

### CREATE CHARACTERS AND CANNON FODDER

Don't spend a lot of time setting up troops whose main purpose is to be wasted by your enemies. Use a single statistic for Melee and Morale. You can also use one number to represent morale for the entire party, that number is determined by averaging out morale for the group (average up). This is fine for battles where you want quick results and don't want to be fumbling with paper and dice. Heroes are always able to roll separately even if their Morale number is used to determine group Morale. And remember these are merely guidelines, alter as you see fit.

### Number (level) Chart

Choose a number from below for your main characters and/or hero and then add cohorts or cannon fodder troops.

2 year old = 1

10 year old = 5

Average person = 10 -12

Trained soldier = 13-14

Highly trained soldier or vet = 15-16

Superior leader or elite vet 17- 18

Exceptional/ human limit/hero 19-20

### Grunts/cohort/cannon fodder team sheet

name	Stat	weapon	dead
trooper 1	12	SMG	
trooper 2	12	rifle	
trooper 3	12	rifle	
trooper 4	12	rifle	

If two combatants have the same number and are engaged in hand to hand combat, both roll and lowest roll wins. This represents blocking, looking for an opening and getting past guard.

### Melee

You have your character and cohorts ready to go, so after an encounter, when the fight breaks out, here's what to do.

- Highest Statistic rolls first.** Roll a dice to break ties. Turn, attack or action (dismount, ready weapon, take cover)
- Designate targets** or pick random targets by rolling a dice and each number representing an available target.
- Roll D20** if results are lower than attackers statistic, target is out of play. Heroes may roll for luck.
- Morale**, If one side is losing badly (2 casualties for each of the enemies or worse) or even the odds look bad, roll Morale to determine if their morale will hold out.

**Move** = 6 inches, 30 feet, 10 meters each Turn, doubles on second turn if running in a straight unobstructed line.

**Turn** = 3 seconds

**LUCK** = Saving Throw for heroes or VIPs.

In movies, comics and heroic fiction, the hero seldom perishes. To represent that in game terms, your party leader or hero gets to roll this extra attribute luck. Roll lower than the characters number or level to avoid catastrophe. But beware, your hero can still die if he rolls higher than his luck. A roll of 20 on a D20 is always a failure.

Every situation is different and requires some thought, use modifiers per circumstance.

### MELEE MODIFIERS

Attacking From Side	+2
Attacking From Back	+8
From Above (mounted, on stairs)	+2
From Below (reverse of above)	-2
From Knocked Down Position	-5
Delaying Aim 1 Turn	+3
Target is not moving	+5
Target behind cover	varies
Turn 180° and fire/attack	-6

### Abandoned Mind Games

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