

OPR PRESENTS

DOUBLE TAP



Double Tap v1.2

by Gaetano Ferrara (<http://onepagerules.wordpress.com/>)

Introduction

Double Tap is a single-page miniatures game of fast paced spec-ops firefights set in the near future.

The game uses a reaction system which keeps both players engaged at all times as units dodge bullets and exchange fire.

About OPR

OPR (onepagerules) is the home of many free games which are designed to be fast to learn and easy to play. This project was made by gamers for gamers and it can only exist thanks to the generous support of our awesome community!

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Thank you for playing and happy wargaming!

Gaetano Ferrara (onepageanon)

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General Principles

The most important rule: Whenever the rules are unclear or don't seem quite right, use common sense and personal preference. Have fun!

Quality Tests: Whenever you must take a quality test roll one six-sided die trying to score the unit's quality value or higher, which counts as a success.

Line of Sight: If you can draw a straight line from attacker to target without passing through any obstacle or unit, then it has line of sight.

Modifiers: If you need to roll a 7+ or higher to succeed, then a roll of 6+ followed by 4+ counts as a success. Note that a roll of 1 is always a fail.

Preparation

The Battlefield: The game is played on a flat 4'x4' surface, with at least 15-20 pieces of terrain on it.

The Armies: Before the game players must put together a force of 75pts worth of units.

Deployment: Players roll-off, and the winner picks which long table edge is his deployment zone, with his opponent taking the opposite edge. Then the players alternate in placing one unit each within 12" of their table edge, starting with the player that won the deployment roll-off.

Mission: Place D3 objective markers on the table. The players roll-off, and the winner picks who places the first objective marker. Then the players alternate in placing one marker each outside of the deployment zones, and over 12" away from other markers. Units that are within 3" of a marker whilst no enemy unit is count as having seized it, however Wavered units can't seize or stop other units from seizing markers. After 4 rounds the game ends and the player that has seized most markers wins.

Playing the Game

The game is played in rounds consisting of one turn per player. The player that deployed first starts activating first on each round. During their turn players get as many activation points as living units in their army, which they may spend on any unit without limits. Once a player has run out of activation points play passes to the other.

Activation

The player declares which unit he spends an activation point on, and it may take one of the following actions:

| Action | Move | Notes |
|--------|------|-------------------------|
| Hold | 0" | May shoot. |
| Walk | 4" | May shoot at any point. |
| Charge | 4" | Move into melee. |
| Run | 8" | May not shoot. |

Movement

Units may move in any direction regardless of their facing. They may freely move into base contact with enemy units at any time, however they may only move out of contact by dodging.

Shooting

Units that are not in melee may target one enemy within range and line of sight that is not in melee with any friendly unit. If a unit is moving as part of the same activation, then you must declare at which point of the move it shoots. Units may also split their attacks between targets. Take as many quality tests as the weapon's attack value, and each success is a hit. For each hit the defender takes one Quality test, and each success counts as a block. If any hits are not blocked the unit dies.

Melee

Units may target one enemy unit in base contact. This attack works like shooting, however the attacker may only use melee weapons, and the target may only react by either dodging or by also using a melee attack

Morale

Whenever a unit takes one or more hits and is not killed, it must take a morale test. The unit takes one Quality test, and if failed it must move by 2" to be out of line of sight of enemy units or to be as far as possible from enemies. If the failed test was from melee then the unit is stunned instead. Stunned units can't use any reactions and they must spend one activation point to recover.

Reactions

Whenever a unit has line of sight to an enemy as it moves or activates, then it may react at any point by declaring one of the following reactions. Activations and reactions are simultaneous, so a unit that is killed by a reaction may still finish its actions before it is removed as a casualty. Note that units in base contact with enemies may only react to those enemy units, and they may only use either dodge or melee reactions.

Move: The unit may move by its walk speed, but only after the activated unit has resolved attacks.

Dodge: The unit must move by up to 2", which may be used to move out of base contact with enemy units. If the unit was the target of an attack, then it takes two quality tests and compares results with the attacker. For each success it may cancel out an enemy success, and if there are no enemy successes left the unit must do its 2" move. Else it takes hits without moving.

Shoot: The unit takes a shoot action, however it may only take one quality test. If the unit was the target of a shooting attack compare results with the attacker. For each success it may cancel out an enemy success.

Melee: The unit takes a melee action, however it may only take one quality test. If the unit was the target of a melee attack compare results with the attacker. For each success it may cancel out an enemy success.

Terrain

Cover (walls, corners, sandbags, etc.): Units that are in contact with and behind cover terrain get a +1 modifier to their block rolls against shooting, and enemies targeting them get a -1 modifier to their shooting rolls.

Difficult Terrain (woods, mud, rivers, etc.): Units moving through difficult terrain halve their move.

Elevation (roofs, ledges, cliffs, etc.): Units may only use run actions to get on/off elevated terrain without using stairs, ladders, etc., and units taking shots from lower elevation count as in cover.

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Unit Creation

When preparing your armies you will have to create units based on whatever models you have. There are 4 steps to unit creation: pick a quality value, choose weapons, add some special rules and total the point together.

1 – Pick a quality value: Pick one of the following quality values, which represent your unit's overall combat skill and morale.

- Quality 6+ (1x multiplier)
- Quality 5+ (2x multiplier)
- Quality 4+ (3x multiplier)
- Quality 3+ (4x multiplier)
- Quality 2+ (5x multiplier)

2 – Choose weapons: Choose at least one melee weapon from the weapons section, and one or more ranged weapons. Note that you don't have to add ranged weapons.

- Knife: cost 1
- Pistol / Shotgun: cost 1.5
- Sword / SMG: cost 2
- Carbine / Rifle: cost 2.5
- LMG / Sniper Rifle: cost 3

3 – Add special rules: Add one or more special rules from the special rules section. Note that you don't have to add special rules.

4 – Total points together: Total together the points value of the weapons and special rules, then multiply it by the unit's quality multiplier. This is the unit's total point cost.

Example: You have a model of a ninja with a pistol and dagger. The model looks skilled so we give it a quality of 3+. We give the model a knife for a cost of 1, since the model has a pistol we give it one for a cost of 1.5, and since it is a ninja we give it camouflage for a cost of 2. Finally we total the costs of 1+1.5+2 and multiply by the multiplier (x4). The model costs 18pts.

Weapons

The number in brackets is the weapon's attack value. Weapons have modifiers to the attack roll based on the range they are fired at, where "-" stands for no modifier and "X" stands for out of range (knives/swords can't be used for shooting).

| Name | 0"+ | 12"+ | 24"+ | 36"+ |
|------------------|-----|------|------|------|
| Knife (2) | X | X | X | X |
| Sword (4) | X | X | X | X |
| Pistol (2) | - | - | X | X |
| Shotgun (2) | +1 | -1 | X | X |
| SMG (4) | - | -1 | X | X |
| Carbine (3) | - | +1 | - | X |
| Rifle (2) | - | - | +1 | - |
| LMG (4) | -1 | - | +1 | - |
| Sniper Rifle (2) | -1 | - | +1 | +1 |

Special Rules

Airborne Deployment (cost 1): You may choose not to deploy this model with your army, but instead keep it in reserve. At the beginning of any round after the first you may place the model anywhere over 8" away from enemy units.

Athletic (cost 0.5): This unit can get on/off elevated terrain without using run actions.

Camouflage (cost 2): When this unit is deployed place a camouflage marker instead of the model. Enemy units can't attack the marker, but can use a detect action to reveal it when acting/reacting. To detect a marker take one quality test, if passed the marker is replaced by the model. This unit can use a camouflage action to turn into a marker again as long as it is not in line of sight of enemy units. As soon as this unit attacks it stops being a marker and enemies reacting to this by attacking get a -2 to their rolls.

Doctor (cost 4): Friendly units within 4" get the regeneration special rule.

Engineer (cost 3): Friendly units within 4" get +1 to their shooting rolls.

Fast (cost 1): This unit moves 6" on walk/charge actions and 12" on run actions.

Fire Rounds (cost 2): Enemies hit by this unit's shooting attacks get -2 to block rolls.

Flying (cost 1.5): This unit may move over enemy units and terrain as if they were not there.

Hacker (cost 1): When this unit is activated you may try to hack one enemy unit within 8". Roll one die, and on a 4+ the target gets -1 to all rolls until the end of its next activation.

Infiltrate (cost 0.5): This unit may immediately move by up to 8" when deployed.

Piercing Rounds (cost 1): Enemies hit by this unit's shooting attacks get -1 to block rolls.

Poison (cost 2): Enemies hit by this unit's melee or shooting attacks count poisoned (pick one). If a poisoned unit is activated roll one die on a 3+ it stops being poisoned. Else it is killed.

Regeneration (cost 2): Whenever this unit would be killed roll one die, on a 5+ it survives.

Sixth Sense (cost 1): Enemy units within 8" stop being camouflaged immediately.

Spotter (cost 2): This unit may spend one action to spot an enemy unit in line of sight. All units get +1 to shooting rolls when targeting that unit until the end of the round.