Premise:

In a distant corner of the universe, the paper planet of Papyrus (try saying THAT five times fast) is at war. It’s origami inhabitance are locked in an ongoing struggle over the limited sources of mystical paper they are made of. Skirmishes and battles break out all the time between varied numbers and kinds of these origami creatures. Players take the role of a commander of a squad while they use their units to wage war on other players.

Goal:

The goal for this game is to provide a strategic skirmish between players with a number of types of infantry units available. Strategy is required to move and position one’s troops; however, a bit of luck is still required to effectively neutralize the opposition. The hope’s of this game is that players can have a short scuffle with only a few units per player on a small map, or have a day-long war with 20+ units per player on a huge map while still keeping things interesting. Also, this game needs to be simple enough to pick up, but can be made as complicated as the players want to.

Dispute resolution:

Players roll a D6 to determine the accuracy (hit chance) of their attack. However, the distance between their target and themselves is calculated into the roll, as is what type of weapon the unit is using. A unit using the basic sub-machine gun while aggressing a target 4 spaces away from themselves has a base odds of 3:3, if the target is on a space adjacent to themselves the odds for a successful attack is boosted to 6:0, conversely, if the target is 7 spaces away, the odds of success drop to 0:6.

When distance is calculated, any diagonal distances are counted as two spaces. (1 space forward/backward, and one space to the side)

For the remainder of this document, the least favorable outcomes (for the roller) are located closer to 1 while the most favorable outcomes (for the roller) are located closest to 6 on a D6. (EX. For a 3:3 hit-miss situation, 1-3 would miss while 4-6 would hit.)

Attack system:

Each player has a pool of spaces equal to double the number of units remaining in their squad, and can use them to move their units. This means that for each eliminated unit, the mobility of that team is reduced by 2 spaces per turn.

All units start the game with 10 hit-points (HP)

If players so choose, a critical/knick system can be put into place on top of the hit-chance roll to increase the stakes of attacking, allowing them to get lucky and inflict massive damage, or mess-up and just barely knick ‘em. The system would work as follows:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Probability of success | Miss range | Knick range | Base attack range | Critical range |
| 6:6 | N/A | N/A | 1-3 | 4-6 |
| 6:5 | 1 | 2 | 3-5 | 6 |
| 6:4 | 1-2 | 3 | 4-5 | 6 |
| 6:3 | 1-3 | 4 | 5-6 | N/A |
| 6:2 | 1-4 | 5 | 6 | N/A |
| 6:1 | 1-5 | 6 | N/A | N/A |
| 6:0 | 1-6 | N/A | N/A | N/A |

The only differing traits the player’s unit’s have are their weapon load-out, though the variety of units available can modified based on how complex the players wish to play. The types of units and their individual abilities are as follow:

* Basic Unit
  + Sub-machinegun:
    - Base Attack (BA) Power: 2
    - Critical Attack Power (AP) \ knick AP: 4 \ 1
    - BA Probability \ Range Modifier (RM): space adjacent = 6:6 \ -1 per space
* Intermediate Units:
  + Shotgun:
    - BA Power: 5
    - Critical AP \ knick AP: 7 \ 2
    - BA Probability \ RM: space adjacent = 6:5 \ -2 per space
    - Attack power is boosted to 7 when attacking adjacent spaces
      * counts as an auto-Critical if the critical/knick system is in place
  + Sniper Rifle:
    - BA Power: 5
    - Critical AP \ knick AP: 8 \ 3
    - BA Probability \ RM: 4 spaces away = 6:5 \ -1 per space
    - Cannot attack enemies at distances less than 4 spaces.
      * Can shoot through allied units without damaging them
* Advanced Units:
  + Medic (Med-kit / Pistol):
    - BA Power: 1
    - Critical AP \ knick AP: 2 \ 0(!)
    - BA Probability \ RM: space adjacent = 6:6 \ -1 per space
    - Can heal 1 adjacent ally unit for 2 HP per turn instead of attacking
      * Cannot heal anyone past 10HP
  + RPG:
    - BA Power : 8
    - Critical AP \ knick AP: 10(!) \ 5
    - BA Probability \ RM: space adjacent = 6:6 \ -1 per space
    - Can only move 2 spaces per turn
    - Can only attack in a straight line (i.e. no diagonal attacks)
    - Attacks cause 5 splash damage to all surrounding squares, regardless if they are enemies or allies

A game would usually consist of two players with ten units each on a 16x12 map. Players can use any combination of units as their starting force, but cannot change afterward. This can allow for crazy matchups like 10 Medics vs. 10 RPGs, but such unit choices would be ill-advised.

Timing system:

A player’s turn consists of two phases, the movement phase and the attack phase. During the movement phase, the player is free to move their units however they please; so long as they do not exceed their movement pool. However, as soon as the player attacks another player’s unit, their movement phase is over and the attack phase begins. In the attack phase, the player can potentially attack with all of their units, but only one attack per unit per turn is allowed.

Defense system:

In order to attack an opposing unit, there must be a clear shot between the attacker and its target. A clear shot is determined by checking a straight line between the two spaces. If the line crosses the center of another unit’s square, there is no clear shot and the attack cannot be undertaken.

If players so choose, they can modify their map to include barriers (i.e. walls) that hinder a direct attack, forcing players to work around them to set up their shots. If an allied unit is behind cover, as long as there is **not** a direct line between the center of the unit’s space and the center of an enemy unit’s space, the unit cannot attack of be attacked. See the picture below for an accurate representation.

Consequences:

A player must consider the consequences of their actions. By moving a unit closer to an enemy unit, they increase their chances of hitting the enemy unit, but also increase the chance of the enemy unit to hit their unit on the next turn. These consequences can be avoided if the enemy unit is neutralized with the attack (like bum-rushing an SMG with a shotgun); but in games where each player has multiple units, there could always be an ambush (sacrificing an SMG to set up a kill for an RPG/sniper)!