

CGME Common Optional Rules Supplement (CORS)

Version 1.1

The Basics

This document is an extension to the CounterMoves Generic Microgame Engine (CGME) core rules. It details some commonly-used optional, or “house”, rules for CGME. Any of these rules may be used to add new twists to any CGME-based game, and may of course be tweaked to suit players' tastes.

In keeping with the spirit of CGME, we will attempt to restrict this document to rules which can be described in less than 1/2 of a page (and that's *long!*).

1.0 Movement & Combat

This section deals with movement- and combat-related rules. More often than not, these two seemingly-disparate rules areas blend in to one.

1.1 Combat during Movement

With this option, units may declare an attack at any point during their movement phase. If a unit does so, other units may not combine their fire with the attack unless they are in the same hex as this unit. Units stacked together may be moved together and, by extension, may combine fire with each other. After the attack is resolved, the unit may continue moving if it has remaining MOV. The unit may not attack again in the standard attack phase unless the game rules would allow it to attack multiple times. Units which have the ability to attack multiple times may of course do so during their movement – they are not restricted to a single attack during movement.

1.2 Unit Facing

Some games benefit, strategically, from limitations on unit facings. This section describes one approach for handling such an addition. Note that facing rules imply more paperwork, as players must always keep track of each unit's facing. All it takes is one small child or housepet to screw up the facing of a whole board of counters!

1.2.1 Attack & Movement limitations

A unit may only move or fire into it's front arc, typically 180 degrees (3 hex-sides). Facing may be changed under the following conditions:

- After moving into a hex, a unit may change one hex-side of facing for free.
- Spending 1 MOV allows a unit to rotate up to 2 hex-sides.

1.2.2 DEF modifiers

A unit which is attacked from a non-front facing receives a DEF penalty: assume -2 unless game rules specify otherwise.

1.3 Area Effect Attacks

Area Effect attacks attack every unit in a given hex radius. AE attacks are denoted in the form "ATT n, AE r", where n is the attack score and r is the radius of the attack. An AE of 0 means all units in the target hex are attacked. AE 1 means the target hex and all adjacent hexes are affected, and so on. When a AE attack affects a hex, make a separate combat roll for each target, using the ATT score of the AE attack, modified by all normal modifiers.

1.3.1 Option: Reduced AE Effect

Reduce the ATT by 1 for each hex of distance the defender is from the attack's target hex. Thus, an AE attack is at -1 ATT one hex away from the target hex, -2 at two hexes distant, etc.

1.4 Simultaneous Combat Resolution

When this rule is used, team initiative has the opposite effect of normal - the player with initiative goes *last*. All movement and combat is declared normally, but combat effects are not applied until the end of the combat phase. The turn sequence becomes:

1. Player 1 moves.
2. Player 2 moves
3. Player 1 declares and rolls combat.
4. Player 2 declares and rolls combat.
5. All combat results are applied.

Alternately, players may choose to swap phases 2 and 3, so each player goes "in full" before the next. If Combat During Movement is used, phases 3 and 4 may simply be ignored. This rule is not recommended for battles with large numbers of units, as it adds a significant amount of bookkeeping.

2.0 Units

This section deals with unit-related rules.

2.1 Alpha Units

Alpha Units are combat units which may not normally be destroyed as the result of one attack. Often they have multiple attacks as well. This section describes several optional rules for Alpha Units. Alpha Units can be anything, depending on the scale and premise of the game world. Some examples may be massive cybertanks, dragons and mecha - though any of these may also be normal units in other worlds.

2.1.1 Hit Points

Alpha Units start with a number of Hit Points, and their HPs are assigned a DEF score. HPs are targeted just like targeting a unit, except the result is applied only to the HPs. A successful Destroy result against HPs does an amount of damage equal to the attack score. A Wound result does half that amount. When HPs reach 0 the unit is normally destroyed, but some game worlds may impose other effects (a vampire, for example, might return to its graveyard). In some game worlds a unit may lose effectiveness as HPs are lost. For example, it may become slower or easier to hit or suffer some other penalties.

2.1.1.1 Alternate Damage Rule

Instead of basing damage directly off of the ATT score of the attacker, apply a number of points equal to the number by which the attacker's roll beat the defender's. Thus, if an attacker beats the defender's roll by 3, apply 3 damage. This rule ignores the concept of Wound or Destroy results, but also means that damage can only be dealt when an attacker actual beats the defender's roll, as opposed to tying it.

2.1.2 Option: Slower Movement

Alpha Units slow down as they are damaged. Divide the unit's starting HP as evenly as possible into a number of groups equal to it's starting MOV. Any extra points go in the last group. Example: 27 HP, 3 MOV equals three groups of nine HPs. A unit with 29 HP, 4 MOV gets four groups of seven HPs, with one HP left over (which goes into the last group). As damage is taken, subtract HPs from the first group. When that group is gone, the unit's movement drops by one. Example: our 29 HP unit has lost 6 HPs, which we subtract from the first HP group:

MOV4: [xxxxxxo]

MOV3: [oooooooo]

MP2: [oooooooo]

MP1: [oooooooo o]

The unit is still at MOV 4. When it loses 1 more HP it will drop down to 3 MOV. When all HP groups are eliminated the unit may no longer move. A unit which may not move and has no weapons may normally be considered destroyed.

2.1.3 Reduced Attack or Defense

Alpha Units may become less effective in combat as they lose hit points. Break up HPs into groups exactly as described for Slower Movement, above, but use starting ATT or DEF in place of HPs. The exact handling of DEF or ATT adjustments is left to each game world to define, as there are several ways to implement this on units with more than one

weapon. For example, the unit may get a -1 ATT with all attacks for every N hit points lost, or each weapon system may be affected separately. One recommendation is to average out the ATT or DEF scores of all components on the unit, divide HPs into that many groups, and apply a -1 ATT (or DEF) penalty to all components for each group of HPs lost.

3.0 Action Points

This section explains an alternative movement/attack system which unifies movement and combat into a single system based on “action points.”

3.1 Action Points

Each unit starts each turn with a number of Action Points (AP). They are received at the start of the unit's turn, may not be saved from turn to turn, and are lost if they are not used in that turn. AP are spent to perform any sort of action, like declaring an attack or moving. The number of AP a unit gets is game/unit/scenario dependent. Generally speaking 3-5 AP per unit is probably a fair number.

3.2 Movement

AP are expended to move exactly as MOV are in the standard MOV-based system. That is, 1 MOV translates directly to 1 AP.

3.3 Attacks

Most attacks require the expenditure of 1 AP. Some attacks may cost more or fewer AP, and some games will restrict the number of attacks allowed in one turn, regardless of the AP available to a unit.

Normally AP must only be expended to *initiate* an attack, but some games may require the expenditure of AP to *defend* against one as well.

3.4 Unit Action Sequence

A unit's turn sequence looks similar to this:

1. Player 1 picks a unit. This becomes the “active unit” and all other units are said to be non-active. Any AP “left over” from the previous turn are lost *at this point* (not at the end of the turn).
2. Active unit gets it's AP allotment.
3. Active unit may expend it's available AP to move or initiate combat.
4. End unit's turn.

This same order applies whether a player acts with all of his units before another player may act, or if the players take turns in acting with one unit at a time.

Note that leftover points are lost at the beginning of a unit's activation, to allow the unit to spend any necessary points for defense. In most games AP expenditure is not necessary for defense, but the above mechanic covers those games as well as those in which a unit may be called upon to expend AP when it is not active. If a non-active unit is called upon to expend AP before it has had it's first activation (i.e., before it's first turn), assume that it has it's full allotment of AP available to it.