenades are thrown and explode.

 - Frag and smoke grenades will explode next turn

 - Flashbangs explode immediately

- Knife

- Pistols

- Submachineguns

- Shotguns

- Rifles not using scopes

- LMG

- Rifles using scopes

- Arm bomb, Defuse bomb, Reload

- Bomb Explodes (after 5 turns)

All actions of the same type happen simultaneously, and all effects are implemented before the next type

To-Hit

To hit a target with an attack (except knife fighting) roll a to-hit roll, based on the To-Hit dice of the weapon used.

If the roll + modifiers is equal to or more than the distance to the target, the attack hits! A to-hit roll will always have a minimum of one wild die, and in rare examples more than one.

To-Hit Modifiers

- Scope +1D

- Target in 1/2 Cover -1D

- Crouching +1D

wild die = '6': Reroll the die and add to the total rolled

wild die = '1' and '1' again: Friendly fire, random unit within 5 Movement unit of the called target, still in sight, is attacked instead.

Damage

To find out how much damage an attack caused, the controlling players roll the damage and the defense roll respectively.

The damage roll is as printed on the weapon token, the Defense roll is as shown on the player board + additions for protection (vest and helmet, as shown on their tokens)

$\text{Damage} \geq \text{X} \times \text{Defense} = \text{X Hits}$

Damage wild Die = '6' and '6' again: Headshot, only helmet armor is added to Defense

Damage wild Die = '1' and '1' again: Out of Ammo, weapon cannot be used until a reload action has been taken (This is not relevant for the knife, duh!). Flip the token face down, or place a marker on the To-Hit dice to show the weapon is out of ammo.

Defense wild Die = '6': Keep rerolling and adding to the total, as long as you keep rolling '6'

For each hit taken, the target loses 1 die of Defense, in order: Helmet, Vest, and then Health

When defense is reduced to 0 dice, the unit is eliminated from play this round. Drop all weapons and equipment on the ground, and wait for the round to end (it is ok to start shopping for the next round, while waiting).

Ex: Player A targets and hits Player B with his MP5 submachinegun. The MP5 does 1 wild die +3 dice of damage, while Player B has a bulletproof vest to aid his defense. The rolls are:

Player A: Wild die = 6 + 5, rest is 3+2+6, for a total of 22, but since the wild die result wasn't '6' on the reroll, the shot isn't a headshot.

Player B: Wild die = 5, rest is 5+4+1, for a total of 14.

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Since 22 is more than 14, but not twice as much, 1 hit is inflicted. Player B discards his vest, and the attack is over.

Miscellaneous things

Bombs: placing, defusing and exploding

Placing bomb takes an entire turn while stationary. Once placed, bomb will explode after 5 turns.

Defusing the bomb takes 2 entire turns while stationary without defusing kit, 1 with defusing kit.

Placing and Defusing actions are interrupted by combat and taking damage. Interrupted defusing must start over.

Bomb damage: Everybody in the same zone dies automatically, everyone in zones adjacent to bomb blast take 4D damage, everybody else take 2D damage, rolled against Defense immediately. Survivors are healed automatically for the next round.

Shotguns and Frag grenades

Have a pool of dice to be split between To-hit and Damage, minimum of 1 in either. The player decides how to split the dice (remember that a D6, on average, rolls 3,5). Measuring is allowed in advance. Roll To-Hit and Damage normally.

Ex: Player A fires his Spas 12 at Player B, who is 8 MU away. The SPAS has 7 dice to split. Wanting to have a decent chance of hitting, Player A decides to use 3 dice for To-Hit and the remaining 4 dice for damage.

Smoke and FlashBang Grenades

Effect covers an entire zone (marked with dashed red line on map).

Flash Bang grenades detonate immediately. -2D To-Hit for all caught in zone.

Smoke takes one turn to develop, and stays for 5 turns.

No attacks into or out of zone. All attacks are -1D To-Hit within affected zone.

Throwing grenades

Measure the distance, then roll up to 3D (1 wild Die) for distance. Grenades bounce off hard surfaces encountered to go the rolled distance

Drop and pick up weapons and equipment

Players can drop their active piece of equipment or weapon during movement, by spending a move count while stationary. Place the token on the playing surface next to your player token and continue. For the rest of the round the knife will be the active weapon.

Players can pick up weapons and equipment from the ground. If they have a corresponding slot available on the player board, this is done by spending a move count in base contact with the token. The token is now the active equipment. If no slot on the player board is available (i.e. it has a weapon or equipment token in place already), this token must be dropped first (see above)

Keeping score - what happens between rounds

After a round is over (either by team elimination or completing the assigned mission) the earned points are tallied, kills and deaths are counted, and the admin has the option to switch one player from either team to the other for play balance. The switched players keep their earned points and equipment on them.

Buying new equipment

Before the next round begins, you have the option of spending some of your hard-earned cash on new equipment and weapons. You can drop your existing weapons and equipment on the ground and buy new during the buying round. This dropped equipment will be present when the round starts.

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That's pretty much it, now get fragging!

Stay Tuned!

There will be more material coming for TPS: New Clans (among others, the SAS, who bring breaching charges, new Maps, and other new cool stuff). We'll be on Boardgamegeek.com shortly, too!

Credits:

Design: Mads Havshøj & Morten Lund

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Early testing: Lea, Millarh, CMC, Røde, Gunnar, Yde, Skovse, Lise, MadsM, Grevelund & Dunkel – and a load of others, primarily at Krikkit Con