

2d6 CROSSOVER



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As *2d6 Sword & Sorcery* and *2d6 Sci Fi Combat* share similar mechanics, I thought we could use a Crossover doc that allows you to combine them. This lets you blend Fantasy, Sci-Fi, and Modern/Historical time periods together.

NEW RULES

We use the following rules:

- Star Advantages.
 - Star Power.
 - Larger Than Life.
 - Cheating Death.
 - Free Will.
- Higher Reps, Better Enemies (page 3).
- Multiple Class Characters (page 3).
- Updated Fantasy Army and Creature Lists (page 4).
- Updated Sci-Fi and Modern Army Lists (page 6).
- Modified tables that blend the two sets (page 7).
- Defensive Value and Armor Class are used in the same ways for Melee and Shooting.
- Figures armed with modern weapons are Missile Class.
- Fantasy Characters are divided into Humanoids (H) or Creatures (C).

STAR ADVANTAGES

As a Star in *5150: Star Marine*, you have four important advantages. These are:

- Star Power.
- Larger Than Life.
- Cheating Death.
- Free Will.

STAR POWER

Star Power is the ability of a character to ignore normally disabling damage. Here's how we do it:

- Stars start each Mission with 1d6 of Star Power for each point of Rep. So a Rep 5 Star starts with 5d6 Star Power.
- Whenever a Star takes damage, it rolls its *current* Star Power d6. Read each d6 as rolled.
- Any result of 1, 2, or 3 reduces the damage by one level.
- Any result of 4 or 5 means the damage stays and the d6 is retained for future use.

- Any result of 6 means the damage stays, but the d6 is removed from the character's Star Power *for the rest of the Mission*.

Damage is reduced in the following ways:

- An Obviously Dead result becomes an Out of the Fight result.
- An Out of the Fight result becomes a -1 to Rep result if in melee or a Duck Back result if shot at.
- If you are at Rep 1 and use your Star Power, you'll still drop to Rep 0 and go Out of the Fight.

It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Example: A Star with a Rep of 5 is hit by small arms fire. He takes one Out of the Fight and one Obviously Dead result. You always take the worse result – not both – so the Star is Obviously Dead. The player rolls one d6 per point of the Star's Rep or 5d6 in this case.

- The results are 2, 2, 3, 5, and 6.
- One 2 reduces the Obviously Dead result to an Out of the Fight result.
- The other 2 reduces the Out of the Fight result to a Duck Back result.
- The 3 does not help, as Duck Back is the lowest damage you can take from being shot at.
- The 6 has no effect, but is discarded for the remainder of the Mission.

Later in the Mission, the Star goes Out of the Fight in melee. I roll 4d6 Star Power and score a 1, 5, 6, and 6. The "1" reduces the damage to -1 to Rep, the lowest damage when in melee. The 5 has no effect and the two 6s are lost for the rest of the Mission.

LARGER THAN LIFE (LTL)

5150: Star Marine can be used to capture the cinematic flavor of modern action movies where the Star is a *larger than life* character. Here's how we do it:

- Stars *cannot* be killed by anyone with a Rep lower than the Star.
- The worst result a Star could receive would be *Out of the Fight*.
- Larger Than Life is applied *after* Star Power is used.

Example – Lance Corporal DiNagian (Rep 5) is shot by a Zhuh-Zhuh soldier (Rep 4). The soldier scores an Obviously Dead result. DiNagian uses his Star Power, but to no avail. He then declares he is using his Larger Than Life advantage and is Out of the Fight instead.

CHEATING DEATH

Another Star Advantage is Cheating Death. Here's how we do it:

- A Star *can* be killed by anyone with an equal or higher Reputation.
- When this occurs, the Star may declare that he is *cheating death*. He is immediately removed from the table and whisked to safety.
- When a player chooses to *cheat death*, his Rep is immediately reduced by one level.
- Cheating Death is applied *after* Star Power is used.

Example - DiNagian (Rep 5) is shot by an Ikwen soldier (Rep 5). The soldier scores an Obviously Dead result. DiNagian uses his Star Power, but to no avail. He then declares he is Cheating Death and is whisked from the table to safety. He is still alive, but is now reduced to Rep 4.

FREE WILL

The last Star Advantage is Free Will. Here's how we do it:

- When taking the Will to Fight Test the Star still rolls 2d6 and applies the results normally to the Grunts.
- However, it can personally choose when to leave the table.

HIGHER REPS, BETTER ENEMIES

Once you hit Rep 6 or higher, things naturally will get easier. Word of your ability will hit the streets and just like gunfighters in the Old West, you'll attract people that will want to test you. Here's how we do it:

- Whenever you exceed Rep 5, increase the Reps of the NPCs you meet accordingly. Therefore, if you are Rep 6, 1 point over Rep 5, count the Reps of all the NPCs you meet at 1 point higher than what's listed. Rep 7 means you will increase NC Reps by 2, and so on.
- When you Rep is reduced to 5 or lower, just use the listed Reps for all the NPCs you meet.

Example – Billy Pink improves to Rep. In his next Encounter he runs into two Gangsters – Rep 4 and Rep 3. As his Rep exceeds 5 by one point, the Gangsters have their Reps increased to Rep 5 and Rep 4.

Later Billy meets them again. This time Billy is back at Rep 5 so the Gangsters are now Rep 4 and Rep 3. If Billy were to drop below Rep 5, the Gangsters would still be Rep 4 and Rep 3.

MULTIPLE CLASSES

John Carter of Mars and Aragorn the Ranger are two examples of what we're talking about; melee dudes that can fire a weapon or shoot a bow. Multiple Class Characters that have two or even three different Classes. Here's how we do it:

- Choose which Class is the Character's Primary Class. Its Rep is used when doing things with this Class.
- Choose which Class is the Character's Secondary Class. Its Rep is 1 point lower when doing things with this Class.
- If you choose to have a third Class, the Character's Rep is 2 points lower when doing things with this Class.
- When a Character rolls Increasing Rep d6 to see if it increases in Rep, it must choose which Class to increase before rolling.
- When a Character rolls decreasing Rep d6 it is always applied to *all* of the Classes it has.

FANTASY ARMY LISTS

Here are some easy to use Army Lists. Here's how we do it:

- Use these lists to generate your Grunts.
- Decide before the game what types of opponents you will meet. This is totally up to you so mix and match from any of the lists, even mixing Fantasy & Sci-Fi.
- After you resolve a PEF as contact, come on over to the lists and pick whichever one you want to use.
- Roll 1d6 for each Grunt you need and don't forget the Big Bad - the enemy figure with the highest Rep for their side.
- Dwarves, Elves, Goblins, and Orcs count as Humanoids. Use any of them for Human Army Lists.
- We've added some Casters to some of the Lists. Don't see one on the List, but want one? Just count a roll of 1 as a Caster.

DWARVES – BLACK MOON

#	TYPE	CLASS	REP	AC
1	Wizard	Caster	4	2
2	Experienced	Missile	4	2
3	Experienced	Missile	4	4
4	Experienced	Melee	4	4
5	Veteran	Melee	5	4
6	Elite	Melee	6	2

DWARVES – RED SUN

#	TYPE	CLASS	REP	AC
1	Experienced	Missile	4	4
2	Experienced	Missile	4	4
3	Veteran	Melee	5	4
4	Veteran	Melee	5	4
5	Elite	Melee	6	6
6	Elite	Melee	6	2

ELVES – BLACK MOON

#	TYPE	CLASS	REP	AC
1	Wizard	Caster	4	2
2	Veteran	Missile	5	2
3	Veteran	Melee	5	2
4	Experienced	Missile	4	2
5	Veteran	Melee	5	4
6	Elite	Melee	6	4

ELVES – SILVER

#	TYPE	CLASS	REP	AC
1	Veteran	Missile	5	2
2	Veteran	Missile	5	4
3	Veteran	Missile	5	4
4	Veteran	Melee	5	4
5	Veteran	Melee	5	4
6	Elite	Melee	6	4

GOBLINS

#	TYPE	CLASS	REP	AC
1	Wizard	Caster	4	2
2	Raw	Missile	3	2
3	Raw	Melee	3	2
4	Raw	Melee	3	2
5	Veteran	Melee	5	4
6	Experienced	Melee	4	4

ORCS

#	TYPE	CLASS	REP	AC
1	Veteran	Melee	5	2
2	Experienced	Melee	4	2
3	Elite	Melee	6	4
4	Experienced	Missile	4	2
5	Veteran	Melee	5	4
6	Veteran	Melee	5	4

WERERATS

#	TYPE	CLASS	REP	AC
1	Wizard	Caster	4	2
2	Raw	Melee	3	2
3	Raw	Missile	3	2
4	Veteran	Melee	5	4
5	Experienced	Melee	4	4
6	Veteran	Melee	5	4

CREATURE LIST

Here's a quick and easy Creature List. Remember that we're only concerned with Class, Rep and AC so you won't see any special abilities or other defining characteristics. Here's how we do it:

- After you resolve a PEF as contact, come on over to the list and choose your Big Bad. He'll have a * next to its name, and is the highest Rep for that side.
- Where a (1) appears next to its name that means it's a Bad Ass and you will only meet one of them. You're welcome!
- The rest of the list consists of creatures that aren't necessarily a Big Bad and you can use the most logical ones to fill out the enemy party.
- When you need Grunts to fill out the Big Bad's party, and they are the same type of figures, just count their Reps at 1 point lower than the Big Bad.
- Those with a (H) count as Humanoid.
- Those with a (C) count as Creature.

TYPE	CLASS	REP	AC
Bear ^(C)	Melee	4	4
Beastmen ^(H)	Melee	3	2
Birds, Giant ^(C)	Melee	5	2
Cats, Great ^(C)	Melee	5	2
Cultists ^(H)	Melee	3	2
Dragon, Mature ^{*(1)(C)}	Melee	10	6
Dragon, Young ^{*(1)(C)}	Melee	6	6
Elemental ^{(1)(C)}	Melee	6	6
Furfeet/Halfolk ^(H)	Missile	3	2
Ghoul ^(C)	Melee	4	2
Gi-Ant ^(C)	Melee	4	6
Giant, Hill ^(H)	Melee	7	6
Giant, Mountain ^{*(1)(H)}	Melee	8	6
Giant, Ogre ^(H)	Melee	5	4
Giant, Troll ^(H)	Melee	6	4
Giant Rats ^(C)	Melee	5	4
Great Beastmen ^(H)	Melee	5	4
Griffon ^(C)	Melee	5	4
Hippogriff ^(C)	Melee	4	4
Hydra ^{*(1)}	Melee	5	6
Liche ^{*(C)}	Caster	5	4
Lycan Alpha Male ^{*(H)}	Melee	6	4
Lycan Brotherhood ^(H)	Melee	5	4
Lycan Pack ^(H)	Melee	5	4
Major Demon ^{*(1)(C)}	Caster	7	6
Manticore ^(C)	Melee	4	4
Men, Followers ^(H)	Melee	4	2
Men, Followers ^(H)	Missile	4	2
Minor Demon ^{*(1)(C)}	Melee	6	6
Minotaur ^{*(1)(C)}	Melee	6	4
Mummies ^(C)	Melee	4	2

TYPE	CLASS	REP	AC
Mummy Priest ^{*(H)}	Caster	6	4
Mushroom Men ^(H)	Melee	4	4
Necromancer ^{*(H)}	Caster	5	4
Pegasus ^(C)	Melee	4	2
Petty Demon ^{*(C)}	Melee	5	4
Serpent, Giant ^{*(1)(C)}	Melee	6	6
Shaman ^(H)	Caster	4	2
Skeletons ^(C)	Special	3	4
Spider, Giant ^(C)	Melee	4	4
Treeman/First One ^{*(1)(C)}	Melee	7	6
Unicorn ^(C)	Melee	4	2
Vampire ^(H)	Melee	5	4
Vampire Lord ^{*(H)}	Caster	6	6
War Dogs ^(C)	Melee	4	2
Witch ^{*(H)}	Caster	4	2
Wolf ^(C)	Melee	4	2
Wraith ^{*(C)}	Melee	6	6
Zombies ^(C)	Melee	3	2



2D6 SWORD & SORCERY – SCI & FI COMBAT CROSSOVER

SCI-FI & MODERNS

MISSILE CLASS

Figures armed with modern weapons are Missile Class.

1 **BUGS**
(Read the result as rolled)

#	REP	DV	WEAPON	FIREPOWER
1	3	3	Vicious	x
2	3	3	Vicious	x
3	4	4	Vicious	x
4	4	4	Vicious	x
5	4	4	Vicious	x
6	5	4	Vicious	x

1 **GANGERS**
(Read the result as rolled)

# ⁽¹⁾	REP	DV	WEAPON	FIREPOWER
1	3	2	Pistol	1
2	3	2	Pistol	1
3	4	2	Pistol	1
4	4	3	Pistol/Auto	1/3
5	4	3	Pistol/Auto	1/3
6	5	4	Pistol/Auto	1/3

1 **MERCENARIES**
(Read the result as rolled)

#	REP	DV	WEAPON	FIREPOWER
1	3	2	Pistol/Auto	1/3
2	4	3	Pistol/Auto	1/3
3	4	3	Pistol/Auto	1/3
4	4	3	Pistol/Auto	1/3
5	4	3	Pistol/Auto	1/3
6	5	3	Pistol/Auto	1/3

1 **MILITARY**
(Read the result as rolled)

#	REP	DV	WEAPON	FIREPOWER
1	4	3	Pistol/Auto	1/3
2	4	4	Pistol/Auto	1/3
3	4	4	Pistol/Auto	1/3
4	5	4	Pistol/Auto	1/3
5	5	4	Pistol/Auto	1/3
6	5	4	Pistol/Auto	1/3

1 **POLICE**
(Read the result as rolled)

#	REP	DV	WEAPON	FIREPOWER
1	3	2	Pistol/Auto	1/3
2	4	3	Pistol/Auto	1/3
3	4	3	Pistol/Auto	1/3
4	4	3	Pistol/Auto	1/3
5	5	4	Pistol/Auto	1/3
6	5	4	Pistol/Auto	1/3

1 **RAGERS**
(Read the result as rolled)

#	REP	DV	WEAPON	FIREPOWER
1	3	2	Rage	x
2	3	2	Rage	x
3	3	3	Rage	x
4	4	3	Rage	x
5	4	3	Rage	x
6	4	4	Rage	x

PEF RESOLUTION

2 **PEF RESOLUTION**
(Taken versus PEF Rep of 4)

# D6 PASSED	RESULT
2	<i>Contact!</i> You have run into enemy. Roll 1d6: 1 = Two less than your figures. 2 = One less than your figures. 3 = Same number as your figures. 4 = Same number as your figures. 5 = One more than your figures. 6 = Two more than your figures. Can never run into less than one enemy.
1	<i>Something's out there!</i> Resolve all subsequent PEFs using 3d6 counting the lowest two scores.
0	<i>False alarm!</i> If this is the last PEF and no contact has occurred, count as if passed 2d6.

ACTION

2	ACTION (Taken versus Leader Rep) Score of “6” is always a failure. Roll 1d6 – 1, 2, or 3 <u>you</u> gain the Advantage, 4, 5, or 6 they do.
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#D6 PASSED	RESULT
More d6	The side that passed more d6 can act: - Humanoids can Shoot, Charge, Recover from Duck Back or Leave the Battle Board. - Bugs, Creatures, and Ragers will Charge.
Same number of d6	Side with the Advantage counts as passing more d6.

CHARGE

2	CHARGE (Taken versus Rep) Score of “6” is always a failure.
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#D6 PASSED	RESULT
2	Opponent cannot shoot. Go to Melee.
1	Opposing Caster can cast a Damage spell while opposing Missile Class can shoot. If survive, go into contact and fight Melee.
0	Remain in place and forfeit action.

SHOOTING

2	SHOOTING (Taken versus Rep) Score of “6” is always a failure.
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#D6 PASSED	RESULT
2	Hit all targets.
1	Miss: - If being charged. - If the target is in Cover. Target returns fire. - If the 2nd or 3rd target. Target returns fire. Otherwise: - Hit.
0	Miss all targets: - Chargers continue into contact. - All others return fire.

SHOOTING DAMAGE

2	SHOOTING DAMAGE (Adding the results together versus Target Value = Rep + DV/AC) Maximum Target Value is 10.
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#	RESULT
Equal or more than TV	“Doubles” rolled = Target Obviously Dead. Otherwise, Target is Out of the Fight.
Less than TV	Humanoid target Ducks Back. Bugs, Creatures, and Ragers halt in place.

MELEE

2	MELEE (Taken versus Rep) Score of “6” is always a failure.
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#D6 PASSED	RESULTS
Pass 2d6 more	ALL LOSERS – Obviously Dead.
Pass 1d6 more	VICIOUS WINNERS – Make non-Vicious losers go Obviously Dead. RAGER WINNERS – Make non-Rager losers go Out of the Fight. ALL OTHER WINNERS – Rolls 1d6: - If score is higher than loser’s AC/DV = Obviously Dead. - If score is equal or less than loser’s AC/DV = -1 to Rep.
Pass same	ALL – Fight another round of melee. Both suffer -1 to Rep.

CASTING

2 CASTING

(Taken versus Rep)

Score of “6” is always a failure.

#D6 PASSED	RESULT
2	Success! Affects a number of Targets equal to the current Rep of the Caster. Dazzle Spell causes the Targets to remain in place and forfeit current or next action. Damage Spell causes the Caster to roll on Spell Damage Table against all affected Targets. Defend Spell causes Targets to count as 1 Rep higher on the current turn of activation.
1	Partial Success! Affects one Target. Dazzle Spell causes the Target to remain in place and forfeit current or next action. Damage Spell causes the Caster to roll on Shooting Damage Table against the Target. Defend Spell causes the Caster to count as 1 Rep higher on the current turn of activation.
0	Disaster! Spell fails and the Caster’s Rep is reduced by 1 point for remainder of the Encounter.

2 NPC SPELL CASTING

(Taken vs. Rep)

#D6 PASSED	SPELL CAST
2	Damage Spell.
1	Dazzle Spell.
0	Defend Spell.

2 CASTING DAMAGE

(Adding the results together versus Target Value = Rep + DV/AC)

Maximum Target Value is 10.

#	RESULT
More than Target Value	Target Obviously Dead.
Equal to Target Value	Target Out of the Fight.
Less than Target Value	No effect.

WILL TO FIGHT

2 WILL TO FIGHT

(Taken versus Rep of the Leader)

Score of “6” is always a failure.

#D6 PASSED	RESULTS
2	GANGERS– - If one or more friends have already Left the Table, count as passing 1d6. Otherwise – Carry On. BUGS, CREATURES, OR RAGERS– - Carry On. ALL OTHERS– - If 50% or more Out of the Fight, Obviously Dead, or Left the Table, count as passing 1d6. - Otherwise – Carry On.
1	BUGS, CREATURES, MILITARY, OR RAGERS– - Carry On. ALL OTHERS– - One figure Leaves the Table. Lowest Rep Caster will leave first, followed by lowest Rep Missile, then lowest Rep Melee. If Reps are tied then random.
0	ALL– Two figures Leave the Table. Lowest Rep Caster will leave first, followed by lowest Rep Missile, then lowest Rep Melee. If Reps are tied then random.

AFTER THE BATTLE

2 AFTER THE BATTLE RECOVERY ⁽¹⁾

(Taken vs. Rep)

#D6 PASSED	RESULT
2	Figure returns to the Band
1	Recovered Out of the Fight figures return to the Band. Those that Left the Table before their Leader do not return.
0	Figure does not return.

(1) Taken after each battle that happens during the Encounter.