

# NOPE FOR WOOL!

The No Opposing Player Environment or NOPE for short is a supplement for the w00t! system. It is designed so one or more player may use w00t! to play solo games or as a team against an incorporeal intelligence known as the Automaton.

## Building Forces

Players using a premade setting build forces as directed. If not, decide on a point allowance and other rules for creation. The Automaton has a point allowance equal to the total points allowance of all players. The Automaton uses a set of generation tables to determine what units and how large those units are. This is not done pregame instead units are generated during play and the points subtracted from the Automaton's total. Rules for creating what combatants are available for the Automaton and creating generation tables are given later.

## Set Up

Use the setting to set up the battlefield. If there is no predesignated set up the players may set up the battlefield as they see fit as described in w00t!. Then it is decided which side shall be the Automaton by flipping a coin. All rolls and measurements for the Automaton are made by players. All Automaton's units are moved by the players. Any measurements needed for the Automaton are made before the move or attack, standard w00t! rules for rolling and measuring still apply to player units.

## Initiative and Turns

Initiative is handled the same each player rolls a d6, as well one player rolls a d6 for the Automaton. Play turns proceed according to highest score to lowest. Each turn for the players is handled as normal in w00t!.

## The Automaton's Turn

On the Automaton turn, first roll on the generation tables 1 time for each player, follow instruction on the generation tables for limitations and possible additional rolls. The generation table roll will tell you what combatant and number of minatures this makes up the unit. It also tells you how many units like the Automaton can have. Subtract the appropriate amount of build points for each unit from the Automaton's total.

New units are placed on the Automaton's edge of the battlefield. To determine exactly where some dice must be rolled. First roll to see what foot of the edge does the unit start in. Use whatever dice and method seems appropriate for your battlefield. For ex. The battlefield is 3' wide, roll 1d6. A score of 1 or 2, entry in the first foot from the player's left, a score of 3 or 4 the second, and a score of 5 or 6, the third. Then determine the exact inch within that foot (also from the player's left) by rolling a d12. This is the middle of the new unit arrange combatants accordingly.

After placement of new units. Roll for which pattern the Automaton will use to activate units this turn. Use this pattern to perform all mandatory and regular activations. Once all of the Automaton's unit have been activated, it's turn ends.

## Automaton Unit Activation

Each combatant available to the Automaton has one additional stat called Tactic. Tactics are rules that govern how that combatant unit will behave on the battlefield. A tactic does not add to the cost of the combatant simply pick an appropriate tactic and add it. Use the tactic of a unit to determine its actions on its activation.

### Automaton Unit Activation Patterns

#### d6 score Pattern

- |     |  |
|-----|--|
| 1-2 | Activate units from the left player's edge to right.                                       |
| 3-4 | Activate units from the right player's edge to left.                                       |
| 5-6 | Activate the centemost unit then alternate left and right going outwards activating units. |

### Tactics:

**Relentless**- The unit will move directly across the battlefield until it runs into terrain or is attracted to the enemy. If it hits terrain on its next activation roll a die, on evens the unit will move left till it clears the terrain then continues its forward movement. The unit is attracted to the enemy when it passes within 8" of an enemy unit and has line of sight or there was any attack on the battlefield. The unit will move directly towards the spotted unit, or the unit involved in the attack. It will use all actions to move until it is in base contact then it will melee attack. If for whatever reason, morale or otherwise, it will begin its forward movement again till the prescribed conditions are met.

**Scavenger**- The unit will enter the battlefield and move to a position 4 inches behind the nearest friendly unit. If the covering unit moves for whatever reason on the unit will then take up the same position behind the nearest friendly unit. The scavenger unit will then only move to attack any enemy unit within its Move value that has a Combined Die Total (CDT=unit's number of dice  $\times$  AD  $\times$  current combatants) less than its own. It will also make a ranged attack if capable against any enemy unit without a ranged attack, within its Range value.

**Shock**- The unit will behave as if it had the relentless tactic. If the unit has a ranged attack it will only use full move actions to bring the target unit within in range and no closer. The unit will continue the attacking until the target unit fails a morale check, moves out of range, or disengages base contact.

**Seige**- This tactic is only usable by units with ranged attack. Unit will make full moves straight forward till within firing range and line of sight of enemy unit. The unit will not move any farther forward but will fire on each action at the closest target in range and line of sight. When engaged in melee the unit will withdraw next activation two full moves or until the unit reaches its home edge.

**Vigilant**- Once the unit has entered the battlefield it will move to the nearest terrain feature and will take up a position with the terrain to the unit's left or right, whichever is closer to the enemy. There it will hold. The unit will make a ranged attack on any enemy unit that comes into range. If it is engaged in melee it will make melee attacks till either is removed or fails morale. If any friendly within 12" is currently in base contact with an enemy unit. This unit will move to melee attack that enemy unit. Till either are removed or fail morale. Then the unit will return to its holding position.

**Ambush**- When a unit with Ambush is generated, roll a d6 for each player unit from battlefield left to right. If there are multiple players use current initiative order of the players and roll for one unit of each player the same way and then repeat. The first player unit to score a 6 is the one ambushed. If the generated unit is only capable of melee attack, then place it in base contact with the ambushed unit. When activated it will make one melee attack against the ambushed unit. After that the ambushing unit will behave as if it has the relentless tactic. If the generated unit has a ranged attack place it at a distance from the ambushed unit equal to its range. On its activation it will make one ranged attack against the ambushed unit. The unit from then on acts as if it has the seige tactic.

## Creating Automaton Forces

First you must have an idea for the setting and begin developing different combatants that would be available to the Automaton. Use the standard rules for creating combatants in w00t!. Feel free to use whatever combatant types you think appropriate.

Generation tables are based on build point allowances. Each table has a die type associated with it that the Automaton uses to roll on that particular table. Each table has a number of vacancies that must be filled in with combatants. Most of the combatants used to fill in a particular generation table cannot have an AD die type higher than the die used by the table. For ex. The generation table uses a d6, combatant AD die type must be d6 or less. The one exception is the highest slot on the table may have a combatant one die type higher than the generation table die.

The number of combatants that can be in each unit maybe preset or can be variable. Ordnance units are always preset to reflect the number of combatants need to operate the weapon at full strength. One vehicle counts as a unit.

To fill in a generation table. Find the table matching the build point amount you will be using. Pick the number of slots you will be using, it must be between the minimum and maximum number of slots allowed for that table. The first slot will go to the weakest combatant you are using and rises from there to the strongest. Each slot has some options. First is the number of units of that combatant that can be generated. This is set by how many slots you are opting to use. A ? means an unlimited number of units are possible until build points run out. Next is how many combatants are in the generated unit. Start by assigning either a die roll or a preset number to the lowest slot. This slot may either have a die equal or lower than the generation table die or a number also less than the generation table die. For the next slot you may use the same die type and number again. If there is another slot you must a lower die type or number unless you did not reuse the last die type or number already. Continue filling slots this way until you are down to a d4 or 2 then continue using d4s or 2s to finish filling in the table. If a vehicle occupies a slot there is always one in a unit. The rules for filling in slots jump slots filled with a vehicle. This method may dictate where certain ordinance units are placed on the table.

### Generation Tables

Die	Point range/	Die slots/	Total units available from highest to lowest slot
d4	0 to 750/	1-2 slots/	1, ?
d6	751 to 1500/	d6 2-3 slots/	1, 2, ?
d8	1501 to 3000/	3-4 slots/	1, 2, ?, ?
d10	3001 to 6000/	3-5 slots/	1, 2, ?, ?, ?
d12	6001+ /	4+ slots/	1, 2, 3, ?, ?, ?

Once the table is filled, a die roll score must be assigned to each slot used. The lowest slot begins with 1+ and goes up from there, uses the chances for how likely a particular unit will be on the battlefield to guide you.

### Example Table Build

Johnny wants to have a small battle with some orcs so he creates some combatants: a basic orc warrior, an archer, and a goblin wolf rider. Johnny's force is only 1360 points so he checks and he will be using a d6 generation table. He decides to use all three slots available. The weakest orcs is the warriors so they go in the lowest spot. He also decides that a unit can have a d6 amount of warriors in it. He also checks and sees a ? meaning the Automaton can have any number of warrior units. For the next slot he assigns the next highest value combatant, the archer. He used a d6 last turn, he could use it again or a lower die type, he decides to use it again. He again checks and notes the Automaton can only have two archer units. For the last and highest slot he assigns the wolf riders. He has used d6 twice now so he cant use it again, so he opts for a d4. A wolf rider unit can have d4 combatants in it. He also sees the Automaton can only have one unit. Finally he has to assign d6 scores to each slot. He has to start with the lowest, the warriors. These are pretty common so one unit enters the battlefield on a score 1-2. The archers are more uncommon so they enter on a 4-5, and the rarest, the wolf riders enter on a 6.

### Johnny's Orc Generation Table

d6	# of units	unit strength and make up
1-3	?	1d6 Orc warriors
4-5	2	1d6 Orc archers
6	1	1d4 Goblin wolf riders

### Conclusion

The game can end for a variety of factors. First if players meet any victory conditions set out at the beginning of the game. Such as holding a terrain feature unchallenged for two turns. There could be a predetermined number of rounds after the conclusion of the last round the total build points lost by both sides is compared. The side with least amount of loss is the victor. One side may lose by default if all its combatants are removed from play.

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Flanker- attack nearest regimented unit that is perpendicular to it or it can move into perpendicular alignment with.