

Concept 2.15.1998



Bri's FMA Enhancement for Dirtside II

Many people have commented that the chit draw is a flaw in an otherwise great game. Especially since the great, simple, and effective FMA rules (by GZG) has been partially implemented in Dirtside II.

This is an attempt to fully implement the FMA rules in Dirtside II similar to what is modeled in Stargrunt II.

Replacing the damage chit draw with the following:

Armor vs. Armor:

The attacker will roll a power die and an impact die.

The defender will roll an armor die.

If one or more of the attacker's dice are higher than the defender's die, the defender is destroyed.

If the higher of the attacker's dice roll is equal to the defender's die, roll a d10.

- 1 The attacker's weapon is jammed. it may not fire until repaired.
- 2-6 The defender is disabled.
- 7-8 The defender is imobilized.
- 9-10 The defender's weapon system is jammed. It may not fire until repaired.

The power die is determined by the size of the weapon:

Size	Power Die
1	d4
2	d6
3	d8
4	d10
5	d12

The impact die is determined by the color of valid chits:

Color	Impact Die
Yellow	d4
Green	d4
Red	d6
All/2	d6
Red & Yellow	d8
All	d10
Allx2	d12

The armor die is determined by the armor size

Armor Size	Armor Die
1	d4
2	d6
3	d8
4	d10
5	d12

Infantry:

Infantry combat uses a Power Die and an Impact Die (based on target cover) for the attacker and Type Die for the defender. If one or more of the attacker's dice is higher than the defender's die roll, the defender's infantry element is destroyed. Ties place the defending unit 'Under Fire' but does not remove an element.

Infantry Type	Power Die	/
Power or ASPW	d8	
All Other	d6	

Cover Type	Impact Die	
In the Open	d8	
Soft Cover	d6	
Dug In or Urban	d4	

Infantry Type	Type Die	
Militia	d8	
Line	d10	
Powered	d12	

In close assault, instead of drawing chits, each side rolls a Power Die and Cover Die for each element. The Cover Die is shifted UP by one die type (d8 becomes d10, d6 to d8, d4 to d6).

Artillery:

Artillery, like armor, use a Power Die and an Impact Die for the attacker and an Armor Die or Infantry Type Die for the Defender. Open Sheaf: Roll once per element. Closed Sheaf: Roll once for each artillery weapon for each element.

Artillery Type	Power Die	
Light	d4 (d6 vs. Infantry)	
Medium	d6 (d8 vs. Infantry)	
Heavy	d8 (d10 vs. Infantry)	

Artillery Round Type	Target Type	Cover Type	Impact Die
HEF	Infantry	Not Dug-In	d8
HEF	Infantry	Dug-In	d6
HEF	Armor	Not Dug-In	d4
HEF	Armor	Dug-In	Ineffective
MAK	Infantry	Not Dug-In	d4
MAK	Infantry	Dug-In	Ineffective
MAK	Armor	Not Dug-In	d8
MAK	Armor	Dug-In	d6

Concept: Basically one die is based on the number of chits that would be drawn on a successful attack. The defensive die is based on the chit total that it takes to destroy the unit. And the Impact die is based on the color of chits that would be valid.

Chits or Chit Total	Die	
1	d4	
2	d6	
3	d8	
4	d10	
5	d12	

Color	Die	
Yellow	d4	
Green	d4	
Red	d6	
All/2	d8	
Red & Yellow	d8	
All	d10	
Allx2	d12	

Weapon	PD	Close Range		Medium Range		Long Range		Infantry			Special
		Range	ID	Range	ID	Range	ID	Range	PD	ID	
HEL/1	d4	60"	d6	-	-	-	-	36"	d6	d4	Ablative: d4
HEL/2	d6	60"	d6	-	-	-	-	36"	d6	d4	Ablative: d4
HEL/3	d8	60"	d6	-	-	-	-	36"	d6	d4	Ablative: d4
HEL/4	d10	60"	d6	-	-	-	-	36"	d6	d4	Ablative: d4
HEL/5	d12	60"	d6	-	-	-	-	36"	d6	d4	Ablative: d4
RAFC/1	d4	8"	d8	12"	d6	16"	d4	12"	d6	d4	-
RAFC/2	d6	12"	d8	18"	d6	24"	d4	18"	d6	d4	-
HVC/3	d8	16"	d8	24"	d6	32"	d4	24"	d6	d4	-
HVC/4	d10	18"	d8	27"	d6	36"	d4	27"	d6	d4	-
HVC/5	d12	20"	d8	30"	d6	40"	d4	30"	d6	d4	-
HKP/3	d8	18"	d10	30"	d8	42"	d6	-	-	-	-
HKP/4	d10	24"	d10	36"	d8	48"	d6	-	-	-	-
HKP/5	d12	30"	d10	42"	d8	54"	d6	-	-	-	-
MDC/1	d4	8"	d10	16"	d8	24"	d6	16"	d6	d4	-
MDC/2	d6	12"	d10	24"	d8	36"	d6	24"	d6	d4	-
MDC/3	d8	24"	d10	36"	d8	48"	d6	36"	d6	d4	-
MDC/4	d10	30"	d10	42"	d8	54"	d6	42"	d6	d4	-
MDC/5	d12	36"	d10	48"	d8	60"	d6	48"	d6	d4	-
DFFG/1	d4	4"	d12	8"	d10	12"	d8	8"	d8	d6	-
DFFG/2	d6	6"	d12	12"	d10	18"	d8	12"	d8	d6	-
DFFG/3	d8	8"	d12	16"	d10	24"	d8	16"	d8	d6	-
DFFG/4	d10	10"	d12	20"	d10	30"	d8	20"	d8	d6	-
DFFG/5	d12	12"	d12	24"	d10	36"	d8	24"	d8	d6	-
SLAM/1	d4	12"	d8	24"	d8	36"	d8	12"	d4	d4	Reactive: d6
SLAM/2	d6	12"	d8	24"	d8	36"	d8	12"	d6	d4	Reactive: d6
SLAM/3	d8	12"	d8	24"	d8	36"	d8	12"	d8	d4	Reactive: d6
SLAM/4	d10	12"	d8	24"	d8	36"	d8	12"	d10	d4	Reactive: d6
SLAM/5	d12	12"	d8	24"	d8	36"	d8	12"	d12	d4	Reactive: d6
GSM/L	d8	36"	d8	-	-	-	-	-	-	-	Reactive: d6
GSM/M	d12	48"	d8	-	-	-	-	-	-	-	Reactive: d6
IVAR	d6	4"	d8	-	-	-	-	-	-	-	Reactive: d6 AFPC: d4