

I have been pondering a Science Fiction Supplement for OMOG Advanced. It takes the rules and adapts them for Science fiction skirmishes. The rules are based on popular science fiction, military knowledge, science and common sense. Keep in mind that OMOG is a man-to-man skirmish game for units of 10 to 15 figures per side. Things like tanks, sci-fi artillery and heavy support ships are beyond the scope of the simple skirmish game.

What follows are some speculative rules on which I have been working. They are a collection of ideas as to how one might use OMOG Advanced in a science-fiction setting. Of course, this project is far from complete. I have yet to work out things like atmosphere, low gravity and such. The following are posted mainly to get the wheels turning.

Use this as a set of possibilities. Pick and choose what you like and adapt as you see fit.

### **OMOG Science Fiction Supplement -the Story so far**

Science fiction has entertained me for years. There were some great movies like Forbidden Planet and "IT Came From Outer Space." Over the years I have enjoyed such series and franchises as Thunderbirds, rerun Buck Rogers and Flash Gordon serials, Captain Scarlet, Lost in Space, Star Trek, Space 1999, Star Wars, Buck Rogers in the 25<sup>th</sup> Century, the original Battlestar Galactica series, Starship Troopers, Space Above and Beyond, Firefly and Farscape. Being of a thoughtful nature, I have enjoyed pondering the imponderables evoked by good science fiction. Indeed, good sci-fi makes you think and ask questions.

When I first started work on the OMOG (One Man One Gun) series of toy soldier games back in 2010, I considered a space heroes version. However, at the time, all effort went into the historical games. In 2014, I considered a space version again. The problem was making a game that could fit the various science fiction stories that people enjoy. There was a lot to consider. For instance, how could one fit a Star Trek (The original series) mini hand phaser into the same battle with a Star Wars Blaster or Flash Gordon Ray Gun? How would a Romulan stand against a Scarran? Or a member of the Serenity crew versus the Jem HaDar?

I have pondered these things, as well. They are much simpler than you think. The trick was to have a simple and reliable system for the various space types and the weapons.

### **Space armies**

You could also use Vulcans, Klingons, Romulans, and Andorians from the original; Star Trek, or Bajorans, Cardassians, Farengi and Jem Hadar from Deep Space Nine. Star Wars fans might consider Rebels, Imperial Troops, Clone Wars troops, Wooks and such. Farscape fans might consider Luxans, Nebari, Sebaceans (Peacekeepers) and Scarrans and other species.

## **Weapons:**

The size of personal weapons is indicative of its power. This is a matter of simple physics. A weapon can only carry and release a certain amount of force. Likewise, the larger the weapon, the more it can withstand the forces generated within it. So it is that the old “pocket phaser” of Star Trek would pack a lot less of a punch than a Blaster Rifle carried by a Star Wars stormtrooper. Size determines the amount of energy carried, the amount it can send, and the ability to contain it without accident.

Pocket Phaser, small pistol: this is merely a backup weapon at best. It is more likely to stun, though it can kill at very close range. Range 0-2, 2-4

Pistol: Standard pistol, be it a ray gun or plasma weapon. It is a good weapon for fighting in close quarters and can eliminate an enemy. Treat as pistol

Big pistol, short rifle: about the size of a submachine gun, this weapon has short range. It does not use the blast cone, but only fires at a single target. Treat as submachine gun.

Rifle, Assault Weapons: A standard military weapon which packs a good punch and has good range. Usually issued to soldiers. Treat as assault rifle

Heavy Phase Rifle: A large weapon used against armored targets and vehicles. It requires a trained operator and is slower to fire. Range as rifle

Heavy Burst rifle - can fire like a light machine gun.

Hand Grenade: the standard weapon has been around since the middle ages.

Limpet Grenade: place against a surface to blow a hole in it. Also used to blow hatches and doorways.

Smart Grenade: A grenade thrown by hand that has a small rocket to propel it. Has twice the range of a hand grenade. Can be set to burst or to blow a hole in a target.

Rocket launcher: a space bazooka firing a small rocket.

## **Hand to Hand Weapons:**

Sword +1

Axe +1

Mace +1

Bayonet on rifle +1

Lance +1 (No bonus in woods or thicket or place with obstacles.)

Two-hand swinging weapon +2 (no bonus if close quarters, woods, thicket, hallway. etc)

Energy Striking Weapon - add 1 to any of the above if it is an energy weapon like a light saber. Half armor gets no bonus when attacked with hand-held energy weapon Full armor only gets 1.

## **Armor**

Unarmored- no bonus

Half armor: /most space suits, partial body armor Give +1 protection in H2H. and against most weapons. Deflects pocket phaser

Full armor - complete protection + 2 in H2H and against most weapons. Negates pocket phaser. No protection against heavy rifle, rocket or smart grenade

## **Troop types**

Military and Warriors: trained soldiers with skill in cover, concealment, use of pistols, rifles and grenades. Trained in H2H. Examples are Imperial Stormtroopers, Peacekeeper troops, Klingon infantry, Starship Troopers, etc.

Security: partial military training. Trained in pistol and H2h and to operate in facilities and on ships. -1 when using rifles. Security on ships and facilities carry regular or pocket pistols. They can access rifles once the fight is imminent. Security are not trained to use grenades or other infantry weapons. Star Trek Original series Red shirts are a good example

REMF - Rear echelon workers, partial training. Warehousemen, transport crewmen, laborers, etc. Most carry a pocket phaser if entering hostile areas. They can use regular pistols, but not rifles, grenades, or other infantry ordnance. They fight h2h and shoot at -1 Protective suits for working in no atmosphere or radiation counts as light armor.

Technicians and Specialists: There are workers with little or no military training. They may be lightly armed with either a pocket phaser or pistol. Normally, only one in five or ten would be armed, and then only in hostile areas. These include civilian ship crews, scientists, medical personnel, and the general run of civilians. Those in space or protective suits are considered half armor. However, they shoot at -1 and fight h2h at -2. Jawas are a good example.

Savages and degenerated humanoids: wild tribes and isolated bands living in primitive conditions. They are good at ambushes and good hunters. Most are poor shots -1 Most are good

at H2H and get a +1 bonus when fighting REMFs and non-military types. Savages may use primitive projectile weapons whose range does not exceed that of a pistol, but do -1 damage to unarmored personnel and no damage to armor or half armor. They tend to retreat quickly if it looks like their attack is failing.

Bandits and Irregulars: partly trained and skilled in shooting and h2h. They fight at -1 against military and security. They only attack when they have overwhelming odds. If half their men are removed in a fight, they immediately retreat.

Cyborgs: humans that have robot parts. These are usually treated as half-armored. Some can fight and shoot. Some, like the Borg, can only engage in H2h. Cyborgs are affected by magnetical and electric fields. In such circumstances, they work, shoot and fight at -1.

Androids: Robots that can act as if sentient. They are considered to be half or fully armored. Robots get +1 when shooting and in H2H. Their biggest limitations are movement. Many cannot enter water. Some have problems climbing or making quick turns. Robots have the same problem as cyborgs in disturbed magnetic and electrical fields. Robots do not feel fear and so are not affected by casualties. They will halt 1 turn if the commander is eliminated. Robots do not have to be part of a team. They may operate alone. Androids are affected by magnetical and electrical fields. They move, work, fight and shoot at -1 under such circumstances.

BEMMIES: Non-hominid Space creatures. They may be technologically capable, but most are not. Many are like animals who use their natural weapons. Bemmies are guided by instinct and animal necessities. Some are territorial, some nomadic, and some are neither. However, some species exhibit greater-than-animal intelligence and can even communicate sentiently. Their motivations are: Repel intruders, repel competitors for food or other materials, steal by force, look for food or other resources. Examples are the Horta, Gorn, Mogatu, "IT", Bugs.

Killer Mode Robot / Cyborg: These are robots or cyborgs programmed to kill a specific individual or do a deliberate act of sabotage. They are either assassins or bombs. Killer Mode machines can use disguises to get close to an enemy. They might also be "moles" whose real role only surfaces when they are activated. A killer mode machine will eliminate anyone and anything that is between it and its target. They should be considered half or fully armored. If the killer mode machine is a saboteur - moving bomb, it may explode if hit or overcome in h2h. (roll a die to see if its merely drops or if it explodes 1, 2 it explodes). Saboteurs have to roll a die when they reach target, (a 1 means they failed to explode 2 through 6 means the thing detonates.

Androids are affected by magnetical and electrical fields. They move, work, fight and shoot at -1 under such circumstances.

A killer mode assassin will only go after a target that merits it, such as a commander or a special operator or highly valued technician. Think of Terminator

(optional Shambattle spy rule variant - each player may activate a spy among the opposing side. The spy can be a concealed killer mode robot.)

## **Hominids:**

Star Trek: Vulcans, Klingons, Romulans, Andorians, Cardassians, Ferengi, Jem Hadar, etc.

Farscape: Sebaceans, Peacekeepers, Nebari

Mammalians: Wooks, Ewoks (Star Wars)

Reptilians: Scarrans (Farscape)

Pesco-phants: Depth men (Buck Rogers)

## **Climate Conditions**

Climate conditions and pools are optional rules. All this is speculative at the moment.

### **Earth-type atmosphere**

#### **Bad or no atmosphere**

#### **Corrosive atmosphere.**

#### **Low gravity**

#### **Magnetical field**

#### **Electrical field**

These are all optional rules.

Low gravity - movement doubles. The entire playing field may be low-gravity or there may be low-gravity pools.

Hi gravity - movement is halved. Rather than make the entire game hi-gravity, have “gravity pools” where those entering are slowed. These can be like the swamps of conventional OMOG.

Corrosive -figures can operate a certain number of moves before seeking shelter. Roll a die at the beginning of the game to see how many moves they can remain outside. Add 3 to the roll. When they get to shelter, roll a die to see how long before they can venture out again.

Shelter can be a cave or small building, also the equivalent of the towns of conventional OMOG.

Low or no atmosphere: still working on this one. In a skirmish, combatants would have enough air to last for the whole game.

Magnetical and electrical fields vary. These may be pools which affect those passing near or through them. (For instance, anyone within a half move is affected) They may also affect the entire playing area. Roll a die for each turn. A six means that an electrical or magnetical field affects the battle field (Perhaps the result of sunspots on a nearby star). Roll a second die to see how many moves the field lasts.

A magnetic field will halve the effective range of all projectile weapons firing into it, from it or over it. It will also slow any vehicles that come within a move of it.

An electrical field will halve the effective range of all energy weapons firing from it, into it or over it. It will also impede all communication within a move of it.

## **Rebels versus Government Forces**

Let's be clear about what we mean by rebels. The Confederate forces of the Civil War may have been called Rebels, but they were the regular army and the state militias of the Confederate States. They were fighting with the support and at the behest of their government. (Or in the case of the Confederacy, "Goober-ment", yee-all) The American Revolution had a Continental Army as well as State militias. There was a government - the Congress. The Revolution also had the support of a major ally, the French. (They were opposed by English troops and Scots, who are Celtic hillbillies.) These do not fit the usual definition of rebellion.

Let us look at the more common types of rebellions.

As opposed to government-supported troops, rebels tend to be poorly armed and lacking in logistics. Unless given sufficient aid by a friendly government, they lack the firepower, communication, transportation and supply to match their adversaries. In the last century, for instance, rebel forces have had to rely on older weaponry and equipment. One case is guerrillas in Southeast Asia who were using a mix of outdated French and Japanese weapons left over from World War II. It was only when Red China offered support that they acquired modern weapons and equipment. Even then, much if it was older stock. The Malaya rebellion and Huk revolt used older Japanese and Allied weapons left over from World War II. The Cuban revolution started with a shortage of rifles. Many of its weapons were outdated military arms and sporting shotguns.

A major problem for futuristic rebels is a matter of communication. Government troops will be able to contact their leaders and get support. The only problem is how long it takes to arrive. This can be artillery / missile strikes, air and ground support. On the other hand, rebels may be able to arrange to evacuate in the face of overwhelming odds. Again, there is the factor of time before evacuation arrives.

The game begins when first contacts is made between government troops and rebels.

To play this disparity in communication in a game, start with the number 6. Roll one regular die (I use six-sided dice, not nerd dice. Six-sided dice are easy to get. Not so with multi-sided nerd dice. If there is not a gamer shop / nerd-market nearby, you are out of luck.) Add that to 6. That is the number of turns the rebels have before government reinforcements and support arrive.

A trickier game was is to play six turns and then roll the die to see how soon enemy reinforcements and reaction teams arrive. This is a case where the arrival of the enemy reinforcements is unknown beforehand.

For evacuation. If any force is about to be overwhelmed, roll one die. That is how many turns before the evacuation shuttle or carrier arrives. For the opposing side, that is how long they have to finish the enemy before they get away.

You may still have to fight as you make your escape.

## **Raids**

A raid can have various objectives: destruction of a facility or specific item, assassination or capture of a key figure, a diversion, or a raid just to rattle the enemy. The same rule can be used to determine how long players have before an enemy reaction-team arrives. Play for six turns. After the sixth turn, roll a die to see how long before enemy reaction teams arrive.

Of course, you can go on a raid and know how long it will take the enemy to counter. In this case, before play, roll a die and add 6. Add them and you get the number of the turn when they arrive. It gives the attacker a time limit in which to achieve his goal, if possible.

Raids can be launched against rear echelon depots, criminal hideouts, military outposts, supply depots and more.

If the defenders are REMFs and security, the reaction team can be a higher echelon of security or soldiers. A reaction team that is outgunned, say Security facing soldiers, might call for an even higher echelon for a response. In effect, the Security people respond first, and when they cannot handle it, they call in the army.

## **Reaction Teams**

For playability, the initial reaction team may be another squad of troops. Their starting point makes a big difference. For instance they may land three moved behind the most forward

troops. If entering on foot, they would start at the edge of the table. They may arrive closest to the troops they have come to support. Or you might have them arrive a couple moves away.

For reinforcing a facility, the team may land on a landing pad.

To assure that the other side has to leave the field or be annihilated, it may be useful to have a second reaction team arrive three or four moves after the first.

## **Aggression**

Some sci-fi types are harder to control. One factor is aggression. Klingons, Andorians, Cardassians, Wookies, Scarrans, Luxans and Jem Hadar come to mind. One may simulate this by making a rule that such types, when within one or two moves of an enemy, will automatically attack.

Klingons, Peacekeepers, Wooks, Luxan and Andorians roll a dice when an enemy unit comes within two moves. on a 2 - 6, they follow orders. On a 1, they advance to attack in spite of orders.

For Jem Ha'dar and Scarrans, 3-6 means they follow orders. On 1 or 2, they advance to attack.

When enemy approaches within one move, Aggressive species roll. 1-3 they advance to attack, 4-6 they obey orders.

## **Projectile versus Energy Weapons:**

Starship Troopers used rifles firing bullet-type projectiles. Star Trek, Star Wars and Farscape weapons were of the energy type. the exception would be rocket launchers (bazookas) whose projectile explodes when hitting a target.

Projectile weapons are unaffected by electrical fields.

Energy weapons are unaffected by magnetical fields.

These are my notes so far. Obviously, there is a lot more work to be done.

## **The Map**

The map would be pretty much like OMOG, except for a few possibilites. Omog is played in an Earth type climate. In other environs, woods would be replaced by tall rock formations that look



like stalagmites. Swamps might be replaced by magnetical or electrical energy fields. In place of rivers and lakes of water, there might be rivers and pools of other stuff that make them impassable.

One might place a few structures on both sides of the board. These might be small buildings or abandoned spacecraft or such. They can be used as objectives or even safe havens against corrosive atmosphere and such.

### **Optional Air Rule**

In places with no atmosphere, there is a danger if the space suit gets punctured. This affects hand-to-hand combat. After each round of hand-to-hand, any players not killed roll 1 die. On a roll of 1, there was space suit damage. That player has two moves to get to a covered vehicle or a structure. If not, he dies of asphyxiation.

### **Vehicles**

These are speculative and need to be refined.

Ground vehicles move at double the rate of foot soldiers. They cannot go through woods or swamps or their equivalent. They can breach rivers and streams and their equivalent. Hovering vehicles can fly over magnetical fields, but must bypass electrical fields. Ground vehicles can safely pass electrical fields, but go half their normal speeds through magnetical fields.

Hover vehicles can be unarmored or lightly armored. Ground vehicles may be unarmored, light or heavy armor.

A hit from a smart grenade can cause a hover vehicle to flip. If so, the vehicle is destroyed but the riders are safe. They may not move for 1 turn after being hit. Roll to see if it hits. Then roll to see if it damages it: 1-3 it does nothing, 4-6 it flips the vehicle.

A smart grenade can damage an unarmored ground vehicle. Roll to see if it hits. If it does, roll for damage. 1-3 no damage, 4-6 vehicle is damaged and crew escapes.

A heavy rifle or bazooka / rocket can destroy a hover vehicle and eliminate half of its riders. It can do the same to an unarmored ground vehicle.

A heavy rifle or bazooka may damage an armored vehicle if it hits. Against a light armored vehicle, roll a die. On 1 or 2, the shot bounces. 3 or 4 is light damage - vehicle is considered unarmored from then on.. 5 or 6 is heavy damage, vehicle destroyed and crew exits.

Against a heavy armored vehicle, a heavy rifle or bazooka / rocket rolls after it hits. 1 or 2 does

nothing. 3 to 5 does light damage. Vehicle is considered light armor from then on. 6 destroys vehicle, crew escapes.

(I like the MPC APC and tank for space games. The APC is considered light armor, the tank is heavy armor. The tank gun fires like a rocket / bazooka.)

### **Figure Sources.**

There are many sci-fi figures out there in many scales. You can use any scale figures you want. For 54mm, sets like the Airfix and Britains space figures and the Tim Mee Galaxy Laser team are a good source with a lot of variety.. Collectors may opt to use the classic Ajax and Archer space men. (Glencoe reissued the Archer figures a few years ago.) There are also the many small Star Wars and Star Trek and Starship Troopers figures. For smaller scales, there is conventional nerdware such as Warhammer 40,000.

These rules will work for nerds as well as for decent, productive, useful and respectable members of society like you and me.

OMOG Advanced is the basis for these rules. you can download a copy here:

<http://www.thortrains.net/armymen/OMOG-advanced-game-2015.pdf>

<http://www.thortrains.net/downloads/OMOG-advanced-game-2015.pdf>