

Diceless OPR (DOPR) - v0.2

A Mod for OnePageRules 3.1 by Jamis Buck <jamis@jamisbuck.org>

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 Track

At the core of Diceless OPR is the concept of the “track”, which is a repeating sequence of numbered slots. Instead of rolling dice to determine outcomes randomly, a token is advanced along the track by some amount. When the token reaches the end of the track, it starts over from the beginning. The outcome of any check is determined by whether or not the token passes any of the marked *deadlines* on the track.

Moving the token along the track is referred to as “advancing the track”, and each slot moved is referred to as a “tick.” For example, if a unit advances the track by 3, you would say it moves “three ticks”.

The track is *persistent*, which means it never resets once the game begins. Each activation continues to add to the same track, moving the token from wherever it landed previously.

See the end of this document for some tracks you can print out and use. Some have pre-marked deadlines on them; others are blank, allowing you to mark your own deadlines. For your first game, we recommend the 24 slot track.

At the start of the game, the track is set to 1.

Quality and Defense Checks

To perform a Quality (Q) or Defense (D) check, take the unit’s Q or D, subtract 1, and advance the track by that amount. If a deadline is passed, the check fails. (*Landing on a deadline does not count as passing it.*)

For example: a Q4+ unit is attacking a D3+ unit. The track is at 2, with a deadline at 6. They advance the track by 3 (Q4 - 1), bringing it to 5. This does not pass the deadline of 6, so the attack succeeds.

Now the defender acts. They advance the track by 2 (D3 - 1), which is 7. This exceeds the deadline of 6, and the defense fails.

Recommendation: print out your army lists and scratch out the quality and defense values; replace them with Q-1 and D-1. The math isn’t hard, but remembering to do it in the moment can be hard to get used to!

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 advancing the track one tick (Q2 - 1), plus the number of wound markers. If a deadline is passed, the wound check fails.

For example: a model gains its first wound. The track is at 3. The player performs the wound check by adding 2 ticks to the track (1, plus the number of wounds). The result is 5, which does not exceed the deadline of 6. The unit is therefore stunned.

Continuing the example, if the model later takes another wound while the track is at 5, the player would perform the check by advancing the track by 3 ticks (1, plus the two wound markers). The result is 8, which is more than the deadline of 6. The wound check fails, and 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 you instead advance the track X more ticks.

Likewise, if the rules call for a bonus of “+X” to be applied to a roll, in DOPR you would instead advance the track X *fewer* ticks (but never less than 1).

NOTE: a penalty can never result in more than 5 being added to the track, and a bonus can never result in less than 1 being added to the track. (The exception is *wound checks*, which have no maximum penalty.)

For example: a D5+ 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. D5+ would normally add 4 to the track, but with cover, they instead add 3 (4 - 1).

Another example: the same D5+ unit is attacked by an AP(3) weapon. Per OPR rules, AP(3) applies -3 to Defense rolls. In DOPR, the defender would instead *add* three to their defense value. Thus, D5+ would normally add 4 to the track (5 - 1), but AP(3) adds another 3 to that, resulting in 7. However, no penalty can result in adding more than 5, so they would add only 5 to the track.

Unmodified 1 and 6

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

In DOPR, an unmodified 6 occurs when the track would land exactly on a deadline, before any bonuses or penalties are applied.

An unmodified 1 occurs when the track would land exactly on the slot *immediately after* a deadline, before any bonuses or penalties are considered.

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 track is at 4. With Q3+, they add 2 to the track (Q3 - 1) and get exactly 6 (4 + 2), which is a deadline. Rending therefore takes effect and the defender must make their defense against AP(4).

Note that as in OPR, an “unmodified 6” (landing on the deadline slot) always succeeds, and an “unmodified 1” (slot following a deadline) always fails. However, even if the result is an “unmodified 6” or “unmodified 1”, bonuses and penalties are still applied, which may result in the track ending on a different slot.

Wait a minute. Isn't the slot immediately following a deadline already an automatic failure? How does an “unmodified 1” rule change anything?

The key here is the term “unmodified.” An action may have a bonus, which would result in advancing fewer ticks. For example: a D3+ unit is in cover, and must defend against an attack. The track stands one tick before a deadline. With cover, they would advance the track only 1 tick, and would land on the deadline exactly. Yay! However, we need to consider where they *would have* landed, without the bonus: they would have advanced the track 2 ticks (D3 - 1), which would land them on the square *after* the deadline — an unmodified 1, and thus an automatic failure.

Free Penalties (“FP”)

Once per round, a unit may voluntarily apply a penalty of up to +2 to a single action, or +1 to two separate actions. (An “action”, here, is defined as anything that advances the track.) This is called a “free penalty”, or “FP.” As with any other penalty, the total for any one action may never advance the track more than +5 ticks. A unit may do this on its turn (e.g. while attacking) or not (e.g. defending), but cannot apply more than a total of +2 in that round.

This may seem like a counter-intuitive thing for a player to do! However, it can be quite useful in DOPR as a way to set up the track to either inconvenience your opponent, or to aid yourself in a subsequent turn.

For example: a Q3+ unit attacks, which would advance the track by +2 ticks (Q3 - 1). However, perhaps this would leave the track several spaces short of a deadline—enough that opponent will succeed in their next attack. Thus, the player adds a free penalty and advances the track +2 ticks, getting as close to the deadline as they can, and hopefully making it so their opponent will fail their first attack.

Why only +2 ticks? *The smallest possible increment is +1 tick, for a Q2+ or D2+ unit. Since no action may add more than +5 ticks at a time, the largest effective penalty is +4. To keep those Q2+ units from dominating the track, we set the maximum FP to half of that.*

Multiple Attacks and Order of Operations

When a unit makes multiple attacks on its activation, resolve all the attacks for each weapon in order, with each block of attacks followed by the target’s corresponding defenses (if any).

For example, if a unit has two ranged weapons, with two attacks each (e.g 18”, A2 and 9”, A2), the two attacks for the first weapon would be resolved first. Then, if any of them succeeded, the defender would resolve the defenses

for those hits. Then, the attacker would resolve the attacks for the second weapon, followed by the defender resolving any defenses.

Note: a unit must attack with all available weapons and attacks when it attacks. It cannot choose to not attack with one of its weapons, or to not use all of a weapon’s available attacks.

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 ticks to the track to see if the spell works. If spending extra spell tokens, subtract them from the total (to a minimum of 1). If a deadline is passed, 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 track if a morale check fails. If a deadline is *not* passed, the morale check passes instead.
- **Furious.** When charging, any hit that lands on a deadline (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 track.
- **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 deadline, add a token to the unit. At any point during any turn of that unit, the *attacker* may spend that token to force the unit to make another Defense check, or take a wound.
- **Regeneration.** For each wound taken, increment the track by 4. If a deadline is *not* passed, the wound is ignored.
- **Relentless.** As written, but hits that land on a deadline 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 deadline 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.
- **Tough(X).** As written, but do not make any wound checks (GFF/AoFS) until the unit has taken X wounds. Then, make the wound check at “+2 + # of wounds - X”.

Other faction-specific rules may be translated similarly.

Creating Your Own Track

Eventually, you may want to create your own track. You may make them as long or as short as you wish, but to keep the probabilities compatible with OPR, you should make sure the following three rules are followed:

1. The track's length must be a multiple of six (6, 12, 18, 24, etc.)
2. The track must contain exactly one deadline per six slots in the track, arranged however you wish, but:
3. There must be at least one empty slot between every two deadlines. (Deadlines may not be adjacent to another deadline.)

For example: maybe you want a particularly long track, with 48 slots. This is a multiple of six ($8 \times 6 = 48$) and so is a legal length. You would then add one deadline for every six slots. Those 8 deadlines may be added to the track anywhere you wish, as long as there is at least one slot between each deadline.

Handling Large Numbers of Attacks

One drawback of this method is that it can't really be done in parallel, like dice rolling can. With dice, you can roll 20 of them at once. With the track, you have to count each attack individually. For that reason, this mod might work best with the skirmish games (GFF, AoFS).

If you want to give it a try with larger armies (GF, AoF, AoFR), I recommend the following:

1. Use some kind of markers (glass beads, dice, etc.) to keep track of hits as you advance the track.
2. Count the attacks in smaller chunks. For example, instead of counting 20 attacks in one go, count them in 4 batches of 5.
3. If the attacks have some abilities that activate on (e.g.) "unmodified 6", have a separate color of bead or die that you can use to count those when they activate.

Potential DOPR Variations

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

1. **Per Army Tracks.** Each army uses a separate track. This makes it easier for players to set their tracks up for desired actions to succeed, and makes the game a bit less unpredictable.
2. **Per Unit Tracks.** Take it a step farther: each *unit* in each army has their own track. This may simplify the strategy even more by allowing players to set up a unit's track in anticipation of a specific action to be taken later. It's definitely more to keep track of, though.
3. **Random Starting Slot.** To add a bit of randomness to the starting state, a player may roll a d6 at the start of the game and use the result as the starting value of the track. (If using multiple tracks, roll separately for each track.)
4. **Random Deadlines.** Roll a d6+1 for each deadline. Use the first result as the first deadline. Subsequent rolls are added to the previous deadline to find the next deadline.

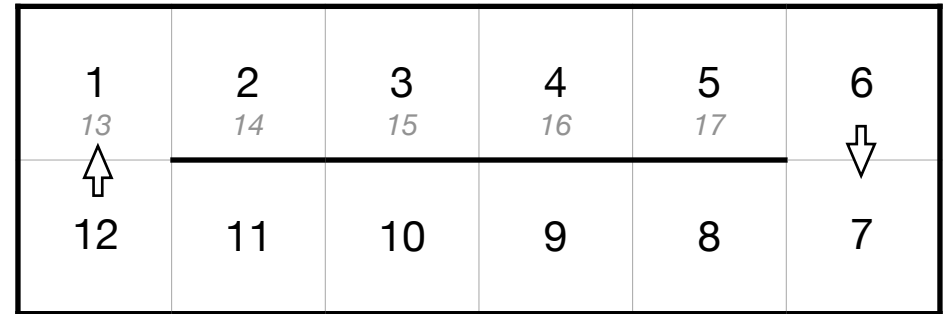
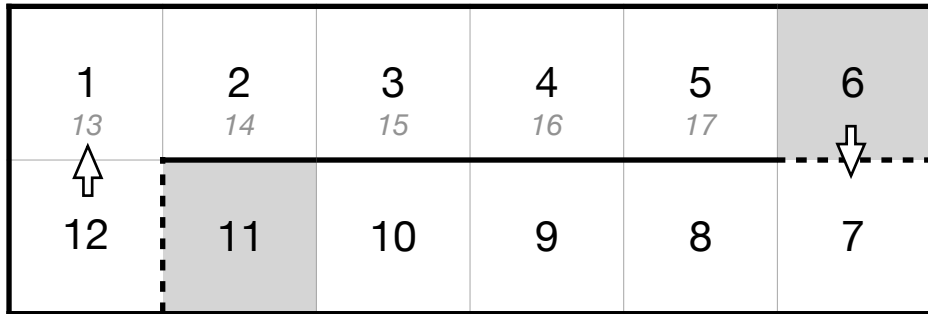
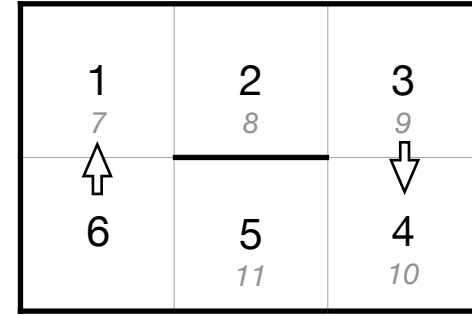
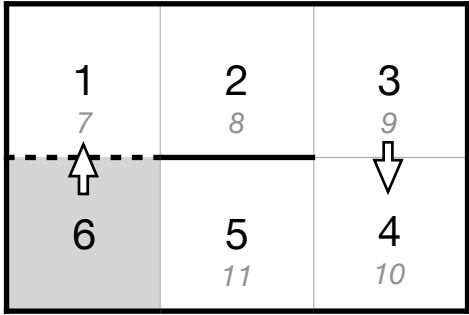
5. **Passing the First Turn.** The first player to go in a round can be at a disadvantage, especially in the latter part of a game. They're often the player with the fewest units, who just watched their opponent activate two or more units in a row, and thus saw the track tick toward some very inconvenient state. In order to counter this disadvantage, you might let the player who would normally go first instead choose someone else to go first.

6. **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.
- Advance the track immediately to any value. If using multiple tracks, you may roll any one track to any value.
- Freeze the track for a single action. The action automatically succeeds, and the track does not advance.

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

You can email me at jamis@jamisbuck.org.



1 <i>19</i>	2 <i>20</i>	3 <i>21</i>	4 <i>22</i>	5 <i>23</i>	6
18	15	14	11	10	7
17	16	13	12	9	8

1 <i>19</i>	2 <i>20</i>	3 <i>21</i>	4 <i>22</i>	5 <i>23</i>	6
18	15	14	11	10	7
17	16	13	12	9	8

1 <i>25</i>	2 <i>26</i>	3 <i>27</i>	4 <i>28</i>	5 <i>29</i>	6
24	11	10	9	8	7
23	12	13	14	15	16
22	21	20	19	18	17

1 <i>25</i>	2 <i>26</i>	3 <i>27</i>	4 <i>28</i>	5 <i>29</i>	6
24	11	10	9	8	7
23	12	13	14	15	16
22	21	20	19	18	17