

Diceless OPR (DOPR) - v0.1

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For players coming from a pure-strategy game (like chess, for example), the “swinginess” of OPR’s dice-based mechanic can feel a bit discouraging at times. This mod is an attempt to bring “pure strategy” to OPR.

The Clock

At the core of Diceless OPR is the concept of the “clock”. Each army has a single six-sided die (or a track of six tokens), called the clock, that acts as a kind of counter. Instead of rolling dice to determine outcomes randomly, the clock is incremented by some amount. If it would exceed 6, it “rolls over” back to 1 and starts again. The outcome is determined by whether or not the clock rolls over.

At the start of the game, all clocks are set to 1.

Quality and Defense Checks

To perform a Quality (Q) or Defense (D) check, take Q or D, subtract 1, and add the result to the clock. If the clock rolls over, the check *fails*.

For example: a Q4+ unit is attacking a D3+ unit. The attacker’s clock is at 2. They add 3 (Q4 - 1) to the clock, bringing it to 5. It does not roll over, so the attack succeeds.

The defender’s clock is at 5. They add 2 (D3 - 1), which is 7 – more than the maximum value of the clock. The clock thus rolls over to 1 (7 - 6) and the defense fails.

Morale Checks

A Morale check is simply a Quality check, and is performed as described above.

Wound Checks (GFF, AoFS)

A wound check as described in the rules can also be turned around and thought of as a Q2+ check, penalized by the number of wound markers. If the check fails, the unit is knocked out; otherwise, it is stunned.

Thus, in DOPR terms, you make a wound check by adding one to the clock (Q2 - 1), plus the number of wound markers. If the clock rolls over, the wound check fails.

For example: a model gains its first wound. Its clock is at 3. The player makes the wound check by adding 2 to the clock (1, plus the number of wounds). The result is 5, which does not roll over. The unit is therefore stunned.

Continuing the example, if the model later takes another wound while its clock is at 5, the player would make the check by adding 3 to the clock (1, plus the two wound markers). This is 8, which is more than 6. The clock rolls over to 2 (8 - 6) and the wound check fails. The model is knocked out.

Applying Bonuses and Penalties

If the rules call for a penalty of “-X” to be applied to a roll, in DOPR “+X” is instead applied to what you would add to the clock.

Likewise, if the rules call for a bonus of “+X” to be applied to a roll, in DOPR “-X” is instead subtracted from what you would add to the clock.

NOTE: a penalty can never result in more than 5 being added to the clock, and a bonus can never result in less than 1 being added to the clock.

For example: a D4+ unit is in cover when it is attacked. Per OPR rules, cover terrain grants the defender a +1 to their Defense roll. In DOPR rules, this means they instead *subtract* 1 from their Defense value. Normally, D4+ would add 3 to the clock, but with cover, they instead add 2 (3 - 1).

Another example: the same D4+ unit is attacked by an AP(3) weapon. Per OPR rules, AP(3) get -3 to their Defense rolls. In DOPR, they would instead *add* three to their defense value. D4+ would normally add 3 to the clock, but AP(3) adds another 3 to that, resulting in 6. However, no penalty can result in adding more than 5, so they would add only 5 to their clock.

Unmodified 1 and 6

Sometimes in OPR, an effect applies when an “unmodified 1” or an “unmodified 6” is rolled.

In DOPR, an unmodified 1 occurs when the clock would land exactly on 1 *before* any bonuses or penalties are considered.

Likewise, an unmodified 6 occurs when the clock would land exactly on 6, *before* any bonuses or penalties are applied.

For example: a unit is hit with a Q3+ attack that has Rending, which says that if the attacker rolls an unmodified 6, the attack is treated as having AP(4). The attacker’s clock is at 4. With Q3+, they add 2 to the clock (Q3 - 1) and get exactly 6 (4 + 2). Rending therefore takes effect and the defender must make their defense against AP(4).

Note that, as in OPR, an unmodified 6 always succeeds, and an unmodified 1 always fails. However, bonuses and penalties are *always* applied to the clock, which may result in the clock rolling over even if the roll succeeds, or *not* rolling over, even if it fails.

Other Rules

Most other rules are special cases of these mechanics. For example, if something happens on a 4+, that’s the same as a Q4+ check.

For the sake of clarity, common rules and their translations to DOPR are listed below.

- **Aircraft.** Mostly as written, but attackers must *add 1* to their attack versus a unit with this keyword.
- **AP(X).** Enemy units taking hits from weapons with this special rule must *add +X* to their defense.
- **Caster(X).** Mostly as written, but add 3 to the clock to see if the spell works. If spending extra spell tokens, subtract them from the total (to a minimum of 0). If the clock rolls over, the spell fails.
- **Entrenched.** As written, but attackers must *add 2* to their attack if attacking from more than 12" away.
- **Fearless.** As written, but add 3 to the clock if a morale check fails. If the clock does *not* roll over, the morale check passes instead.
- **Furious.** When charging, any hit that lands on a 6 (before penalties/bonuses are applied) is multiplied by 2. Otherwise, as written.
- **Impact(X).** The X attacks are treated as Q2+, and thus each adds only 1 to clock.
- **Indirect.** As written, but if shooting after moving, the weapon must *add 1* to attack.
- **Poison.** Enemy units taking hits from weapons with this special rule must add 1 to their Regeneration checks. If their unmodified Defense check lands on a 6, they must make a second Defense check (which they will probably fail, unless there were penalties/bonuses to the first check).
- **Regeneration.** For each wound taken, increment the clock by 4. If the clock does NOT roll over, the wound is ignored.
- **Relentless.** As written, but hits that land on a 6 before bonuses/penalties are applied get multiplied by 2.
- **Rending.** Enemy units taking hits from weapons with this special rule must add 1 to their Regeneration checks. If the attack lands on a 6 before bonuses/penalties are applied, the hit counts as having AP(4).
- **Stealth.** Enemies targeting this unit from more than 12" away must add 1 to their attack.

Other, faction-specific rules may be translated similarly.

Potential DOPR Variations

There are other ways that the clock mechanic can be applied to the game, which may be worth trying.

1. **Global Clock.** All armies share a single clock. This gives combatants the opportunity to try to set their opponents up to fail at strategic moments by intentionally taking (or not taking) actions that increment the clock.
2. **Per Unit Clocks.** Instead of each army having a single clock, each unit in the army has their own clock. This may simplify the strategy a bit by allowing players to set up a unit's clock in anticipation of a specific action to be taken later.
3. **Random Clocks.** To add a bit of randomness to the starting state, players roll a d6 and use the result as the starting value of their clock. Since with the default starting value of 1, every unit's first (and possibly second) attack/defense is guaranteed to succeed, this makes the first few moves of the game feel a bit more precarious. The rest of the game proceeds as described in these rules, so the game itself remains diceless.
4. **Tokens.** The Defense value, and all attacks, are replaced with tokens. The formula for how these translate is " $6 - X + 1$ ", where X is the Defense or Quality value. Thus, a D5+ model would get " $6 - 5 + 1 = 2$ " tokens that may be spent on defense. A Q2+ attack would get " $6 - 2 + 1 = 5$ " tokens to be spent on that attack. (The number of attack tokens should also be multiplied by the number of attacks.) To make an attack, or defend against a hit, a token must be spent from the appropriate pool. When all of a model's tokens have been spent from a given pool, no more attacks or defenses may be made from that pool *for the rest of the game*. This results in a very bloody initial few rounds as all attacks and defenses succeed automatically, but requires more resource-minded strategy over the long run.
5. **Bennies.** Each army starts the game with some number of bennies (perhaps 1 per 100pts in their army, or 1 per round to be played). These bennies may be spent in play to temporarily bend the rules. Some example applications are:
 - Grant a single extra attack to any unit.
 - Defend against any single attack (even if it would have bypassed Defense)
 - Roll any clock (friend or foe) immediately to any value.

This is a work in progress. Comments and suggestions are gladly accepted!

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