-2 -4 -8

X

-8 -4 -2 -1

Environment
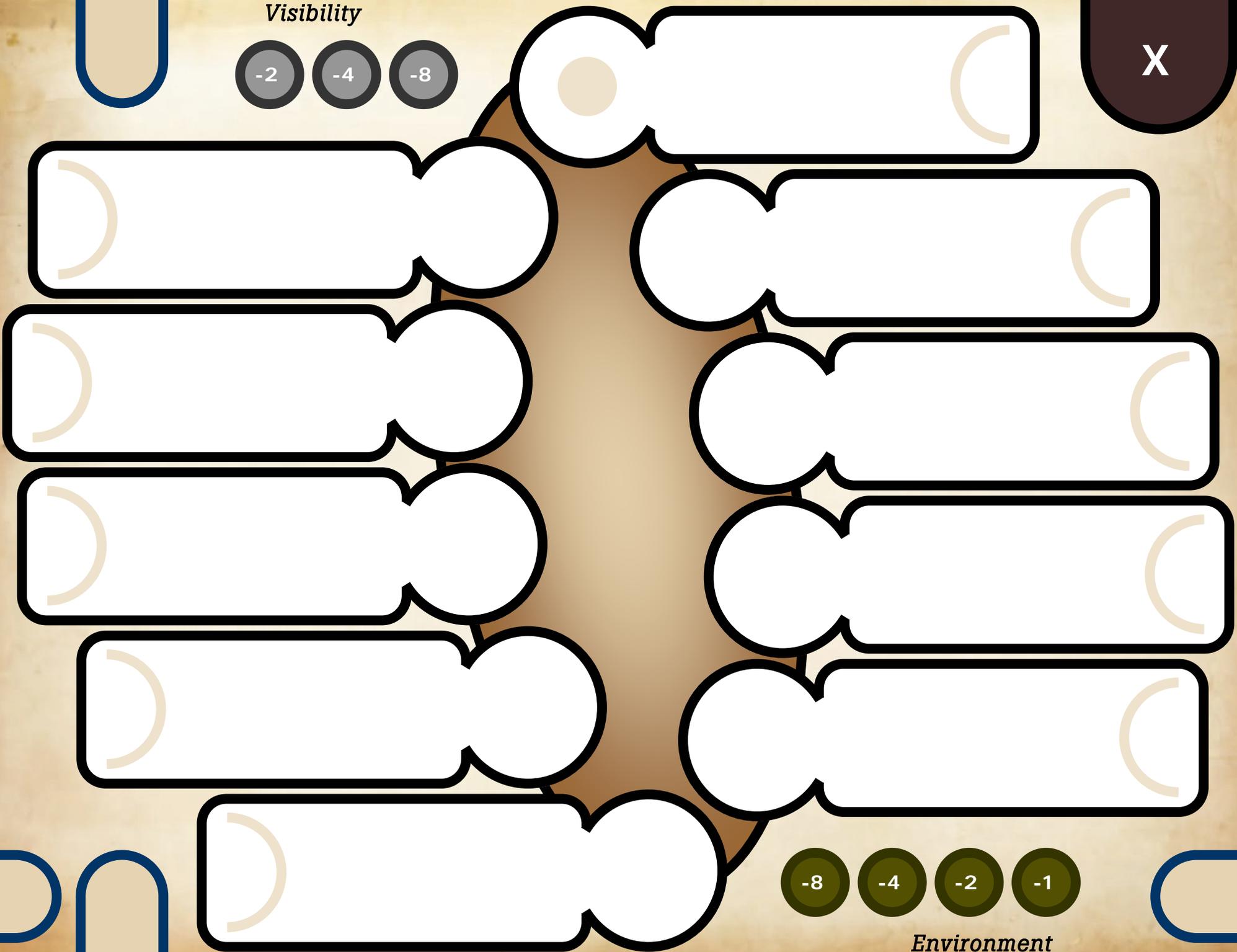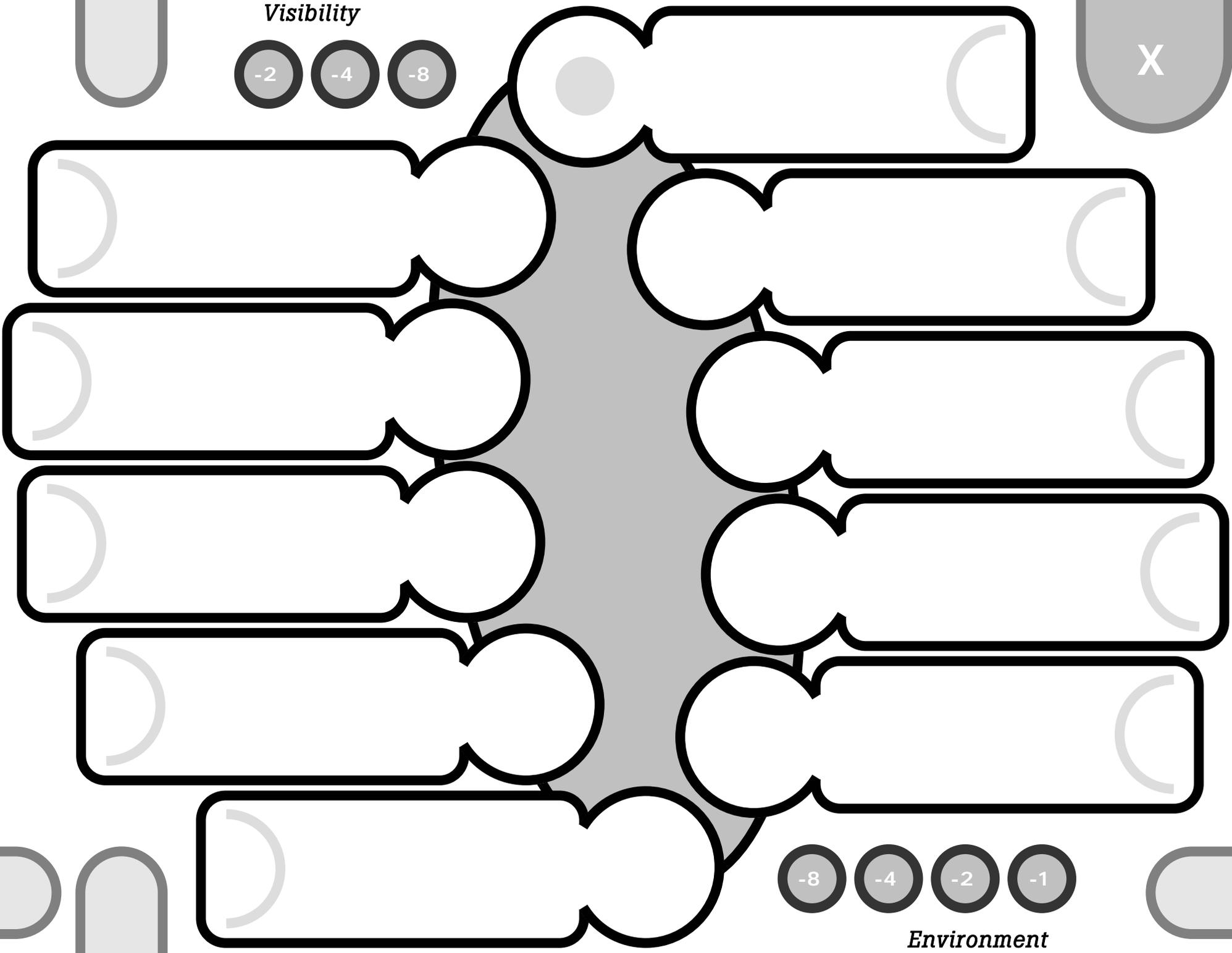
-2 -4 -8

X

-8 -4 -2 -1

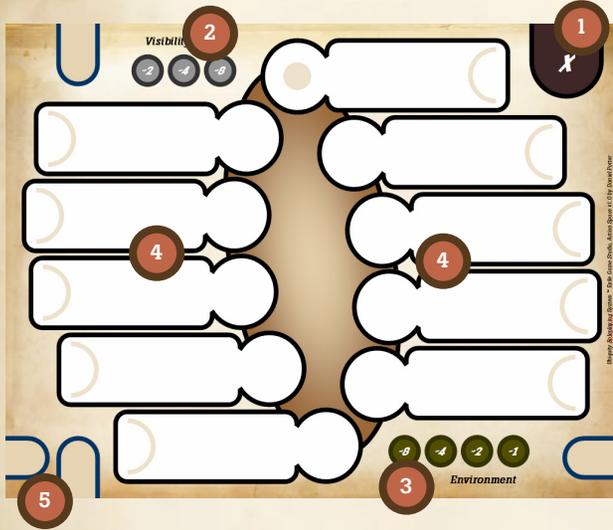*Environment*

Ubiquity Action Space

This is the Ubiquity Action Space:

Basically, a combat initiative tracker, useable with both normal and continuous combat methods. Why do I call it an "action space?" We'll get to that in a minute, but first, what's on this thing?

1. "Casualty box." When someone is taken out of the action, put their marker here.
2. *Visibility* track, with spots for –2, –4, and –8, indicating the dice pool modifier for relevant rolls (usually attacks).
3. *Environment* track, with spots for –1, –2, –4, and –8, indicating the dice pool modifier for relevant rolls (usually Drive/Pilot).
4. "Phase spaces." a) Markers representing the characters involved in the action are placed in the rectangular spaces, moving them as their actions (or Initiative Rates) demand; b) starting at the top (small tan circle), you move a marker from one incomplete circle to the next as you move through initiative phases; conduct actions for the characters

in the connected rectangle; c) if a character is delaying his action, move his marker past the tan semicircle at the end of the rectangle.
5. Action space "connectors" ("tabs"). This is where we get into that "action space" thing …

A Virtual Map

Action spaces represent the areas in which conflicts take place, and may be envisioned as abstract map spaces. These spaces can be connected in different ways to represent a large variety of situations:

- Disconnected, the spaces not even touching; concurrent battles that cannot directly impact one another; characters cannot move between spaces.
- Touching, but with no marker on either end of the connector; simultaneous, same-scale conflicts, perhaps different areas of a battlefield; characters can move between spaces, though it may be difficult or take significant time.
- Touching, with a marker on one end of the connector; the space with the marker in the connector is a smaller part of a larger conflict (see the example); there might be several smaller spaces connected to a larger one, and you could not move directly from one to another without spending time on the larger scale space.

Example

In the example to the right, the "top" space represents a warehouse office. There are no special conditions noted, initiative is indicated by the green marker in phase space 9, and the blue marker in the connector bridging to the "bottom" space, indicates that the struggle in the office is part of a larger conflict

The "bottom" space represents the main floor of the same warehouse. It's pretty dark, so there's a marker at –4 on the Visibility track, the scientist in phase space 8 is delaying his action, and note that our heroes have dispatched one stormtrooper to the casualty box.

These two spaces are very closely related. Characters and actions can easily cross the boundary between them. Diving through the office door to escape stormtrooper gunfire, or signaling an ally through the office window are possible crossover actions. Not all "nested" spaces are so closely connected. For instance, a fight to control an airship might be part of a larger fight involving the airship and several airplanes.