

FAST GAME SYSTEM (FGS)

VERSION 0.1

FGS is a simple system to be used as a support for the skirmish miniature rules. The idea is quite simple: to provide a mechanism to make possible to move your figures without any ruler while keeping the special "feeling" of the 3-dimensional terrain.

FGS is composed of two part: the Movement System and the Command System; both systems can be used independently: the Movement System can be easily introduced on every existing skirmish rule to allow an easy management of the figures on the 3-dimensional map. The Command System can be used to create non-deterministic sequences of play.

MOVEMENT SYSTEM

Map

The map is composed of squares (sectors) - the dimension of each sector is free: it should be enough to accomodate some elements inside of it like trees, buildings and rocks. 15x15cm (6x6 inches) is a good candidate.

The playing area is built with these sectors that will realize a simple coordinate system: your figure will be moved using the sector as movement unit.

Typical sectors:

- empty (clear)
- big building area
- some small buildings
- rocks
- some trees
- rubbles

Each element (tree, building) should be put on the sector so that you can be clearly distinguish from the other ones. Elements should be big enough to accomodate at least one unit or clearly too small to do it (these elements are only used to block the LOS: see the relative chapter for more details).

Each sector has a base terrain (normally referred as "ground"): this terrain define the base cost for the movement. Each element will be defined in terms of movement cost (+/-MP to move on the terrain) and with the cover that it can provide (L=light/F=full). An element with cover F+ means that a unit can be completely hidden from this type of terrain.

Counters/Figures

Both figures and/or counter can be used (we will use the term figure from now on): on each sector a figure will be positionned so that it's clearly on a terrain element or on the basic ground.

The basic placement rule is: to be considered "on" a specific terrain a figure must be at least for the 50% of his base "inside" the element.

With this rule in mind it's quite clear that the figures can only be:

- outside (in the basic terrain of the sector)
- inside/behind a specific element (if half of the figure base is touching the element).

Movement basics

Each terrain has a base cost, typically

Clear: 1MP
Rough/Rubble: 2MP
Trees: 2M

You pay the basic cost:

- every time you move inside a sector (re-positionning the figure)
- when you move from an element to the sector where the element is located.

To calculate the movement cost when moving from sector to sector:

- you spend 2M when moving orthogonally
- you spend 3M when moving diagonally

Entering/Moving in/Using a terrain element:

+1MP if the element provide Light Cover.
+2MP if the element provide Full Cover.

Each figure has a number of MP: a good candidate is

- standard figure: 4/5 MP
- slow figure: 3MP
- fast figure: 5/7 MP
- very fast figure 8+ MP

Using this numbers is quite easy to convert the MP of your skirmish rules to the FCS values

Movement Examples



Example1: a 5MP figure on a clear terrain sector can move North on the adjacent sector (2MP for the orthogonal move) and then take cover on a building providing Full cover (1MP for the base cost +2MP full cover terrain).

Example2: a 6MP figure is on a building; it moves outside on the sector (1MP for the base cost) then move diagonally NE (3MP) and then move East (2MP).



Example3: a figure is right behind a structure (for LOS purposes). An enemy unit is now moved on an adjacent sector and gains a free LOS. The unit is moved on the same sector on a different position behind the same building; the movement cost is 1MP.

LOS (Line of Sight)

When you move a figure you should position his base so that is clear if the figure is on the ground or is inside a specific element. A figure on the ground (outside) can be positioned everywhere in the sector: the specific position on a sector doesn't change the movement costs, but is important for the LOS (Line of Sight).

The LOS is used to determine which units can use a direct fire weapon against a specific target: LOS take in account the elements on the sectors that can "hide" the figures (example: buildings).

The basic rule is: a free LOS exists if at least the 50% of the target figure can be seen from the center of the spotting unit.

Range

Range can be calculated using the rulers (in the LOS determination process) or you can use a simpler approach:

- short range: same sector
- medium range: 1 sector of distance
- long range: 2-3 sectors of distance

COMMAND SYSTEM

The command system can be introduced on nearly every skirmish rule to create a non-deterministic sequence of play. The basic idea is simple: use a deck to determine your pool of command points and then spend this points to activate some of your units.

The command is managed using a deck containing:

- Action cards (1-3pts) used to move your units
- Control cards (1-3pts) used to fire/rally your units
- Specials

Action and Control cards are also referred as Command cards: Specials are played to modify a specific event (normally the fire process).

The "hand" of each player is normally of 6 cards: these represent the overall command capability for the current turn; depending on the Leader quality (see below) the hand size could be different.

You can play 2 Action and/or Control cards in your turn. The played cards determine the total AP (action points) and CP (Control points) for this turn. At the end of your adversary turn the hand is refilled.

The AP and CP are spent to activate your units

AP	CP	Command
1		half move (no restriction)
1		full move but the unit cannot take cover
1	1	full move (no restriction)
2		full move (no restriction)
	1	short range fire (not heavy weapons)
	1	emergency fire (not heavy weapons)
	1	reaction fire
	2	full fire (including heavy weapons) for any unit in phase
	1	full fire (including heavy weapons) for a unit in Opportunity Fire mode
1		remove pinned marker
	1	remove pinned marker
	2	rally
	1	put unit in Opportunity Fire mode

Unspent AP and/or CP are kept until the beginning of your next turn (used to trigger the opportunity/reaction fire).

Emergency fire is a medium/long range fire with less control (efficiency) and is executed in your phase. Reaction fire is conducted against an enemy unit advancing in your sector (only) during your adversary turn. In both cases a negative modifier is applied to the defender fire. In contrast, a unit in Opportunity Fire mode can fire without any modifier at any range (no restrictions).

Designer note: with this numbers it's easy to calculate that in the best case only 2-3 units will be able to be fully activated. When playing with 10+ units you probably need to adjust the number of playable cards.

A candidate standard deck composition is the following:

4x Action cards (3pt)
8x Action cards (2pt)
12x Action cards (1pt)

4x Control cards (3pt)
8x Control cards (2pt)
12x Control cards (1pt)

2x **Precision** (the target attacking unit gain a bonus on the "to hit" roll this turn)

2x **Critical hit** (the target attacking unit gain a bonus to the "damage roll" this turn)

2x **Defensive maneuver** (the target defending a bonus on the "to hit" roll this turn)

2x **Superficial Hit** (the target defending unit gain a bonus to the "damage roll" this turn)

2x **Weapon Malfunction** (the target enemy figure cannot fire this turn)

2x **Initiative** (you can play an additional Command card in your turn)

2x **Incomplete Order** (your adversary can play 1 less Command card this turn)

XX **FOW cards** (see the leader chapter)

Other possible Special Cards ideas

Coordination (2 units can fully move spending only 2MP)

Fire Group (2 units can fully fire spending only 2MP)

Run (a unit gain 2MP this turn)

Unexpected Difficult terrain (a unit has -2MP this turn)

LEADERS

The specific leader capabilities are reproduced with three different mechanisms:

- different hand size (+/- 1 card)
- Fog of War (FOW) cards
- different deck composition for the two players

FOW cards are simply cards with no effect that you can play in your turn (no points are gained) or keep in your hand. Depending on the leader quality you can add a variable number of FOW cards to the relative deck

- standard leader: 4 FOW cards
- poor leader: 8 FOW cards (-1 hand size)
- very good leader: 2 FOW cards and +1 hand size