

Oppose – Engage

A Modular Skirmish Game

Core Rules

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Acknowledgements

Thanks to Underdweller (aka Tom) and Kojibear (aka Nick) for your kind help and support in the production and improvement of these rules.

Introduction

Op-En is a small-scale, or skirmish-level, tabletop wargame. Players will use models to represent their characters, and use these rules and a set of dice to play through a scenario. Players' characters will fight, use special powers, and interact with the terrain on the tabletop as they attempt to achieve their objectives. All of a player's characters together are called an Opposing Force (or OF). This term will be used throughout these rules to refer to your group of characters. The goal of this game system is to keep the players engaged as much as possible, both with each other and with the scenario that they are playing. Most actions in the game will be adjudicated by a die roll, often with both players rolling to see if the action succeeds. Success isn't just dependent on your own model's Skills and Abilities, or your luck. Your opponent will also play a deciding factor in the outcome.

In addition to these opposed die rolls, scenarios, and terrain will have an impact on any game you play. The forces under your control will have to achieve their objectives utilising the terrain effectively while doing their utmost to prevent the enemy from completing their mission first.

While effort has been made to ensure that all of the rules are fair, given the wide scope of options and customisability in the system, there is always the possibility that one particular combination is stronger or better than another. Likewise, there may be times when the rules do not cover the exact circumstances you encounter in your games. At such times, discuss this with your opponent, and try to find a solution that is acceptable for all concerned. If in doubt, make an opposed roll with your opponent and keep the game moving along.

The Prime Rule

The most important rule to keep in mind is that this game should be enjoyable for both players. While winning is generally more fun than losing, a close fought game can be a lot more fun than a one-sided massacre. If in doubt, take the time to discuss the game and your OF's before you start to make sure you're both on the same page.

Core Vs. Setting Rules

To play Op-En, you will need two documents, or 'books'. Firstly, you will require the Core Rulebook (this document). You will also require a Setting book. Rather than being tied to any one genre or type of game, Op-En is designed to be modular. Setting books allow you to play different genres of games, and will provide all of the special rules, modifications, and information you will need to create teams of gallant knights, survivors of an apocalypse or explorers of the depths of space.

All of the rules contained in this document are considered 'Core' rules. Any rules found in other documents are considered 'Setting' rules. Core rules apply to all games using the Op-En system, regardless of Setting. Each document containing Setting rules only applies to the particular Setting named in the document. When a Setting rule and a Core rule are in disagreement, use the Setting rule, but only for games in that Setting. Each Setting book will contain several scenarios for you to play with your opponents. In some cases, these will have extra rules that may conflict with others. In all cases, the scenario special rules take priority.

Rules Priority Scenario > Setting > Core
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Players are of course free to play games with a mixture of Setting books, but each will have some unique points that may not cross over well.

Models

Op-En is miniatures agnostic, which means you can use any miniatures that you like to represent your characters on the tabletop. You can use your favourite brands of models, or even convert your own if you so desire. The only caveat is that you should choose models of roughly the same scale as your opponents. Op-En is written assuming that you will be using miniatures in the 25-32mm size range. It is entirely possible to play with smaller (or larger) models should you choose to do so, but you may want to consider changing the size of your playing area and the ranges used in the game.

You should also choose models that make it easy to identify your characters during gameplay, for your opponent's sake as well as your own. Try to use miniatures that look as close as possible to your characters, both in terms of design and in terms of Equipment. Op-En is very flexible when it comes to creating characters, so when you are building your OF, keep your models in mind. Unifying your OF's rules and your OF's models will ensure a smoother game all around, and create a better story in your mind's eye.

It is not strictly necessary to paint your models, but it is recommended. Again, this will help make your game more aesthetically pleasing, which can lead to a more fun experience. Not every gamer likes to paint miniatures, but it is a worthwhile endeavour.

The basic rules for creating your Opposing Force and its characters can be found in the OF Creation Section of this book, but you will also need a Setting book for all of the options.

Playing Space

As a skirmish wargame, Op-En doesn't need a lot of space. A 3' by 3' playing area is recommended for the game, though players are free to tweak those numbers to suit their own tables. In Op-En the space that you play on and move your characters around in is called the Combat Area.

Ideally, you will have some model terrain to decorate your Combat Area and give the characters some cover to hide behind and obstacles to cross. For a good game, at least 25% of the table area should be covered by a variety of terrain. Hills, buildings, walls, and so forth will help create a more immersive environment for your games. There are a lot of companies that make wargaming terrain in plastic, resin, and MDF, plus numerous YouTube channels dedicated to crafting your own terrain from card, and polystyrene.

Dice and Mathematics

When rolling dice, you may not choose to re-roll a die unless a rule specifically allows you to do so, and a re-rolled die may never be re-rolled a second time. The exception is where a die ends up lying against something at an angle (a cocked die) and you can't tell which result you scored, you may re-roll it to get a definite result.

When any rule states that you must divide a number, score or measurement, always round up to the nearest whole number. Likewise, all measurements should be rounded up.

Measuring

Players are free to measure distances at any point during the game. This allows players to make sure that their characters are in range for the use of their Abilities and Skills, to plan their next moves, and to avoid making any unintentional errors.

All measurements in Op-En are given in inches, and both players will require a tape measure that shows inches on it to play.

The Basics

The Op-En system uses a variety of different types of dice, all of which are available from most stores that stock RPG goods. Everyone should be familiar with standard 6-sided dice, but you will also need 4-sided, 8-sided, 10-sided, and 12-sided dice. Throughout the rules, these will be referred to as the letter 'd', followed by a number. E.g. an 8-sided die will be shown as d8, while a 12-sided die is a d12. At times you may also be required to use a d3. As these aren't as readily available as the other types of dice, it is recommended that you roll a d6 and halve the result, using the table below.

Die Roll	Result
1 – 2	1
3 – 4	2
5 – 6	3

The number of sides on a die is used to determine its Level, with higher numbers of sides being higher (and better) than lower numbers. In sequence from the lowest to the highest, the Die Levels are:

d3, d4, d6, d8, d10, d12, d12+

Characters have a selection of different Talents that they will use during a game. In particular, a character's physical prowess is measured through their Stats (see below). Stats are numbers that denote a Die Level, and they are used for most actions in the game.

Characters will never begin a game with a Die Level lower than d4 or higher than d12 in a Stat. The d3 and d12+ levels can only occur in gameplay due to modifiers that get applied due to game effects. Regardless of modifiers, no model may ever have a Die Level lower than d3 or higher than d12+.

d12+

To roll a d12+, roll a normal d12 and also a d3. You may add the value of the d3 to the d12. For all rules that directly relate to a die roll, (for example, the Rule of 1), the d12 is the die that they apply to. The d3 is added to the final value of the roll, the same way as a [+ #] modifier (see the Tests section), but is otherwise ignored by all rules relating specifically to die rolls.

Tokens

In Op-En, you will often be called upon to make use of Engagement Tokens. These allow characters to temporarily improve their Stats or manipulate the flow of the game. Players are free to use anything they like for these tokens; counters, coins or other small objects all make great tokens.

The rules for using Engagement Tokens can be found later in this book.

Simultaneous Events

During the course of a game, there may be occasions where two or more things happen at the same time. In such situations, the player that activated first in the turn can decide which event happens first. If there are three or more events, this decision-making process will alternate between players until all such events are resolved. I.e. Player 1 decides which event happens first, Player 2 decides which event happens second, Player 1 decides which event happens third, etc.

Characters

While each character should be unique, they all share a similar set of rules and Talents. These are what allow them to take part in the game, and interact with each other. Many characters will also carry some form of Equipment.

Stats

The physical and mental abilities of characters are represented through Stats. Each Stat is tied to the level of die that they will roll when they use that Stat.

The Stats are:

Fight	A character's Ability to attack an enemy at close quarters.
Toughness	A character's Ability to resist damage.
Shoot	A character's Ability to attack an enemy using a ranged weapon.
Agility	A character's Ability to move over terrain and dodge attacks.
Intellect	A character's Ability to interact with the game world.
Grit	A character's mental strength and courage.

In addition, all characters have two more Stats that are not related to Die Levels. These Stats are fixed values, and are never used for Tests.

Move	The speed a character can walk.
Body	How much damage a character can receive before going Out of Action.

Talents

Talents represent a broad range of things that a character can do in the game, and how they can do them. Unlike Stats, Talents aren't tied to a die or Die Level, though some of them may require a die roll to use. Talents can be broken down into 4 different types (Form, Traits, Abilities, and Skills), with characters having various numbers of each.

Form

A character's Form tells you about what the character looks like on the table. Forms will give you a character's base Move and Body information, and tell you the rough size and shape of the model you should use. Every character will have one Form.

Traits

A character's Trait represents their culture, upbringing or training in some way. It can also be a way to represent certain innate Talents such as the Ability to fly unaided or a resistance to poison. Every character may have up to one Trait.

Abilities

Abilities are Talents that the character possesses that are unique to them. They grant the characters bonuses for certain actions or special techniques they can use. Only a few characters may take Abilities, and usually, each Ability is limited to one character in your OF.

Skills

Skills are like Abilities, except that Skills allow you to take different actions than you would normally be able to. Like Abilities, Skills are limited to only a few characters.

Equipment

Equipment covers a wide range of weapons, armour, and useful items that a character may make use of during a scenario. Most characters will be able to choose their Equipment freely, though some more powerful items may be limited to just one character per OF.

All characters begin with an Unarmed attack if no weapons are purchased for them.

Awareness Range (AR)

Each character has a radius around them, within which they are automatically able to detect hidden characters, and target both Friendly and Enemy characters with Skills, Abilities, etc. This is known as a character's Awareness Range. A character's AR is usually a distance in inches equal to their Intellect Stat, though some Talents may change this.

A character may target any other character as long as any part of that character's base is in their Awareness Range, even if the target has previously taken the Hide (Skill) Action. For effects that don't require Line of Sight, all characters within the character's AR may be targeted. A character is always in Awareness Range of itself.

For effects that do require Line of Sight, the Active character must be able to draw LoS to the target. See Line of Sight below for more details.

Blocking Awareness

A solid wall with no openings (Doors, windows, cracks etc.) between the two characters, and that is greater in height than both, blocks Awareness Range for both characters. Similarly, if a character is inside a building, and there are no openings between the two characters, Awareness Range is blocked.

Combat Range (CR)

Each character can fight Enemy characters nearby using Melee weapons if they are within Combat Range. Most characters have a CR of 0", meaning that their bases need to be touching to fight. Some Equipment and Talents may extend that range (see the Setting book), in which case any part of the Enemy character's base needs to be inside the radius for the Enemy to be a valid target. Characters may not target an Enemy character who is not also within Awareness Range (see Blocking Awareness above).

A character is always in Combat Range of itself.

Combat Range and Multiple Weapons

One of the more common ways to increase a character's CR is to equip them with a melee weapon that has the Reach rule. When a character has more than one melee weapon, and only one of them has the Reach rule (or they have different values of the Reach rule), the character can only use a weapon to attack Enemy characters that are within that weapon's Combat Range.

For example, Character A is equipped with a Whip (Reach 1”), and a Maul (which doesn't have the Reach rule, so defaults to the character's CR of 0”). The character may use the Whip to attack any Enemy characters within 1” of themselves, but may only use the Maul to attack an Enemy if they are in base-to-base contact.

Line of Sight (LoS)

Most actions that target one or more other characters will require that the Active character has a Line of Sight (or LoS) to the Target character. To determine if two characters are within LoS of each other, bend down to tabletop height and try to get a view from behind your character. If any part of the other character is visible, then the two characters will have LoS. In some cases, other characters or terrain may make it difficult to get a good view, so it is also possible to try drawing a line between the two with a tape measure.

Clear, Blocked, and Obscured

If there is nothing between the two characters, then they will have a Clear LoS to each other. This will make it easier for them to target each other with Shoot Actions.

If there is anything that completely blocks the LoS between the two characters, such that no part of them can be seen, then they will have a Blocked LoS, so they may not target each other with actions that require LoS. A Blocked LoS is the same as having no LoS.

If there is anything that blocks any part of the LoS between the two characters (Terrain, other characters etc.) but does not completely block LoS, then they will have an Obscured LoS to each other. This will make it more difficult for them to target each other with Shoot Actions. See the Shoot Action section for more details. Note that characters with Obscured LoS may still be targeted by other actions.

Facing and LoS

Characters in the Combat Area are assumed to be fully aware of their surroundings and checking what is around them. As such, characters have a 360 degree field of vision and can attempt to draw a LoS in any direction.

Tests

Op-En uses die rolls to determine the success or failure of most actions being taken by characters in the game. These die rolls are referred to as Tests, and the dice used are determined by your character's Stats. Generally speaking, if the action you are taking affects or is affected by another character or a piece of terrain, it will require a Test.

There are three types of Tests, and each of them is slightly different. The types of Tests are:

Basic Tests
Fixed Tests
Opposed Tests

To make any type of Test, you will need to select the appropriate die based on your character's related Stat, apply any modifiers to the Test, and roll the die. Finally, compare the result to the Target Number (Fixed Tests) or your opponent's result (Opposed Tests) to see the outcome.

In all cases, the Active character needs to at least EQUAL the Target Number or opponent's result. If they EXCEED the Target Number or opponent's result there may be additional benefits. These are called Degrees of Success. For every point by which you exceed the Target Number or opponent's result, you score 1 Degree of Success.

The details of these will be explained in more detail in the Activation Phase Section of the Core Rulebook and in the Skills Section of the Setting Book you are using.

The Rule of 1

Any die roll of a 1, before any modifiers are added or subtracted, automatically counts as a failure. If the character that rolled a 1 was the Active character, their action is a failure, and any Rule of 1 penalties are applied. If the character is the Opposing character, they lose any $+ \#$ modifiers to their Test. If the final Test result would still allow the Opposing character to win, they count as having tied the Test with the Active character. If both characters roll a 1, the Active character's action is a failure, but there are no effects applied due to failing.

Roll of 1	Effect
Active character	Active character's action fails. Any Rule of 1 penalties apply.
Target character	Target loses any [$+ \#$] modifiers. Can only draw the Test at best.
Both characters	Active character's action fails. No Rule of 1 penalties apply.

Basic Tests

Basic Tests are the simplest type of Test and are special in that they have no Target Number to equal or exceed. You are simply trying to roll as high as you can. Using the Sprint Skill is a good example of a Basic Test. The higher you roll, the faster your character will move. The Rule of 1 does NOT apply to Basic Tests. Basic Tests are always connected to the use of a Skill. A Skill that requires a Basic Test will be marked with [BT].

Fixed Tests

Fixed Tests are commonly found when using a Skill that does not involve any Opposing characters. This can include such things as the character trying to jump over a deep pit, using a complex piece of Equipment, or attempting to score points from an Objective. Each Fixed Test has a Target Number, which will be determined by the Skill being used. To succeed, you must at least EQUAL the Target Number. If your final result is under the Target Number then the action is a failure. The effects of Success or Failure will be explained in the Skills Section of the Core Rulebook and in the Skills Section of the Setting Book you are using. The Rule of 1 DOES apply to Fixed Tests. Fixed Tests are always connected to the use of a Skill. A Skill that requires a Fixed Test will be marked with [FT].

Opposed Tests

Opposed Tests are always used when there is an Opposing character involved in the Test. Most commonly this will be brought about by using the Shoot or Fight Actions, or through using a Skill that interacts with an Opposing character. In an Opposed Test, both players will roll a die and add modifiers for their character as appropriate. For the Active character to succeed, they must at least EQUAL the Opposing character's result. If the Active character's result is LESS than the Opposing character's result, then the action is a failure. Note that this means the Active character will always win any tied Tests. The effects of Success or Failure will be explained in the relevant Activation Phase Section of the Core Rulebook and in the Skills Section of the Setting Book you are using. The Rule of 1 DOES apply to Opposed Tests. Opposed Tests are sometimes connected to the use of a Skill. A Skill that requires an Opposed Test will be marked with [OT].

Test Type	Success	Rule of 1
Basic	Automatic	No
Fixed	EQUAL or EXCEED the Target Number	Yes
Opposed	EQUAL or EXCEED the Opposing character's total	Yes

Modifiers

Depending on the Abilities, Traits etc., of your character and the situation during the game, die rolls may be modified in one of four ways. Either the die will change Level or a numerical value will be added or subtracted from the result. When modifiers are applied to a Test, you will find them abbreviated in the rules to:

Modifier Symbol	Effect
[>]	The die goes up one Level before rolling.
[<]	The die goes down one Level before rolling.
[+ #]	Add the value (#) of the modifier to your final Test result.
[- #]	Subtract the value (#) of the modifier from your final Test result.

It is possible for a Test to have both < and > modifiers, or both + and - modifiers. In such cases, these modifiers will cancel each other out on a 1 to 1 basis.

For example, a Test has both a -1 and a +2 modifier applied to it. The -1 modifier cancels out a +1 modifier, leaving the final Test with a +1 overall modifier. After cancelling any opposite modifiers, no Test may ever be affected by more than >>>, <<<, +3 or -3. In addition, a die's Level may never be reduced to lower than a d3 or raised past a d12+.

Degrees of Success

Fixed Tests and Opposed Tests may have additional benefits if the Target Number or Opposing character's totals are exceeded. For each number higher scored on the Test above the Target or Opposing character's value, the Active character gets one Degree of Success. If the Skill being used has any additional benefits for scoring one or more Degrees of Success, these will be included in the Skill description. Any additional benefits are always awarded per Degree of Success. So a character scoring 3 Degrees of Success would receive the additional benefit 3 times.

Opposed Test and Modifiers Example.

Character A is making an Opposed Test against character B using the Fight Action.
Both character A and character B have a Fight Stat of 8.
Neither character has any modifiers for the Test.
Character A will roll a d8.
Character B will roll a d8.

Character A is making an Opposed Test against character B using the Fight Action.
Both character A and character B have a Fight Stat of 8.
Character A is currently within the Combat Range of 2 other Enemy characters, so they have [<<] on their Fight Test. However, character B is within Combat Range of a character from A's OF, so character A gets [>] on their Fight Test.
Cancelling the opposing modifiers means that A has **Fight [<]**.
For this Test, character A will roll a d6.
Character B has no modifiers so will roll a d8.

Character A is making an Opposed Test against character B using the Fight Action.
Both character A and character B have a Fight Stat of 8.
Character A is using a finely made weapon that adds [+1] to their Fight Tests.
This gives A **Fight [+1]**.
For this Test, character A will roll a d8 and add 1 to the result.
Character B is using a normal weapon, but they are currently defending themselves from behind a wall, which gives them [>] on their Fight Tests. In total, they have **Fight [>]**.
For this Test, B will roll a d10.

Damage

Characters can receive damage from Enemy attacks, failing some Tests and effects of Enemy Talents. Receiving damage is usually the main way that they will go Out of Action and be removed from the Combat Area. Each character can receive a number of points of damage equal to their Body Stat.

Recording Damage

Characters begin each game with zero damage. As they receive damage, keep a record of it. Once they have received damage equal to (or greater than) their Body Stat, they go Out of Action (see below).

For example. Character X has a Body Stat of 9. Earlier in the game, they received 2 damage. During the activation of an Enemy character, X received a further 5 damage, meaning they can only receive 2 more damage before they go Out of Action.

Players are free to record how much damage each character has received using whichever method they prefer. (Counters, dice, pencil and paper etc.) There is space on each Character Card for players to record the amount of damage received by their characters.

One of the main ways to receive damage is through an Enemy character taking the Fight or Shoot Actions. If an Enemy is successful when taking either of these actions, your character will receive damage based on how successful the Enemy is.

Base Damage

All weapons in Op-En will have a Base Damage value. This is the amount of damage they will cause on a successful Fight or Shoot Test, before any Degrees of Success are added. Base Damage values will be found in the weapon descriptions in the Setting book. Attacks will also cause additional damage based on how many Degrees of Success the character achieved.

Out of Action

Once a character has received damage equal to (or greater than) their Body, they go Out of Action. This happens as soon as the Test that caused the damage has been resolved. When a character goes Out of Action, remove their model from the Combat Area. They will play no further part in the game. If the character was carrying any objectives, place a marker in contact with the character's base before removing the character.

Any effect that was created by the character that lasts until the End of Turn or that takes effect at the End of Turn will remain in play. The exception is any effects that were centred on the character themselves. As the character is no longer in the Combat Area, all such effects are also removed from play.

Healing

Some Talents may allow characters to heal damage. When a character is subject to healing, they immediately remove the specified amount of damage. Healing can never allow a character to reduce damage to less than zero.

Tokens and Markers

Tokens

Tokens are used to keep track of any ongoing effects, temporary bonuses, and special powers. They are never placed onto the Combat Area, but are instead placed onto Character Cards or the OF Roster. Players are free to use any counters, chits of paper or other small items as Tokens. When you create your OF, you should look at the Talents your characters have, and prepare the Tokens you think you will require for a game.

Markers

Markers are small objects placed onto the Combat Area to signify Objectives and parts of the terrain that the characters can interact with. Markers should be on 25mm diameter bases, and shouldn't extend outwards from the base. During a game, Markers never block or obscure a Line of Sight unless a scenario rule states otherwise. Characters are free to move over a Marker (treat it the same as the surrounding terrain), but characters may not end a move with any part of their base overlapping a Marker. If a character does not have enough movement to move completely past a Marker, they cannot move over it.

Targeting

Most Actions will require a character to target another character with an attack or a Skill. Some Talents will specify that the target must be another Friendly character (i.e. not the character using the Talent, whereas others will specify that the target may be a Friendly character (including the character using the Talent), an Enemy character (any character that is not part of the Active character's OF), or any character.

Unless specifically stated in the rules of a Talent, a character may never target another Friendly character with any Talent or Action that would cause them to receive damage.

You may not target an Enemy character that is Locked in Combat with a Friendly character unless you have a Talent that allows you to do so. There may be occasions where two (or more) Enemy characters are Locked in Combat with each other. In these cases, you may freely target them, as long as no Friendly characters are also Locked in Combat with either of them. Due to the close proximity of the two (or more) targets, there is a chance that you don't hit the one that you intended to. For each potential target, roll one d6, adding +1 to the target that you want to choose. The potential target that rolls the highest (re-rolling any ties) is the one that will be targeted by your character.

Turn Sequence

The normal Turn Sequence for a game is as follows:

Start of Turn Phase

- Check for Reserves.
- New characters enter the Combat Area.
- Generate Engagement Tokens.
- Check for scenario specific events.

Initiative Phase

- Intellect Test.

Activation Phase

- Players alternate activating characters.

End of Turn Phase

- Check for scenario specific events.
- Engagement Tokens are discarded.
- All 'Until End of Turn' effects end.

Start of Turn phase

At the beginning of each turn, various events may take place that will have some impact on the remainder of the turn. These should be dealt with in the order listed.

Check for Reserves

On each turn except the first, any characters in reserve may enter the Combat Area. By default, characters cannot be placed in reserve. However, some Skills, Abilities, Equipment or scenario rules may allow (or require) certain characters to be placed in reserve. These same effects will also explain when and how characters in reserve may enter the Combat Area.

New characters enter the Combat Area

Characters in reserve that are eligible to enter the Combat Area do so, following the rules for the scenario, or their Skill, Ability or Equipment as appropriate.

Generate Engagement Tokens

At the beginning of each turn, all Opposing Forces generate Engagement Tokens. (These can be used in several ways, see the Engagement Tokens section of the rules).

Each OF generates Tokens as follows:

Leader	As long as the Leader of the OF has not gone Out of Action, they generate 1 token. (This includes any Leaders in reserve).
Abilities	Some Abilities may generate an Engagement token. See the Abilities section of the Setting book. Note that Skills and Equipment may also generate Engagement Tokens, but these will do so during the Activation phase.
Outnumbered	At the start of each turn, the smaller of the two Opposing Forces gains a number of Engagement Tokens equal to the difference in the number of characters between the two Opposing Forces currently in the Combat Area. Rank 0 characters are not counted when determining the number of characters in an OF.

Check for scenario-specific events

Scenarios may include events that take place during the Start of Turn phase. Refer to the relevant scenario rules.

Initiative phase

Before play begins for the turn, it is necessary to determine which player will activate first. Both players will roll a die to decide which of them will go first. In the event of a tie, both players re-roll until a winner is determined. Some scenarios may have special rules that modify one or both player's rolls or pre-determine which player will go first. As well as deciding which player will activate first, the Initiative phase will impact any events that should be resolved simultaneously.

Intellect Test

The die roll for the first turn is an Intellect Test using each Force's leader. If a player's leader is Out of Action, use the character with the highest Intellect Stat that has not gone Out of Action. The highest-scoring player can choose to take the first activation or allow the other player to activate first.

Activation phase

This is the main part of each turn where both players will activate the characters in their OF, and attempt to complete the goals of the scenario. All of the rules for what characters can do during the Activation phase are covered in the following sections of this rulebook.

Players alternate activating characters

Op-En uses an alternating activation style of turns, to keep the action flowing, and to prevent one player from gaining a big advantage through moving and attacking with all of their characters at the same time. This means that you will need to keep an eye on what your characters, and those of your opponent, are doing and what they can potentially do when they next activate.

In a turn, one player will choose one of their characters to activate. A character may only be activated once per turn, and once a character has been activated, they cannot be activated again in the normal course of play. (As with every part of the game, Talents from a particular Settings book may change that). All of that character's movement, attacks, and Skills must be completed, including any die rolls that they are called on to make before play passes to the next player. Players may not save actions for later or return to a character after another has started their Activation. Once that character has finished all of their actions, the next player will choose one of their characters to activate. Play continues in this fashion with each player activating a single character and then passing control to the next player.

Should one player have no unactivated characters remaining, then they automatically pass control to the next player instead of activating any characters. Once all characters in all Opposing Forces have been activated, move to the End of Turn phase.

End of Turn phase

This phase is where players determine victory (or defeat), and perform clean-up of any ongoing effects created during the turn.

Check for scenario-specific events

Scenarios may include events that take place during the End of Turn Phase. Scenarios will include rules for the number of turns to be played and how to determine a victor. Refer to the relevant scenario rules.

Engagement Tokens are discarded

Any Engagement Tokens belonging to either player that have not yet been used are now discarded. They may not be kept from turn to turn.

All 'Until End of Turn' effects end

Ongoing effects created during the turn that have the 'Until End of Turn' rule finish at this point. All effects that take place at the End of Turn occur at this point. Assuming the scenario is not finished, the next turn begins.

Engagement Tokens

At the beginning of each turn, each OF may generate one or more Engagement Tokens as described above. These can be used in the following ways:

Function	Effect
Pass an Activation	When it is your turn to activate a character, use a token. Play passes to the next player.
Boost a Test	Before taking an action with the Active character, use a token. The Active character gains [>] to their next Test.
Repeat an Action	Before taking your second action with the Active character, use a token. They may take an action that they have already taken during this Activation. This does not allow a character to take any extra actions.

Using an Engagement token doesn't require any Test or Action. When you wish to use one of your tokens, announce that you are doing so and return your token to the pool of unused tokens.

Skills, Abilities, etc., may grant additional ways for characters to generate or to use Engagement Tokens. See the Setting book for such options.

The Activation Phase

The majority of each game turn will be spent in the Activation phase. During this part of the turn, each of your characters in the Combat Area will have a chance to Activate, move, and try to accomplish the goals of the current scenario. Characters have a lot of options during their Activation, and each of these will be covered in more detail in this section of the Rulebook.

Activation

Once a character has been chosen to Activate, they can choose to take up to 2 actions. By default, each character may only take each action once per turn. The exception to this is the Skill Action. A character may take the Skill Action twice per turn as long as they use different Skills. Note that some Skills have similar effects to other Actions, which will impose a limit on using them. For example, the Skill; Aimed Shot (Shoot) is followed by the word Shoot in parentheses, meaning that it counts as taking a Shoot Action. A character taking the Aimed Shot (Skill) Action would therefore not be able to take a normal Shoot action in the same Activation. Similarly, they would not be able to use any other Skill that contained the (Shoot) limitation.

Some Talents may allow a character to ignore this limitation; these exceptions will be found in the rules for the relevant Talents in the Setting book.

The actions that may be taken by all characters are as follows:

Move	A character may use their Move Stat to reposition themselves within the Combat Area. This can include moving through terrain and is covered in the Movement section.
Shoot	A character equipped with a Ranged weapon may use it to attack an Enemy character. This is covered in the Shooting section.
Fight	A character may attack an Enemy character using a Melee weapon. This is covered in the Fighting section.
Skill	A character may use a Skill they know. The rules for using Skills are covered in the Skills section of this book. All characters have some Skills by default, (listed in the Skills Section in this book), in addition, some characters will have unique or specialized Skills, (listed in the Skills section of the Setting book)
Use	A character may use a piece of Equipment (usually an item or consumable) they are currently carrying. The rules for using items and consumables can be found in the Use section of this book. All Equipment available to a character will be listed in the Equipment section of the Setting book.

Traits and Abilities are never used as actions themselves. They may have some impact on actions taken by a character, but they do not require the character to take an action to benefit from them.

A character must complete both of their actions in sequence. They cannot begin their first action, pause, take their second action, and then return to their first action. Characters may not retain actions for later use. They must use both of them or forfeit them. Once a character has used or forfeited both of their actions or if they have no actions that they can take, their Activation ends and play passes to the next player.

A character may choose to forgo their second action to receive a [>] to any test taken during their first action.

The Move Action

The Move Action is usually the most straightforward action a character can take. No Tests are required in most situations, and it will be a very common action for all characters in a game.

How to Move

When a character takes the Move Action, they will use their Move Stat to determine how far they can move. A character may move a number of inches up to the value of their Move Stat. For example, a character with [Move: 6] can move up to a maximum of 6" using the Move Action. Characters may choose to move less than the maximum distance if they wish to do so.

Characters may turn as many times as they like during their movement and can end the movement facing in any direction they wish. When a character turns, they always rotate around the centre of their base.

When measuring movement you should always measure to the same point on a character's base. For example, from the front of the base at the start of the move to the front of the base at the end of the move. No point on a character's base may move further than the maximum distance allowed by their Move Stat.

When a character needs to move up or down, for example when climbing on top of a wall, measure the horizontal distance moved and the vertical distance moved. As with normal movement, the distance cannot exceed the maximum movement allowed by their Move Stat. Characters who have some other mode of movement available to them (such as flying) will have their unique rules explained in the appropriate section of the Setting book.

Except for the maximum distance allowed by a character's Move Stat, the two main limitations on movement are Friendly characters, Enemy characters, and Terrain.

Other Characters

Characters may move past or through Friendly characters as long as there is enough space for them to move completely past. After the movement is finished, no parts of the base can overlap. If there is not enough space to place the Active character, then they cannot be moved in that way.

Characters may not move past Enemy characters. The first time any parts of their bases touch each other, the Active character's movement ends. In addition, each character has a Combat Range. If any part of the Active character's base is within the Enemy character's CR, the Active character is said to be Locked in Combat. (See below)

Locked in Combat

Once any part of a character's base is inside the CR and the AR of an Enemy character, they become Locked in Combat. Because two characters may have different Combat Ranges, it is possible that one may be Locked in Combat but the other is not. When a character is Locked in Combat they may not take a Move Action that would move them outside of the Enemy character's Combat Range. They may move within the Enemy character's Combat Range, but they may not end their move further away from the Enemy character than they started.

To leave an Enemy character's Combat Range, a character must take the Disengage (Skill) Action. (See the Skills section in this book), or another Skill (See the Setting book) that allows a character to leave Combat Range. Alternatively, any Push effect (see below) will allow a character to leave Combat Range. A Teleport move will also allow a character to leave an Enemy's Combat Range.

Characters at Different Heights

Sometimes characters may be standing on top of some terrain and be at different heights, so their bases cannot be in contact. In these cases, if the bases would be touching if both characters were at the same elevation, and the higher character's base is not above the lower character's head height, then both characters can be Locked in Combat.

Terrain

As there are potentially many different types of Terrain players may use to populate their gaming area, the effects of each type of Terrain on movement also vary a lot.

Open Terrain

The default for any part of the battle area which contains no terrain pieces. There are no penalties for moving in open terrain.

Barriers

Fences/walls/low cliffs etc. If a piece of terrain is 2" high or less, characters can move over it without needing any Tests. Characters will need to measure the vertical distance they wish to move up.

For example, if a wall is 2" high, a character will need to use 2" of movement to climb up the terrain piece they can then drop down on the other side freely.

A character may not finish their move on top of a wall or a fence unless there is room for their entire base. Note that the walls of a building are treated differently, see below.

High walls/high cliffs etc. If a piece of terrain is over 2" high, characters will need to use the Climb Skill. See the Skills section of this book.

Difficult terrain

Broken ground/dense vegetation/shallow water etc. Characters count all movement within an area of difficult terrain as being double the distance moved.

For example, if a character wishes to move 2" through difficult terrain, they will count as having moved 4".

Elevation

Hills/stairs/ramps etc. Characters can move up and down between terrain at different elevations using any ramps, slopes or stairs in the same way as any other open terrain. Just measure up (or down) the sloped area with your tape measure.

Ruins

Ruined buildings count as being difficult terrain unless both players decide otherwise. Characters may not pass through ruined walls unless there is space for them to do so. If the ruin contains more than one floor, characters can move between floors using any stairs, or they may take the Climb (Skill) Action to reach higher or lower floors. See the Skills section in this book.

Deep Water

Rivers/lakes etc. Characters may not pass through deep water unless they have a Talent that allows them to do so. Characters forced to enter deep water without a relevant Talent have to take an immediate Drowning Test. For this Test, treat the character taking it as if they were the Active character.

Drowning [FT]	Stat: Grit	Success: Place the character at the closest edge of the water.
	Target: Distance to nearest open terrain (rounded up).	Failure: The character goes Out of Action.

Buildings

Doors, hatches, windows etc. Characters may enter a building through any doorway, hatch or window that is wide enough for the character model to pass through (ignoring their base), and that is on the same floor as the character. (A character on the ground couldn't enter a building through a second-storey window for example). These features are treated as being open terrain. Movement inside a building is the same as that outside. Characters may move through the interior of a building using the same rules as the exterior. Furniture may count as barriers, doors or hatches are necessary for characters to move between rooms etc. Characters may target other characters through any openings.

Moving between floors. If your terrain has modelled stairs inside it, characters can use those to move between floors. If not, they may move between floors at any point in the building by measuring the vertical distance between the floors. Note that characters cannot target characters on a different floor if there is no opening between them.

Walls. Characters may not move over buildings as they would other pieces of terrain. A character wishing to climb up or down the exterior of a building must use the Climb Skill. See the Skills section in this book.

Roofs. Characters who have somehow reached the roof of a building may move across it as if it were open terrain if it is flat. If the roof is steeply sloped then it will count as difficult terrain. As a guideline, if a character's model cannot be stood on any part of the roof without sliding down or falling over then the roof area will count as being difficult.

Big Characters. Some characters may be much larger than others. Before a game begins, if you feel that some characters should not be able to enter a building because they are bigger than usual, discuss this with the other player. Big characters may still attack characters inside a building through doors, windows, and other openings.

Other Forms of Movement

As well as the normal Move Action, there are other ways for characters to move around the Combat Area. None of these extra forms of movement can be used by default, they will all involve a character using one of their Talents or Equipment.

Swimming

Swimming movement is only available to characters with a Talent that grants it. Characters using swimming movement treat all deep water terrain as difficult terrain instead and no longer need to take Drowning Tests.

Push

Push movement usually occurs when a character is hit by a powerful blow, or is forced to move due to another character's Skill or Ability. When a character is pushed, the movement is controlled by the character that causes the push. Pushes will usually have one of three directions, either directly towards the character causing the push, directly away from the character causing the push, or in a direction chosen by the character causing the push. In all cases, the distance and the direction moved will be explained in the Talent or Equipment's rules. Characters being pushed must move in a straight line, and cannot go around corners. When a character is pushed into a barrier or wall of any kind, the push effect stops once their base makes contact with the barrier. Characters entering difficult terrain are slowed as usual. Characters can be pushed into deep water or over the edge of elevated terrain (See Falling below). When a character falls, the push immediately ends. A pushed character may leave an Enemy character's CR freely.

Directly towards/away. When instructed to push a character directly towards or away from another character, draw a straight line between the centre of each character's base. Move the pushed character along that line the specified distance unless they encounter a barrier or other obstacle.

Teleport

Teleport movement can be granted by a character's Talents or Equipment, or can be caused by a different character's Talents or Equipment. When a character uses teleport movement, all aspects of that movement are controlled by the character causing the movement. In all cases, the range of the teleport effect will be explained in the Talent or Equipment's rules. Teleport movement allows characters to leave an Enemy character's Combat Range.

When teleporting, no part of a character's base may be placed beyond the maximum range of the Talent or Equipment causing the effect. To use teleport movement, remove the character from the Combat Area, and then place them back onto the Combat Area with the maximum range of the teleport effect. A character placed back onto the Combat Area in this way must not be placed so that any part of their base is overlapping that of another character, or where the character will fall if not held in place by a player (such as at the edge of a building). Characters moved between different heights will not fall, though if they are placed in deep water, they may need to take a Drowning Test.

Jumping

Jumping movement is available to characters with the Jump Skill. The Jump Skill is a Universal Skill, so by default all characters can use it. See the Skills section of this book for details on the distance a character can move with this Skill. A character that does not roll high enough on their Jump Test may risk falling, drowning or other Tests due to the nature of what they were jumping over.

Sprinting

Sprinting movement is available to characters with the Sprint Skill. The Sprint Skill is a Universal Skill, so by default all characters can use it. See the Skills section of this book for details on the distance a character can move with this Skill.

Flying

Flying movement is only available to characters with a Talent that grants it. Characters using flying movement treat all terrain as open terrain when determining how far they may move. However, they may not enter buildings (though they may land on the roof), nor end their move over deep water. At the end of their move, there must be space to place the character so that no part of their base overlaps that of another character, or where the character will fall if not held in place by a player (such as at the edge of a building). When changing elevations, measure the shortest distance between the two points, rather than measuring the horizontal and vertical distances separately.

Climbing

Climbing movement is available to characters with the Climb Skill. The Climb Skill is a Universal Skill, so by default all characters can use it. See the Skills section of this book for details on the distance a character can move with this Skill. Characters may not end a Climb move where they will fall if not held in place by a player (such as halfway up a building).

Falling

Falling occurs when a character drops from a higher elevation to a lower elevation. Usually, this will occur due to a push move or a failed Jumping or Climbing Test.

Controlled Falls. Characters may choose to make a Controlled Fall during their activation if the distance between elevations is 2” or less. This is done as part of a character's usual Movement Action, and it doesn't require any Tests, nor does it use any of the character's movement distance. A character may only make one Controlled Fall per turn.

Uncontrolled Falls. When a character falls outside of their own activation, or a distance of greater than 2” during their activation, they will make an Uncontrolled Fall. When a character makes an Uncontrolled Fall, measure the distance between their starting elevation and the elevation they will fall to. The character will need to make a Falling Test based on that distance. For this Test, treat the character taking it as if they were the Active character.

Falling [FT]	Stat: Agility	Success: The character receives no damage.
	Target: Distance fallen (rounded up).	Failure: The character receives damage equal to the distance fallen in inches (rounded up). This damage may not be reduced by armour.

Falls of less than 1”. When a character falls a very short distance, no Test is required. All that is hurt is their pride.

Disengaging

Characters who are Locked in Combat may only move out of an Enemy character's CR by using the Disengage Skill. The Disengage Skill is a Universal Skill, so by default all characters can use it. See the Skills section of this book for details on the distance a character can move with this Skill.

The Shoot Action

The Shoot Action is an action that may be taken by any character equipped with a Ranged weapon. Characters are limited to taking one Shoot Action per turn. To take a Shoot Action, there must be an Enemy character within the Active character's Line of Sight. A character may not take a Shoot Action if they are within the Combat Range of an Enemy character.

Declare Target and Weapon

First of all, the Active character must declare which Enemy character they are going to Shoot (if there is more than one Enemy character in Line of Sight, only one may be selected). They must also declare which weapon they will be using to make the attack. Only a Ranged weapon may be selected to take a Shoot Action.

Some Enemy characters may not be eligible targets for this action. If the Enemy character has previously taken the Hide (Skill) Action this turn, and they are outside the Active character's Awareness Range, they cannot be targeted. (See the Hide Skill in the Skills section and the Awareness Range section for more details.) Enemy characters that are Locked in Combat with a Friendly character may not be targeted with a Shoot Action.

Measure Range

Players are free to check ranges at any time, but it is important to check the distance between the Active character and their target. Some weapons may have modifiers to the attack based on the distance.

Shoot Test

The next step is for both the Active character and the Opposing character to make an opposed Shoot Test.

Shoot [OT]	Stat: Shoot	Success: The Opposing character receives damage equal to the weapon's Base Damage. Degrees: The Opposing character receives +1 damage.
	Op Stat: Agility	Failure: The action ends.

There may be modifiers to the Shoot Test depending on the characters' Talents and Equipment, as well as the LoS between the two characters.

<u>Condition</u>	<u>Modifier</u>
Range	See Weapon descriptions (Setting book)
Opposing character is obscured.	Opposing character gains: Agility [>]

If the Active character fails the Shoot Test, then their action is finished. If they still have another action they can perform, they can do so as normal.

The Fight Action

The Fight Action is an action that may be taken by any character. Characters are limited to taking one Fight Action per turn. To take a Fight Action, there must be an Enemy character within the Active character's Combat Range.

Declare Target and Weapon

First of all, the Active character must declare which Enemy character they are going to fight (if there is more than one Enemy character in Combat Range, only one may be selected). They must also declare which weapon they will be using to make the attack. Ranged weapons may not be selected for a Fight Action. When declaring targets and weapons, make sure that the weapon selected will be in Combat Range of the target. (See the Combat Range and Multiple Weapons box on page X)

Fighting Over A Barrier

If two characters' bases are in contact with the same piece of terrain, and the distance between them is less than 1", the characters may still be able to fight as normal. As long as the characters can draw Obscured LoS to each other, they will be able to fight, with the Opposing character getting a modifier to their Test.

Fight Test

The next step is for both the Active character and the Opposing character to make an opposed Fight Test.

Fight [OT]	Stat: Fight	Success: The Opposing character receives damage equal to the weapon's Base Damage. Degrees: The Opposing character receives +1 damage.
	Op Stat: Toughness	Failure: The action ends.

There may be modifiers to the Fight Test depending on the characters' Talents and Equipment, as well as the LoS between the two characters.

<u>Condition</u>	<u>Modifier</u>
Per Friendly character in the Opposing character's Combat Range.	Opposing character gains: Fight [<]
Per Enemy character in the Active character's Combat Range.	Active character gains: Fight [<]
Opposing character is obscured.	Opposing character gains: Fight [>]

If the Active character fails the Fight Test, then their action is finished. If they still have another action they can take, they can do so as normal.

The Skill Action

Unlike the Move, Fight, Shoot, and Use actions, the Skill action covers a much broader range of options and effects. All characters have access to a set of universal Skills, that can be found later in this section. In addition, some characters will have other Skills (chosen from a Setting book) that are unique to them. These will either be selected during the creation of your Opposing Force, or gained over time as part of a campaign.

Whereas the Move, Fight, Shoot, and Use Actions may only be taken once per turn, a character may take the Skill Action twice per turn so long as different Skills are being used. For example, a character may take the Skill Action to use the Sprint Skill and the Aimed Shot (Shoot) Skill in the same turn, but they can not take the Skill action to use the Sprint Skill twice.

In addition, if the Skill includes a limitation such as the (Shoot) limit, then it counts as also being an Action of the same type, in this case, a Shoot Action. As a character may not take the same action twice in a turn, they couldn't take a Shoot Action and the Skill Action using Aimed Shot (Shoot) in the same turn.

To take the Skill Action, follow the steps below, and consult the description for the Skill being used. Not all steps will be important for every Skill and may be skipped when they are not relevant.

1. Declare the Skill being used.

When using any Skill, the name of the Skill must be stated clearly, so that all players are aware of what a character is doing. The character must meet any prerequisites to use the Skill.

2. Declare target (if any).

Not all Skills require a target, but if they do, this should be declared now.

3. Measure range and check LoS (if necessary).

Players can measure ranges at any time, but for Skills that require a target, or where the range or LoS will affect the Skill, players should check and measure the exact distance, and determine the Line of Sight to any targets.

4. Determine the Test type (Basic, Fixed, Opposed).

The type of Test for the Skill will be listed in the Skill description.

5. Determine the Stat to be used.

The Stat that is used for the Skill Test will be listed in the Skill description. Some characters may have Talents that modify which Stat is used for a particular type of Test, in which case the controlling player must decide which Stat to use.

6. Determine any Target Number (Fixed Tests), or Opposing Stat (Opposed Tests).

Basic Tests don't require any number or value to be successful. Fixed Tests need a character to score over a Target Number, and Opposed Tests allow the Opposing character to roll a die according to their own Stat. For Fixed Tests the Target Number, or a way to decide the Target Number will be given in the Skill description. Likewise, any Stat being used in an Opposed Test will also be found in the Skill description.

7. Add any modifiers.

Characters may have multiple modifiers on any Test due to their Abilities, those of other characters, ongoing effects or special rules in a scenario. All such modifiers should be accounted for before any dice are rolled.

8. Roll the Dice.

The Controlling player rolls the correct die (after taking modifiers into account) for their character's Stat, and the Opposing player (if any) does likewise.

9. Check for Rule of 1.

Fixed Tests and Opposed Tests will automatically fail if the die roll shows a 1 before any modifiers are added to it. This automatically counts as a failure, (see below) and may trigger an additional effect (see the Skill description).

10. Check for success or failure.

Depending on the type of Test being made, the success or failure of the Skill will be determined by the final value (after all modifiers are added), of the die roll.

For a Basic Test, all results are a success.

For a Fixed Test, if the final result equals or exceeds the Target Number, the Test is a success. If the final result was less than the Target Number, then the Test was a failure.

For an Opposed Test, if the final result of the Active character equals or exceeds the final result of the Opposing character, the Test is a success. If the final result of the Opposing character exceeds the final result of the Active character, the Test is a failure.

The effects of success and failure will be found in the Skill description.

11. On a Success check for Degrees of Success.

Fixed Tests and Opposing Tests may have additional benefits if the Target Number or Opposing character's totals are exceeded. For each number higher scored on the Test above the Target or Opposing character's value, the Active character gets one Degree of Success. If the Skill being used has any additional benefits for scoring one or more Degrees of Success, these will be included in the Skill description.

Regardless of success or failure, once the Test has been resolved, the character's action is finished. If they still have another action they can take, they can do so as normal.

Universal Skills

All characters have access to the Skills listed in this section. They don't add any extra costs to characters and have no specific limitations to their use.

Interact

A character may use the Interact Skill when they are in base contact with an objective. (See the rules for the scenario in the Setting book for more details on what the objectives do during the game and for the Target Number). Generally speaking, using the Interact Skill on objectives is how you will win games.

Interact [FT]	Stat: Intellect	Success: See the scenario rules.
	Target: Variable	Rule of 1: See the scenario rules.

Jump

A character may use the Jump Skill to move between two points in the Combat Area, even if no direct path lies between them. The distance between the two points can be no more than 3", and there cannot be any terrain taller than 1" between them. The two points must also either be at the same height, or the ending point may be up to 2" lower than the starting point.

Jump [FT]	Stat: Agility	Success: Place the character at the target point.
	Target: 4+	Rule of 1: Place the character mid-way between the two points. They then make an Uncontrolled Fall.

There may be modifiers to the Test if the character has already moved during their activation, these modifiers are not cumulative.

<u>Condition</u>	<u>Modifier</u>
The character moved at least 3" during their previous action this turn.	Agility [+1]
The character moved at least 6" during their previous action this turn.	Agility [+2]

Sprint

A character may use the Sprint Skill to get an extra burst of speed during their activation.

Sprint [BT]	Stat: Agility	Result: Move the character a number of inches in a straight line, equal to the final result of the Sprint Test, modified by terrain as for a normal Move Action.
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Climb

A character may use the Climb Skill to attempt to move directly up or down a piece of terrain, e.g. a wall or a cliff. Measure the distance between where the character will start and finish their climb. The distance in inches (rounded up) will give you the Target Number. There must be space to place the character so that no part of their base overlaps that of another character. Characters may not end a Climb move where they will fall if not held in place by a player (such as halfway up a building).

Climb [FT] (Move)	Stat: Agility	Success: Place the character at the target point.
	Target: Distance to target point in inches, (rounded up).	Rule of 1: The character makes an Uncontrolled Fall from their starting point.

Hide

A character may attempt to hide, making it more difficult for them to be targeted by Enemy attacks and Skills. If a character is in an Enemy character's AR, or an Enemy character can draw a Clear LoS to them, they cannot hide. A previously hidden character loses its Hidden Status if it ever enters an Enemy character's AR, or if an Enemy character can draw a Clear LoS to them.

Hide [FT]	Stat: Agility	Success: The character gains the Hidden Status. Degrees: The character may move 1”.
	Target: 4+	

There will be modifiers to the Test based on how many Enemy characters can see the character making the Test.

<u>Condition</u>	<u>Modifier</u>
No Enemy characters can draw an Obscured LoS to the character.	Agility [+2]
Per Enemy character that can draw an Obscured LoS to the character.	Agility [-1]

Hidden Status

A character with the Hidden Status gains the following benefits and restrictions.

- They may not be targeted by any Enemy character's actions.
- They gain a [+1] on any Shoot Actions they take that target Enemy characters.
- When they take a Movement Action, they may only move at ½ of their normal Move.
- If they are ever within an Enemy character's AR, this Status ends immediately.
- If an Enemy character can draw a clear LoS to this character, this Status ends immediately.
- After this character resolves a Shoot Action, this Status ends immediately.

Disengage

A character that is Locked in Combat with one or more Enemy characters may make a Disengage Test to move outside their Combat Range.

Disengage [OT]	Stat: Agility	Success: Push this character directly away from the Enemy they were Locked in Combat with, so that they are just outside the Enemy's CR. Degrees: Push this character up to 1" directly away from the Enemy they were Locked in Combat with.
	Op Stat: Agility	

If the character is Locked in Combat with more than one Enemy character, they may select which Enemy character they will attempt to Disengage from. However, there will be an additional modifier on the Test.

<u>Condition</u>	<u>Modifier</u>
Per Enemy character that the Active character is Locked in Combat with.	Active character gains: Agility [<]

The Use Action

Characters may enter the Combat Area carrying a wide variety of Equipment. Most of it will be used automatically during the course of play: weapons to attack Enemy characters, and armour to defend the character carrying it. These do not require any separate action to use, and their function is built into the Shoot and Fight Actions.

Other types of Equipment offer a bonus modifier to certain types of Tests. A character carrying a rope and grappling hook will get a bonus on any Climb Skill Tests they make. Again, there is no need to take an extra action for this Equipment. If a character is carrying it, they automatically get the bonus.

The Use Action covers items of Equipment that do not operate as part of an existing action, but function by themselves. This can be a medieval bard playing an instrument to inspire their allies, or a modern soldier using a laser range finder to call in artillery support. Any Equipment that needs the Use Action to function will have the restriction (Use) in its rules entry in the Setting book.

To take the Use Action, follow the steps below, and consult the description of the Equipment being used. Not all steps will be important for every item and may be skipped when they are not relevant.

1. Declare the Equipment being used.

When using any Equipment, the name of the item must be stated clearly, so that all players are aware of what a character is doing. The character must meet any prerequisites to use the item.

2. Declare target (if any).

Not all Equipment items require a character to be targeted, but if they do so, this should be declared now.

3. Measure range and check LoS (if necessary).

Players can measure ranges at any time, but for items that require a target, or where the range or LoS will affect the Equipment, players should check and measure the exact distance, and determine the Line of Sight to any targets.

4. Determine the Test type (Basic, Fixed, Opposed).

Some items of Equipment require a Test to use. The type of Test for the item will be listed in the Equipment description. If no Test is required, skip to step 13 below.

5. Determine the Stat to be used.

If a Stat is used for the Test, it will be listed in the item description.

6. Determine any Target Number (Fixed Tests), or Opposing Stat (Opposed Tests).

Basic Tests don't require any number or value to be successful. Fixed Tests need a character to score over a Target Number, and Opposed Tests allow the Opposing character to roll a die according to their own Stat. For Fixed Tests the Target Number, or a way to decide the Target Number, will be given in the Equipment description. Likewise, any Stat being used in an Opposed Test will also be found in the Equipment description.

7. Add any modifiers.

Characters may have multiple modifiers on any Test due to their Abilities, those of other characters, ongoing effects or special rules in a scenario. All such modifiers should be accounted for before any dice are rolled.

8. Roll the Dice.

The Controlling player rolls the correct die (after taking modifiers into account) for their character's Stat, and the Opposing player (if it is an Opposed Test) does likewise.

9. Check for Rule of 1.

Fixed Tests and Opposed Tests will automatically fail if the die roll shows a 1 before any modifiers are added to it. This automatically counts as a failure (see below) and may trigger an additional effect. (See the Equipment description.)

10. Check for success or failure.

Depending on the type of Test being made, the success or failure of the Test to use the Equipment will be determined by the final value (after all modifiers are added) of the die roll.

For a Basic Test, all results are a success.

For a Fixed Test, if the final result equals or exceeds the Target Number, the Test is a success. If the final result was less than the Target Number, then the Test was a failure.

For an Opposed Test, if the final result of the Active character equals or exceeds the final result of the Opposing character, the Test is a success. If the final result of the Opposing character exceeds the final result of the Active character, the Test is a failure.

The effects of success and failure will be found in the Equipment description.

11. On a Success check for Degrees of Success.

Fixed Tests and Opposing Tests may have additional benefits if the Target Number or Opposing character's totals are exceeded. For each number higher scored on the Test above the Target or Opposing character's value, the Active character gets one Degree of Success. If the Equipment being used has any additional benefits for scoring one or more Degrees of Success, these will be included in the Equipment description.

12. Resolve any effects of the item.

Some items of Equipment do not require a Test. Their effects will be listed in their rules entry.

Regardless of success or failure, once the Test has been resolved, the character's action is finished. If they still have another action they can take, they can do so as normal.

Scenarios

The scenarios found in the Setting books are the missions that your characters undertake, the quests they perform, and the deeds that they do. In each scenario, there will be instructions on how best to set up the Combat Area, which members of your OF can participate, the length of the game, and how you win.

Winning and Losing

In most scenarios, there will be objectives for both sides to fight over. These could be finding lost treasure, defusing a bomb or hacking into a high-tech security system. By completing more objectives than the other player, you win the game. The details on how each objective can be completed will be given in the scenario itself.

Wiped Out

If all of a player's characters have gone Out of Action, and they have no further characters to bring into the Combat Area from Reserves, that OF is said to have been Wiped Out. Regardless of any other scenario time limits, the game will end after the last step of the End of Turn Phase. This means that any characters still in the Combat Area may still activate as normal, but at the end of the turn, the game will finish. It is entirely possible to have your OF Wiped Out and still win the game if you have completed more objectives than the other player.

Conceding

A player may concede a game at any point if they feel that they cannot win. The game will immediately end, and the conceding player counts as losing the game (regardless of the current scores for objectives).

Scenario Characters

Some scenarios will add characters to the Combat Area that are not controlled by either OF. These could be a target that an OF has to kill or defend, a wandering monster or innocent bystanders. When scenarios add these extra characters, they will also include rules for how they will act during a turn. When it is their activation, scenario characters can be controlled by either player, so long as they follow the guidelines laid out in the scenario. If a situation arises that is outside the scope of the scenario rules, both players should discuss how best to resolve it.

Creating Your Opposing Force

Building your own OF and the characters in it is a key part of Op-En. Each player should feel free to select their own unique OF from a wide range of options so that no two forces need be the same. All of the rules, options, and limitations for your OF will be found in the Setting books. For those who just want to jump straight into the game, the Setting books will also contain some pre-built forces you can choose from in the Quick Opposing Forces Section of that book.

Take your time to look over the options, and choose what you think best suits your style of play, as there are a lot of different possible combinations. Keep in mind that during games you will often need different Skills and Abilities depending on the scenario. Even the most brutal close-quarters fighters will need someone with a good Intellect to achieve the objectives from time to time.

The Basics

Each OF starts with a blank roster that looks like this:

Name:	<u>1</u>	Total Cost:	<u>3</u>
Core Stat:	<u>2</u>	Notes:	<u>5</u>
Treasury:	<u>4</u>		

1. Name

First, you will need a suitable name for your OF. This can be based on the name of your main character or something evocative of the OF's style.

2. Core Stat

The next step is to choose your OF's Core Stat. This will help guide and shape your creation process as it will focus your force on being better at one area of the game. Are your characters expert archers with an emphasis on the Shoot Stat? Perhaps they are all very brave explorers with a better Grit Stat?

You must select one of the following to be your Core Stat: Fight, Toughness, Shoot, Agility, Intellect, or Grit. You may not select either Move or Body as a Core Stat.

3. Total Value

At the end of the OF creation process, you will need to add up the Total Costs for all of your characters, and make a note of it here.

4. Treasury

The OF Creation Section of the Setting book will tell you the starting wealth of your OF. Deduct the Total Cost of each character, (see point 8 in the Character Creation Process below), from your Treasury as you add them to your OF. You may not spend more than the starting amount when creating a new OF.

If you are playing a campaign, there may be times when your OF has some extra cash that they are saving for future needs. This can be recorded here.

5. Notes

If you want to make any notes about your OF when playing in a campaign, please use this space.

Character Creation

Each character begins with a blank Character Card that looks like this:

Name: <u>1</u>			Rank: <u>2</u>			Total Cost: <u>8</u>			
Stats	Move	Fight	Toughness	Shoot	Agility	Intellect	Grit	Body	Cost
		<u>4</u>							
Abilities			Cost	Skills				Cost	
<u>6</u>				<u>6</u>					
Equipment				Cost	Form <u>3</u>			Cost	
<u>7</u>					Trait <u>5</u>			Cost	
					Notes			AR: <u>9</u>	
								CR: <u>10</u>	
Damage Received					Experience				

1. Name

The first thing to do is to choose a name for your character. This will help to create a story and theme for your OF. It will help you to build a better narrative structure for your game by saying “Larak, the Despoiler will attack Amesh Ravenspur,” rather than “This model will attack that model.”

2. Rank

Next, you will need to select the Rank of your character. Characters can be selected from four different ranks, from 1 (lowest) to 4 (highest). There are also Rank 0 characters, but these are not created in the same way as normal characters and can be ignored for now.

In Op-En, the Rank of your character is referred to with a title. These are given in the table in the Character Creation Section of the Setting book.

There are limitations on how many characters of each Rank you can recruit for your OF. An Opposing Force must have one Rank 4 character to lead it. This character will often be referred to as your Leader in the rules. An OF may select up to three Rank 3 characters. An OF may have any number of Rank 2 characters. Finally, an OF may select any number of Rank 1 characters up to, but no more than, 50% of the number of characters in the OF. (E.g. An OF containing 9 characters may include up to 4 Rank 1 characters).

Rank	Number of characters
4	You must include 1 Rank 4 character.
3	Up to 3.
2	Any number.
1	No more than 50% of the OF

Each Rank of character will have a different set of Stats to allocate to their Character Card. Please refer to the table in the Character Creation Section of the Setting book when filling in the card. Each Rank of character will also have a Cost, which can be entered at the end of the Stats row.

Finally, each Rank of character has a limit on how many Skills or Abilities they may have when they are first created. If you are playing a campaign, characters may be able to learn new Skills and Abilities between games. Note that Rank 1 characters may never have any non-universal Skills or Abilities and cannot learn them in a campaign until they have improved their Rank.

It is probably a good idea to make notes of your selections on a piece of paper before filling in the Character's Card, as some of the numbers and values selected may change as you go through the process.

3. Form

Once you have chosen the Rank of your character, you will need to decide on your character's Form. Every character MUST select one of the options available to them. The Form will determine your character's overall shape and size, and may well grant some extra Abilities. Do they have two legs, or maybe more? Do they have wings? Are they short or tall? Etc. A character's Form will give you the basic information for their Move Stat and their Body Stat. In addition, it may also modify other Stats. All Forms add to the character's cost, so please make a note of that in the appropriate box.

The options, as well as any restrictions for Forms, are presented in the Forms Section of the Setting book.

4. Stats

Now, you will need to allocate your character's Stats. Use the character Rank table in the Character Creation Section of the Setting book to see what values you can choose for each Stat. First of all, enter the value for their Core Stat into the Stat box for the Core you chose at the beginning of the OF Creation Process. You may then allocate the remaining values between the remaining Fight, Toughness, Shoot, Agility, Intellect, and Grit Stats as you see fit.

5. Trait

The next step is to choose a Trait for your character. Traits represent a character's training, culture, or personality. Traits usually have no limitations, and you may select the same Trait for multiple characters. Each character may only select one Trait. All Traits have a cost in addition to the cost of the modifiers they may add to Stats, as they can potentially make a character very powerful.

The options for Traits are presented in the Traits Section of the Setting book.

It is worth repeating at this stage that your character's Fight, Toughness, Shoot, Agility, Intellect, and Grit Stats should all be either 4, 6, 8, 10 or 12. If you have any other value assigned to one of these Stats, please double-check your notes. The Move and Body Stats may have other values, including odd numbers. No character may have any Stat higher than a 12, or lower than a 4.

Assuming that your Stats are all in order, you should now write them down on your Character's Card. Once you have them written down, add up the value for all of the Stats, and write the total in the cost box at the end of the row.

6. Skills and Abilities

Once you have your Stats written down, if your character is Rank 3 or 4, you may want to select some Skills or Abilities. A Rank 3 character may select 1 Skill or 1 Ability. A Rank 4 character may select 3 Skills or Abilities in any combination. (E.g. 3 Skills, 1 Skill, and 2 Abilities, etc.).

All Skills (and some Abilities) have a Stat associated with them. This Stat will be used to determine the cost of the Skill (or Ability). Use the final value of the Stat as the cost of the Skill.

Example

Player A wants to give his Rank 3 character a Skill that makes them better at Fighting. That Skill uses the Fight Stat, which is, after all Traits and Forms have been applied, an 8. The cost of that Skill would therefore be 8.

Note that during a campaign, Stats can change over time. The cost for any Skill or Ability is determined at the point when it is chosen. Any later changes to Stats have no impact on the cost.

By default, each Skill or Ability may only be selected once per Opposing Force, unless it specifically says otherwise. The exception are Universal Skills, which every character has by default. The options for Skills and Abilities are presented in the Skills Section, and Abilities Section of the Setting book.

7. Equipment

All characters will need some Equipment before they take part in a scenario, usually a weapon of some kind, or some armour to protect them. Some types of Equipment are limited to characters of a certain rank, or who possess necessary Stats, Skills, or Abilities. Aside from those, all characters may select Equipment with the following limitations, regardless of rank.

Up to 3 Weapons
Up to 1 Armour
Up to 1 Shield
Up to 3 Items
Up to 3 Consumables

Some types of Equipment will have a Stat associated with them. As with Skills, this is used to determine the cost of the Equipment. Some types of Equipment will have a fixed value for their cost.

The options and costs, as well as any restrictions for Equipment, are presented in the Equipment Section of the Setting book.

8. Total Cost

Finally, you will need to work out the Total Cost of your character. This is done by adding up the costs for each of the options you have selected for your character.

Total Cost = Rank Cost + Form Cost + Trait Cost + Skill Cost + Ability Cost + Equipment Cost
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9. Awareness Range

A character has an Awareness Range which determines the distance for some of their Talents, as well as modifiers for range F when taking the Shoot action, and spotting Hidden Enemy characters. A character's Awareness Range is a number of inches equal to their Intellect stat, though it may be modified by Talents.

10. Combat Range

A character has a Combat Range which determines who they can target when taking the Fight action, as well as limiting the movement of Enemy characters nearby. A character's Combat Range is usually 0", though it may be modified by Talents.

At this stage, you are finished with the character and can move on to the next member of your OF. The remaining boxes on your Character's Card, are for campaigns (Notes and Experience) and in-game records (Damage Received) and have no impact on the creation process.

Summary

Stats	All characters must have 9 Stats.
Form	All characters must have 1 Form.
Trait	All characters may have 1 Trait.
Abilities & Skills	Only Rank 3 and 4 characters may have Abilities and non-universal Skills (Rank 3 = 1, Rank 4 = 3). Unless stated otherwise in their rules, you cannot take the same Ability or Skill more than once per OF.
Equipment	All characters may have Equipment.

Campaign Play

While some players may be happy just to play individual games with their Opposing Forces, others may wish to add a bit of continuity to their games, and this is where the campaign rules come into play. By linking a series of games together to form an ongoing storyline, your OF can start to take on a life of its own. As you play through the games, your characters may develop new Skills, improve their Stats, get injured or even be killed.

Unlike a normal game, where two players are required, a campaign can have lots more people involved. In a campaign, players will pair up to play a game together and after the game, they will record the results. Over time, some OF's will grow stronger and others weaker, and eventually there will be a final battle to determine the overall winner of the campaign.

All of the rules and details for a campaign will be found in the Campaign section of the Setting book.

Campaign Size and Length

Ideally, a campaign should have at least four people participating, though more is always better. It is usually a good idea to have one player take on the role of organizer. They can still participate in the games, but they should also be willing to handle recording results and keeping track of which players have played against each other. If there are a lot of players, some assistant organizers can be beneficial too. The organizer should be familiar with the rules and be willing to step in to help balance out games and provide some tweaks to scenarios if need be.

Campaigns can go on for any length of time, and there are no hard and fast rules about when you should finish. The goal should be to have every player in the campaign play against every other player at least once, though it can be difficult to make time to meet and play, especially in a big group, so players should be flexible in their approach. There are no problems with two players playing against each other several times if that is convenient for them. Players should also aim to play roughly the same number of games throughout the campaign to ensure that everyone has a chance to develop their force.

Once everyone has played each other, or the group feels that it is time to wrap up the campaign, there are two special scenarios to play. The Prelude, and the Finale. These can be found at the end of the Campaign section of the Setting book.

Experience

After each scenario, characters will have a chance to gain experience points. These points will usually be awarded for completing objectives, surviving the scenario, and other actions that influenced the outcome of the game. Experience points may be used to increase Stats, acquire new Skills or develop new abilities. In this way, the lower-ranked characters of an OF can get stronger, while higher-ranked characters will be able to specialise even more. Improving a character through experience will make them better, but will also add to the value of the force.

Income

In most campaigns, there will be an income system that allows an Opposing Force to buy or upgrade Equipment, recruit new characters, or purchase items to aid them in their next battle. Using money or resources in this way will add to the value of your OF in a similar way to Experience points.

Injury and Death

Op-En is a game about conflict, and very often two forces will be attacking each other with deadly weapons. When characters go Out of Action, there is a good chance that they will be wounded or even die. Depending on the Setting and the type of medical services available, injuries might be just a temporary inconvenience, or they could be a crippling penalty to a character.

Campaign Balance

One issue faced by players in a campaign is that once some forces start winning, they tend to keep winning as their characters improve faster. Meanwhile, forces that lose early in the campaign face an uphill battle to catch up. Op-En has two mechanisms to help balance out a game between a weaker OF and a stronger OF; Raw Recruits, and the Nemesis.

Raw Recruits

An Opposing Force can lose characters due to death, or have some characters injured and unavailable for a game. In situations where the Active Value of an OF is below the Starting Value, the OF will receive one or more Rank 1 characters to make up the difference. These characters are temporary and are not added to the OF roster as usual. They will not gain experience, but they will help complete scenario goals and objectives.

Nemesis

As Opposing Forces get stronger, they will draw more attention to themselves, eventually gaining a Nemesis. A Nemesis is a character created by the owner of the OF but given to their opponent as an extra character to help balance out any differences in power level. As a player wins games, their Nemesis will improve, and should a player ever kill their Nemesis, they will come back stronger than ever.

Definitions

To help you understand exactly which rules apply to which parts of the game, these definitions will guide you.

Character	Any model used as part of an Opposing Force or scenario.
Active Character	The character which is currently taking actions.
Friendly Character	Any character from the same OF as the Active character.
Enemy Character	Any character from a different OF as the Active character.
Opposing Character	Any character using their Stat on an Opposed Test against the Active character.
Opposing Force	A collection of characters.
Stat	The measurement of a character's mental and physical strengths.
Talent	Any of a character's Forms, Traits, Abilities or Skills.
Form	The shape of a character.
Trait	A bonus a character gets when first created.
Ability	A special technique or power learned by a character.
Skill	A unique actions a character can take.
Equipment	Anything carried by a character.
Action	What a character can do during their activation.
Combat Area	The surface of the table you are using for the game. Usually 3' by 3'.
Core	Any rules or information found in the Core rulebook.
Setting	Any rules or information found in a Setting rulebook.
LoS	Line of Sight, the possibility for two characters to see each other.
AR	Awareness Range, the area around a character where they are aware of everything.
CR	Combat Range, the area around a character where they can Fight Enemy characters.
Locked in Combat	The state where a character cannot move away from an Enemy character.
Out of Action	The state where a character has received too much damage and can take no further part in the game.
Until end of turn	An effect that will remain on a character until the final step of the End Turn Phase. This includes all rules that include the phrases: "Until the end of the turn", "Until the end of turn" and "Until end of turn".