

## General House Rules

### Character Generation

- When I give background skills, I give four skills at a level of two each, plus Ground Vehicle (Wheeled) at a level of 2. The skills may be chosen freely, but the player must be able to explain the most exotic choices or they are not approved.
- For Subsequent Term Skills, the player is allowed to choose from half the skill clusters listed. In each of those clusters, the player may take half of the skills listed in the cluster, rounded up, as total skill levels, to a minimum of two levels. Thus, if the skill cluster had 8 total skills in it, the player may choose 4 total skill levels in that skill cluster, distributed as the player sees fit.
- Heroic Characters: For "heroic" characters, allow any or all of the following: 1) Roll 1d10+1 or +2 for each attribute; 2) Allow no less than 3 on any attribute; 3) Give 10 additional skill levels as a bonus; 4) Automatically boost skill levels in combat skills to 4; 4) Automatically grant a skill level of 2 in Medical (Trauma Aid) and Survival.
- Here's what I give players as basic issue: Bayonet or knife, set of combat webbing, duffle bag, 4 sets of fatigues, field jacket and liner, flashlight, foam sleeping mat, 6 fragmentation grenades, a steel or Kevlar helmet (depending upon country of issue), medium ALICE pack or equivalent, mess kit, mosquito net, personal medical kit, personal weapon and six full magazines (if applicable) plus 180 rounds, 1 automatic pistol or revolver with 6 full magazines or cylinders, poncho, poncho liner, protective mask, rainsuit, shelter half, sleeping bag, 2 smoke grenades, sweater, thermal fatigues, 3 sets of thermal underwear, 2 waterproof bags.

### Sprinting

- Sometimes in combat, you just really have to put on a burst of speed when you're running. Divide the character's Constitution score by four (rounding up); this is the number of times the character may "Sprint" during the current firefight or other danger situation. To Sprint, the player rolls a d20 against his character's Constitution score, like any other task. Success means that the character may put on an extra burst of speed, increasing his running speed by one-third of his Constitution score (rounding up). After a sprint, the character may not attempt to Sprint until at least 5 seconds have passed. Outstanding success indicates that the character's running speed increases by an additional two meters during that Sprint. Catastrophic Failure indicates that the character takes one point of damage in one leg (rolled randomly) and his speed is reduced by 25% regardless at what speed he is moving. (The character has "pulled something.")

If the character injures himself during a Sprinting attempt, the full impediments to his speed last for 24 hours. After that, the character will have his speed reduced by 10%. A character with medical skill may help him, with successful medical treatment (determined by an Average: Medical – Trauma Aid roll) reducing the injury impediment time by 25% hours. If the medic or doctor rolls Outstanding Success, the character is impeded for 50% less time. If the PC or NPC with medical skill rolls Catastrophic Failure, the injured character takes another point of damage to his leg, and the length of injury time is tripled for both phases. Medications such as Ben-Gay, Icy Hot, Tiger Balm, etc, give the person administering the medical aid a +1 on his roll. Minor pain relievers (such as aspirin, acetaminophen, Motrin, naproxen sodium) give the person with medical skill a +2. Prescription-strength muscle relaxers or painkillers such as Skelaxin, Vicodin, etc, give the person with the medical skill a +3. The character may also attempt self-treatment. If he himself has medical skill, roll as above. Otherwise, use Difficult: Intelligence or Education. He gets the same bonuses for medication as above, whether he has Medical skill or not.

Even if he is injured by a Sprint, the character may attempt to Sprint again; however, the Sprinting speed is based on his injured speed instead of the normal movement rates. If he injures himself again, his movement score is reduced by a further 25%, and this is concomitant. After four such injuries, movement will no longer be possible (except for crawling) unless a Formidable: Constitution roll is made. Such a character will be able to move at a 75% penalty for one-quarter of his Constitution score. In addition, the injured leg is 75% likely to be the same one as before; if so, it takes an additional 3 points of damage. Injury recovery times will be 48 hours longer for each additional injury. If medical treatment is given (whether by someone with Medical or no medical skill), it will be one level more difficult per injury (to a maximum of three additional levels of difficulty).

The character may already be debilitated due to an unrelated leg injury. The character's chances of being able to Sprint are reduced by -1 per two points of injury he already has, and his Sprinting speed is based on whatever reduced movement rate he already has, and the character automatically takes an additional point of damage to that leg (or both, if applicable). He has aggravated his already-existing injury.

If the character makes more than half his possible sprints in a single firefight or danger situation, he incurs an additional level of fatigue after the fight or danger situation is over. Certain items (such as Gatorade-type drinks, energy bars, or suchlike) ingested within 3 hours will remove this kind of additional fatigue.