



Retreat Hell – 3rd Edition
Rulebook v2.3.2
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Overview

Sierra Hell is the 3rd Edition of Retreat Hell. It features better playability and more realism than the first and second edition. It is based mainly on Retreat Hell and has some mechanics in common with "Fallout" or "D20 Modern".

I started to develop Retreat Hell in order to build a base for modern warfare roleplaying because I didn't like the unrealistic rulebase that games like WotCs' D20 Modern offered. My goal was to create an RPG (Role Playing Game) that is both highly realistic and playable. Some game mechanics are based on the Fallout RPG (Abilities, Some Skills, Some Perks), some on WotC's D20 Modern (AbC, Agility Saves).

To address topics not or not fully handled in the Rulebook, there are currently 3 extensions to Sierra Hell under development:

- 1) Sierra Hell – Weapons**
 - Addressing direct/indirect-fire weapons (rifles, assault rifles, pistols, revolvers, grenade/rocket launchers) and slashing/stabbing weapons (knives).
 - Updated to be used with SH
- 2) Sierra Hell – Equipment**
 - Featuring weapon enhancements, body armour, ballistic helmets, communications equipment and more.
 - Updated to be used with SH.
- 3) Sierra Hell – Air to Ground Ordnance**
 - Describes the characteristics of modern, air-deployed munitions and also artillery and mortar munitions to allow GameMasters to model a large-scale environment of war.

If you have got any remarks, ideas, or general feedback on Retreat/Unleash or Sierra Hell, drop me a note: b33fm41l@yahoo.de

Requirements to Play

- ∞ This handbook and most likely, the SH Weapons and SH Equipment Manual (if you intend to arm and equip your characters; these are 2 separate manuals).
- ∞ A couple of players and a GameMaster (GM), the one who rules and invents the game.
- ∞ As Sierra Hell is "just" a rulebase, you will need a story, a campaign setting where you decide what players do (job) and how they can acquire equipment (buy, steal, issue from military, government or private agency, etc.)
- ∞ A couple of dice (d20, d10, d%, d8, d6, d4). The more d20 the better, you will not need many of the others.
- ∞ A hex or rasterized sheet (as big as possible) to place markers (place of character, objects, obstacles, etc.), you should go for ~2.5cm hexes/raster.
- ∞ Character markers, you can buy plastic or metal figurines and paint them or not (or buy them pre-painted), or you can just take coins (most tabletop-figurines fit just perfectly on the ~2.5cm hex/raster sheets).
- ∞ A calculator or a well working brain, depending on your preference.
- ∞ Character sheet, this just needs to be a couple of sheets (white or whatever) to make notes on (Abilities, skills, equipment, in-game information, name of your char, etc.)
- ∞ A rubber
- ∞ A pencil or some other sort of pen. (you might also take a block of ice and an icepick, whatever suits you best).
- ∞ And the most important thing: **Imagination**.

Character Generation

Your character is human and can be either male or female. There aren't any bonuses or penalties involved when deciding on gender.

The character is defined by the following parameters:

∞	Abilities	a character's most basic characteristics
∞	Skills	well, skills
∞	Perks	special features that your character gains every level
∞	Hitpoints	physical health represented by numbers
∞	Individual	everything else

Abilities

Name	Abbr.	Description
Strength	(ST)	Raw physical strength.
Endurance	(EN)	Physical stamina.
Charisma	(CH)	Self-confidence, willstrength, beauty, appearance and image.
Intelligence	(IN)	Your intelligence.
Agility	(AG)	Measures hand-eye coordination.

Minimum/Maximum/Average Ability Scores: 1/20/10

Ability bonuses: range from -5 to +5 depending on the value of your ability score.

Use the following table to determine your ability bonus:

Ability	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Bonus	-5	-4	-4	-3	-3	-2	-2	-1	-1	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5

Determining your abilities: Every class has rules for determining its' starting abilities. Follow these.

Increasing abilities

The only way to increase abilities is by collecting enough upgrade points to increase your ability by 1 point at a time. A character can never have more than 1 ability score with a value of 20 (However, there may be exceptions to this rule in some campaign settings).

How to gain upgrade points

Every time you roll a 16, 17, 18, 19 or 20 on a ST/EN/CH/IN/AG check (1d20), you gain 1 upgrade point. Your Gamemaster can also award upgrade points for good gameplay or when he sees fit. How many upgrade points are needed to increase your ability by 1 is ruled by the table below:

Ability Score	Upgrade Point Cost
1, 2	2
3, 4	4
5, 6	6
7, 8	8
9, 10	10
11, 12	14
13, 14	18
15, 16	22
17, 18	26
19, 20	30

Note:

- ∞ Whenever you do not risk your life when performing a check and get a score of 20 (on the 1d20), you gain 1 upgrade point, ask your GM for more detailed situation-dependent rules on training abilities.

Hitpoints

A characters hitpoints depicts whether he is alive or dead, healthy or wounded/sick and the like. A character gains a certain amount of hitpoints when he starts to play, if an ability that was used to calculate hitpoints changes during character evolution the characters hitpoints change accordingly. Additionally every character gains hitpoints every time he gains a level.

At first level:

$$45 + (ST/2 + (EN))$$

Additional HP per lvl-up (rounded down, but must earn atleast 1 hp/level):

$$1/10 \times (STR+EN)$$

Note:

- ∞ You gain lvl ups whenever your GM believes that you learned something important or mastered a difficult situation (or many of them), with increasing amount of experiences per level-up (an increase in level is called a "level-up").

Skill

Skill Name	Skillbase	Untrained
Small Arms	AG	No
Thumpers	AG	No
Big Arms	IN	No
Melee Combat	ST	Yes
Throwing	ST	Yes
First Aid	IN	No
Doctor	IN	No
Sneak	AG	Yes
Lockpick	AG	No
Steal	AG	Yes
Demolitions	IN	No
Repair	IN	No
Pilot	AG	No
Speech	CH	Yes
Barter	CH	Yes
Outdoorsman	EN	No
Spot	IN	Yes
Bluff	CH	Yes
Diplomacy	IN	Yes
Jump	ST	Yes
Listen	IN	Yes
Swim	EN	No
Climb	ST	Yes
Duck & Cover	AG	No
Drive	IN	No
Communications	IN	No
Information Technology	IN	No
Electrics	IN	No
General Mechanics	IN	No
Ride	AG	Yes
Engineering (branch)	IN	No
Science (branch)	IN	No
Craft	IN	Yes

Example:

Your total skillbonus is your ability bonus (skillbase) plus added skillpoints.

Amount of skill points per level:

5 + All Ability bonuses
Penalties are discarded!

At level 1 (the beginning of your character's life) you will receive **twice** the normal amount of skillpoints.

Acquiring Skill Points

If you want to spend your first skill points on a skill, you can only do so if you have someone to instruct you (like a Drill Instructor or some other Trainer), or equipment (e.g.: a manual or book) that teaches you.

Generally, every non-tagged skill has a maximum attainable skillbonus (= "skillmax") of 20. Every player receives 3 tag skill (2 Expert and 1 Outstanding tag). Skillmax does never include an ability bonus.

Placing an Outstanding-Tag on a skill increases your skillmax by 3. An Expert-Tag only increases skillmax by 1.

Additionally there are level-based skill ceilings (= skillmax is not 20/21/23 on level 1 but increases steadily from 10 to 20/21/23 as your character increases in levels).

Skillmax table:

Level	Non-modified Skill	E-tag Skill	O-tag Skill
1 - 5	10	12	15
6 - 8	15	17	20
9 - 10	20	21	23

Tag Skills

Having a skill tagged, does not mean that you are automatically proficient in it's use. The tag only depicts the option to increase that particular skill above the normal skillmax of 10/15/20 (depending on character level).

Restrictions on placing tags:

- ☞ You cannot place an O-Tag on a skill that has an ability base that you are not at least better than average on.

Example: Big Arms has AG for skillbase, the average ability score is 10, you must have 11 or more to place an O-Tag on it.

- ☞ You cannot place an E-Tag on a skill that has an ability base that you are no at least average (10 or more) on.

Skillcheck

A skillcheck is a skill put to practice; this works the following way:

- ∞ Roll 1d20, add your skillbonus and your ability bonus.

Some skills cannot be used untrained, that means you cannot use the skill if you have never put any skillpoints in it. A minimum of 2 skillpoints is required to use a skill as though trained in it.

There are 3 types of skillchecks

- ∞ PCs' skill (1d20 + Skillbonus) vs. DC (Difficulty Check),
a DC is a certain value referencing the difficulty of a certain task (that the player wants to achieve with his skill). If the result of your skillcheck is higher or equal to the DC you are successful.
- ∞ PCs' skill (1d20 + Skillbonus) vs. PC's/NPC's skill (1d20 + Skillbonus)
usually referred to as "opposed" skillcheck, the character with the higher skillcheck succeeds.

Opposed skillchecks are often used with the Melee Combat skill.
- ∞ PCs' skill (1d20 + Skillbonus) + 8 vs. DC ("Supported")
(if another char helps the char performing the skill by making a skill check (if his roll yields more than 50% of the required DC)) vs. DC.
Ask your GM whether help is possible before supporting each other.

Skill Descriptions

Small Arms (SA)

This skill describes your ability to operate pistols, SMGs, rifles, assault rifles, machine guns, grenade launchers, rocket launchers, and the like. Note, however that this only depicts your basic ability to use these weapons, but you will need to read field manuals in advance, see the Sierra Hell Weapons Manual for this purpose.

The small arms skill comes to use whenever you want to hit something with your weapon (by shooting at it). To do so determine the THD of your opponent (see the THD section in this rulebook), then make a so-called "To-Hit roll".

To do this: roll 1d20 and add your small arms skillbonus (and subtract MSP and other components affecting the roll), if your roll is equal or greater than the THD of your target, you hit.

Failure: If you fail your SA check you simply don't hit.

Retry: You can retry your SA check as long as you have APs left.

Thumpers

This is the skill that describes your ability to operate low-velocity grenade launchers (or high-velocity ones like the FN40), like the M320 or M203. To use this skill follow the rules in the small arms skill, but in this case your rolling against the 2 fixed DCs in the Thumper section of this rulebook.

Failure: If you fail your Thumpers check you simply don't hit (or the shot deviates, see the Thumper section).

Retry: You can retry your Thumpers check as long as you have APs left.

Big Arms

These are guns like the MK-19 high velocity 40mm grenade launcher or the M29 81mm mortar. The operation of big arms is described in the Sierra Hell Weapons Manual.

Failure: If you fail your Big Arms check you simply don't hit (or the shot deviates, see the Weapons Manual).

Retry: You can retry your BA check as long as you have APs left.

Melee Combat

This skill describes hand-to-hand or armed combat. The following table describes the name and the category of all unarmed and some armed attacks, sets damage (always relative to the weapon the attacker and defender use) and wounding statistics, action point costs, requirements, whether the attack triggers an AbC (always relative to the weapon the attacker and defender use) and the THD of the opponent when carrying out a specific attack.

You cannot make use of the Melee Combat skill if you are heavier encumbered than Fighting Load.

Attack	Damage	Wnd.	Opponent's THD				AP Cost	Req.	AbC (Opponent)			
			Un	SI	BI	Re			Un	SI	BI	Re
<u>Unarmed (Basic) - Un</u>												
Hit	1d4 + 1/2xMD	No	MC	MC μ	MC ⊗	MC	1	-	n	n	n	y
Punch	2d4 + MD	No	MC	MC μ	MC ⊗	MC	2	-	n	n	n	y
Hammer	4d4 + 2xMD	No	2/3 MC	MC μ	MC ⊗	MC	3	MC 5	y	y	y	y
Kick	3d4 + MD	No	MC	MC μ	MC ⊗	MC	2	MC 5	n	n	n	y
Trip/Throw (Knockdown)	-	No	- y	- y	- y	- y	3	MC 6	n	n	n	n
Grab	-	-	- y	- y	- y	- y	2	MC 5	n	n	n	n
Coup-de-grace	Instant Kill	-	-	-	-	-	3	MC 7	-	-	-	-
Knifehand Strike	Instant Kill	-	-	-	-	-	2	MC 7	-	-	-	-
Heel Stomp	Instant Kill	-	-	-	-	-	2	MC 8	-	-	-	-
Disarm Γ	-	-	-	MC	MC	MC	2	MC 12	-	n	n	y
<u>Armed (Knife) - SI</u>												
Overhead Attack	2d20+WD+MD	Yes	2/3 MC	MC	MC	MC	2	MC 6	n	y	y	y
Straight Thrust	2d20+WD+2xMD	Yes	MC	MC	MC	MC	2	MC 6	n	n	n	y
Outside/Inside Slash	2d10+WD+1/2xMD	Yes	MC	MC	MC	MC	1	MC 5	n	n	n	y
Coup-de-grace	Instant Kill	-	-	-	-	-	3	-	-	-	-	-
<u>Armed (Baton) - BI</u>												
Outside/Inside Hit	2d4 + WD + MD	No	MC	MC	MC	MC	1	MC 5	n	n	n	y
Improvised Stab	6d4 + WD + 2xMD	No	2/3 MC	2/3 MC	MC	MC	2	MC 5	n	n	n	y
<u>Armed (Handaxe) - SI</u>												
Overhead Attack	2d10+5+MD+WD	Yes	2/3 MC	MC	MC	MC	2	MC 4	n	n	n	y
Outside/Inside Slash	2d10+2+1/2xMD+1/2WD	Yes	MC	MC	MC	MC	2	MC 4	n	n	n	y
<u>Armed (Fireman's Axe) - SI</u>												
Overhead	2d10 + 2xMD + 15	Yes	2/3 MC	2/3 MC	2/3 MC	MC	3	MC 5	n	y	y	y
<u>Armed (Shovel) - BI/Re</u>												
"Shovel" (long shovel has reach)	1d4 + MD + 8	No	2/3 MC	2/3 MC	2/3 MC	MC	3	MC 5	n	n	n	n
Knock (no reach)	1d4 + 1/2xMD + 2	No	MC	MC	MC	MC	1	MC 5	n	n	n	y
<u>Armed (Club/+Spikes) - BI</u>												
Overhead	MD + 5d4	No/Yes	2/3 MC	MC	MC	MC	3	MC 4	n	n	n	y
(+Spikes: +1d8)												
Outside/Inside Hit	1/2xMD + 1/2x5d4	No/Yes	MC	MC	MC	MC	2	MC 4	n	n	n	y
(+Spikes: +1d4)												
<u>Armed (Mounted Bayonet) - BI/Re</u>												
Slash	2d10 + WD + MD	Yes	2/3 MC	MC	MC	MC	1	MC 11	n	n	n	n
Straight Thrust	2d20 + WD + 3xMD	Yes	2/3 MC	2/3 MC	2/3 MC	MC	2	MC 11	n	n	n	n
Horizontal/Vertical Buttstock Stroke	2d4 + 2xMD	No	2/3 MC	2/3 MC	2/3 MC	MC	3	MC 11	n	n	n	n
Buttstock smash	4d4 + 3xMD	No	2/3 MC	2/3 MC	2/3 MC	MC	3	MC 11	n	n	n	n

Notes:

- ∞ WD: Basic weapon damage
- ∞ MD: Melee Damage
- ∞ Un/SI/BI/Re: Unarmed, Slashing, Blunt, Reach Weapon
- ∞ y : Save to free allowed
- ∞ y/n: yes/no
- ∞ MC: Melee Combat
- ∞ μ: If an unarmed character attacks a character armed with a slashing weapon and fails, there is a 50% chance that he is hurt (damage as normal slashing attack)
- ∞ ⊗ : same as μ but "outside/inside hit" damage
- ∞ Γ: the disarm attack can also be used to get hold of enemy firearms, opponents THD is ½ MC in this case.

Melee Combat - Unarmed

After executing a successful (unarmed) attack the attacker can try to trip or grab (requiring additional attack rolls) the enemy, if he fails, the defender is allowed an AbC, if he succeeds they make opposed STR checks, if the attacker wins, he succeeds in the attack; in the case of a trip attack, the loser is now knocked down (and held); in the case of a grab attack, the winner now has a tight grip on the loser.

Both results allow for another attack (provided there are still AP left), a so-called: "follow-up" attack. On a downed enemy you could try to execute a heel stomp, for a grabbed (=tightly held) character you can try to execute a knifehand strike.

If the attacker doesn't have any AP left and the defender gets his turn, he can try to loosen himself from the grab or hold. To do so, attacker and defender will make opposed strength checks; in the case of a hold (knocked down) the tripped character gets only 1/2 his STR bonus on the check, if the defender succeeds in the STR check he is now free to counterattack or flee.

Melee Combat – Coup-de-grace

A coup-de-grace is an attack on an unaware or helpless (e.g.: knocked out or asleep) opponent, if it succeeds (thus the attacked character doesn't notice the attacker, and the attacker doesn't critically/naturally fail) the opponent is dead.

Melee Combat - Bayonet

Characters who use a rifle-mounted bayonet have several advantages over other combatants:

- ⌘ They can attack not only the fields bordering them but the second "ring" as well (only works with Medium to Long length weapons).
- ⌘ They can counterattack (AbC) almost any attack (see table).
- ⌘ It is more difficult to trip or throw attack them.
- ⌘ They deal more damage compared to a knife user because they can use both arms' strength.

Melee Combat - Martial Artist

Characters who have acquired one or more Martial Arts fighting styles (through the use of the "Martial Artist" perk, can enhance all unarmed/armed (depends on the type of martial art, only one type/weapon per perk) attacks in the following ways:

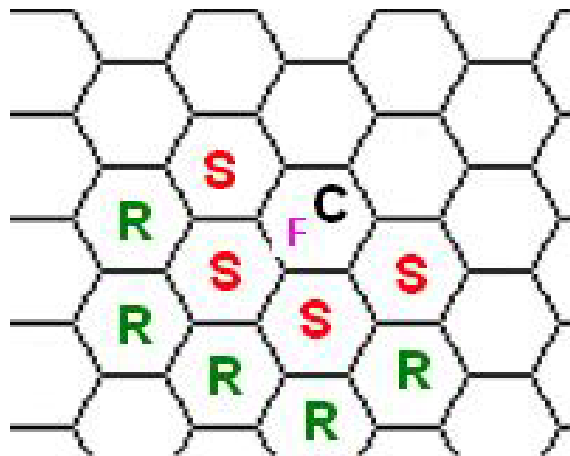
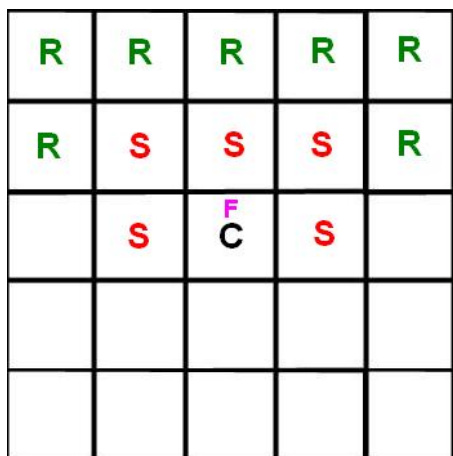
- ⌘ If they execute an attack that would usually trigger an AbC, and they roll more than 60% on their initial attack roll, the enemy is denied the AbC.
- ⌘ They can turn a trip into a throw attack (a throw attack disarms the enemy as well as knocking him down).
- ⌘ By spending 1 additional AP (per attack), they add bonus damage to their attack equal to 1/5 of their initial attack roll (rounded up) (65 would result in 13 bonus damage)
- ⌘ By spending 1 additional AP (per attack) they can make their attack more difficult to block (the initial attack roll is added 1.5 times, instead of once).
- ⌘ If a character with the Martial Artist perk is attacked by a character without the perk he gains a bonus of 33% to his MC skill for defensive purposes. If the defender has more than 1 Martial Artist perk he will receive an additional 11% for every perk additional to the first one.

Melee Combat - Attack-by-Chance (AbC)

In some cases a character might want to do something very close (in the attack range) to a melee capable enemy.

In this case the melee character might get the chance to make an AbC.

Look below: In this situation a character, equipped with an M16 assault rifle, moves into the threatened area of a grizzly bear (represented by the "C") (The bear is "equipped" with claws).



- C** Enemy/Your character,
- S** Standard threatened area,
- R** Threatened area for character equipped with reach weapon,
- F** "Face": The direction the character ("C") was looking at the end of his round

If your character now tries to fire a burst at the bear (he uses a weapon not intended for hand-to-hand combat for something different than hand-to-hand combat), the bear is allowed an AbC (only if he actually saw you attacking, if he was looking the other direction he is denied the AbC).

Thus he can make a single attack that can cost upto 2 AP (before you are allowed to burst attack him and without losing action points in his own round)(no special skills are allowed), only if he wants to, of course.

The AP (1 or 2) the bear uses in his AbC are deducted from the amount of AP you received in that round (if there aren't enough left, simply forget about them, deduct as many as possible, if not enough AP are left to carry out the attack that caused the AbC, so be it).

Any action not intended for close-quarters-combat would have triggered an AbC, but only because the bear was ready to engage in Melee Combat. So if you stood up, reloaded your M16, or anything but attacking the bear in Melee Combat, the bear would have got his AbC. (You could have stepped back 1 hex (or as much as it needs to get out of the bears threatened area) and then reloaded (in this case no AbC would have been provoked)).

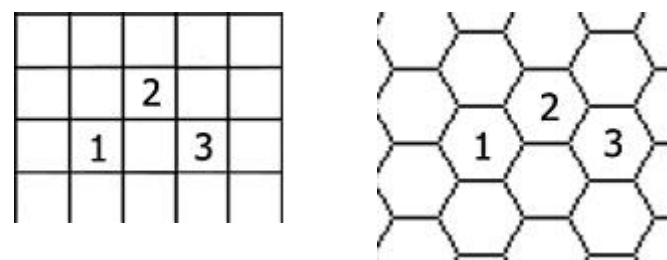
You can choose to only move away or move as far as you want and then shoot the bear.

An important condition are melee combatants that are referred to having "reach" (most 4-legged creatures do, a bayonet equipped character as well), those are usually able to attack characters 1 hex away from them (this area would count as threatened as well).

Moving in the threatened area of another combatant provokes an AbC as well (the first move into the threatened area does not).

For every attack that can trigger an attack-by-chance, the defender is allowed to execute this attack as soon as it was triggered, if he succeeds the attacker loses the number of AP the attack used in the AbC would have cost him (in the place of the defender), the defender can use any attack he is proficient with, provided it does not cost more than 2AP.

An AbC-caused attack never triggers another AbC for the same involved characters, but for a third player it may, let's have an example:



Character 1 moved in the threatened area of character 2, character 2 carries out a 2 AP attack (as an AbC) and therefore, triggers an AbC for character 3 (which can cost up to 2 AP), if character 2 had carried out an attack (-by-chance) costing only 1 AP, character 3 wouldn't have received the AbC, if character 2 had had the "Tiger Moves" perk no AbC would have been triggered.

The character who has triggered the AbC loses 1/2 his THD bonus (in addition to other, attack-specific penalties) against the execution of the AbC if he did anything but move or attack (e.g.: an unarmed attack against a character using a reach weapon, triggers an AbC as well but does not imbue the 1/2 THD penalty)), if he has only moved his THD remains unchanged.

The defender is allowed AbCs only against 1 opponent per round. He is allowed to choose whether he wants to carry one out, the first one carried out, selects the 1 opponent; multiple ones can be carried out (against the same character).

A character is not allowed to carry out AbCs if he is considered running faster than 1/2 and only if he is not heavier encumbered than Fighting Load and has more than 80% of his hitpoints left (or 60% if he possesses the Die Hard perk). If one of the mentioned conditions applies he cannot carry out an AbC.

Melee Combat - Special Situations

If a character wielding a non-melee combat weapon is attacked by a melee fighter he suffers a two-thirds penalty to MC if he has 1 hand free or 80% if both his hands are used up, for defensive purposes. That same character can only carry out attacks requiring only one hand (or cannot carry out any MC attacks at all, if both his hands are occupied).

If more than 2 characters are involved in melee combat the MC skillbonus is modified: (for defensive purposes only).

Condition	Attacker THD (MC)	Defender THD (MC)
Flanking a character (minimum: 2 Attackers, 1 Defender)	Normal	1/2 Normal vs. Flanker
2 characters are grappling (grab attack)	1/4	1/4
1 defender is fighting 1 attacker and is attacked from behind	Normal	1/4 Normal vs. Coward
1 defender is attacked by 2 characters	Normal	Normal and 2/3 vs. 2nd

In addition to the conditions stated above a defender/attacker who is standing in the AbC threat range of a 3rd fighter triggers an AbC every time he uses an MC action that costs 2 AP or more. In this case the one who triggered the AbC loses another 1/2 of his MC skillbonus for defensive purposes (3/4 in total).

Failure: If you fail your MC check you don't hit your target.
Retry: You can retry your MC check as long as you have APs left.

Throwing

Throwing weapons are special knives (throwing knives) or various grenades (individual thrown explosives). DCs for throwing individual explosives are given in this rulebook, throwing knives are covered in the Sierra Hell Weapons Manual.

Failure: If you fail your Throwing check you simply don't hit (or the throw deviates, ...).

Retry: You can retry your Throwing check as long as you have APs left (and items to throw).

First Aid (FA)

Using a medipack falls under this category. Skillchecks are made against the DCs provided in the Healing section.

Failure: If you fail your First Aid check, roll 1d4 and look up the result in the Failure section of this rulebook.

Retry: You can retry your First Aid check as long as you have First Aid charges/kits left.

Doctor

The use of doctors kits and similar equipment (or techniques) is covered with this skill. Skillchecks are made against the DCs provided in the Healing section.

Failure: If you fail your Doctor check, roll 1d4 and look up the result in the Failure section of this rulebook.

Retry: You can retry your Doctors check once, but the difficulty is increased by 25% for each failure. (x1.25)

Sneak

Your characters ability to move undetected in the presence of other characters (most commonly, enemies). Your character can use this skill to "sneak up" on an unaware enemy (use boni for cover as for THD).

Bonus to Concealment from less-than-ideal light conditions (as always, the GM judges which bonus applies)

Condition	Bonus
A sunny day with not a single cloud in sight	+0
Medium clouds	+3
Heavy clouds	+5
A "less than optimal" lit indoor area	+7
Light rain or dust	+10
Medium rain or dust	+13
Bad light indoors	+16
Heavy rain or dust	+20
Downpour/Dust storm	+22
Blizzard/Hurricane/Tornado	+25
No light at all	+34

Failure: As you do not make Sneak against a DC but opposed, a failure means your target notices you.

Retry: You cannot retry your sneak check.

Lockpick

Opening locked locks (*g*) (without having or using the proper key, but maybe some picklocks or a multi-tool), can be done with this skill. The DCs for this skill are provided by the GM upon consideration of the situation.

Failure: If you fail, you cannot open the lock; if you critically fail, roll 1d4, a 1 or 2 means the lock is damaged (unopenable) a 3 or 4 means your equipment is destroyed.

Retry: You can retry your lockpick check as long as you don't destroy all your equipment and/or the lock.

Steal

This skill describes your characters ability, to take items from other characters, without them noticing it. The character who is the victim of a theft can make a Steal skillcheck to notice the theft.

Failure: As you don't make Steal against a DC but opposed, a failure means you are noticed by your target.

Retry: You cannot retry your sneak check.

Demolitions

This skill deals with building, planting, arming and disarming of bombs, mines, IEDs and the like. The DCs for this skill are provided by the GM upon consideration of the situation.

Failure: If you fail to disarm a mine/bomb/Improvised explosive device (IED) (by 51% or more), nothing happens, if your result is lower it goes off, the same is true for arming mines/bombs/IEDs (But mostly it's hard to fail that). If you critically fail the trap goes off.

Retry: You can retry your check as long as the trap doesn't go off.

Repair

The skill for fixing items. The DCs for this skill are provided by the GM upon consideration of the situation.

Failure: If you fail to repair the item by (51% or more), nothing happens, if your result is lower the item cannot be repaired any more. A critical failure means that the item cannot be repaired any more as well.

Retry: You can repeat the skillcheck as long as you don't fail by less than 51% or critically fail.

Pilot

This skill describes a characters ability of starting and flying helicopters and planes. DCs for this skill are presented in the Sierra Hell Vehicles Manual.

A character can be familiar with a certain number of helicopters or planes per level, based on his INT, how many judges the table below (not used # are lost after a level up):

Intelligence Score	# of Planes/Helicopters
1, 2, 3	½ (1 per 2 levels)
4, 5	½
6, 7	1
8, 9	1
10, 11	2
12, 13	2
14, 15	3
16, 17	3
18, 19, 20	4

Failure: The results of pilot failures are explained in the SH Vehicles Manual.

Retry: No retry is possible.

Speech

The ability of communication, mostly used for interrogation with other NPCs/PCs. (non-player characters, player characters). The DCs for this skill are provided by the GM upon consideration of the situation.

Failure: As you don't make Speech against a DC but opposed, a failure means you cannot extract information from your counterpart.

Retry: You can retry the speech check once, but your counterpart receives a bonus of 5 to his check.

Barter

Your characters ability for exchanging items for items or items for money (or knowledge). Barter is always used as an opposed skillchecks.

Failure: As you don't make Barter against a DC but opposed, a failure means you cannot increase your share of the trade, if you critically fail, the GM will reduce your share in favor of your counterpart.

Retry: Cannot be retried.

Outdoorsman

This is the skill of outdoor living and survival in hostile environments. Skillchecks are made against DCs provided by the GM upon consideration of the situation.

Failure: The GM judges what happens upon failure.

Retry: A retry is impossible.

Swim/Climb

These are pretty much self-explanatory. Used against the DCs provided in this manual.

Failure: If you fail your swim check for the first time you drop completely underwater, you can try to float again with a successful check against the normal DC x1.5.

If you fail your climb check you slip with your foots first (if you use 'em) or with 1 arm. If you naturally fail, you automatically drop.

Retry: A retry is impossible.

Swim (GM determines water condition)

Water Condition	Difficulty
Not moving	25
Light drain	27
Medium drain	32
Heavy drain	35
Vortex	44

Climb (GM determines surface condition)

Surface Condition	Difficulty
Good grip, arm and leg support	16
Good grip, arm support	18
Slippery, arm and leg support	30
Slippery, arm support	36
Oily, arm and leg support	38
Oily, arm support	42

Spot

The spot skill is used against the Concealment Factor (described later in this book) for checks against other PCs, or against DCs specified by the GM in condition/item search situations.

Failure: You don't spot a certain condition/situation/enemy.

Retry: A retry is possible but you must use APs, and you must know that you failed.

Bluff

If you want somebody to believe you (when you're actually not telling the truth) you can use this skill, all involved characters will make opposed bluff checks, but nobody will know whether his counterpart was successful or not (only the GM knows this), so be careful. Bluff is always used as an opposed skillchecks.

Failure: As stated in the skill description block above.

Retry: A retry is impossible.

Jump

No description necessary. The DCs for this skill are provided by the GM upon consideration of the situation.

Failure: You fail to overcome the chosen distance.

Retry: A retry is impossible.

Diplomacy

A character who might want to negotiate with, instead of knocking down his enemies uses this skill. Diplomacy is always used as an opposed skillcheck.

Failure: You cannot make your opponent do what you want, a critical failure most likely means an enemy attack.

Retry: A retry is possible (as long as your opponent wants to talk) but only once and your counterpart earns a bonus of 5 on his second skillcheck.

Listen

You can make listen checks to hear somebody talking behind a door (DC specified by GM upon consideration of situation) or when somebody is trying to sneak up on you (1/2 skillbonus if not actively listening) (opposed skillcheck).

Failure: You think that there wasn't anything you could have heard.

Retry: A retry is possible but you must use APs, and you must actually know that you failed.

Duck & Cover

This skill describes your characters ability to use concealment provided more effectively. The use of this skill is described in the Concealment section of this rulebook.

Failure: Failure means that no bonus is awarded, critical failure means the achievable bonus is reversed (+ to -).

Retry: A retry is possible as long as you have APs left.

Drive

Starting and steering of wheeled/treaded vehicles is covered with this skill. DCs for this skill are presented in the Sierra Hell Vehicles Manual.

A character can be familiar with a certain number of helicopters or planes per level (depending on their complexity. Multiple "charges" might be required to master just one vehicle, if so this will be noted in the SH Vehicles Manual), based on his INT, how many judges the table below (not used # are lost after a level up):

Intelligence Score	# of Planes/Helicopters
1, 2, 3	¼ (1 per 4 levels)
4, 5	¼
6, 7	½ (1 per 2 levels)
8, 9	½ (1 per 2 levels)
10, 11	1
12, 13	1
14, 15	2
16, 17	2
18, 19, 20	3

Failure: The results of drive failures are explained in the SH Vehicles Manual.

Retry: No retry is possible.

Communications

Describes a characters ability to operate or modificate communications equipment such as radios, networking technologies (OSI Layer 1 and 2), mobile communications (GSM, UMTS, etc.).

Failure: The results of Communication failures depend heavily on the situation in which they occur (and are therefore entirely GM-dependent).

Retry: A retry might be possible, depending on the situation.

Information Technology

The operation or modification of computers, mobile phones and the like is handled with this skill.

Failure: The results of IT failures depend heavily on the situation in which they occur (and are therefore entirely GM-dependent).

Retry: A retry might be possible, depending on the situation.

Electrics

The operation or modification of computers, mobile phones and the like is handled with this skill.

Failure: The results of Electrics failures depend heavily on the situation in which they occur (and are therefore entirely GM-dependent).

Retry: A retry might be possible, depending on the situation.

General Mechanics

The operation or modification of computers, mobile phones and the like is handled with this skill.

Failure: The results of General Mechanics failures depend heavily on the situation in which they occur (and are therefore entirely GM-dependent).

Retry: A retry might be possible, depending on the situation.

Ride

The operation or modification of computers, mobile phones and the like is handled with this skill.

Failure: The results of Ride failures depend heavily on the situation in which they occur (and are therefore entirely GM-dependent).

Retry: A retry might be possible, depending on the situation.

Engineering (branch)

The operation or modification of computers, mobile phones and the like is handled with this skill.

Failure: The results of Engineering failures depend heavily on the situation in which they occur (and are therefore entirely GM-dependent).

Retry: A retry might be possible, depending on the situation.

Science (branch)

The operation or modification of computers, mobile phones and the like is handled with this skill.

Failure: The results of Science failures depend heavily on the situation in which they occur (and are therefore entirely GM-dependent).

Retry: A retry might be possible, depending on the situation.

Craft

Your character can use this skill to create fake id-cards or rig basic equipment and tools.

Failure: A failure may destroy the equipment or resources your working with.

Retry: A retry might be possible, depending on the situation.

Classes

Classes define how starting skillpoints are invested, imbue certain perks and reduce a players options for placing his tag skills. Abilities don't start on average levels but are rolled.

Overview of available classes:

- ⌘ Grunt
- ⌘ Infiltrator
- ⌘ Maverick
- ⌘ Wirehead
- ⌘ Medic
- ⌘ Recon
- ⌘ Saboteur

If requirements for a compulsory starting perk are not fulfilled when starting to play, this perk will be activated as soon as the player increases his skills/abilities to the necessary levels to allow acquisition.

After rolling his Abilities, every player is allowed to spend 2 additional points to increase them (1 point on 2 different abilities or both on the same).

Instead of adding 1d6 for ability scores, you can roll 2d6 and halven the result or roll 2d6 and add the higher value.

After rolling the number of familiarizations, you are basically free to choose on which systems to spend them, although you have to discuss your choices with your GM. This is because of the reason that it might not be realistic for your PC to have had the opportunity to learn operating certain systems.

Every character receives 2 times the amount of skillpoints for the first level. The effective character level after choosing a class is 3. So you have to add 2 times the amount of skillpoints earned per level as well as hitpoints and feats.

Grunt

Specialty: Infantry warfare in any terrain with direct enemy contact under a wide range of scenarios.

Starting Abilities:

STR 9 + 1d6
END 10 + 1d6
CHA 6 + 1d6
INT 6 + 1d6
AGI 8 + 1d6

O-Tag range: Small Arms, Thumpers, Duck & Cover

E-Tag range: Small Arms, Thumpers, Big Arms, Duck & Cover, Melee Combat, Throwing, Repair, Barter, Outdoorsman, Spot, First Aid

Compulsory starting perks: Gung Ho, Mother Rucker, Tactical Movement

Optional starting perks: Double Tap, Hit the Deck, Quick Reload (1, 2), Ready Reload, Protective Mask Training, Protective Suit Training, Gunner, Suppressive Fire (choose 3)

Familiarized weapons: 2d4+2 (but not more than 3 levels worth of Weapon Manuals based on your INT (see the SH Weapons Manual for reference)

Familiarized vehicles: 1d4 (but not more than the max for 3 levels worth, see above)

Familiarized planes/helicopters: -



Infiltrator

Specialty: Entry of secured enemy buildings to gather information and exploit enemy weaknesses.

Starting Abilities:

STR 8 + 1d6
END 8 + 1d6
CHA 6 + 1d6
INT 8 + 1d6
AGI 9 + 1d6

O-Tag range: Lockpick, Steal, Bluff, Spot, Sneak, Diplomacy

E-Tag range: Lockpick, Steal, Bluff, Spot, Sneak, Diplomacy, Melee Combat, Communications, General Mechanics, Engineering, Demolitions, Speech, Information Technology, Climb

Compulsory starting perks: Ghost, Silent Death

Optional starting perks: Martial Artist, Brown Noser, Defensive Faculty, Defensive Stance, Martial Artist, Lightstep, Pickpocket, Tiger Moves, Tunnel Rat, Night Vision (choose 4)

Familiarized weapons: 1d4+1 (but not more than 3 levels worth of Weapon Manuals based on your INT (see the SH Weapons Manual for reference)

Familiarized vehicles: 1d4+1 (but not more than the max for 3 levels worth, see above)

Familiarized planes/helicopters: -



Maverick

Specialty: Distraction and disruption of enemy forces to destroy unit cohesion and therefore hinder tactics, lower reaction time and morale.

Starting Abilities:

STR 8 + 1d6
END 6 + 1d6
CHA 9 + 1d6
INT 10 + 1d6
AGI 6 + 1d6

O-Tag range: Pilot, Big Arms, Ride, Drive, Melee Combat

E-Tag range: Pilot, Big Arms, Ride, Drive, Melee Combat, Small Arms, Throwing, Demolitions, Bluff, Climb, Thumpers, Sneak

Compulsory starting perks: Master of the Woo, Stunt Devil, Quick Reload

Optional starting perks: Bonus HtH Damage, Martial Artist, Leadfoot, Tiger Moves, Shot on the Run, Protective Mask Training, Protective Suit Training, Tactical Movement, Mother Rucker (choose 3)

Familiarized weapons: 1d4+2 (but not more than 3 levels worth of Weapon Manuals based on your INT (see the SH Weapons Manual for reference)

Familiarized vehicles: 1d4+1 (but not more than the max for 3 levels worth, see above)

Familiarized planes/helicopters: 1d2 (but not more than the max for 3 levels worth, see above)



Wirehead

Specialty: Complex electronics, communications, computers, networking and related equipment and techniques.

Starting Abilities:

STR 6 + 1d6
END 6 + 1d6
CHA 10 + 1d6
INT 12 + 1d6
AGI 7 + 1d6

O-Tag range: Communications, Information Technology, Electrics, Science

E-Tag range: Communications, Information Technology, Electrics, Science, Repair, Small Arms, Engineering



Compulsory starting perks: Educated, Explorer

Optional starting perks: Earlier Sequence, Bluff Master, Gunsmith, Salesman, Educated (2, 3) (choose 4)

Familiarized weapons: 1d4 (but not more than 3 levels worth of Weapon Manuals based on your INT (see the SH Weapons Manual for reference))

Familiarized vehicles: 1d2 (but not more than the max for 3 levels worth, see above)

Familiarized planes/helicopters: -

Medic

Specialty: Patching up wounded comrades under extreme conditions. Sometimes he resembles the voice of reason.

Starting Abilities:

STR 8 + 1d6
END 6 + 1d6
CHA 7 + 1d6
INT 10 + 1d6
AGI 8 + 1d6

O-Tag range: First Aid, Doctor, Speech, Diplomacy

E-Tag range: First Aid, Doctor, Speech, Diplomacy, Small Arms, Duck & Cover, Melee Combat, Thumpers, Throwing



Compulsory starting perks: Devil Doc, Medic, Stat!, Healer

Optional starting perks: Educated, Healer, Living Anatomy, Quick Recovery, Flexible, Protective Mask Training, Protective Suit Training, Tactical Movement, Mother Rucker (choose 2)

Familiarized weapons: 2d4 (but not more than 3 levels worth of Weapon Manuals based on your INT (see the SH Weapons Manual for reference))

Familiarized vehicles: 1d4 (but not more than the max for 3 levels worth, see above)

Familiarized planes/helicopters: -

Recon

Specialty: Analysis of enemy tactics (movement and action). Detection of enemy presence, strength and equipment. Marking of enemy positions for further tactical assessment and/or deactivation by friendly ordnance.

Starting Abilities:

STR 6 + 1d6
END 10 + 1d6
CHA 9 + 1d6
INT 7 + 1d6
AGI 7 + 1d6

O-Tag range: Spot, Swim, Climb, Listen

E-Tag range: Spot, Swim, Climb, Listen, Small Arms, Ride, Drive, Outdoorsman, Throwing, Lockpick, Sneak, Jump

Compulsory starting perks: Awareness, Ranger, Tunnel Rat

Optional starting perks: Earlier Sequence, Scout, Pathfinder, Die Hard, Protective Mask Training, Protective Suit Training, Tactical Movement, Suppressive Fire, Mother Rucker (choose 3)

Familiarized weapons: 2d4 (but not more than 3 levels worth of Weapon Manuals based on your INT (see the SH Weapons Manual for reference))

Familiarized vehicles: 1d4+1 (but not more than the max for 3 levels worth, see above)

Familiarized planes/helicopters: 1d2-1



Saboteur

Specialty: Demolitioning of enemy equipment, objects and fortifications by using explosives of all kinds. Incapacitation of enemy vehicles and installations by sabotage.

Starting Abilities:

STR 7 + 1d6
END 6 + 1d6
CHA 8 + 1d6
INT 10 + 1d6
AGI 8 + 1d6

O-Tag range: Demolitions, Drive, Sneak, Repair

E-Tag range: Demolitions, Drive, Sneak, Repair, Duck & Cover, Melee Combat, Lockpick, Drive, Engineering, General Mechanics

Compulsory starting perks: Demolition Expert, Crazy Bomber, Pyromaniac

Optional starting perks: Ghost, Lightstep, Tunnel Rat, Night Vision, Martial Artist, Protective Mask Training, Protective Suit Training, Pyromaniac (2, 3) (choose 3)

Familiarized weapons: 2d4 (but not more than 3 levels worth of weapon manuals based on your INT (see the SH Weapons Manual for reference))

Familiarized vehicles: 1d4 (but not more than the max for 3 levels worth, see above)

Familiarized planes/helicopters: -



Gaining Levels

A character gains a level whenever his current amount of XP (Experience) is greater than the XP level of the next character level. However the amount of XP a character requires to "level" is determined by the GM, it should increase with the time (as challenges for the PCs should increase as well).

XP can be gained in various ways: (some are listed below)

- ∞ By doing the "right" thing in a certain situation (e.g.: rescuing a fallen comrade under fire)
- ∞ By training (weightlifting, PT, shooting on the rifle range)
- ∞ By disabling/vanquishing/wasting/eliminating (=killing) enemies (which does not have to be possible in every campaign)
- ∞ By fulfilling objectives/quests (wide variety)

Every level a character gains a perk and a certain number of hit- and skillpoints. Training, necessary for most perks and skills, must be acquired before gaining a level (and then choosing the perk or placing the skillpoints). You must ask your GM whether you are allowed to invest skillpoints in a skill (he will decide whether he will allow or disallow you to do so on the amount and direction of training your character has received). A character who would not be able to acquire either perk or skill when attaining a new level will be on stand-down for leveling up, until he has completed the necessary training.

Individual Character Description

You should define your characters name, skin/eye/hair colour, size and the rest of his mortal appearance. Afterwards (at the very beginning of your campaign, or when you first meet your fellow player's character's in-game) (which is not necessarily the same time!)) you will present your character to the other players in your party.

This presentation may include:

- ∞ General appearance (Height, weight, hair/skin and eye colour)
- ∞ History
- ∞ Former/current main point(s) of residence
- ∞ Family structure and marital status

Melee Damage

MD is a bonus based on Strength that you add to every melee attack (damage roll).

Strength	Melee Damage (MD)
1 - 4	0
5, 6	1
7, 8	2
9, 10	3
11, 12	4
13, 14	5
15, 16	6
17, 18	7
19, 20	8

Ability Checks

1d20 + Ability bonus. These checks can be performed to determine success on tasks that are not covered by skills; like the escape from ballistic fire or entanglement of some sort. The difficulty of this check should be appropriately chosen by the GameMaster to simulate the actual difficulty in great realism.

Sequence

Sierra Hell is round-based game; one round of the game lasts 5 seconds (of game time, not real time), everyone involved in one combat/time-critical situation, gets to act in this 5 seconds (basically at the same time). Sequence decides when you will be able to act. It is not necessary to play the non-critical parts of the game round-based, only critical parts should be covered in this manner, to allow for a good gameflow.

To determine sequence roll 1d20 and add your Agility bonus. The character with the highest sequence is allowed to act first. You are allowed to delay your sequence (by a maximum 10 points) to be able to act when another character acted already. You will keep your delayed sequence until the end of sequenced combat.

Endurance-based Activities

- ∞ You can dive (move submerged, without SCUBA equipment) for END rounds
- ∞ You can stay overloaded for END rounds
- ∞ You can sprint for END rounds

Changing Stance

Going from standing to crouching or from crouching to prone costs 2 AP each, going from standing to prone costs 4 AP (it does work reverse as well).

Ready/Disready weapons

Readying/Disreadying a weapon costs 1 AP. Disreadying can be combined with starting to run (= 1 AP cost total).

Readying means that you get your weapon in the position to fire, e.g.: a rifle is in the ready position if the buttstock is tucked against your shoulder, your finger is along the trigger guard and your looking down the sights.

There are various situations forcing you to disready/ready your weapon, some are listed below:

- ∞ Running/Swimming/Sprinting
- ∞ Reloading (as stated in the AP cost table)
- ∞ Changing Stance
- ∞ Making modifications to the buttstock configuration of your rifle
- ∞ And various others, as listed in the AP cost table

Readying an Action

You can ready (prepare) an action in your round for the same amount of AP as it would cost normally. Although there are 2 restrictions:

- ∞ You cannot prepare anything that costs more than 2 AP (in total).
- ∞ You cannot act after you have prepared an action so you should prepare an action at the end of a round preferably.

You have to specify the condition that will trigger your action as precisely as possible. You will be allowed to carry out your readied action as soon as it is triggered (allowing you to carry out/complete your prepared action is, naturally, under the GMs discretion).

Taking Damage and Healing

Taking Damage

If a character succeeds to attack another character (thus he hits) he rolls for damage; if for example he used an M16 and made a single shot, he rolls 2d20 and adds the bonus for his ammunition type (of 5.56mm ammo), he rolls a 15 and a 3, added together = 18, 18 + ammunition bonus of a FMJ/AP bullet = -2, adds up to 16, 16 is what the hit character subtracts from his hitpoints (if he is not wearing armour or if he bypassed his armor by either penetrating it or making a targeted shot or critical hit.)

Healing

If a character took damage, there are several ways to heal himself:

- ∞ Wait until he heals by himself (healing rate)
- ∞ Trait or be treated with a medipack (a successful application of a medipack, heals you fully)
- ∞ Use other chemicals that provide healing (up to your GM)

Wounded

There are several types of attacks that leave you (after a successful, damage causing hit) wounded. Such attacks include but are not limited to:

- ∞ **Slashing** (e.g.: from knife attacks)
- ∞ **Shrapnel** (e.g.: from exposure to fragmentation grenades)
- ∞ **Ballistic/Piercing** (usually from bullets)

If you sustain damage from these kind of attacks, they continue to hurt you (thus you lose hitpoints) after the attack, you will lose hitpoints/round equal to 10% of the original damage. As soon as half your received damage in rounds passed by (after you took damage) you can try an EN check against DC 15. Upon success, the bleeding stops (this is only possible if the damage you took was less than 50% of your maximum hitpoints).

Unconscious

As soon as a character reaches exactly 0 hitpoints he will fall unconscious and stay in this condition until someone heals him. An unconscious character is not allowed to take any more actions other than possible END-based saves granted by the GM to escape this

Dying and Death

As soon as a character reaches **-1 hitpoints** (he will fall unconscious if he wasn't until then), he will begin to die, as soon as he reaches -10 hitpoints he is dead. A character at -1 hitpoints is allowed an endurance check (DC 17), if he succeeds, he is stabilized, thus he won't lose any more hitpoints, but stays unconscious. (As long as a character is neither stabilized nor dead, the GM won't stop round-based gameplay.)

Healing Rate

Your HR depicts how much hitpoints you naturally heal per day. It tells you further how long it takes you to heal when you are bandaged, and how often you can be treated until being bandaged. Bandaged again, means that you cannot be treated with medipacks any longer, until you either fully recover (Days to heal) or are treated with a doctors bag.

If a doctors bag is used on you, your bandaged score is reset to 0.

The difficulty for healing certain injuries is taken from the two tables below ("DCs for..."), this means that you have to make a Healing/Doctor check and get at least a result equal to the given DC.

Note, that a doctors bag does not heal hitpoints, it "just" restores crippled limbs or blinded eyes.

Endurance	Recovered HP/day (of total HP)	Days to Heal	Bandaged
1	7.1%	14	2
2	7.4%	13 ½	2
3	7.7%	13	2
4	8.0%	12 ½	2
5	8.3%	12	2
6	8.7%	11 ½	3
7	9.1%	11	3
8	9.6%	10 ½	3
9	10.0%	10	3
10	10.6%	9 ½	3
11	11.1%	9	3
12	11.8%	8 ½	4
13	12.5%	8	4
14	12.9%	7 ½	4
15	14.3%	7	4
16	15.6%	6 ½	4
17	17.0%	6	4
18	19.0%	5 ½	5
19	21.0%	5	5
20	27.0%	4 ½	5

DCs for Using Medipacks

Severity of injury

(in % total hp left)

	DC
70% or more	25
50%	32
30%	34
20%	38¢
10% or less	41¢

DCs for using Doctors kits

Damaged body part

	DC
L/R Arm	34
L/R Leg	32
Head	41¢
Eyes	42¢

Note:

- ∞ For "working" on yourself (using a medipack/doctors kit on yourself) the DC is increased by 1/3 for a leg and 2/3 for an arm (a ¢ depicts that you cannot perform such an action on yourself)

Consequences of Being Wounded

Amount of total hp left (%)

80% or less

Consequence

- ∞ Penalty of -4 on all skillchecks based on EN, ST or AG,
- ∞ Max. Running Speed decreased by 1 level (from 1/3 to 1/2 for example)

60% or less

- ∞ Penalty of -12 on all EN, ST or AG based skillchecks,
- ∞ Max. Running Speed decreased by 1 level (from 1/3 to 1/2 for example)

40% or less

- ∞ EN check (DC 17) or fall unconscious,
- ∞ Penalty of -24 on all EN, ST or AG based skillchecks,
- ∞ Penalty of -12 on all INT based skillchecks,
- ∞ Can't run

20% or less

- ∞ EN check (DC 19) or fall unconscious,
- ∞ Penalty of -32 on all EN, ST or AG based skillchecks,
- ∞ Penalty of -16 on all INT based skillchecks,
- ∞ Can't run/climb/swim

Consequences Of Crippled Limbs

If, for some reasons (mostly enemy attacks) you spot a crippled limb (arm or leg) you will have to live with some consequences (stated below).

Crippled Limb

Consequence

Arm (one)	Cannot encumber arm or use a skill (that would employ an arm/hand).
Arm (both)	Cannot encumber arm or use a skill (that would employ an arm/hand).
Leg (one)	Cannot run, need additional 1 AP to change stance, penalty of 20% to STR check against knockdown.
Leg (both)	Double AP cost for every move, cannot run, cannot stand up from being prone without help, cannot crouch without help, 50% reduced STR for STR checks against knockdown.

Stabilizing Critically-wounded Characters

In some cases a party member may be severely wounded and there is not enough time to properly heal him or more time is required to acquire a medipack.

In such a case it is possible for another party member to make a stabilization check (First Aid, DC is ½ that for using a medipack at the same percentage of damage taken), if he succeeds the wounded character is stabilized. Stabilization works only up to an Injury Severity of 50% hp left or more.

The stabilized character cannot move, he can be moved though (only slowly and cautiously). If he moves by himself, the stabilization is negated and he starts to lose hitpoints again.

The character stabilizing the wounded character must do so until relieved (by a character successfully using a medipack on the wounded), otherwise the stabilization is negated.

Realism-enhancing Variant of the Taking Damage/Healing Concept

This might enhance realism a good bit but it also makes PC life a lot harder. So check with every player before deciding to implement it in your campaign.

Players cannot be healed by the application of medipacks/doctor's kits any longer, they can only be stabilized (thus they won't lose hitpoints any longer).

A new table is introduced:

DCs for using stabilizing characters with Medipacks/Doctor's Kits

Severity of injury (in % total hp left)	DC	What to use
70 or more	22	Medipack
50	26	Medipack
30	30	Medipack or Doctor's Kit
20	34	Doctor's Kit
10	38	Doctor's Kit

Crippled limbs cannot be restored to function on the field any more.

Characters can now only be healed (thus their hitpoints restored or limbs returned to function) at hardpoints (like ambulance tents, ambulance vehicles, hospitals, etc., places where medical supplies are at hand and probably bulky medical equipment can be used and of course, trained personell is required to perform such tasks).

All rules not mentioned above, remain unchanged.

Action Points

One round of the game represents 5 seconds of real time; your agility depicts how much you can do in that amount of time, you will receive a certain number of AP based on your agility score.

An Action Point represents the smallest unit of time an action can cost. All actions in the Sierra Hell game cost a certain amount of AP to judge how long that action takes to perform. How many Action Point an action costs is listed in the table "Action Point Costs".

Agility Score	Number of Action Points (AP)
1-9	4
10-15	5
16-20	6

Action Point Costs

The following table holds most in-game actions and the amount of APs those actions require when using round-based gameplay (during an encounter or otherwise time-critical situation).

In game, various actions require you to do something before actually starting the action, but these "prep-actions" are not always required (that's why they ain't calculated into the total AP cost of certain actions). If you are in the midst of a combat situation and you are aiming your gun on an enemy and you notice that you only have 1 shot (for example) left in your weapon you might want to consider reloading. In this situation you would have to disready your weapon (DRW), complete the reloading action, ready it again (RW) and aim again (if your enemy has moved, if he hasn't you don't have to aim again).

Action	#AP	Notes
Movement		
Walk 1 hex	1	DRW, RW
Crawl 1 hex	4	DRW, RW, you have to be in the prone position in order to crawl.
Waddle 1 hex	2	DRW, RW, you have to be in the crouched position (waddling = moving in the Cr position)
Start running	1	DRW
Start sprinting	1	DRW, RW (you can only sprint if you aren't greater encumbered than fighting load)
Start swimming	1	DRW
Turn 90°	0	-
Turn 180°	1	-
Combat		
Ready weapon (slinged)	1	- (1-handed weapons used in one hand don't have to be disreadied)
Change weapon	1	From active to shouldered weapon, DRW, RW
Disready weapon (slinged)	1	Disreadying can be combined with starting to run/swim
Get on target (ranged)	2	To aim on a target using no or iron sights.
Get on target (ranged)	3	To aim on a target using an optic sight.
Fire a single shot/burst/full auto	1	You have to be on target already
Fire a burst/full auto (2-10rnds)	1	Depends on the ROF of the weapon (if too slow, it will be noted at the weapon desc.)
Fire a burst/full auto (11-20+ rnds)	2	Depends on the ROF of the weapon (if too slow, it will be noted at the weapon desc.)
Ready and cock grenade	3	-
Release safety handle	1	This is usually referred to as "to cook a grenade"
Aim & throw grenade	2	You have to have a cocked grenade in your hand in order to do that
Open bipod	2	You CAN leave the bipod open (no need to fold it again when standing up). DRW, RW
Mount silencer (LBV stowed)	6	DRW, RW

Reload		
Combat reload automatic pistol	5/4	DRW (a1), RW (a1)
Clean reload automatic pistol	8/7	DRW (a1), RW (a1)
Combat reload revolver (6rnd)	11	Not using a speed loader and loading a 6 bullet revolver (add/sub 1 AP per add. Bullet), DRW (a1), RW (a1)
Combat reload revolver (6rnd)	7	Using a speed loader. DRW (a1), RW (a1)
Clean reload revolver (6rnd)	13	Not using a speed loader and loading a 6 bullet revolver (add/sub 1 AP per add. Bullet), DRW (a1), RW (a1)
Clean reload revolver (6rnd)	9	Using a speed loader, DRW (a1), RW (a1)
Combat reload AR	7/6	DRW, RW
Clean reload AR	10/9	DRW, RW
Reload staggered (switch)	6/5	DRW, RW
Combat reload belt-fed LMG/MMG	9	DRW, RW
Clean reload belt-fed LMG/MMG	12	DRW, RW
Combat reload thumper	5	DRW, RW
Clean reload thumper	7	DRW, RW
Combat reload L72	16	DRW, RW
Open/close L72 hatch	1	-
Discard empty quadpack	2	-
Put on/off ruck	4	-
Open/close ruck	1	-
Acquire/insert equ. from/to ruck	1	-
Insert quadpack	1	-
Reload single shot weapon (with int. mag) weapon	4	DRW, RW
Reload single shot weapons int. mag	4 + (n*3)	DRW, RW (loose bullets stored in LBV) (n is the amount of bullets you're inserting)
Reload single shot weapons int. mag	4 + (n*2)	DRW, RW (using a bullet rack) (n is the amount of bullets you're inserting)
Reload single shot weapon (w.o. int. mag)	7	DRW, RW (loose bullets stored in LBV)
Reload single shot weapon (w.o. int. mag)	6	DRW, RW (using a bullet rack)
Reload shotgun (with int. mag)	1+(n*3)	DRW, RW (n is the amount of charges that you're inserting), for 5 rounds this would amount to 1+15 = 16 AP
Reload shotgun (with int. mag)	1+(n*2)	DRW, RW, (using a shotshell rack) 5 rnds = 11 AP
Communication		
Dispatch quick message (speak)	3	-
Dispatch long message (speak)	4	-
Dispatch hand signal	2	You might have to ready your weapon again afterwards (1h no/2h yes)

Misc.

Loot an enemy	6	Changing stance to crouching is not included, DRW, RW
Pick up equipment from enemy	3	3AP per item picked up, RW (no RW for looting required then)
Use medipack	20	DRW, RW
Move into 50% cover (corner)	1	-
Drink a gulp of water (bottle)	7	DRW, RW (provided you hung it to your LBV/ruck)
Drink a gulp of water (camelbak)	3	- (provided you use the bite-n-drink vent and the hose is linked up to your mouth)
Fold/Unfold a buttstock	3	DRW, RW
Change position of telescoping buttst.	3	DRW, RW
Plant 1 charge of C4	13	(C4 and other required stuff stored in LBV), In case of timed detonator, timer not yet set; In case of remote detonator: not detonated yet
Plant 1 charge of TNT	3	(TNT stored in LBV); Ignition line not set on fire yet
Don gas mask	10	Gas mask stored in easily reachable pouch

Notes:

- ⌘ **RW/DRW** is short for Ready/Disready Weapon, which means that you have to ready/disready your weapon after/before completing/starting this action. (only, if you want to use it of course).
- ⌘ While you are prone you have to add 2 AP for every action that includes accessing a pocket of your LBV (front only, back doesn't require additional AP)
- ⌘ Those actions spotting two numbers divided by a slash, indicate that the second number comes into action when the bolt is in the rear, locked position, the first number indicates that the bolt is forward and has to be retracted. (Ask your GM on this issue).
- ⌘ A clean reload always means that you will put the empty magazine into a LBV pocket.
- ⌘ A combat reload always means that you will drop the currently loaded mag.
- ⌘ (a1): only necessary if you use the weapon 2-handed.
- ⌘ The "reloading" AP costs are based on the assumption that your character is using at least some sort of load-bearing equipment, allowing him easy access to ammo, if you're character is only using pockets of jackets or a bag dangling from his body you have to add 2 AP to every reloading action as a consequence of the hindered access.

Multi-Actioning

There are some actions that can be combined, without losing additional AP. Below is a table that shows, which ones.

Combinable Actions	Run/ Walk	Swim/ Climb	Weapon Operation	Fire Weapon	Dispatch Message	Loot	Pick up Item	Use Medipack	Use Doctors Kit	Exchange equipment
Run/Walk	-	-	Yes	Yes ⌘	Yes	No	No	No	No	Yes
Swim/Climb	-	-	No	No	Yes	No	No	No	No	No
Weapon operation	Yes	No	-	No	Yes	No	No	No	No	No
Fire weapon	Yes ⌘	No	No	Maybe	No	No	No	No	No	No
Dispatch message	Yes	Yes	Yes	No	-	Yes	Yes	Yes	Yes	Yes
Loot	No	No	No	No	Yes	-	No	No	No	No
Pick up Item	No	No	No	No	Yes	No	-	No	No	No ⌘
Use medipack	No	No	No	No	Yes	No	No	-	No	No
Use doctors kit	No	No	No	No	Yes	No	No	No	-	No
Exchange equipment	Yes	No	No	No	Yes	No	No ⌘	No	No	-

Notes:

- ⌘ For actions not covered, ask your GM
- ⌘ ⌘ - Moving and firing at the same time imbues a penalty on your ToHit roll:
Walking -6
Running 1/2 cannot fire
Running 1/3 cannot fire
Running 1/4 cannot fire
- ⌘ ⌘ - If you do not need both hands to to pick up an item you can exchange equipment with the other hand at the same time.
- ⌘ If you are using 2 1-handed weapons you can fire them at the same time, but only at one target.

Rounding

Whenever you have to calculate in the game and your outcome is an uneven number you have to round up. Whenever dealing with weights you have to round up to either 1/2 or 1lbs when dealing with low amounts of stuff (2 or less) and to 1/4, 1/3, 1/2, 2/3 or 3/4lbs. (or a full pound of course) when dealing with large amounts (3+).

Trauma Damage

Is damage that doesn't affect hitpoints directly, it describes the effects of energy directed at your body that mostly doesn't cause inner bleedings or direct damage to organs (as ballistic and slashing weapons would deal) but only "minor" damage that results in bruises. Too much TD and you're knocked out.

Whenever you're hit by a blunt weapon (like a baton or fist) you suffer TD (together with normal damage) you can stand a certain amount of TD equal to your CURRENT hitpoints, if you have suffered more TD or an amount equal to your CURRENT hitpoints you're knocked out. You recover at a rate of twice your normal HP recovery rate per day. As soon as your TD is lower than your CURRENT hitpoints you awake again and can continue at the point when you were knocked out (if you are still alive by that time).

Bullets stopped by soft body armour deal TD equal to their normal damage (this damage can be halvened by using Trauma Packs).

Hard body armour reduces the amount of TD dealt to 1/2 (this damage can be reduced to 1/4 by using Trauma Packs).

The more trauma damage you have sustained the less AP you can use.
Follow this table:

	<25% (\$)			<50% (\$)			<75% (\$)			<100% (\$)		
Normal AP	3	4	5	3	4	5	3	4	5	3	4	5
Reduced AP	3	4	5	2	3	4	2	2	3	1	2	2

Notes:

⌘ (\$) : % of your current hitpoints (not theoretical maximum hitpoints).

Firing Thumpers

A thumper is a grenade launcher making a distinctive “thump” when fired

Maximum Range for low-velocity (LV) Thumpers

Point target: 20h/m

Area target: 50h/m

Notes:

- ∞ An area target is a target of significantly greater size than a man-sized one, for example a main battle tank would be considered an area target for a 40mm shooter. When your shooting on an area target your shot automatically deviates by 2.

Direct Fire

You can use a thumper as a direct fire weapon with the same rules as for a small arm (Thumper roll against THD). The maximum direct fire range is equal to the Point target range. Whenever you successfully attack a human (or other biological form) of target when using your thumper to provide direct fire, you automatically score a critical hit (roll 1d10, and see what happens, a 7 or 8 must be re-rolled). Critical hits, when dealt with a thumper, leading to the crippling (in this case, the loss) of limb, remain untreatable.

If you launch a grenade at a target (human or other biological form) that is at a greater distance from you than AR (FR or SR for LV grenades), this target is allowed an AG check/save to avoid being hit by the grenade (same DCs as for indirect-fire munitions apply, but in this case a 1-step save usually saves you completely, except in the case that there is a hard object shortly behind you (a wall or a car) that the grenade cannot penetrate, in this case (all usual rules apply) the grenade will explode at that target (of opportunity) and you might receive indirect fire from the projectile).

If you are using a hand-held HV grenade launcher your target will only be allowed an Evasion Check/save (same DCs apply again) if it is 200h/m or farther away from you.



Firing an M203 in the indirect fire role

Indirect Fire

Shot DCs

Range DC

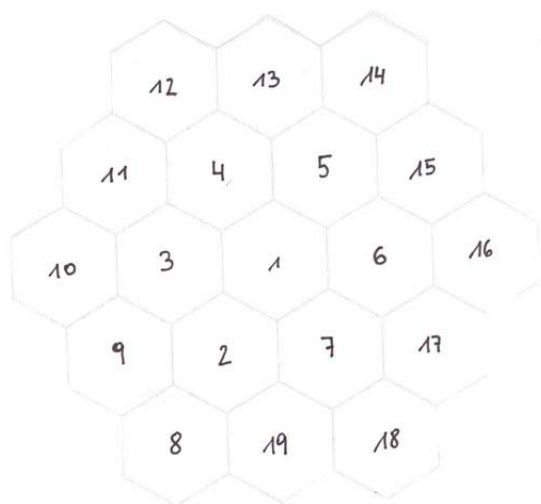
CQR	10
AR	18
FR	26
SR	34

A miss for a Point Target shot by $\frac{1}{4}$ or less means a deviation of 1, by $\frac{2}{4}$ or less a deviation of 2, a greater miss results in a deviation of 2 doubled (double result of deviation roll)

If you roll a natural miss, throw a 1d4 and suffer the following:

1d4 Effect

1	Slight deviation (=1)
2	Medium deviation (=2)
3	Heavy deviation (=2 (+1))
4	Dud (time to reload)



	13		14		15
		4	5	6	
	12	3	1	7	16
		2	9	8	
	11		10		17

Calculating Deviation

- ∞ **A deviation of 1 means:**
Roll 1d8 and use the value on the hex sheet below (an 8 means a reroll),
(1 means you lucky bastard did a perfect shot).
- ∞ **A deviation of 2 means:**
Roll 1d20 and use the value on the hex sheet below (a 1 or 20 means a reroll).

Calculating Deviation

- ∞ **A deviation of 1 means:**
Roll 1d10 and use the value on the hex sheet below (a 0 means a reroll),
(1 means you lucky bastard did a perfect shot).
- ∞ **A deviation of 2 means:**
Roll 1d20 and use the value on the hex sheet below (a 1, 18, 19 or 20 means a reroll).

Concealability & Awareness

Concealability

This is a very delicate subject. I will not present any rules here. I just want to say that you should judge accordingly to the situation. Whether an NPC is able to spot a PC's undercover vest, knife or slinged gun is completely up to the Game Masters' decision. A successful spot check is always required, though.

Awareness

At the start of every encounter, the GM has to decide upon awareness of all those involved in the upcoming combat.

For example: Three PCs are standing in front of a climbing elevator, they don't know what will await them when the elevator door opens.

On the other side, on the level the PCs are moving to, (with the elevator) there are 3 hostile NPCs waiting, they checked the elevator status report field above the elevator doors and know that something is coming their way.

As soon as the elevator stops, the GM should initiate sequenced (round-based) combat, he builds the sequence table with the sequence roll results from all involved characters and then allows the NPCs to complete 1 full round of action (or less, the GM decides) before the PCs will be allowed to act (This round is referred to as "Surprise Round").

Consequences of F/fear on Morale

(Morale is always written with a large initial letter, when dealing with friendly and with a small one, when dealing with enemy troops. For fear, reverse the rule)

Some conditions, for example an overwhelming mass of enemy forces surrounding a character, can trigger a Morale check $1d20 + (2 \times CH + 1 \times IN)$ (boni from psychical training or leadership are added later). The DC is specified at the GMs discretion. The table below specifies what happens when you succeed or fail on the Morale check.

If you succeed on the check nothing happens, (no penalties), if you beat the score by 30 or more percent you earn a bonus of 20 on all combat-oriented skills until the GM decides that the reason for making the Morale check has vanished.

Result of Morale check vs. DC	Penalties or Bonuses for the PC making the Morale check
----------------------------------	---

+30% greater	"Chesty Puller": +5 on all Skillchecks, 5 upgrade points for Charisma
Greater or equal	No negative consequences
-30% or better (-29, -28)	"Shaken": -10 on all Skillchecks
-60% or better (-59, -58)	"Frightened": -20 on all Skillchecks and must try to flee
-61% or worse (-62, -63)	"Panicked": Must flee, PC chooses his path randomly (away from the danger), has a 50% (GM roll) to drop what he is holding. Unable to use skills

Failure/Outstanding Success

First Aid failure (roll 1d4)

1d4 What happens

- 1 1 Medipack charge used, but no effect
- 2 1d4 medipack charges used up, no effect
- 3 Patient takes 1d10+5 points of damage
- 4 Patient critically wounded (2x wounded damage, same rate)

Doctor failure (roll 1d4)

1d4 What happens

- 1 1 Doctors kit charge used, but no effect
- 2 1d4 doctors kit charges used, no effect
- 3 Operational area crippled
- 4 Patient takes 1d10+5 points of damage

Critical miss with a direct-fire fast-flying small-projectile weapon (roll 1d10)

1d10 What happens

- 0 Dud round (Roll 1d2 if you're using a thumper-style weapon w.o. minimum-range fuze, 1: Dud, 2: Explosion)
- 1(r) Jam (6AP to unjam)
- 2(r) Jam (6AP to unjam)
- 3(r) Jam (6AP to unjam)
- 4(r) Jam (6AP to unjam)
- 5 Drop weapon
- 6 Slip and fall, AP gone
- 7(r) Weapon damaged (has to be repaired)
- 8 Light ANVIL => 1d10 + 10 hp damage to the char who rolled the critical miss.
- 9 HEAVY ANVIL => 3d10 + 10 hp damage to the char who rolled the critical miss.

Note:

- ⌘ Those marked with a "r" are subject to "highly reliable" weapon feats (has to roll again, be confirmed)

Critical hit with a direct-fire fast-flying small-projectile weapon (roll 1d12)

1d10 What happens

- | 1d10 What happens | Affected Area |
|--|---|
| 1(f, g) Crippled Left Arm | Left Upper/Lower Arm (roll 1d100 (50% upper, 50% lower)) |
| 2(f, g) Crippled Right Arm | Right Upper/Lower Arm (roll 1d100 (50% upper, 50% lower)) |
| 3(f) 200% Damage | Groin |
| 4(f) 300% Damage | Torso |
| 5(f) 500% Damage | Torso |
| 6(f, g) Crippled Left Leg | Left Upper/Lower Leg (roll 1d100 (50% upper, 50% lower)) |
| 7(f, g) Crippled Right Leg | Right Upper/Lower Leg (roll 1d100 (50% upper, 50% lower)) |
| 8(f) Knockdown | Torso |
| 9(f) Crippled Left Shoulder | Shoulders |
| 10(f) Crippled Right Shoulder | Shoulders |
| 11(f, d) Knockdown + Unconscious | Face/Throat |
| 12(f, d) Blinded + 95% chance for instant kill | Head/Face Throat/Neck
(roll 1d100: (42% Head/33% Face, Throat/25% Neck)) |

Note:

- ⌘ Those marked with a "f" are subject to a negated critical hit due to having the affected area protected against the type of weapon used (e.g.: a .45 ACP semiautomatic pistol), to determine whether such a hit would be possible check with bullet penetration and "Areas of Protection", in case that only some part of the "suffering area" is protected roll 1d100 and follow the percentage guide in the table.
- ⌘ "d": if you still live after such a hit, you're head has to be traisted
- ⌘ "g": use the targeted attacks critical hit table to determine whether it was actually a crippling hit (same roll result is used).
- ⌘ 9 and 10 have the same effect as 1 and 2 effectively.

Critical miss with a piercing/slashing/blunt melee weapon (roll 1d4)

1d4 What happens

- 1 Drop weapon
- 2 Cut/Hit yourself (roll for weapon damage without MD (blunt: with MD) and then subtract from hp)
- 3 Throw weapon (for improvised throwing weapons roll 2d4 + ST to determine range of throw)
- 4 ANVIL => 2d10 + 10 hp damage to the char who rolled the critical miss

Critical hit with a piercing/slashing/blunt melee weapon (roll 1d8)

1d8 What happens

- 1(f, g) Crippled Left Arm
- 2(f, g) Crippled Right Arm
- 3(f) 200% Damage
- 4(f) 300% Damage
- 5(f) 500% Damage
- 6(f, g) Crippled Left Leg
- 7(f, g) Crippled Right Leg
- 8(f, d) Blinded + 95% chance for instant kill

Affected Area

- Left Upper/Lower Arm (roll 1d2: (1 upper, 2 lower))
Right Upper/Lower Arm (roll 1d2: (1 upper, 2 lower))
Groin
Torso
Torso
Left Upper/Lower Leg (roll 1d2: (1 upper, 2 lower))
Right Upper/Lower Leg (roll 1d2: (1 upper, 2 lower))
Head/Face Throat/Neck
(roll 1d6: (1-3: Head/2-5: Face, Throat/6: Neck))

Notes:

- ⌘ Those marked with a "f" are subject to a negated critical hit due to having the affected area protected against the type of weapon used (e.g.: a M9 bayonet), to determine whether such a hit would be possible check with weapon penetration and "Areas of Protection", in the case that only some part of the "suffering area" is protected roll 1d100 and follow the percentage guide in the table.
- ⌘ "d": if you are still alive after such a hit, you're head has to be traisted.
- ⌘ "g": use the targeted attacks critical hit table to determine whether it was actually a crippling hit (same roll result is used).

Thrown Weapons Failure

If you fail the ToHit roll for your target field with your thrown weapon, roll for deviation = 2 (Thumper hit DC's)

Perks

Every level, characters gain 1 perk. Perks represent experience and knowledge they have acquired on their adventures. Perks can affect stats, skills, secondary stats, and sometimes just do strange things. Some will require a creative Gamemaster to implement. Perks do have requirements that must be fulfilled before a character is able to choose it. Some perks can be added more than once; they have "ranks." A perk with 2 ranks can be chosen twice. A complete list of perks is below.

Perk Overview

Perk	Description	Requirements	Ranks
Adrenaline Rush	When HP < 50% then +2 STR	END 10, STR 6, MC 11	1
Awareness	Examine NPC stats, Improved free spot check	Spot 12	1
Bonus Hth Damage	+2, +3 MD	AGI 10, STR 10, MC 11	2
Bonus Move	Move 1 more hex in combat	AGI 10	1
Combat Marksman	Can fire 2 consecutive bursts w.o. having to re-aim	AGI 12, Small Arms 12, Double Tap	1
Crazy Bomber	Luck when dealing with explosives	INT 10, Demolitions 11	1
Dead Aim	Increased chance for ranged criticals	AGI 10, Small Arms 12	1
Death Sense	-50% light penalties, +25 to spot to detect enemies	INT 11	1
Defensive Faculty	Reduce reduction of MC-Defense for certain attacks	AGI 10, Martial Artist	3
Defensive Stance	MC MA defense increased to 45%, per add. +16%	Martial Artist	1
Devil Doc	Reroll critical miss on doctors kit	AGI 10, INT 11, First Aid 11	1
Die Hard	+20% HP wounded consequ, retain more AP when TD hi.	END 10, CHA 10	1
Dodger	+4 on AG saves	AGI 12, Spot 11	1
Double Tap	Fire consec. shots at the same target w. less AP cost	AGI 10, Small Arms 11, Familiarized	2
Drunken Master	+4 to Melee Combat while drunk	Melee Combat 11, END 10	1
Earlier Sequence	+5, +10 to sequence	AGI 10, Spot 11	2
Educated	+1, +2 skill points every level	INT 12	3
Engage	Shoot and Run at the same time	AGI 10, Spot 11, Way of the Woo	1
Faster Healing	+2 END for Healing Rate	END 12	1
Firing for Effect	Strafe effectiveness increased to 4/5 per block	Small Arms 12, AGI 12	1
Flexible	1 AP less to change stance	AGI 10, Sneak 11	1
Ghost	+4 to sneak in darkness	Sneak 11	1
Gung Ho	+10 on Morale	CHA 11, Non-Arab or French Parents	1
Gunsmith	Modify firearms	Small Arms 12, INT 11	1
Healer	Reroll natural failure on first aid	AGI 10, INT 11, First Aid 10	1
Heave Ho!	+2, +4 STR for throwing	STR 10, AGI 10, Spot 10	2
Hit the Deck	+5 to AGI check when avoiding explosives	AGI 10, Dodger	1
Incoming	Allows your PC to determine distance and direction of sniper	Spot 10, Small Arms 12	2
Leader	Allies within 15h gain +5, +10 on Morale check	CHA 10	2
Lightstep	+4 for (not) setting off Demolitions	AGI 10, Demolitions 11, Spot 9	1
Living Anatomy	+1 increased chance for MC critical hit	Doctor 10, Melee Combat 12	2
Martial Artist	Can use Martial Arts	Melee Combat 11, AGI 10	1
Master of the Woo	Atk. 2 different targets at the same time with 2 firearms	AGI 10, Way of the Woo	1
Medic	Roll 1d6 -> success: not bandaged	First Aid and Doctor 11, Healer	1
More Criticals	+1, +2 Points to Critical Hit chance	AGI 11, Spot 10	2
Mother Rucker	+2 to STR for carrying	END 10	2
Night Vision	-30% penalty for light conditions	3 carrots/day for 1 yr min., Spot 10	1
Pathfinder	-25% travel time	END 10, Outdoorsman 11	1
Point Blank Shot	CQR +1, +2hex	Small Arms 12, Spot 6	2
Presence	+2, +4 on CHA for dealing with chars	CHA 10, Bluff 10	2
Protective Mask Training	+4, +8 END for determining length of operation block	END 10, Familiarized	2
Protective Suit Training	Penalties while wearing NBC-protective suits reduced	AGI 10, END 10	1
Pyromaniac	+15% fire damage	Big Guns 11	2
Quick Recovery	-1 AP to stand up after knockdown	AGI 10, END 10	1
Quick Reload	25%, 33% less AP to reload most used weapon	AGI 10, Familiarized, Often used (see desc.)	2
Ranged Cleave	See description	Small Arms 12, Spot 10	1
Ready reload	No DRW/RW for open bolt	AGI 10, Small Arms 12, Familiarized	1
Scout	Maps are easier to read, see desc.	Outdoorsman 10, Spot 10	1
Shot on the Run	Decreased penalty on shots made while moving	AGI 10, Small Arms 12, Spot 10	1
Silent Death	Double damage when sneaked up on enemy	AGI 12, Sneak 10, Melee Combat 12	1
Speed Rucker	2 AP less to shoulder/unshoulder ruck	AGI 10, STR 10	1
Stat!	15 AP instead of 20 to use Medipack under fire	FA 12, Doctor 10, Healer, Medic, AGI 10	1
Stonewall	33% chance to avoid knockdown (by Stopping Power)	STR 10, END 10	1
Stunt Devil	25% less damage from falling, +2 on Pilot	STR 10, END 10, AGI 10	1
Suppressive Fire	Lower enemy morale, ranged AbC	Small Arms 11	1
Tactical Movement	Stay fire-ready while moving	AGI 10	1
Tiger Moves	Carry out an MC action requiring 2 AP w.o. prov. AbC	Martial Artist	1
Tunnel Rat	Move prone 1/3 (hex/ap)	AGI 12	1
Way of the Woo	Allows character to use unrealistic perks	Mystical story (read description)	1
Whack-a-Rat	Aim (for free) on opponents newly appr. on the battlefield	AGI 10, Spot 11	1

Notes:

- ⌘ The “Way of the Woo” perk and all perks who require it should only be used if a “Hollywood”-style of gameplay is desired.
- ⌘ The “Martial Arts” requirement refers to the initial Martial Artist perk: Unarmed unless otherwise noted.
- ⌘ All skillpoint bonuses granted by perks are subject to normal skillpoint increase rules.

Detailed Perk Description

Adrenaline Rush

You have a fear of death that allows you to fight harder when you are wounded. When your character's HP drop below 50% of their maximum, your character gains a +2 Strength bonus, but cannot go above the racial maximum.

Awareness

You know exactly what is going on in a situation. This perk gives you more information when you examine an NPC. You can guess their approximate number of hitpoints (rounded to 10s), type of armor and weapon they are equipped with, if any. If your character is allowed a free Spot check (see "The Concealment Factor") you can make a full, instead of only a "½ Spot check".

Bonus HtH Damage

You have learned a special technique to deal more damage with your fists and melee weapons. Your character gains a +1 bonus to Melee Damage for each level of this perk.

Bonus Move

You have learned to take longer strides in combat. Your character can move 1 more hex in combat. The first hex a character moves does not cost any APs. (Restriction: You have to be standing and you cannot do nothing but move in the round where you wanna use this perk.)

Combat Marksman

You can fire 2 consecutive shots or bursts (upto a 5rnd burst) at one target without having to spend 1 AP between bursts to re-aim.

Crazy Bomber

Your luck with explosives is legendary. Your character is allowed to re-roll critical misses (or misses with a critical outcome) one time.

Dead Aim

Characters with this perk cause more critical hits in ranged combat. Each rank adds 1 point to the to the Critical Hit Range (20 -> 19, 20 ...)

Death Sense

Your senses are very well developed. You gain a +2 bonus to Evasion Checks made in the dark, and penalties for light levels are reduced by 50%. You also gain a +2 bonus (on the Spot skill) to detecting enemies who are sneaking around.

Defensive Stance

You have mastered the art of defense. Your MC-defense bonus from the Martial Artist perk is increased to 45% (from 33%) and the bonus from each additional MA perk is increased to 16% (from 11%).

Defensive Faculty

This perk allows your character to reduce the 2/3 MC-Defense penalty imbued against certain attacks from certain weapons to 4/5. Every rank allows your PC to choose 2 attacks (which are not required to come from the same weapon). Example: Improvised Stab/Baton vs. Unarmed and Straight Thrust/Mounted Bayonet vs. Slashing, against these 2 special types of attacks the defender can now use 4/5 of his MC-Defense instead of only two-thirds.

Devil Doc

Your character is allowed to re-roll a critical miss on the Doctors skill one time (for every critical miss).

Die Hard

When your character is wounded, he is treated as if he had 20% more of his hitpoints left than he actually has, thus he will receive penalties of 1 level less than usually. Your characters Trauma Damage is treated as though one level lower as well. (25% instead of 50%, ... See "Trauma Damage" in this manual).

Dodger

Your character has developed improved his reflexes to a certain level allowing him to escape the effects of explosives or other area weapons He receives a bonus of 4 on AG saves. Note that your character has to be standing in order to use this perk.

Double Tap

With this perk your character can fire consecutive shots at the same target for a total action point cost of 2 + 1 per shot (upto 5 AP) (2 AP for aiming and 1 per round). The characters weapon has to be set on semiautomatic (automatic pistol, rifle or revolver can be used together with this perk).

Drunken Master

As a "child of the bottle," you fight better when you are drunk. You receive a bonus of +4 to your Melee Combat skill when under the influence of alcohol.

Earlier Sequence

Your character will be more likely to move before other characters and critters in combat with this perk. The first rank of this perk increases a character's Sequence by +5 the second rank by +10 .

Educated

The first rank of this perk will add +1, the second +2 skill points when your character gains a level.

Engage

Your character can both shoot and run at the same time, when he is using short or compact weapons, without using their buttstock. He can move at a speed of upto 1/3 if he is directly heading for the target (in a straight line) or 1/2 if the target is off the direction he is heading (the target can be a maximum of 45° degrees off). (This feat can be combined with "Master of the Woo").

Faster Healing

Characters with faster healing just plainly heal faster. Your character gains +2 to your END for calculating your Healing Rate (% of total HP healed per day) statistic ("days to heal" and "bandaged" stats are increased according to the table).

Firing for Effect

Strafe efficiency is increased from two-thirds to four-fifths (4/5).

Flexible

Years of exercise have made you very supple. It takes you 1 AP less to change your stance in combat. This can only be used if the character has a encumbrance level of Fighting Load or lower.

Ghost

In areas of darkness, or at night, characters with this perk gain +4 to their Sneak skill.

Gung Ho

This perk indicates that your character completed the basic training in a Military Organisation of quality (ask your GM), and thus gains a bonus of 10 on every Morale check.

Gunsmith

This perk allows your character to make modifications to weapon systems. (Modified upper/lower receiver, buttstock, barrel, etc.). Your GM judges how difficult this is, and what equipment you will need to successfully make those changes.

Healer

This rank allows to roll any natural failure on the First Aid skill again, only if you naturally miss another time (with the re-roll), it counts.

Heave Ho!

For purposes of determining the maximum range of thrown weapons only, this perk will increase Strength by +2 for each rank.

Hit the Deck!

You react very quickly to the sound of an explosive coming your way. You get a bonus of +5 to Evasion Check vs. the DC to avoid damage by explosives. This includes damage from shrapnel.

Incoming

This perk allows your character to determine where shots, fired at him (or at a target in a 5hex (7hex with the 2nd rank) radius around him) came from, in order to determine the approximate position of the shooter. To do so, he must make a Science check, against DC 24 if he succeeds the GM will tell him the approximate distance and direction the shots were coming from. If he fails the check, the GM will tell him any (possible) distance and direction he likes. (The PC won't know, because the GM makes the roll for him). Restriction: The shooter cannot be more than 20 h/m for the 1st, and 50 h/m for the second rank away.

Leader

You have some natural leadership abilities and have managed to cultivate them. Any party member in range of 15h/m or less gains a bonus of 5 for every rank of this perk, on every Morale check.

Light Step

Characters with this perk are much less likely to set off traps. For purposes of *triggering* a trap, they gain a +4 bonus to Agility.

Living Anatomy

Your chance to score a critical hit in melee combat is increased by 1 point on the D20 (if it was 20 only then it's 19 or 20 now).

Martial Artist

This perk indicates that your character completed a Martial Arts program, allowing your character to make use of the "martial arts moves", described in the "Skills" section. (These moves are of course, generalized, so don't ass me if you haven't got techniques of your favourite MarArts style covered.)

Master of the Woo

Your character is allowed to shoot 2 different targets at the same time when he is wielding 2 1-handed weapons, as long as he is able to see both targets at the same time (they are both in his 110° direct cone of sight).

Medic

This perk allows you to make a 1d6 roll; on 5 or 6, you succeed and your patient does not get a point on his bandaged statistic.

Mother Rucker

With this perk you are able to carry even more equipment. You gain +2 STR for purposes of determining load for every rank.

Night Vision

Your character can see better in darkness when you select this perk. Negative modifiers for dark conditions are reduced by 30%. Must be all the carrots you ate..

Pathfinder

This perk reduces travel time by 20%. You just have a knack for finding those old trails and roads.

Point Blank Shot

With this perk your CQR is increased by 1 hex for each rank.

Presence

You gain a +2 bonus to your Charisma for reaction rolls for each rank of this perk (except for the third rank which adds 2). The maximum ability score of 20 still applies.

Protective Mask Training

Your character underwent rigorous training session in the desert while being protected by his (NBC-) Protective Mask, this increases his END for determining maximum 1-block carrying time by +2 for each rank of this perk.

Protective Suit Training

Your character underwent rigorous training while using an NBC-protection suit and has therefore reduced penalties while wearing it, the AGI save penalty is reduced to 5 and your character does no longer suffer a speed reduction when running.

Pyromaniac

This perk will make your character do horrible things with fire – to other people. He or she does +15% points of damage with fire-based weapons such as flamethrowers, molotov cocktails, napalm, and so forth.

Quick Recovery

It costs you 1AP less, to stand up after being knocked down.

Quick Reload

It takes your character 25% (33% with the 2nd rank) less AP when reloading a specific weapon (or weapon family). It is applied to the weapon the character uses most of the time, if he changes this weapon it takes some time (the GM decides) to get used to the new one until the PC is allowed to apply the Quick Reload perk.

Ranged Cleave

When your character is on target, on an enemy that is a maximum of 2 hex away from another enemy, and, standing, for example, your character is allowed to shoot on the other enemy (if he is in the same position (Standing, in this case) and right for a right-direction muzzle deviating weapon (all are unless otherwise noted)) without targeting him, if he disabled the first enemy (he was on target on first). You have to be in field range in order to do that. You can only attack targets that wouldn't receive a THD bonus from having moved in their round. (the 2nd rank allows you to engage the "second" enemy a maximum of 3 (instead of only 2) hex away)

Ready Reload

You neither have to Disready (DRW) nor Ready (RW) your weapon when reloading it. Note that this only works if the bolt is in the open position (thus automatically accepting a new round without requiring being retracted).

Scout

Your character can see further in the wilderness. Maps are easier to read. It is up to the GM to determine exactly how this works. Special encounters and items are a little easier to find with this skill as well.

Shot-on-the-run

With this perk the penalty from moving while shooting is reduced to -4 (instead of -6).

Silent Death

While sneaking successfully, characters with this perk do double damage using HtH or melee attacks if they can hit their opponent in the back (backstab!).

Speed Rucker

Years of training allow you to save time when exchanging equipment with your ruck. It costs you 2 AP less, to un-shoulder/shoulder your ruck.

Stat!

You can heal people much faster than the usual doctor in combat. When attempting to help a fallen Comrade (use a medipack), it only takes 15 APs to do so.

Stonewall

If your character is about to be knocked down in combat, he can roll a 1d6 and if he rolls a 5 or 6 he will not.

Stunt Devil

You know how to bounce when you hit the ground! You take 25% less damage from falling and from vehicle wrecks. In addition, you get a +2 bonus to your Pilot skill.

Suppressive Fire

By firing bursts of automatic fire at one or multiple enemies you can effectively lower enemy morale and obtain the ability to gain AbC in ranged combat. Your character has to fire at least 2 bursts of automatic fire/round (two 3rd bursts minimum) for 2 rounds minimum to benefit from this perk (benefits are earned at the beginning of the 3rd round).

The automatic fire has to be aimed in the general direction of the enemy, ideally, beating the earth around him.

One character can affect 1, 2 or more (only in multiple PC situations) other characters at the same time but these 2 characters can be separated by 3 meters/hexes maximum. At least five shots per round have to be spent on every affected character to keep the negative effects on his morale up.

Two characters can affect 5 enemies at the same time. If multiple characters keep multiple enemies affected, divide the number of enemies through the number of affecting characters and create logical groups of enemies based on their position.

Maximum number of enemies affected by suppressive fire:

$$2 \times \text{number of characters} + (\text{number of characters} - 1)$$

Example from above:

Affecting characters = 2 -> $2 \times 2 + (2 - 1) = 5$

These groups are called "affected groups" and for those, the affecting character is granted one ranged AbC per round (costing 2 APs max). So if one member of an affected group lifts his head over the cover he is hiding behind, the affecting character receives a ranged AbC.

	1	2			4		
	W A L L			3		5	
				W A L L			
	W A L L		W A L L				
		1			2		

Red 1-5 are enemies. Blue 1 and 2 are player characters. All characters are protected by thick concrete walls. Blue 1 would be assigned Red 1, 2 and 3. Blue 2 would be assigned Red 3 (yes!), 4 and 5. Red 3 is dual assigned, meaning that if he lifts his head over the wall, both Blue 1 and 2 would receive ranged AbCs.

Works with hex fields as well.

Additionally, as soon as characters come under suppressive fire from one source (the third round of effective fire), they have to succeed against a morale check (DC 42, every additional source adds +2 to the DC) or receive the penalties (see "Consequences of Fear on Morale"). In the second (actually the fifth round) and third round (6th round), the DC increases to 44 (2nd round) and 46 (3rd round) respectively. If a suppressed character made it to the fourth round (7th round in total), he does not have to make morale checks any longer but is "save against suppressive fire" as long as the initial situation does not change (more suppressive fire sources).

Tactical Movement

You can walk and keep your weapon readied at the same time. If your character has the Engage perk as well, you can run and keep your weapon readied (up to a running speed of 1/2). You can change stance and keep your weapon readied as well. Additionally you can use only 2 AP to go prone (from standing or crouching, but not the other way round; and keep your weapon readied at the same time) but only if you are not heavier encumbered than fighting load and not stealthily (e.g.: you cannot use Sneak at the same time). You still have to re-aim after changing stance, though.

Tiger Moves

Your character can carry out Melee Combat attacks costing 2 AP or less without provoking an AbC to a 2nd opponent.

Tunnel Rat

You crawl like a baby, a very fast baby. You can move faster than usual: Prone 1/3 (Hex/AP).

Way of the Woo

The possession of this perk is only possible if a character receives special training of some sort (must be some strange, mystical story created by the GM, alone or in conjunction with the player). When in possession of this perk, a player is allowed to use relatively unrealistic SH perks. The GM may choose not to allow PCs to acquire this perk because it disturbs the realistic environment the game tries to create.

Whack-a-rat

This perk allows your character to aim on newly approaching characters for free, if he chooses to. Note that you cannot make use of the perk if you are in the process of completing an action (thus you were in the middle of an action when your round ended).

Movement

Characters can move, on foot, in different ways:

Walking

Movement with a speed of 1 meter/hex per spent AP.

Running

Movement with a speed of more than 1 meter/hex per spent AP. A characters maximum running speed is based on his Endurance, Strength and Agility scores.

Check the following formula to determine yours:

$$\text{Endurance} + \text{Agility} - (\text{Strength} - 14) = \text{Fitness Coefficient}$$

The result of (Strength – 14) is only used if positive -> STR of 15 or more.

Example: END = 12, Agility = 10, Strength = 10 -> **FC** = 22

Compare your calculated Fitness Coefficient to this table:

Fitness Coefficient	Maximum Running Speed	Maximum Sprinting Speed	Maximum Crouching Speed	Maximum Prone Speed
2-16	1/3	1/5	1/3	1/5
18-31	1/4	1/6	1/2	1/4
32-36	1/5	1/7	1/1	1/3

It is more difficult to hit a moving target. If you intend to hit what you're aiming at, you have to apply "lead" principles. These cost additional AP which are presented in the THD table for moving targets and range from 1 (no-increase) to 3 AP (total aiming cost).

Other fitness-related activities (AP/m):

	Light Load	Fighting Load
Swim	2/1	4/1
Climb	2/1	3/1

Loads

"The ability of a soldier to march and fight is directly related to his load. The maximum individual load limit cannot be exceeded as an infantry soldier will not accomplish his mission."

-- U.S. Army - FM 21-18 Chapter 5 --

The following table indicates how much equipment (measured in lbs) you can carry, and what effects, carrying equipment of certain weight, implies on gameplay. (how much AP you need to change stance, how fast you can run/walk and the increase of difficulty for escape-oriented actions (vs. traps/explosives, etc.)).

Loads Table

Load	upto (lbs.)	(AP per h/m) Maximum Walking Speed	(AP per h/m) Maximum Running Speed	(AP per h/m) Maximum Sprinting Speed	Agility Save Penalty
Light	STR x 2	Unchanged	Unchanged	Unchanged	None
Fighting	STR x 4	Unchanged	Minus 1 level	Minus 1 level	(-) 5
Approaching March	STR x 8	Unchanged	Minus 2 level	Cannot sprint	(-) 15
Heavy Load	STR x 12	Unchanged	Cannot run	Cannot sprint	(-) 25
Overloaded	STR x 16	2/1	Cannot run	Cannot sprint	(-) 30

Changing Stance

Load	Standing to Crouching	Standing to Prone	Crouching to Prone
Light	2 AP	3 AP or 2 AP	2 AP
Fighting	2 AP	4 AP or 2 AP	2 AP
Approaching March	3 AP	5 AP	3 AP
Heavy Load	4 AP	6 AP	4 AP
Overloaded	5 AP	8 AP	5 AP

Movement in lower stances

Load	Crouched Movement Speed	Prone Movement Prone
Light	Unchanged	Unchanged
Fighting	Unchanged	Unchanged
Approaching March	Minus 2 level	Minus 2 level
Heavy Load	Minus 3 level	Minus 3 level
Overloaded	Cannot move crouched	Cannot move prone

Example: A character with a strength score of 12 could carry 24 lbs without any penalty, 48 lbs with a decreased running/sprinting speed, 96 lbs with hindered movement and slower speed, and so on.

Notes:

- ⌘ "Minus n level" means that a speed of x/AP is changed to (x minus n)/AP.
- ⌘ You have to ready your weapon after changing stance, provided you want to use it.
- ⌘ You can be overloaded for END rounds, afterwards you are exhausted and have to rest for 1d2+1 rounds.
- ⌘ The 2 AP "Standing to Prone" variant is a fast tactical one that can only be performed if your left thigh is unencumbered (no holster or magazine pocket there).

Other types of movement are hindered by encumbrance as well:

Activity	Increment	Penalty/Increment (PI) on Skillcheck
Swim	1 lbs	1
Climb	5 lbs	2
Jump	3 lbs	2

Attacks

If you attack another character in combat, your opponents THD is calculated as stated in chapter "THD system for point targets". To make a successful attack, roll 1d20 and add your small arms skill total skillbonus. If the result is better than your opponents THD, you scored a successful hit.

Whenever you fired more than 1 shot and missed (total MSP), you will have to calculate how many bullets actually hit (by dividing through the MSP and then subtracting the result from the total number of bullets).

There are 2 special situations that can occur when rolling for attack (melee or ranged):

- ⌘ Critical hit If you roll a 20 or 19 on the 1d20 attack roll you hit your target in a vital area. Look up where on the Critical Hit table.

If you use a **burst** or **autofire attack** (instead of a single shot like described here already) the critical chance is increased by 1 point for every additional bullet (over 1) that hit.
- ⌘ Critical miss If you roll a 1, a technical or human failure occurs, check the critical miss table to determine what happens.

Note:

- ⌘ For indirect fire weapons (in an indirect fire role) use the same rules as above but for the damage instead of the attack roll.

When using any other skill (that is not used for direct combat action):

- ⌘ Natural Success When you roll a 20 you succeed on a skillcheck vs. DC. It is forbidden to try impossible skillchecks.
- ⌘ Natural Failure If you roll a 1 you automatically fail on a skillcheck vs. DC.

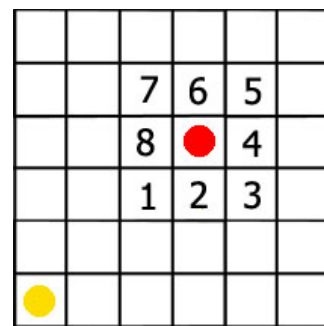
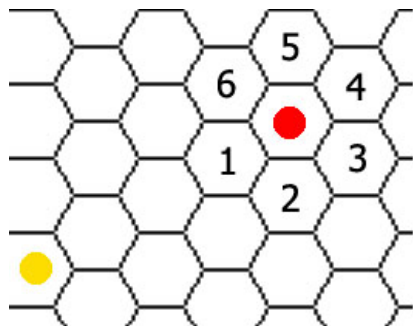
Unintentional Hits

When attacking an enemy and another character is standing in the immediate vicinity (on a field directly bordering that of your target), there is a certain chance for you, to hit him (the "other" character) instead of your originally intended target.

If you attack your designated enemy and miss, check whether your attack roll (2d20) yields a result of 10 or less (down to 6, 5 would indicate a critical miss). In this case you hit the next nearest target, roll for it:

In the example below, you are the yellow dot and your intended target is the red dot, roll a d6 if you are using a hex sheet or 1d8 when you are using a raster sheet, but note that a 4 or 1 on a d6 or a 5 or 1 when using a d8 means a reroll, as this field cannot possibly be in the way of the bullet, and a reroll on 5 when using a d8.

You have to shift the numbers left or right or turn 'em around, contingent on your position relative to the target.



Ranged Attack Types

∞ **Single shot**

Means that this weapon does not have the function to automatically reload, thus you have to retract the bolt and the carrier group yourself to eject the bullet and either insert a new one or if the weapon does have an internal magazine (and there are still rounds left in it) the next bullet "jumps" in, and you're ready to fire again.

∞ **Semi**

Semi stands for Semiautomatic and means that your gun reloads after every shot, all by itself (this option processes one shot at a time).

∞ **Burst**

"Burst" is a setting on some weapons (mostly assault rifles) that allows you to fire 2-3 rounds with one triggerpull (for increased accuracy and decreased waste of ammo over a 5rnd autofire attack).

∞ **Full Auto**

This means that your weapon can operate fully automatic; the numbers in brackets means that you can either fire the first, second, third, and so on, amount (depicted by the number) of bullets, without a change in action point cost. Fully automatic fire means that your weapon will, as soon as you depress the trigger, continue to blow out bullets until you release it again.

∞ **Strafe**

When using a weapon that can fire at least 10rnd in an autofire attack, you are allowed to divide this amount by 5, and moving the 2nd, 3rd, ... 5th block to any (front, left or right) bordering fields of your original target, you cannot, however, precisely aim the 2nd, 3rd, and so on block of fire (you cannot make a targeted shot).

Only 2/3 of the actual fired shots of every 5 rnd(1d4+1) bullet block actually hit the target standing on the bordering field, and you get a penalty of -2 for each diverted block of fire (for the 3rd block (total) this would be a penalty of -4). This attack only succeeds if your attack roll is high enough to defeat at least the first targets THD (the other attacks do not have to be successful necessarily).

It is also possible to make Strafe attacks to increase your chance to hit a moving object. This means you can divert blocks of fire in the general direction your target is heading (and not only where he directly is at the very moment). For every block used, target THD bonus from moving is decreased by 1 level.

Pistol/Revolver Firing Styles

☞ **One-handed**

You are using one hand to hold, aim and fire the pistol.

☞ **Two-handed**

You are using both hands to hold, aim and fire the pistol, this earns you greater accuracy and multiple shot precision. (A bonus of +2 on the ToHit roll).

☞ **Two 1-handed**

You are using 1 1-handed firearm in each hand, you can fire both at the same time, thus spending only the normal number of AP but firing 2 projectiles. As you cannot establish a line of sight over your rear and front sight post you actually are not able to use your sights. The usual penalty for not using a sight (covered in the THD section) applies.

SMG/Rifle Firing Styles

☞ **Buttstock (Assault Rifle/SMG)**

Standard: Use

Penalty for not using: a 1 level increase in Recoil class

☞ **2-handed firing**

This is the standard, take the values directly from the table (with possibly changes for your special firearm respectively).

☞ **1-handed firing**

This earns you a penalty of -6 on the ToHit roll and an increase of recoil classification by 1 level.

Stances

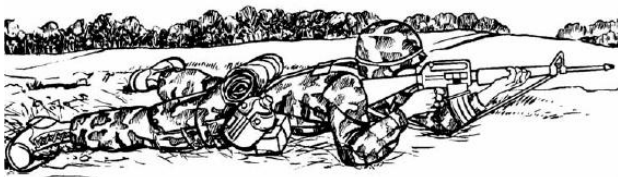
- ∞ **Standing**
The standard position.
- ∞ **Crouching**
Increases your THD and Small Arms check bonus. Reduces speed of movement.
- ∞ **Prone**
Adds a bonus to both your THD and Small Arms check bonus. Reduces speed of movement.
- ∞ **Supported**
Adds a bonus to your Small Arms check bonus. Reduces speed of movement.



Standing



Crouching



Prone



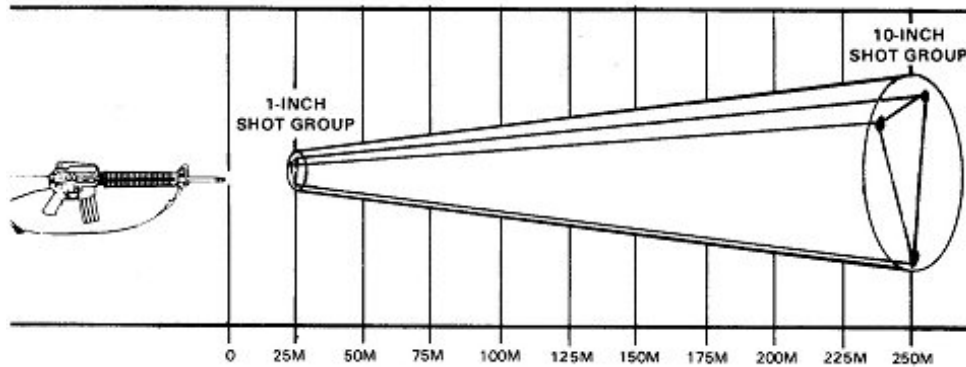
Supported

THD System for Point Targets

Intended to be used with fast-flying direct-fire projectile weapons.
The To-Hit Difficulty (THD) depicts how difficult it is to hit a character in the game.

4 Ranges

Your effectiveness on engaging ranged targets is based on the distance between your target and yourself. Shot Range is every distance up to the maximum stated below or the maximum effective range of a certain caliber/weapon, the lower number counts (same goes for all other ranges as well). All other distances are self-explanatory.



Close Quarters Range (CQR)	0-5 hex/meters
Assault Range (AR)	6-20 h/m
Field Range (FR)	21-125 h/m
Shot Range (SR)	126-250 h/m

Base THD

Based on the difference between the attacked and the attacking character the target is optically larger or smaller. This makes a dramatic difference to the difficulty of hitting it. THD represents this difficulty in a numeric value, stated in the table below. The THD below is calculated for a standard man-sized target of approximately 180cm in height. The stance a character assumed at the end of his round, is the one that is used for THD determination.

Range/Stance	Standing	Crouching	Prone
Close-quarters Range	2	3	6
Assault Range	6	9	18
Field Range	18	26	52
Shot Range	36	53	106
Bonus to Attack Roll	0	5	10

Using sights

There is a wide variety of sights out there, generally divided into 3 categories:

- ⌘ **Non-magnifying** Iron sights
- ⌘ **Magnifying** Scope and Zoom Sights
- ⌘ **Special-purpose** Night-Vision and Thermal Sights

If you're "firing from the hip" and therefore not using sights of any kind, you receive a penalty, as stated below:

Range	Penalty
CQR	-5
AR	-15
FR	Impossible Shot
SR	Impossible Shot

This kind of attack consumes only 1 AP for aiming.

When using a sight,

- ⌘ Your minimum engagement range is two times your scope's magnification (in hexes/meters).
- ⌘ With a magnification greater than 1.0x, multiply all ranges by the magnification of that sight, note that all ranges change, except for determining MSP.

When using a magnifying scope/zoom sight

- ⌘ Aiming costs 3 instead of 2 AP, although it is possible to make double tap attack using standard AP cost (if you are on target already) and repeat a shot at the same target from the same position if the target did not move.

Bonus from Moving

A character is considered to be moving or running if he used more than half his AP (in his round) to do so (starting running will not be calculated in) and still ran at the end of his round. These are boni and have to be added to the base THD.

Speed		Lead	
		Yes	No
1/1	Bonus to THD	4	2
	Chance to hit (prepared)	50%	100%
1/2	Bonus to THD	6	3
	Chance to hit (prepared)	50%	100%
1/3	Bonus to THD	9	5
	Chance to hit (prepared)	25%	100%
1/4	Bonus to THD	14	7
	Chance to hit (prepared)	25%	100%
1/5	Bonus to THD	21	10
	Chance to hit (prepared)	20%	100%
1/6	Bonus to THD	31	15
	Chance to hit (prepared)	20%	100%
1/7	Bonus to THD	46	23
	Chance to hit (prepared)	15%	100%

Notes:

- ⌘ **Lead (Yes):** The target is moving across your line of sight.
- ⌘ **Lead (No):** The target is moving directly at or away from you.
- ⌘ If a character readies an attack on the appearance of an enemy, on a certain position and a character passes through the position (on a Lead angle greater than "No"), on the move, the difficulty to hit him is greatly increased; As there is no way (= AP) left to compensate for the movement, a successful shot boils greatly down to luck (or chance). The last row represents this. 100% means that a successful hit by To-Hit roll vs. THD actually is a successful hit. Roll 1d100 to determine whether it's a hit or no hit. The 1d100 roll must be repeated for every single bullet that was poured out in the attack.

THD provided by Cover

Cover	THD increase	Bonus on AG save	Other changes
0-24%	No difference on gameplay	0	
25-50%	1 level (horizontal)	5	
51-80%	2 levels (horizontal)	10	Kr rule for explosives out of effect, character can duck behind cover to avoid effects of explosive (granted the cover is able to stop them)

Notes:

- ⌘ Based on the amount and type of cover you use, 1 or more body parts can be granted AoP; meaning that some body parts cannot be hit any longer. When fired upon, ask your GM which of your body parts are covered. A successful critical hit against a covered region results in a standard hit.
- ⌘ A horizontal level increase means that instead of, for example, Standing THD, Crouching THD is used (Standing -> Crouching or Crouching -> Prone).

Breath Control

When shooting, it is generally of benefit to control your breathing while targeting and shooting (you will shoot when you have fully breathed out). The bonus from breath control is halvened if no sight is used.

Utilizing proper breath control costs **2 additional AP** for every shot, and adds the following bonus to your attack roll:

Range	Bonus
Close Quarters Range	1
Assault Range	3
Field Range	9
Shot Range	18

Targeted Attacks

It is possible for both ranged and melee combatants to attack certain body parts of their enemy. However this implies a greater difficulty, because the ToHit body region is always smaller than the whole enemy (I bet you wouldn't have come to THAT conclusion).

When aiming at a certain body region simply step up by the defined number of levels.

Target Area	Plus in THD levels
Arm or Leg	1 level (vertical)
Head	2 levels (vertical)
Throat or Neck	3 levels (vertical)

Example: You want to attack an enemy target that is standing in Assault Range from your position. Normally this would imply a difficulty of **6** for a successful hit. But this time your aiming for his **head** which means that the effective distance is increased by **2 levels**, from Assault Range to Shot Range effectively increasing the enemies THD to **36**. Same goes for different stances.

Effects:

When a character is hit in a target area, something bad happens to him, usually.

Target Area	Increased Chance for Critical Hit	Effects on successful Critical Hit
Arm	2	Crippled
Leg	2	Crippled
Head	4	86% chance for instant kill
Throat or Neck	6	Arms and legs crippled, 86% chance for instant kill

Notes:

- ⌘ Add your bonus critical hit points to the critical chance give in the table to calculate the effective one.

Stacking THD

Some kinds of THD boni stack in some situations, and some don't. When making a targeted attack at a fully exposed area of an enemys body, he doesn't get any bonus from cover (only if the targeted area has direct cover, like the head from a helmet).

THD of Hex/Quadrant Fields

A fully hex/quadrant field has a THD (for purposes of throwing grenades at it) of:

Range	Cover	THD
Close Quarters Range	0-10%	10
	11-30%	13
	31-50%	15
	51%+	Impossible
Assault Range	0-10%	18
	11-30%	23
	31-50%	27
	51%+	Impossible
Field Range	0-10%	24
	11-30%	31
	31-50%	36
	51%+	Impossible
Shot Range	-	Impossible

Direct Fire Attack Parameters

Damage

Is the number that will be subtracted from the targets' hitpoints when hit (+1 means: 2d20+1, +14 means 2d20+14 and so on ...). If a character drops under 0 hitpoints he starts to die.

Stopping Power

Is the DC, that any hit character has to make an knockdown check against ($1d20 + 2x(EN+ST) + \text{Level}$), or be knocked of their feet, if they still have hitpoints left (positive ones), they are just unconscious for 4d2+1 rounds, and afterwards they will be treated as though they had 20% less hitpoints for purposes of calculating injury penalty, if they are already at the lowest level (20% or less) they stay unconscious until healed, if they don't have any hitpoints left, they start dying. In the case of a burst, the roll is made against 1 value, calculated in the following way: amount of bullets that hit, multiplied by Stopping Power of 1 bullet but with the initial bonus of only one bullet (2d20+10). It IS possible to naturally succeed on a SP check.

Effective Range

Indicates the distance this cartridge is able to fly and still retain its armour-piercing characteristics. (this was simplified in order to reduce game complexity, this distance is treated in game as the maximum distance the shooter is able to fire the cartridge, which is, as well, due to the intent of simplification). These distances were greatly reduced for in-game use, to make this a key characteristic.

This range ALWAYS overrules the maximum range calculated by the Sight Magnification rule.

Multiple Shot Penalty

MSP tells you how hard it is (bonus on target THD) to bring a certain amount of bullets (> 1) into a target.

Some Pistols/SMGs/Rifles differ from the MSP value stated due to their heavier weight. If this is the case it will be noted at the specific weapons' description.

Whenever modifying MSP from the table (because of weapons featuring an MSP decrease) or other causes, round the result UP to the next full number (no broken results).

Indirect Fire Attack Parameters

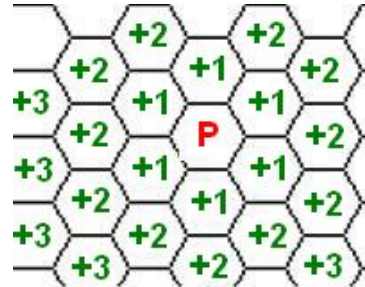
Abbreviations and Nomenclature reference the Direct and Indirect Fire Ammunition tables from the Sierra Hell Weapons Manual.

Kill Radius

Kr refers to Kill Radius. All subjects within this radius are affected by any conditions an explosive may project.

The Kr refers to the effective range of the munition: Which is its point of impact/point of explosion +Kr (in hex) in all directions around and above the point of impact (except in the case of the M18A1, where the cone extends to about 8m).

+2	+2	+2	+2	+2	+3
+2	+1	+1	+1	+2	+3
+2	+1	P	+1	+2	+3
+2	+1	+1	+1	+2	+3



P Point of impact
+1 Kr representation
+2 Kr representation

Direct/Indirect Hit

A direct hit is achieved when the munition explodes on target (such as a 40mm HEDP hitting a targets' chest). An indirect hit is achieved when shrapnel, thermobaric, etc.. effects reach a target because it's in the munitions Kr.

Thermobaric

Thermobaric refers to an overpressure effect caused by an immensely fast explosion caused by the weapons' payload. It allows the projectiles' filler to spread and affect personell equally within it's Kr.

Stunned

This means that all personnel within range have to make a END check vs. 42 or fall unconscious for 2d2+2 rounds. This grenade works only properly in close quarter ranges (Max: 2x Kr) without medium to large sized air entries/exits, If used outdoors or in large rooms it retains its damage capabilities but loses the "Stunning" effect.

Concussed

Means that all personnel within range and looking at the point of impact are blind and deaf for 2d2+2 rounds. After that time they get a penalty of -10 on all skill checks and a penalty of -5 on all ability checks (for another 2d4+4 rounds).

Illumination

This munition ejects small parachutes carrying chemicals that produce nearly daylight conditions for 1rnd.

Fuses

"Fuse n sec" indicates that this munition will ignite itself after n seconds passed, this has to be translated into AP for the character that uses it.

AP of thrower	AP delay 2sec/5sec
3	1/3
4	2/4
5	2/5

Multiple Shot Penalty

To calculate your maximum throwing distance for "individual's" subtract 5 from your STR and multiply result by 4, then add 40. The result is the distance in hexes/meters

Ortho-chloro-benzal malonitrile (CS)

A munition projects a cloud of CS-type tear gas. Everyone that is subject to the gas, has to make an END check (DC 34) or instantly drop to the ground and become concussed for 2d4+6 rounds, the only difference is that he will be neither blind nor deaf, but his INT drops to 1 (for purposes of noticing events around him), and he will not be able to use any items or skills, he will be busy fighting the intense pain in his respiratory system (lungs, nose,...). After the initial concussion round, every one subject to the effects of the gas receive a penalty of 50% on all skill checks and a 25% penalty on all ability checks (for the next 2 hours, or until resting for at least 1 hour). (Note that a gas mask usually protects your character against CS effects (unless otherwise noted by your GM)).

Penetration

Certain weapons can pierce certain types of armor or material (which can be also armor). Whether a certain projectile, rocket or grenade is able to punch through armor of some kind is defined in the "Penetration" row of every ammunition table.

For direct-fire ammunition there is only one type of penetration, namely a Direct Hit (or DH), which means that a piece of armor has to be hit directly by the projectile in order to be (or not be) penetrated.

Indirect-fire ammunition has two types of penetration the Direct or Indirect Hit, the Direct Hit is the same as described above, in the paragraph for direct-fire ammunition. An Indirect Hit indicates that the shrapnel or energy produced by a projectile is what is handled when addressing armor piercing characteristics and not the Impact itself (which would be a DH). Indirect Hit AP characteristics are usually lower than DH but must be considered as well.

The section in this manual dealing with indirect and direct fire capabilities of thumpers illustrates the concept of indirect and direct fire AP characteristics.

When a projectile of any kind is able to pierce a certain type of armor it is afterwards able to pierce armor 2 levels lower as well, and 2 levels lower after that.. and so on.

Example: A caliber .50 AP round is able to pierce level IV body armor and class F material. When shot at a target wearing Level IV body armor (1 SAPI plate for example) it would pass through the plate and continue through the soft body of the target and would still be able to pierce bulletproof glass (class D) after exiting and a rigips wall (Level B) after that.

If it pierces a lower level than its maximum level, it retains the possibility to pierce lower levels at following formula: Maximum Level minus Current Level and at a rate of one of these piercings per calculated amount per protection level.

Armor

Body Armor

Body armour is available in increasingly better protection: I, II-A, II, III-A, III, IV (I being the worst and IV the best). Body armour is covered in the SH Equipment Manual.

Material penetration classes

Class	Class Members
A	Tree branches, thin wooden walls (<1/2in.)
B	Rigips walls
C	Unarmored car
D	Bulletproof glass (cars) (<1 in.)
E	Armored car
F	LAV, Light armored attack helicopter, bulletproof glass (attack helicopters)
G	IAV, Medium armored attack helicopter
H	MBT, Light fortifications
I	MBT with DU (Depleted Uranium) or ER Armor (Explosive Reactive Armor)
J	MBT with ERA and DU Armor, Heavy fortifications

Notes:

- ⌘ If a cartridge is able to defeat a certain level of protection it is able to defeat all lower levels as well.
- ⌘ For purposes of determining rules for the penetration of materials not covered, ask your GM.

Evasion Check

1d10 + 2xAG score + optional bonuses or penalties

Whenever a character is aware of an indirect-fire attack (see Table above), he is allowed an Agility Save to avoid the (possible) damage dealt by the munition. Depending on the outcome of the spot check (free action in case the PC is aware) he will be able to react in advance or during the effect taking place (the former being the better of the two).

Spot check outcome

23

28

Consequences

Can react at the time of the effect (normal application of Evasion Check DCs)

Can react in advance of the effect (+5 on Evasion check)

The Evasion Check determines whether your character is able to get out of the Kill Radius, based on where he is standing relative to the point of impact.

The DC is 32 for a 1 field, 35 for a 2 field movement (jump in order to get out of the Kr). If he succeeds and the field he is now **lying** on (the jump connected with the save always ends in your character hugging the earth), is **safe** (not within range of the explosive (point of impact + kill radius (hex))) he takes no damage.

If he only makes it over half the Kr fields (rounded up) (Example: Kr: 3 -> he has to make it to the 1 + 2 hex field) he takes 50% damage.

AoP damage reduction is applied last.

If there are multiple soft targets (characters) in the Kr of the munition, and if the type of damage is 100% only the first one in every direction takes full damage, a character standing behind the first one only takes ½ damage and only if he is in the Kr/2 radius, if not, he takes no damage. If the damage type is 50%/50% everybody in the Kr takes the amount of damage stated in the table, no matter where he is standing or how many other characters are in the Kr as well.

Areas of Protection (AoP)

Rules for avoiding damage caused by explosives.

When you risk exposing your characters to an or (multiple) explosive effects that may cause him to become wounded through fragmentation, blast or thermobaric effects, you should consider protecting him. This is possible by wearing protectional equipment. Based on the body area that is covered with protectional material (like vests, pads or helmets), the damage taken will be reduced by a certain percentage. Have a look at the table below to determine your total percentage of damage reduction (add up the boni).

Area	Bonus (%)
Head	5
Face	4
Throat/Neck	3
Chest	11
Back	11
Shoulders	4
Upper Arms Front	2
Upper Arms Back	3
Lower Arms Front	3
Lower Arms Back	3
Hands	3
Axiliary Left	6
Axiliary Right	6
Groin	2
Ass	2
Upper Legs Front	5
Upper Legs Back	5
Knees	4
Lower Legs Front	6
Lower Legs Back	5
Feet	7

A character who carries protection for his head, torso and knees would receive a damage reduction of 31%. If that character is exposed to an explosive, dealing $2d20 + 50$ points of damage (roll yields: $21 + 50 = 71$) with a yield statistic of 50/50% he would halven the total damage $71/2 = 36$ and subtract his % from that, and add the rest of the damage to whats left, in this case $37 + 26 = 61$ points of damage. For a 100% statistic, the damage reduction is applied to the whole damage which would result in 37 points of total damage.

Cover provides a bonus to your damage reduction as well, your GM judges which area is covered (only atleast $\frac{1}{2}$ covered areas will be counted (with $\frac{1}{2}$ their bonus), it will only be differentiated between half and full cover).

Armor designed to stop bullets or lesser threats (like heat and shrapnel) will be destroyed just as it would have been hit by bullets, to determine how many "projectiles" you loose (subtract from the total amount of stoppable projectiles), divide the amount of reduced damage (the difference between the damage you took and the would-be total) by 10 and round the result up. A reduced damage of 46 would result in 5 "projectiles" subtracted from your total.