

OED Book of War: Core Rules

This section lays out the most fundamental rules regarding scale, movement, and combat. Depending on your needs, this section alone may suffice to play out battles between fairly large numbers of men and monsters in the FRPG. (Aside from the title, this document is Open Game Content, and it may be freely distributed.)

1. Scale

The scales used for personnel, distance, and time are shown to the right. Standard infantry bases are assumed to be 3/4" (20mm) square, cavalry are 1x2" (25x50mm). For justification on this scale, see the "Design Notes" in the full book.

System Scale	
1 figure =	10 men
1 inch =	20 feet
1 turn =	30 seconds

2. Movement

Every turn, figures can advance forward the number of inches indicated by their "Move" rating (MV; same as in the FRPG). For men on foot, this can be found on the adjacent table. Animals and monsters also use their standard game movement.

Gear	Move
Light	12
Medium	9
Heavy	6

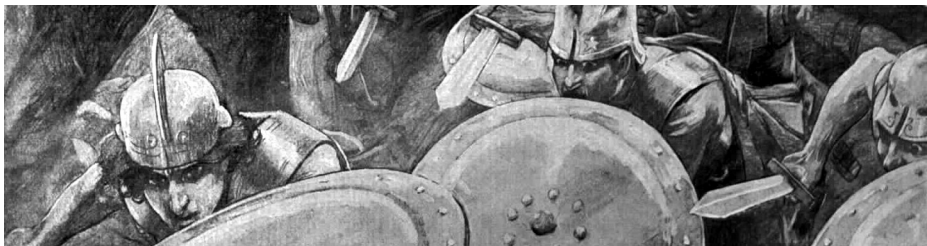
3. Combat

Each figure in contact with the enemy rolls one 6-sided die on their turn to attack. Any die at least equal to the target's "Armor Hit" value (AH; see table to the right) indicates a hit. For normal men, each hit removes one figure.

Armor	Hit
None	3
Leather	4
Chain	5
Plate	6

Monsters with multiple "Hit Dice" (HD; same as the FRPG) take that number of hits before having a figure eliminated (track partial damage with a spare die). Also, for every 3 HD, they receive a +1 bonus to their attack rolls.

In general, any attack modifiers from the FRPG can be converted to these rules by dividing by 3 and rounding down. It's most convenient if you subtract modifiers from the target number to hit, and roll the attack dice all at once; then each die greater than or equal to the adjusted target value indicates one hit.



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