THE PIG IS SUS. ELIMINATE THE PIG.

This is a small concept game to explore a potential tactical RPG combat system. It was made for Full Metal RPG podcast's Singular Mega Porcine Threat Event Jam. Read more about FMRPG podcast here: **HTTPS://LINKTR.EE/FULLMETALRPG**.

THE COMBAT ROUND

Combat happens in **ROUNDS**.

FIRST: Each round, **THE PIG** chooses **A PATTERN OF ACTIONS**. **THE GUIDE** announces the **PATTERN** for the round and what **ACTIONS THE PIG** takes on which **BEATS**.

SECOND: You have five **ACTION DICE** for each round for your **ACTIONS**. You can take five one-dice actions, or one five-dice action, or anything in be-tween. At this point you declare how you use your **ACTION DICE** for the round.

THIRD: The actions are placed on **THE TIMER**.

FOURTH: The actions are resolved in their order on **THE TIMER**.

THE TIMER

THE TIMER is a countdown for the end of each round. It starts from 20 and counts down in **BEATS** from 20 to zero. After **BEAT** 0, this **ROUND** ends and the next **ROUND** begins.

If you don't use any **ACTION DICE** to **RUSH**, your **BEAT** to act on **THE TIMER** is at 1.

THE PIG's **PATTERN OF ACTIONS** determines which **ACTIONS THE PIG** takes and at what beats on **THE TIMER**. Each **PATTERN** places various actions on **BEATS** 20, 15, 10, 5 and 0, depending on the **PATTERN**.

Each action is placed on **THE TIMER** on the third step of the round. If multiple actions have the same number on **THE TIMER**, the players choose in which order the actions happen. If they can't come to a decision, **THE GUIDE** chooses instead.

USING DICE

You can use the five **ACTION DICE** for the following **ACTIONS**:

To **ATTACK THE PIG** with your **WEAPON**.

To **CAST** a magical **INCANTATION**.

To **DEFEND** yourself from **THE PIG**'s **ATTACK**.

To **MOVE** around the battlefield.

To **REST** in order to regain use of **TRICKS** or lost **MANA PULSES**.

To **RUSH** to a higher place on **THE TIMER**.

To **USE** an **ITEM** or **FEATURE** of the battlefield.

You can use multiple **ACTION DICE** on a single **ACTION**, or perform the same **ACTION** multiple times during a round.

Using multiple **ACTION DICE** for a single **ACTION** means you get to roll all the **ACTION DICE** you used for the **ACTION** and choose the single die roll result you want to use.

If you don't use **ACTION DICE** for a particular **ACTION**, you will not perform it this round.

YOUR ACTIONS

ATTACKING

When you **ATTACK THE PIG**, you make a **DAMAGE ROLL** against it, unless **THE PIG** is **SHIELDED**. In that case, you don't make a Damage Roll.

The **DAMAGE DICE** is 1d6, unless your **WEAPON** has a different value. You can make the **ATTACK** if you are within 2 m of **THE PIG** unless your **WEAPON** has a longer reach.

ACTION DICE. Roll your **ACTION DICE** when you perform this **ACTION**. If your **DICE** roll result is higher than the **DV** of **THE PIG**, you can either:

- Cause **THE PIG** to lose the **SHIELDED** condition.
- Perform a **TRICK** on **THE PIG**.

CASTING AN INCANTATION

When you **CAST** a magical **INCANTATION**, you make a **MAGIC ROLL** with as many **MANA PULSES** as you wish. Each **MANA PULSE** gives you a 1d6 for the **MAGIC ROLL**.

ACTION DICE. Roll your **ACTION DICE** when you perform this action. If your **DICE** roll result is higher than the result of your **MAGIC ROLL**, you don't lose the **MANA PULSES** that **EXPLODE**.

DEFENDING

When you **DEFEND** against **THE PIG**'s attack, you gain the **SHIELDED** condition. You have this condition until you either perform another **ACTION** or **THE PIG**'s actions cause you to lose it.

ACTION DICE. Roll your **ACTION DICE** when you are the **TARGET** of an attack and you have the **SHIELDED** condition. If your **DICE** roll result is higher than the **DV** of **THE PIG**, **THE PIG** gains the **STAGGERED** condition for the rest of this round and you lose the **SHIELDED** condition.

MOVING

When you **MOVE** on the battlefield, you can move a path of 5 m to anywhere that is reachable.

ACTION DICE. Roll your **ACTION DICE** when you perform this **ACTION** to either (choose before rolling):

- If you get a result of 10 or higher, you can move through a difficult terrain or to a location that would require an acrobatic feat.
- If you get a result of 15 or higher, you can hide if you are next to a **FEATURE** or **DIFFICULT TERRAIN**, gaining the **HIDDEN** condition until you take the **ATTACK**, **CAST**, **DEFEND** or **USE** action.

RESTING

When you **REST**, regain the use of one **TRICK** you have or one lost **MANA PULSE**.

ACTION DICE. Roll your **ACTION DICE** when you perform this action. If your **DICE** roll result is higher than the highest dice type currently in your **THREAT DICE**, remove the lowest **THREAT DICE** you have.

RUSHING

When you **RUSH** to act faster, it changes the position you are on **THE TIMER** this **ROUND**. You can only take one **RUSHING ACTION** each **ROUND**, but you can use as many **ACTION DICE** on it you wish to.

ACTION DICE. Roll your **ACTION DICE** when you determine your beats on **THE TIMER**. You can place your other actions on beats that are equal or lower to either your **DICE** roll result or the number of **ACTION DICE** you rolled times 5, whichever is higher.

USING THINGS

When you **USE** an **ITEM** you have or a **FEATURE** of the battlefield to your advantage, whatever the item or feature does happens. An item or feature might require several **ACTIONS** or **ACTION DICE** to use. This all depends on what it is you're interacting with.

ACTION DICE. What happens depends on the thing you're using.

ROLLS

The different rolls mentioned are as follows.

DAMAGE ROLL

The attacker's dice pool for a **DAMAGE ROLL** is the **DAMAGE DICE** their weapon deals plus any **THREAT DICE** on the target.

The defender's dice pool is their remaining **GRIT DICE**.

The attacker then looks at each individual die in their **DAMAGE ROLL** and must remove dice from the defender's **GRIT DICE** with rolls equivalent to that number or less as efficiently as possible.

For example, a **DAMAGE ROLL** results of 5 and 3 can remove 4 **GRIT DICE** from a defender who made a **GRIT DICE** roll of 1, 1, 2, 3, 5.

If no **GRIT DICE** were removed because of the **DAMAGE ROLL**, the **DAMAGE DICE** of the attack is added to the **THREAT DICE** of the defender.

If **GRIT DICE** were removed because of the **DAMAGE ROLL**, remove all **THREAT DICE** the defender had.

If the defender has no **GRIT DICE** left after an attack, they are out of the fight and **DYING**.

MAGIC ROLL

When you **CAST AN INCANTATION**, roll Xd6, where X is the number of **MANA PULSES** you use for the roll.

If any of the dice come up as 5 or 6, the **MANA PULSE EXPLODES**. You get to roll an additional d6 for each **EXPLODING MANA PULSE** and add that to the result of the **MAGIC ROLL**. The new dice do not **EXPLODE**. After the **MAGIC ROLL**, lose all **EXPLODED MANA PULSES** unless your **CAST ACTION** dictates otherwise.

Look up the result of the roll from the individual incantation's description.

CONDITIONS

HIDDEN. You cannot be chosen as a **TARGET** unless you are the only valid target.

PRONE. Your **DV** is 2 lower than normal. If you take a one-dice **MOVE ACTION**, nothing happens. Taking a **MOVE ACTION** (even if it is with one **ACTION DICE**) immediately ends the **PRONE** condition.

SHIELDED. When you are the **TARGET** of an attack, don't make a **DAMAGE ROLL**.

STAGGERED. All your **ACTIONS** happen 5 **BEATS** after their original position on **THE TIMER**. If this would bring an **ACTION'S BEAT** on **THE TIMER** below zero, the **ACTION** does not happen.

CHARACTER CREATION

For this training exercise and your missions going forward, you will be placed in a chronomagically reanimated recently deceased corpse of an inhabitant of this place. This means that what resources and abilities you have at disposal are not your own, but depend on whoever was the previous owner of your vessel.

Your mind is still your own, so make use of what you know in the battles, don't fall into the trap of believing you are a simple local.

Should you die while in this living dead thing, we will find you a replacement corpse to continue the mission on. The world is dying or maybe already dead, so there are many of replacements around to pick from.

ROLL ACTION BONUSES

You have six **ACTION BONUSES**. They correspond to the **ACTIONS** the character can take (except use, which doesn't have a rating). Each **ACTION BONUS** starts at a value of 0.

Consulting the table below, roll 1d6 to determine which **ACTION** you get an **ACTION BONUS OF +1D6** to. And a second 1d6 to determine which action rating you get a **ACTION BONUS OF +1D4** to. Both these bonuses can go on the same **ACTION** if you roll the same number twice.

When you roll the **ACTION** where you have an **ACTION BONUS** higher than 0, you add those dice to the roll after you have have rolled your **ACTION DICE**

ROLL (1D6)	ACTION
1	Attack
2	Cast
3	Defend
4	Move
5	Rest
6	Rush

CHOOSE ROLE

There are three roles for you to choose from:

THE ASSASSIN. As The Assassin you get three different **TRICKS** instead of just one and if your roll of **ACTION DICE** for **MOVE** or **RUSH** comes up as a 1, you can reroll those **ACTION DICE** (once per **ACTION**). Also, your **MOVE ACTIONS** move you 6 m instead of 5 m.

THE BERSERKER. As the The Berserker you get to use d8:s instead of d6:s as your **GRIT DICE** and if your roll of **ACTION DICE** for **ATTACK** or **DEFEND** comes up as a 1, you can reroll those **ACTION DICE** (once per **ACTION**).

THE MAGUS. As The Magus you get three different extra **INCANTATIONS** instead of just one (instead of rolling which of the four you get, roll for which one you don't get) and if your roll of **ACTION DICE** for **CAST** or **REST** comes up as a 1, you can reroll those **ACTION DICE** (once per **ACTION**). You start with 5 **MANA PULSES** instead of 3.

ROLL FOR ABILITIES

You get one **TRICK**, one **ELEMENTAL BOLT** and one extra **INCANTATION**, rolled from tables below.

TRICKS

You can, on a successful **ACTION DICE** roll on an **ATTACK**, you can perform one of the following **TRICKS**. The **TRICK** you know is determined by a 1d8 roll.

ROLL (1D8)	TRICK
1	**TRIP. THE PIG** gains the **PRONE** condition.
2	**PUSH. THE PIG** is moved 2m away from you.
3	**GUARD.** Your DV goes up by 2 until your next **ATTACK ACTION**.
4	**HAMSTRING. THE PIG**'s next **MOVE ACTION**'s distance is halved.
5	**TAUNT. THE PIG** must pick you as its **TARGET** if you are eligible.
6	**DANCE.** You and **THE PIG** swap places.
7	**DISARM. THE PIG**'s next **ATTACK ACTION** deals damage with one smaller Damage Dice (d12 turns into d10, d10 into d8, d8 into d6, d6 into d4, d4 just a 0, but still make the roll).
8	**GO FOR THE EYES.** You are **HIDDEN** from **THE PIG** until your next **ACTION**.

ELEMENTAL BOLT

You have an **ELEMENTAL BOLT** as an **INCANTATION**. The elemental type of damage it does is determined by a 1d4 roll.

ROLL (1D4)	ELEMENTAL EFFECT
1	Cold
2	Darkness
3	Fire
4	Wind

INCANTATIONS

You start with an extra **INCANTATION** (unless you're **THE MAGUS**) in addition to your **ELEMENTAL BOLT**. This **INCANTATION** is determined by a 1d4 roll.

ROLL (1D4)	INCANTATION
1	Minor Healing
2	Misty form
3	Protective Circle
4	Imbue with Power

ROLL FOR EQUIPMENT

You get one weapon from the table below. **DD** is the **DAMAGE DICE** rolled with the weapon. **#A** is the maximum number of **ATTACK ACTIONS** you can take with it per round. **MA** is the maximum number of **ACTION DICE** you can use for a single attack. **R** is range, in meters.

ROLL (1D4)	WEAPON	DD	#A	MA	R
1	Baton	1d6	3	3	2
2	Knife	1d4	5	1	2
3	Spear	1d6	2	2	4
4	Hammer	1d8	1	5	2

FILL IN THE DETAILS

Choose your name. Mark down your **GRIT DICE** (3d6, unless you're **THE BERSERKER**) and your **MANA PULSES** (3, unless you are **THE MAGUS**).

INCANTATIONS

INCANTATIONS are supernatural abiliies the body you are possessing had, but probably couldn't tap into in life. Your powerful spirit allows you to **CAST** these effects at **THE PIG** or your allies to aid in you in battle.

ELEMENTAL BOLT

This is a physical manifestation of the body's connection with the raw elemental forces of the world. You can take those and force them manifest as balls of energy that can be hurled at **THE PIG**, harming it in different ways. With this **INCANTATION** you bring **ELEMENTAL BOLTS** into existence. Casting this incantatio again if you already have **ELEMENTAL BOLTS** active makes the earlier **ELEMENTAL BOLTS** disappear.

ELEMENTAL BOLTS are single-use **WEAPONS** you can make an **ATTACK ACTION** with at range 10 m and a **DAMAGE DICE** of 1d6 for each bolt you use in your attack. Maximum number of **ATTACK ACTIONS** you can take with the **ELEMENTAL BOLT** is 1 and the maximum number of **ACTION DICE** you can use for the **ATTACK** is 5.

When successfully using an **ELEMENTAL BOLT** to perform a **TRICK**, you instead inflict the **ELEMENTAL EFFECT** associated with it (below). You can use as many **ELEMENTAL BOLTS** in a single attack action as you want to. They disappear after use.

ROLL	EFFECT
1-4	No effect
5-9	You create one **ELEMENTAL BOLT**.
10-14	You create two **ELEMENTAL BOLTS**.
15-17	You create three **ELEMENTAL BOLTS**.
18+	You create four **ELEMENTAL BOLTS**.

ELEMENTAL EFFECTS

COLD. Each **ELEMENTAL BOLT** decreases **THE PIG'S MOVE ACTION** range by 2 m for the rest of this round to a minimum of 2 m.

DARKNESS. Each **ELEMENTAL BOLT** decreases **THE PIG'S** range for **ATTACK ACTIONS** by 2 m for the rest of this round to a minimum of 2 m.

FIRE. This round, before **THE PIG** acts, you make a single **DAMAGE ROLL** of 0 (just using the **THREAT DICE**) against it. The maximum times this can happen is the number of **ELEMENTAL BOLTS**.

WIND. THE PIG moves 1 m to a direction of your choosing for each **ELEMENTAL BOLT**.

MINOR HEALING

Does what it says on the tin. Heals minor wounds and bruises. Range is 4 m.

ROLL	EFFECT
1-4	No effect
5-9	Target rolls all their **THREAT DICE**. if any of them come up 1s, remove the lowest Threat Dice the target has.
10-14	Remove the lowest **THREAT DICE** the target has.
15-17	Remove the lowest **THREAT DICE** the target has. Then the target rolls all their **THREAT DICE** and removes all that come up 1s.
18+	Remove the highest **THREAT DICE** the target has. Then the target rolls all their **THREAT DICE** and removes all that come up 1s or 2s.

MISTY FORM

You or an ally become insubstantial and can move with relative safety this **ROUND**. Range 4 m.

ROLL	EFFECT
1-4	No effect
5-9	Target ignores **DIFFICULT TERRAIN** and **FEATURES** when moving for the rest of this **ROUND**. They still have to end their movement legally.
10-14	As above. Also, the target is **HIDDEN** if it moves and ends its movement further away from **THE PIG** than it started from.
15-17	As above. Also, target's movement speed increases by +2 m.
18+	As above. Also, the target is immune to the **PRONE** condition.

PROTECTIVE CIRCLE

This incantation creates a protective circle in place. It shields all those inside from **THE PIG'S** attacks and powers. The circle is placed at the location of the caster, does not **MOVE** with them, and is large enough to protect anyone inside for the rest of the **ROUND**. Range 0 m.

ROLL	EFFECT
1-4	No effect
5-9	**THE PIG** cannot move into or through the circle.
10-14	As above. Also, anyone who is inside the circle when this **INCANCTATION** is **CAST** or move to be inside the circle is **SHIELDED** as if they had **DEFENDED**.
15-17	As above. Also, while inside the circle, if they roll a 1 on a **GRIT DIE**, in a **DAMAGE ROLL**, they can reroll one of their **GRIT DICE** once per **DAMAGE ROLL**.
18+	As above, but instead of rerolling one of their **GRIT DICE**, they reroll all the **GRIT DICE** that came up as 1s.

IMBUE WITH POWER

Boosts the efficiency of target for the rest of the **ROUND**. When you **CAST** this **INCANTATION**, choose which **ACTION** it affects. Range 4 m.

ROLL	EFFECT
1-4	No effect
5-9	If the target wants, their **ACTION BONUS** for that **ACTION** becomes +1d4 for this **ROUND**.
10-14	If the target wants, their **ACTION BONUS** for that **ACTION** becomes +1d6 for this **ROUND**.
15-17	If the target wants, their **ACTION BONUS** for that **ACTION** becomes +1d8 for this **ROUND**.
18+	If the target wants, their **ACTION BONUS** for that **ACTION** becomes +1d10 for this **ROUND**.

FOR THE GUIDE

THE SUS

THE SUS (/'suːs/) are a genus of fascist monstrosities consisting of **THE PIGLET**, **THE BLOODY PIG** and **THE HOG**. They represent a **SINGULAR MEGA PORCINE THREAT EVENT** that is designed to nullify your very existence. This is a training scenario, designed to prepare you for what lies ahead when you venture to the wild world beyond our incursion facility and have to encounter various members of **THE SUS**, or **PIGS**, out there. For this training material, the statistics for **THE PIGLET** are provided.

THE PIG 001:
"THE PIGLET"

THE PIGLET is a nerfed down version of **THE PIG**. You will get to try out your new undead body against **THE PIGLET** in a relatively safe environment. **THE PIGLET** can withstand impressive amounts of damage, but not dish it out with the same brutality as a regular pig would do.

- Grit Dice (GD): 4d8 + 2d8 / character
- Defense Value (DV): 15

PATTERNS OF ACTION

ASSESSMENT PATTERN. THE PIGLET always starts with this pattern, returns to it when no-one has **ATTACKED** it on the previous turn.

- 20: -
- 15: **SMASH (2 M):** Target, Attack, DD: 1d6
- 10: **CHARGE (15 M):** Move, towards the largest group of enemies.
- 5: **RIOT SHIELD:** Defend.
- 0: **STOMP (4 M):** Everyone in range gains **PRONE** condition.
  TREMOR (10 M): Two 2 m radius areas become **DIFFICULT TERRAIN**.

HARASSMENT PATTERN. THE PIGLET typically acts in this pattern. It's a simple creature and just moves towards someone to hit it. If it can't, then it uses the hand cannon to shoot.

- 20: -
- 15: **MOVE (1D6 + 5 M):** Move towards a target.
- 10: **SMASH (2 M):** Target, Attack, DD: 1d4
- 5: **HAND CANNON THE NERD (20M):** If there are no targets within 2 m: Target that has cast an incantation in this encounter. Attack. DD: 1d8.
  RIOT SHIELD: Defend.
- 0: **TREMOR (10 M):** Two 2 m radius areas become **DIFFICULT TERRAIN**. Anyone in 2 m of those areas gains the **PRONE** condition.

VIOLENCE PATTERN. THE PIGLET just wrecks shit up nearby.

- 20: -
- 15: **SMASH (2 M):** Target, Attack, DD: 1d4.
- 10: **MOVE (2 M):** Move towards the largest group of targets..
- 5: **SMASH (2 M):** All targets in range, Attack, DD: 1d4
  TACTICAL MOVEMENT (1D6 + 1 M): Move.
- 0: **WOBBLY STOMP (BETWEEN 4M AND 10M):** Everyone gains the **PRONE** condition.

RECHARGE PATTERN. THE PIGLET is getting overwhelmed, so it recharges.

- 20: **MOVE (2 M):** Move, away from any targets.
- 15: **STOMP (4 M):** Everyone in range gains **PRONE** condition.
- 10: **MOVE (2 M):** Move, away from any targets.
- 5: **RIOT SHIELD:** Defend.
- 0: **SECOND WIND:** Rest.

FURY PATTERN. THE PIGLET resorts to this only if it is down to a single **GRIT DIE**.

- 20: **HAND CANNON THAT COVER (10 M):** Destroy 1 **DIFFICULT TERRAIN** or **FEATURE**.
- 15: -
- 10: **BITE THEM ALL (2 M):** All targets in range, Attack, DD: 1d6.
- 5: **TACTICAL MOVEMENT (15 M):** Move.
- 0: **RAGESTOMP (2 M):** Everyone in range gains the **PRONE** condition.

APPENDIX A:
TERMINOLOGY

ACTION. Things to do in combat.

ACTION BONUS. Dice that are added to the result of a roll of action dice that depend on your character being better at some things than others.

ACTION DICE. The 5 dice that are distributed between the actions of a player character at the start of each round.

ATTACK. An action to harm the enemy.

BEAT. A single moment on **THE TIMER**.

CAST. An action to bring an **INCANTATION** to reality.

DAMAGE ROLL. Rolled when a combatant harms another.

DEFEND. An action to defend from incoming damage.

DEFENSE VALUE (DV).

DIFFICULT TERRAIN.

DYING. Character is in a quantum state of life. If the battle is lost, the character is dead. If the battle is won, the character might still live.

EXPLODE. When Mana Pulses rolls a 5 or a 6, you roll an additional dice and add the new result to your magic roll. The exploded mana pulses are lost after the roll.

FEATURE. Something on the battlefield that can be utilized.

GRIT DICE (GD). Indication of a player character's or the pig's battle provess. They are rolled as part of a Damage Roll.

THE GUIDE. The game runner, who plays the pig.

INCANTATION. A mystical effect that a character can cast in order to gain an upper hand in combat.

ITEM.

MAGIC ROLL.

MANA PULSE.

MOVE. An action to move yourself on the battlefield.

PATTERN OF ACTION, PATTERN. The actions The Pig takes each round. There are several patterns, the pig has to choose one

THE PIG.

REST. An action to regain use of powers and health.

ROUND.

RUSH. An action to put yourself on a higher place on the timer.

SHIELDED. Condition you gain from defending that shields you from damage.

STAGGERED. Condition that happens when the fails to connect their attacks on you.

TARGET. When there is a possibility to choose who is affected by an effect, the persons affected are targets. With area effects there are no targets.

THREAT DICE. These represent potential hits, bruises and strain of combat a character has suffered.

THE TIMER. A countdown towards the end of the round. Composed of Beats that start from 20 and end at 0.

TRICK. Martial maneuvers that cause effects beyond simple damage on their target.

USE. An action to manipulate your items or terrain features.

WEAPON.