

The **Universal Combat System (UCS)** is an expandable miniatures battle system. The UCS is a system of combat rules meant for any number of players in an infinite amount of settings. The players determine what kind of universe their games will be set in, whether it's classic fantasy or even modern warfare. The UCS provides the basic template for the game, and the players work out the details of what types of units will be involved in the campaigns. Players can adjust certain rules to fit the setting and units they have chosen for their games. You can compare this system to being the game master for any tabletop RPG. Like in an RPG, the core rulebook sets the rules for the game while the players create the world they will be playing in. There are many different ways to use miniatures in the UCS system. For example, if you were playing a modern warfare game, you could use plastic army men, tanks etc. You could use any miniatures from any other game, they fit seamlessly into the UCS system. You could even play using ordinary objects from around the house! Spare change, dominoes, chess pieces, ANYTHING. There are no specific miniatures to buy for this game, which saves you the hassle of buying and painting expensive miniatures. With a little imagination virtually any small object in the world can become part of a UCS based army.

The entire UCS system revolves around the unit statistics chart as follows:

	Army Cost	Primary Attack	Secondary Attack	Movement	Defense	Longevity
Level 1	2	2	*	12	1	5
Level 2	5	4	*	12	2	10
Level 3	7	6	*	12	3	15
Level 4	8	8	*	10	4	20
Level 5	10	10	*	10	5	25
Level 6	13	12	*	9	6	30
Level 7	15	14	*	8	7	35
Level 8	18	16	*	8	8	40
Level 9	20	18	*	7	9	45
Level 10	25	20	*	6	10	50
Modifier	----	+X	----	+X	+X	----

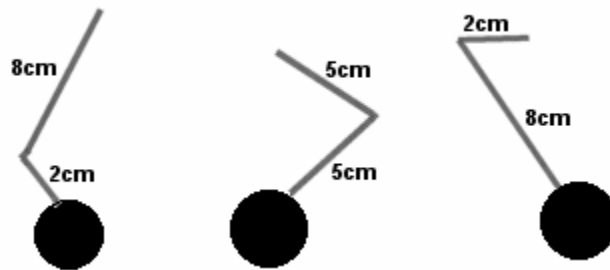
Each level (1-10) represents any unit in your army. For example, in a modern warfare game, a Level 1 unit could be an infantryman, while a Level 10 unit could be an Abrams tank. The chart covers anything and everything in between, giving the player a wide range of options. The secondary attack will always be determined by what type of scenario is being played. For example, the secondary attack of a Level 1 infantry unit (in a modern warfare scenario) would be very different from the secondary attack of a Level 1 elven archer (in a fantasy scenario). The rest of the stats will be expanded upon further in the rules document.

Each player's army has to use at least 4 different levels of units, regardless of the type of scenario being played. The standard point value for a U.C.S. army is 100 points, although larger or smaller games can be played without any change to the rules. The starting orientation of the units in U.C.S. game is entirely up to the Players to decide. Some people like to start with all units on the table, while others like to bring them out slowly. The decision is up to you.

Movement

The Movement Rating for any given unit is simply the number of centimeters they may move in one round. Each unit may use up to their full Movement once per game round. Units cannot move over other units unless explicitly stated by a Secondary Attack or Ability per the scenario being played. Simply put, a

"10" Movement = that unit can move up to 10 centimeters in one game round. Each unit is allowed one change of direction per movement. For example, a unit with 10 Movement can move 5 centimeters, then change direction, then move 5 more. The same unit could also turn before moving, then move it's full 10 centimeters, or move 2 centimeters, turn, then move 8 more.



Finally, after your unit has finished its Movement, it is allowed to be turned in any direction of the player's choice.

Primary Attack

This stat will be fully explained in the Combat Section.

Secondary Attack

This stat will be fully explained in the Advanced Rules section.

Defense Rating

This stat is fully explained in the Combat Section

Longevity

This number is your units' "life total". Once that unit has taken damage equal to or over that number, he is immediately killed, and placed out of play. We suggest you keep three small forms of counters available to represent denominations of 1, 5, and 10 for damage tracking. A good way to track damage would be to use pennies, dimes, and nickels, as they stack easily under each unit in your army. There will be more information on Longevity in the Combat Section as well.

Army Cost

Each unit has an Army Cost on the unit statistics chart that counts towards your army point total. The army cost has to be agreed upon by all players before beginning their game. The standard game is 100 points, although larger or smaller games can be played. The army cost is the same for every scenario, it never changes.

One Game round includes the following:

- 1.) Determine Initiative for Combat
- 2.) Combat
- 3.) Determine Initiative for Movement
- 4.) Movement

Steps 1 and 2 are considered the Combat Phase, while steps 3 and 4 are referred to as the Movement Phase. Initiative is determined 2x per game round, once for the Combat Phase and once again for the Movement Phase. For the Combat Phase, all players check for highest Initiative, and then make their attacks. During the Movement Phase, all players make a completely new and separate Initiative check, and then move their units in the order that is determined.

Turn Order

- 1.) Determine Initiative for Combat

After determining Initiative for all players (as described in the Determining Initiative section), players may go on to Combat (see below).

- 2.) Combat

Starting with the person with the highest Initiative, each player makes a Combat action with one of their units that are able (this will be elaborated upon in the Combat Section) or Passes (see the section about Passing), then the player with the next highest Initiative makes a Combat action with his unit (or Passes), and so on, until you get to the player with the lowest Initiative and he makes his Combat action. You then go back to the player who had the highest Initiative and start making Combat actions in the same order as before (highest Initiative to lowest) and keep going until all players have acted with all their units.

3.) Determine Initiative for movement

Players determine Initiative for movement the same way as for combat (as described in the Determining Initiative section). Players then go on to Movement (see below).

4.) Movement

Starting with the player who has the highest Initiative and working their way down to the lowest, players move one unit at a time, according to each unit's movement value, and as described in Movement above. After all four parts to the round have been completed, a new round starts with a new Combat Phase, and a new Initiative check.

Passing

Instead of using an unit to attack, a player can choose to Pass with a unit. If a unit Passes, it can't attack for the rest of the Combat Phase. If a unit Passes in the combat phase it can still move in the Movement Phase however, like in everything else, the phases are separated.

Combat

All players are given an unlimited amount of passes in the Combat Phase, but remember, if a unit is chosen to Pass, it can't attack that in that Combat Phase.

Movement

It's not necessary for units to pass in the Movement Phase because units can move "0" Movement if they so choose. Therefore, passing is not allowed in the Movement Phase.

Determining Initiative

At the beginning of each phase, all players must check for Initiative. To do this, each player must first declare which unit they will be using first during that phase. Then, each player checks to see what the Movement Value for that unit is, and then subtracts that unit's Defense Rating from it's Movement Value.

*Example: A player will be using a Level 2 unit first during that phase. They check for the Movement Value of that unit, which, according to the unit chart, is 12. The player then checks for the Defense Rating of that unit, which is 2, and subtracts it from the Movement Value. Movement of 12, minus the Defense Rating of 2, equals a result of 10.

Then, with the result that each player has gotten, they each roll a 6 sided die once, and add that number to the previous result.

*Example: The player in the previous example who came up with a result of 10 (12 Movement - 2 Defense), rolls a 6-sided die and gets a 3 on the roll. That player then adds 3 to his previous result (10) and comes up with the final Initiative value of 13 (10 + die roll of 3).

The player with the highest Initiative value goes first during that specific phase, the player with the next highest goes second during that phase, and so on, and so on. If there is a tie after the first initiative roll, simply roll again until the tie is broken.

*Reminder: Initiative is determined once per separate phase; once in the Combat Phase and once in the Movement Phase. After the first check is made, it has no further effect on the second Initiative check in that round.

Combat

Any unit within 4 centimeters of an enemy unit (in the Combat Phase, after combat Initiative is determined) may attack the unit using its Primary Attack Rating *or* Secondary Attack. All following rules pertain to using the Primary Attack only. After a unit attacks once in the combat phase, it cannot do so again until the next round. To determine if the attack is successful, use the following table:

Attacking Unit's Level	2D6 Roll Result Needed
Level 1-3	2-9
Level 4-7	2-8
Level 8-10	2-7

*Example: Player 1's Level 4 unit is 2 centimeters from one of Player 2's units. He decides to initiate an attack. He rolls 2d6 and gets a total of 5. The total is between 2-8, so the attack is successful.

When a unit successfully completes an attack on an enemy unit, the enemy unit takes damage (to its Longevity) equal to the attacking units Primary Attack Rating. Mark this damage with counters or any other mutually agreed upon method.

Defense

The unit that was just hit by a successful Primary Attack must roll a 1d6. If a "6" is rolled, that unit **must** absorb (cancel) an amount of damage equal to its Defense Rating.

*Example: Player 1's unit just successfully rolled a hit against Player 2's unit. Player 1's unit has a Primary Attack value of 12, so Player 2's unit takes 12 damage to it's Longevity. However, Player 2's unit gets the chance of rolling a 1d6 to prevent damage equal to it's Defense Rating. For the sake of explanation, let's say Player 2 rolls a "6". If his Defense is 4, he would then subtract that from the Primary Attack Rating of the unit that hit him. So, $12 - 4 = 8$, Player 2 takes 8 damage to his unit's Longevity instead of 12.

Multiple Target Attacks

A single unit can choose to attack two units within 4 centimeters if it chooses, with it's Primary Attack. To hit both targets, a new roll table is used:

Attacking Unit's Level	2D6 Roll Result Needed
Level 1-3	2-6
Level 4-7	2-5
Level 8-10	2-4

If the modified roll is successful, both units are hit by the attack. The attacking player decides how to divide the damage among the defending units. However, both defending units must roll to see if their Defense absorbs some of the damage. No unit may attack more than two units.

*Example: Player 1 decides to use his Level 3 unit to attack two of Player 2's units (both within 4cm of the attacking unit), both of which are Level 1. Player 1 then rolls 2D6 and rolls a total 6. After looking at the chart, Player 1 sees that the attack was successful. Player 1 then decides to divide the damage between the two defending units, and opts to give 3 damage to each. Player 2 then must roll 1D6 for each of his units to see whether or not he will be able to absorb any of the damage that was assigned as described above in the Defense section.

Friendly units of the same level and within 2 centimeters of each other, may attack 1 unit (if all are within 4 centimeters as usual). The units are considered to be attacking in a group. All units in the group must be within 2 centimeters of any other units in the group. On the following diagram, Figure 1 shows a group that contains all 3 units, while Figure 2 shows a group containing only 2 units. The 3rd unit on Figure 2 is not within 2 centimeters of all other friendly units, so it can't be part of the attacking group.

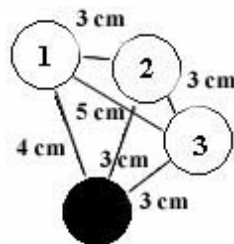


Figure 1

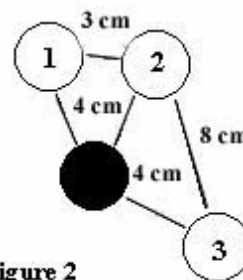


Figure 2

The single die roll is made as normal for units of that level (remember, all the units in the group have to

be of the same level). If the roll is successful, damage is done to the defending unit by all the units in the attacking group. However, the defender can roll a 1d6 to try and absorb damage for each attacker in the group. When you roll for defense, specify which unit you're rolling for before the actual roll.

*Example: Player 1 attacks Player 2's unit with a group of three units (of all the same level; in this example, they will be Level 5 units). Player 2's unit is a Level 6 unit. All of player 1's units are within 2 centimeters of each other, and they all are also within 4 centimeters of the target, therefore they are all able to attack in the same group. Player 1 then checks to see what he needs to roll for his group (and since they are all Level 5, he has to roll between 2-8 on 2D6), he rolls and gets a total of 7; a successful attack. He then adds together the Primary Attacks of his units (Level 5 units have an attack of 10) and comes up with a sum of 30 total damage that will be dealt to Player 2's unit's Longevity. Player 2 must then roll 1D6 once for each attacking unit to see if his unit can absorb hits. Remember, you must roll a "6" to be able to absorb damage. Player 2 rolls the dice, and he gets a "4", "1", and a "6" (one roll for each attacking unit). Player 2 got a "6", so he can absorb the damage of one of the attacking units. His unit's defense is 6, so he can absorb 6 damage from one attacker. Player 2's unit will now only take 24 damage to its Longevity. Had Player 2 rolled two "6"s, he would be able to prevent damage equal to his Defense Rating from two of the attacking units and so on.

All distances for moving and combat are always measured from the center of a unit, regardless of its size.

Terrain Rules

In the U.C.S. system there are optional rules to play with Terrain. These are only guidelines, and can be modified to fit the particular scenario being played.

Elevated Terrain

If a unit is attacking another unit on Elevated Terrain, the attacking unit adds +2 to his roll, making the defending unit on higher Terrain harder to hit.

*Example: Player 1's unit is standing guard on a small hill in the center of the battle area. Player 2's unit is on level ground, but it is still within 4 centimeters of Player 1's unit. Player 2 decides to risk a chance at attacking Player 1's unit. He rolls as usual for a unit of his level. In this case, his unit is a Level 6, so he needs to roll a 2-8 to hit. He rolls his 2d6, and gets a total of "7". He now adds 2 to that total (to represent the increased difficulty in attacking a unit on higher ground) and gets $7 + 2 = 9$. So, his attack fails, when under normal, level Terrain conditions it would have been successful.

The exact opposite is true if a unit on Elevated Terrain is firing on a unit lower than him. The attacking unit gets -2 to his roll, making the defending unit easier to hit. All other combat rules, including attacking in groups and firing at 2 separate targets are treated the same as normal, with the exception of the +/- 2 modifier on the die roll.

Barriers

Barriers are anything that blocks normal Movement, such as rivers, lakes, walls, or large buildings (or anything else you can dream up). Units cannot move across Barriers under any circumstances (unless a unit has a special ability such as the ability to fly, etc.). Attacking is also not permitted if a Barrier separates attacking and defending units.

Partial Cover

Trees, bushes, or the corners of walls or buildings could be considered Partial Cover, because they hinder the effectiveness of attacks. Whenever a unit is attacking another unit inside of Partial Cover, or vice versa, the attacking unit gets a +1 modifier to its roll to represent the difficulty of trying to hit a partially covered unit. All other Combat rules, including attacking in groups and firing at 2 separate targets are treated the same as normal, with the exception of the + 1 modifier on the die roll. Also, when a unit is attacking another unit, and the path crosses two or more forms of Partial Cover, add an additional + 1 to the roll for each additional form of Partial Cover. For example, if a unit is attacking through 2 forms of Partial Cover, it gets a + 2 modifier to its roll; if attacking through 3 forms of Partial Cover, it gets a + 3 modifier, etc.

The Terrain Rules are completely optional and can be modified to fit the particular scenario you are playing (if in space, the Elevated Terrain rules obviously won't have any effect). You can even add your own new rules to accommodate different types of Terrain if you wish.

Advanced Rules/Scenarios

Secondary Attacks

All prior Combat rules applied only to Primary Attacks. Secondary Attacks are something completely different; they add a new dimension of combat in your U.C.S. game. Secondary Attacks are only defined by what type of Scenario you are playing. For example, your Level 1 unit in a modern warfare game will have

a completely different Secondary Attack than your Level 1 unit in a mech based sci fi game.

*Example: In a fantasy based game, a Level 1 elf archer could have a Secondary Attack that lets it attack one unit at a range of 12 centimeters (instead of the normal 4) with it's normal Primary Attack number, following all Primary Attack Combat rules.

*Example: In a mech based sci fi game, a Level 4 Juggernaut mech could have a Secondary Attack that allows it to attack as normal with its Primary Attack, but the defending unit can't attempt to roll to absorb damage with it's Defense.

Abilities/Traits

Certain units can also have Abilities or Traits that help define their uniqueness from other units.

*Example: In a WW2 based game, a Level 7 P51 Mustang could have text that reads "This unit can move over Barriers and other units, without stopping"

Remember, Secondary Attacks and Abilities/Traits are completely up to you to determine, based on what type of game you're playing, and what type of unit you're using. It's this aspect of the rules that makes each game you play unique in its own way.

Modifiers

The unit statistic chart is currently set up in a way that always makes lower units faster and less powerful while higher level units are slower and more powerful. Obviously, you're not always going to want your units to be restricted like that. Before each game is played, you're allotted 12 points to distribute between the defense, primary attack, and movement of your units. A maximum of 4 points can be distributed to any given statistic of one unit. So, if a unit has a primary attack of 5, you can use 4 of your 12 points to make its primary attack 9. You could use your remaining 8 to boost that unit's movement and defense as well, though it might be more beneficial to distribute the points more evenly between your units.

We recommend that you create your own universes to play in, or use this system to play in already established gaming worlds. We are including in this rulebook, a classic fantasy scenario for you look over and get the basic idea of how world creation works in the U.C.S. system. In the long run however, the U.C.S. is more valuable if you create your own rules and scenarios. We hope you have fun with our combat system, and remember, the possibilities are endless!

3J Games, 2001

Game Design by Jesse Carlucci

Please visit our website at <http://www.freewebs.com/3jgames>

[web hosting](#) o [free hosting](#)