

Ripcord's Rules of Engagement v1.0

This is my fast & loose system for physical conflict, haphazardly adapted from some cool ideas I found on the Internet. It's a modified RPS system (for *Rock-Paper-Scissors*). And it fits on a single page including examples!

BASIC COMBAT

- You have Health Points
- You fight by playing a round of rock-paper-scissors (RPS)
- LOSING means you take 1 point of Damage
- WINNING means your enemy takes 1 point of Damage
- TIES are draws. The attack was blocked or parried.

RPS MODIFIER SKILLS & ITEMS

- RPS results can be modified. Here are a few examples:

Good Fighter 🏆🏆🏆 WINS ALL TIES

Leather Armor ABSORBS 3 HITS

Dodge THE 1st HIT ALWAYS MISSES YOU

Weak Fighter 🏆🏆🏆 LOSES ALL TIES

Etc....

- Anyone with a modifier will have a character sheet or card that explains it. If someone says they have it, trust them and accept it.

UNCONSCIOUSNESS & DEATH

- When Damage = Health Points, you become unconscious.
- If Damage exceeds HP by more than 10, your character dies.
- If the blow that drops you does **Lethal Damage**, you take 1 Damage for each minute that passes, unless someone renders aid.

WHO GOES FIRST?

Attackers **always** get at least one shot in Round 1, unless the victim has some special way to evade it, in which case they will have a card.

After Round 1, use the **Speed** rating. Faster ratings can pass and opt to go later, after slower players have announced. (i.e., if you're faster, you get to wait and see what everyone else does before finalizing your action).

Fights are 1-on-1. Multiple attackers go one at a time and tend to beat individuals from attrition, but the individual may score some hits first.

RUNNING AWAY

There is no shame in fleeing the fight! If you do, anyone in range with **faster** Speed may take one "parting shot" RPS attack as you go.

DAMAGE STICKERS

When you lose a hit point, slap a **Damage sticker** on yourself; then check to make sure you're not unconscious. **RED** = 1 **Lethal** Damage Point; **YELLOW** = 1 **Non-lethal** Damage Point.

WEAPONS

Unarmed fighters do 1 point of Non-lethal Damage per hit. Weapons can do much more. A typical pistol does 3 Lethal. Item cards will specify. **Blunt weapons:** attacker can declare damage to be Non-lethal. **Guns:** Skilled marksmen will get bonus modifiers. Newbies get a penalty. Some players might get a Dodge skill. Muzzle loaders take 10 seconds to reload.

FLOW OF COMBAT

After attackers get their shots in Round 1, it flows thus: Everyone compares **Speed** ratings and declares any actions. Players then resolve any RPS rounds, taking **Damage** as they go, until they decide to stop, someone flees, or someone becomes incapacitated. Act out the fight as you go, using props and so on.

Speed → RPS → Damage

EXAMPLES

EXAMPLE 1: Pirate (A) attacks British Officer (B) with a sword. (A) has the Good Fighter Skill. (B) is Normal.

Round 1: A announces their attack.

SPEED: It's the first round, so the Attacker always gets a shot unless B has a special skill.

RPS: A – Rock; B – Paper. B wins.

DAMAGE: A takes 1 lethal damage and puts on a red sticker.

Round 2: **SPEED:** A says, "I'm fast." B declares, "I'm normal." A is faster, and goes first. A says, "I'm pressing the attack." B must now defend. **RPS:** A – Paper; B – Paper (a tie). The Good Fighter (A) wins the tie. **DAMAGE:** B) gets a red sticker.



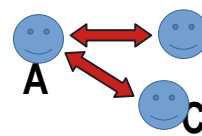
EXAMPLE 2: Multiple players--(A) vs. (B) and (C). (A) has High Agility. (B) has Good Fighter, and (C) is wearing Armor. (B) is the attacker.

Round 1: B draws a sword and announces, "I attack A." C says, "Me, too." **SPEED:** It's the first round, so the Attacker gets a shot. **RPS:** C attacks first--Paper; A--Rock. A hit! But A has

High Agility, so the first hit always misses. Next: B--Scissors; A--Rock. Not only did B's attack fail, A hits B during the fight! **DAMAGE:** B takes 1 Damage and slaps on a red sticker.

Round 2: **SPEED:** B says, "I'm normal." C says, "I'm fast," and A says, "I'm faster." : A says, "I attack B." B is now engaged with A. C says, "I attack A." **RPS:** In order of Speed, A--Scissors; B--Scissors. Tie goes to B, the Good Fighter. C--Paper; A--Rock. C wins. **DAMAGE:** Both B & C won at RPS, so A takes 2 Damage and slaps on red stickers.

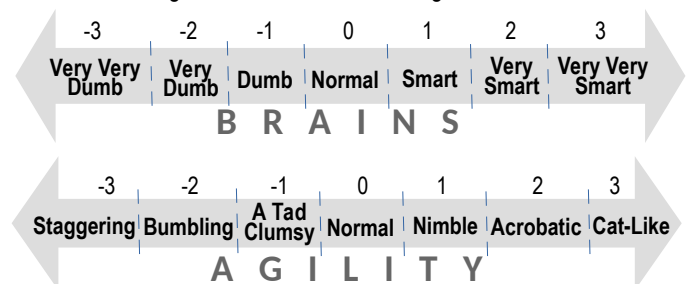
Round 3: **SPEED:** A is the fastest and says, "I'm fleeing." Since neither B nor C has a *better* Speed score, they don't get a "parting shot" attack, and A may now leave this engagement.



THE SUPERLATIVE STATS SYSTEM

- **BRAINS** describes intelligence and cunning.
- **BRAWN** describes physical strength.
- **SPEED** describes relative reaction time.
- **AGILITY** describes dexterity and balance.
- **WILLPOWER** describes persuasion abilities (both ways)
- **HEALTH POINTS (HP)** defines how much Damage you can take before falling unconscious--or worse...

Each stat's rating falls somewhere on a range, like so:



STAT vs. STAT CHECKS: For simple things, the better rating just wins. Ties are plain old RPS. For each level apart, the weaker player has to win 1 additional RPS in order to prevail. If the stronger player ever wins, it's over. Example: A has *Normal* Willpower (0). B has *Resolute* (1) Willpower and the Hypnosis skill. B attempts Hypnosis--Will vs. Will. **RPS 1:** A wins! But the difference between their levels is 1, so A has to win 1 more time to resist. **RPS 2:** B wins--A is Hypnotized! Had A been *Suggestible* (-1), it would have taken 2 more times to resist.