

PLAYERS COLLIDE

A role-playing game by Craig House

INTRODUCTION

The basic concept of players collide is that the players divide up between two (or possibly more) groups, then the oppose each other in some sort of situation. The GR (game runner) might make police on robbers, space pirates on a company shipping security or two spy organizations. The players make the leaders or controllers of the side for their characters and then the GR makes the rest of the side they chose. The player's however, get to give their side things.

Play works like this. The GR takes what the players of a side say they are doing and how long it will take for the actions to be completed is then determined. The GR then goes over to the other side and gets their actions and how long they will take. The GR then informs a side if something interesting interrupts their actions, which could be the other side's action. Combat is handled by each person involved saying what they are going to do. The action has a time in seconds and each second is counted off and finished actions happen at the end of the second. The players could look up an action on a table or make their own by timing things in the air or just estimating how long it would take.

I find that role-playing games are just the person making the adventures making a few events to happen to the players and combats in the party's way. The players go to each event without variety. I hope you enjoy my attempt to break away from this.

CREATING THINGS FOR THE GAME

CREATING SIDES

The GR beforehand makes the people, places and belongings of both sides. Making a list for the people, maps for the places the side has for its use and another list for belongings.

The players decide what side they are on randomly with dice or by deciding what side they would like to be on. The players do not get to see what the side has, as that would result in the other side knowing about the other.

The players have 100 “buy points” to give their side things. The GR sets the value when a range is given on the table. Exceptional means that the side would not ordinarily have it and could not get it easily by buying it. A military might have a tank, but a bunch of robbers certainly would not. The GR may rule that the side simply cannot get that item because it is too hard to come by. The table at the end of the chapter gives the price of things in buy points.

CHARACTER CREATION

After the players have picked their sides and been given the information that the GR has made they then make their characters. The character first gets a name then a description. A description is a group of four to eight points about the character. They could include a personality trait, a physical trait or anything else that describes the character.

Then the character gets a trait. Think of word to describe the character like sneaky or intimidating. The character then gets three powers. The character picks something his trait could do like make someone tell you something or know something from a piece of evidence. Each power has a percent chance of working set by the GR. The person can not try to do the exact same thing with his power that he has already done, except if the circumstances have changed lots.

That is all you need to make for your character.

MAKING THE GAME

Imagine a space pirates game when all the GR has prepared is an asteroid field, a space dock and a space ship to hunt the pirates. The players would not know where to go, what to do to rob ships, and everything that happens would just involve the three things you have made. Thus it is important to make a large world for the players so the game does not get boring.

The first step is to make 25 places and 10 people for the game. These are things like an asteroid fields on a map or a famous pirate hunter. These are things to make up your story.

Then you will have to pick one or more “scenes” that need workings. .This could be spy scene, crime in a city, or a war. One to three of these is usually enough.

Give each scene “organ systems”. An organ system is something that someone is set up to do. For instance, a crime family has thugs for intimidating, people to sell drugs and defenses to defend itself from police has organ systems. For each organ system create people and places for it, and also how the organ system works. Make enough organ systems to feel like you have a how things work in the story, then you are done.

BUY POINTS TABLE

<i>ITEM</i>	<i>COST</i>	<i>EX.</i>
common item, easily bought	2	flashlight
exceptional, cannot buy easily	10 - 50	car stealing equipment
knowledge of something	2 - 60	how police operate
extra unskilled person	10	person to be a security guard
extra skilled person	12 – 30	criminologist
extra weapon	3	shot gun
extra exceptional weapon	5 – 35	missle launcher
facility for place	5 – 50	crime lab, gun rack
money	1 - 50	cost times amount set by GR
extra vehicle	10 – 20	van
exceptional vechicle	20 – 80	helicopter
something very exceptional	35 – 95	robbers having tank

RUNNING THE GAME

DICE

To play this game you will need to 10 sided dice. You roll two together to determine percent chances and one to determine injury and to see if you hit.

UNCERTAINTY

Often times what happens is uncertain. Will the store carry what the players want? Will he hit it with his gun?. These questions are resolved by the GR setting a percent chance that it will work and rolling two ten sided dice to determine it.

TIME

Play works like this. The GR takes what the players of a side say they are doing, then how long it will take for the actions to be completed. The GR then goes over to the other side and gets their actions and how long they will take. The GR then informs a side if something interesting interrupts their actions, which could be the other side's action. If one side takes longer than another, then the GR goes back to that side only.

The GR quickly jots down on a piece of paper a series of the word "travels" and "actions" with time beside it. For instance he would write travel 2 min., action 5 min, then travel 20 min again. He sums the time to a total time and writes it underneath. He keeps track of the time of day with minutes, hours and whether or not is AM or PM. A calculator would be useful for this.

Players need to eat and do daily things. Sometimes the players may simply want to go about their day to day business for days or may wish to wait. The GR puts wait until some time of day on some day on his sheet.

The GR guesses at how long it would take to complete an action

COMBAT RULES

COMBAT OVERVIEW

Combat begins by tearing off little pieces of paper where the combatants are, making a five foot ruler on another piece of paper and drawing the places on the sheet. The GR then counts off seconds and completed actions happen at the end of the second. How many most common actions take is listed below. The players can make their own actions and time them.

The chance of a hand held weapon hitting is always 80% or 1 to 8 on a ten sided die. The chance of a gun hitting is determined by range. The table is given below in number on a ten sided dice

After a hit is scored on a character, a ten sided dice is rolled to determine how injured the character is. If the severity of the characters wounds exceeds one hundred then the character dies. The character also experiences back up time. This time is added to the characters current action. Also the character is slowed by his injuries. The severity and back up time is given on the table below. Beneath that there is the result of injury table. Bullet proof vests and other body armour may result in less injury. Also, a situation like cover could provide protection. These give a protective rating from 1 to 7. This is the number that is subtracted from the result of a hit. If this brings the result below one then nothing happens.

Vehicles have between 150 to 800 damage severity they can handle before becoming useless. Vehicles are unharmed by bare hands and hand held weapons and take a maximum of 20 percents deaths with a weapon not powerful enough to damage it very well. Otherwise they are treated like people. A death result deals one hundred percent death to a vehicle if the weapon can harm it that well.

Other things like robots or large vehicles are treated like vehicles but may have more percent deaths.

An explosion from a weapon or bomb destroys vehicles and kills people with 100% certainty.

EXCEPTIONAL SKILL

Many people like soldiers or SWAT team members are exceptionally good at combat. They are given a rating between 1 and 75. Only exceptionally good combatants have this rating. This number is divided by one hundred and subtracted from one to give a decimal number like 0.75.

This number is multiplied by the range away from the target and the time it takes to use a weapon. This gives a new effective range and a new number of seconds to use a weapon. The time to use a weapon is always rounded down to the lowest second when a decimal for time is the result, though it can not take less than one second to use a weapon.

25 is a skilled combatant, 50 is a Rambo, and 75 is a one man army.

In settings where hand held weapons are the norm like medieval fantasy worlds, the time to attack the person is multiplied by his rating divided by 10, and decimals are rounded up. The person never gets hit easier because of this.

VEHICLE

In some settings you may get into a vehicle fight. The GR gives a time to move in one seconds and a time to complete each action a vehicle can take for each vehicle involved. Then he assigns a percent death to destroy it.

The vehicle if it needs to turn, then the GR moves it with his hand as it moves. He eyeballs the tightness of how it could turn.

Spaceships and huge vehicles like battleships need new tables drawn up by the GR. They need time to use weapons, damage tables, and range tables for.

ACTION TABLE

ACTION	TIME
<i>Speaking one sentence</i>	<i>2 seconds</i>
<i>Getting up off grounds</i>	<i>3 seconds</i>
<i>Getting off chair</i>	<i>1 second</i>
<i>Opening door</i>	<i>1 second</i>
<i>Using hand held weapon</i>	<i>2 second,</i>
<i>Firing ranged weapon</i>	<i>1 second + 1 second every 5ft. away</i>
<i>Walk four feet</i>	<i>1 second</i>
<i>Run seven feet</i>	<i>1 second</i>
<i>Use vehicle twenty feet</i>	<i>1 second</i>

RANGE TABLE

RANGE	CHANCE
<i>Less than 5 feet</i>	<i>9</i>
<i>5 to 8 feet</i>	<i>7</i>
<i>9 to 10 feet</i>	<i>5</i>
<i>11 to 13 feet</i>	<i>3</i>
<i>14 to 16 feet</i>	<i>2</i>
<i>16 to 20 feet</i>	<i>1</i>

RESULT OF HIT WITH WEAPON

RESULT	Bare Hands	Sharp	Blunt	Small Gun	Large Gun
1	0 / 1s	5 / 2s	3 / 2s	15 / 2s	25 / 3s
2	0 / 1s	9 / 2s	6 / 2s	24 / 2s	33 / 3s
3	0 / 2s	13 / 3s	10 / 3s	31 / 2s	46 / 4s
4	0 / 2s	18 / 3s	15 / 4s	39 / 2s	57 / 5s
5	1 / 1s	25 / 3s	19 / 4s	46 / 2s	68 / 6s
6	1 / 2s	32 / 4s	25 / 5s	53 / 3s	83 / 6s
7	3 / 2s	40 / 4s	33 / 6s	68 / 3s	97 / 6s
8	3 / 2s	65 / 5s	39 / 6s	82 / 4s	death
9	5 / 3s	85 / 6s	46 / 8s	death	death
10	8 / 3s	death	55 / 12s	death	death

INJURED CATEGORIES

RANGE	RESULT
77 -60	Every other action takes one more second
59 – 55	Every action takes one more second
54 – 40	Only walk; walking gets one less foot; every action takes two more seconds
39 – 30	Limp at 2 feet a second, every action takes two more seconds
29 – 18	Crawl at 1 foot second; every action takes three more seconds
17 – 3	Can take action every 7 seconds and takes three more seconds to complete; crawl at 1 foot a second.
3 – 1	completely incapacitated.