

BLOOD AND GUTS

COMBAT PROCEDURES MANUAL v2.0



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COMBAT PROCEDURES MANUAL

INTRODUCTION

Welcome to book two of the revamped and updated Blood and Guts, the Combat Procedures Manual. This book offers a plethora of new and modified rules to make your combats gritty, dangerous or just plain realistic enough to suit the kind of campaign you want to run.

One of the most popular sections of the original Blood and Guts was the optional combat rules section, which gave game masters a number of options to dial the lethality of their campaign up to the appropriate level of grittiness. This book is the descendant of that section, expanded, updated and made even wickedder than it was before.

NEW COMBAT OPTIONS

The combat rules in d20 Modern are rock solid rules for those who want combat that is fun, not too realistic, and geared toward quick resolution. For the GM who desires a little more detail, or perhaps a little deadlier game, some alternate rules are presented. To help the GM select the level of realism she wants for her game, the rules are rated.

Modern is for rules that don't really change combat, just provide a little more detail.

Gritty rules make things a little more dangerous for the characters, but not to the point that it should change the way they play (the PCs can still charge machine gun nests; they just won't all make it out alive).

True Grit make combat flat out rough. If several of these rules are applied, combat is going to become a bloody affair where PCs die regularly.

ARMOR AS DR

Modern

DAMAGE REDUCTION CONVERSION

To convert armor to Damage Reduction take the armor's Defense bonus and divide by two applying one-half the armor bonus as an equipment bonus to Defense and the other half as Damage Reduction. In the case of fractional values, round down for the Defense bonus and up for the Damage Reduction.

DR = original equipment bonus / 2 (rounded up)

New Equipment bonus = original equipment bonus / 2 (rounded down)

INSERTS

Inserts allow a wearer to customize body armor for a specific purpose. The statistics below modify the damage reduction, maximum Dexterity, armor penalty and weight of any armor they are worn with. Inserts must be purchased separately but may be worn with armor of any grade (from concealable to tactical to military).

Almost all bulletproof vests manufactured today contain a concealed slip pocket for an insert to be placed in. If a specific insert is going to be worn all the time, this slip pocket can simply be sewn shut.

FLEXIBLE TRAUMA INSERT

This light insert provides some additional protection against blunt force trauma (including explosives).

STEEL TRAUMA INSERT

This insert provides more protection than the flexible trauma insert but has more weight. If you were on a bomb squad rotation or heading into a riot, you wouldn't mind the added heft of one of these.

TABLE 1: ARMOR TABLES

Armor	Type	Defense Bonus	Nonprof. Bonus	Damage Reduction	Max. Dex.	Armor Penalty	Speed (30ft.)	Weight	Purchase DC	Restriction
Light Armor										
Leather jacket	Impromptu	+0	+0	1	+8	-0	30	4 lb.	10	---
Light Undercover Shirt	Concealable	+1	+0	1	+6	-0	30	2 lb.	13	Lic. (+1)
Pull-up Pouch vest	Concealable	+1	+0	1	+6	-1	30	2 lb.	13	Lic. (+1)
Undercover Vest	Concealable	+1	+0	2	+5	-2	30	3 lb.	14	Lic. (+1)
Medium Armor										
Concealable Vest	Concealable	+2	+1	2	+4	-3	25	4 lb.	15	Lic. (+1)
Light Duty Vest	Tactical	+2	+1	3	+3	-4	25	8 lb.	16	Lic. (+1)
Tactical Vest	Tactical	+3	+1	3	+2	-5	25	10 lb.	17	Lic. (+1)
Heavy Armor										
Special Response Vest	Tactical	+3	+1	4	+1	-6	20	15 lb.	18	Lic. (+1)
Forced Entry Unit	Tactical	+4	+2	5	+0	-8	20	20 lb.	19	Lic. (+1)



TITANIUM TRAUMA INSERT

Similar to the steel version, but provides better protection and lighter materials.

ANTI-STAB INSERT

Especially popular with police and corrections officers, these flexible inserts help improve the weakness of most body armors against stabbing weapons.

OUTERSHELL

The opposite of an insert, this one-piece hard shell allows law enforcement officers to quickly covert a concealable vest into something more substantial. If worn over any concealable armor, the Outershell causes it to function in every way like a Light Duty Vest. If a concealable armor is not worn underneath the Outershell it will function as an Undercover Vest.

Donning an Outershell is quick and efficient by design and may be done with a full-round action.

TACTICAL OUTERSHELL

Tactical Outershell operates in the same way that standard Outershell does, except that it functions as a Tactical Vest

when worn over concealable armor. If worn alone this Outershell also acts like an Undercover Vest.

CERAMIC INSERT (LIGHT, MEDIUM AND HEAVY)

These inserts provide maximum protection against military weapons and even help to protect against armor piercing ammunition.

BUOYANCY INSERT

This insert provides no additional protection but causes body armor to double as a flotation device. Especially handy for coast guard officers, armor with this insert does not apply its armor check penalty to swimming skill checks and allows a person so equipped to stay afloat indefinitely.

ARCHAIC ARMOR

Archaic Armor under these rules works much the same as it does in the standard rules except when it comes to firearms. The advent of gunpowder weapons was the death of heavy armor and these rules attempt to reflect that.

TABLE 2: ARMOR INSERTS

Insert	Damage Reduction	Max. Dex.	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
Flexible Trauma	+1 (+2 vs. Blunt)	-1	-1	-0	+2 lbs.	13	Lic. (+1)
Steel Trauma	+1 (+3 vs. Blunt)	-2	-2	-0	+4 lbs.	14	Lic. (+1)
Titanium Trauma	+1 (+4 vs. Blunt)	-2	-2	-0	+3 lbs.	15	Lic. (+1)
Anti-Stab	+1 (+3 vs. Piercing)	-2	-2	-0	+5 lbs.	15	Lic. (+1)
Outershell	*	*	*	*	*	17	Lic. (+1)
Tactical Outershell	*	*	*	*	*	18	Lic. (+1)
Light Ceramic Insert	+1 (+2 vs. Ballistic)	-1	-1	-0	+3 lbs.	15	Lic. (+1)
Medium Ceramic Insert	+1 (+3 vs. Ballistic)	-2	-2	-0	+6 lbs.	16	Lic. (+1)
Heavy Ceramic Insert	+1 (+4 vs. Ballistic)	-3	-3	-0	+8 lbs.	18	Lic. (+1)
Buoyancy Insert	*	-0	-0	-0	+2 lbs.	12	Lic. (+1)

* See below

TABLE 3: ARCHAIC ARMOR

Armor	Type	Defense Bonus	Nonprof. Bonus	Damage Reduction	Max. Dex.	Armor Penalty	Speed (30ft.)	Weight	Purchase DC	Restriction
Light Armor										
Padded Armor	Archaic	+0	+0	1/firearms	+8	-0	30	10 lb.	10	---
Leather	Archaic	+1	+0	1/firearms	+6	-0	30	15 lb.	12	---
Studded Leather	Archaic	+1	+0	2/firearms	+5	-1	30	20 lb.	14	---
Chain Shirt	Archaic	+2	+1	2/firearms	+4	-2	30	25 lb.	16	---
Medium Armor										
Hide	Archaic	+1	+0	2/firearms	+4	-3	20	25 lb.	15	---
Scale Mail	Archaic	+2	+1	2/firearms	+3	-4	20	30 lb.	17	---
Chainmail	Archaic	+2	+1	3/firearms	+2	-5	20	40 lb.	18	---
Breastplate	Archaic	+2	+1	3/firearms	+3	-4	20	30 lb.	19	---
Heavy Armor										
Splint Mail	Archaic	+3	+1	3/firearms	+0	-7	20	45 lb.	20	---
Banded Mail	Archaic	+3	+1	3/firearms	+1	-6	20	35 lb.	21	---
Half Plate	Archaic	+3	+1	4/firearms	+0	-7	20	50 lb.	22	---
Full Plate	Archaic	+4	+2	4/firearms	+1	-6	20	50 lb.	23	---



ARCHAIC ARMOR VS. ARCHAIC WEAPONS

When facing archaic weapons, archaic armor functions normally, providing a bonus to Defense and Damage Reduction.

ARCHAIC ARMOR VS. MODERN WEAPONS

Modern weapon attacks are touch attacks against archaic armor, avoiding the armor's equipment bonus entirely. The damage from a modern weapon also ignores the Damage Reduction of archaic armor. Note that since heavy armor lowers your maximum dexterity this makes it a hindrance against gunpowder weapons not an advantage (exactly what happened in the real world). In short, the wearer of archaic armor in modern times gains no benefits against modern weapons.

ARMOR PENETRATION

One of the most important characteristics of a modern weapon is its ability to penetrate armor. The simplest way to accomplish this for the personal firearms in the Modern core rules is to allow the weapon to ignore one point of DR per 8 points of the weapon's maximum damage (rounded down).

For convenience the penetration value of all the core firearms is presented below.

Handgun	Penetration
Beretta 92F	1
Beretta 93R	1
Colt Double Eagle	1
Colt M1911	1
Colt Python	1
Derringer	1
Desert Eagle	2
Glock 17	1
Glock 20	1
MAC Ingram M10	1
Pathfinder	1
Ruger Service 6	1
S&W M29	2
SITES M9	1
Skorpion	1
TEC-9	1
Walther PPK	1
Longarm	Penetration
AKM/AK-47	2
Barrett Light 50	3
Beretta M3P	2
Browning BPS	2
HK G3	2
HK MP5	2
HK MP5K	2
HK PSG1	2
M16A2	2
M4 Carbine	2
Mossberg	2
Remington 700	2
Sawed-off Shotgun	2
Steyr AUG	2

Uzi	2
Winchester 94	2
Heavy Weapons	Penetration
M-60	2
M2HB	3
M72A3 LAW	7

EXPLOSIVES PENETRATION

Explosives can also penetrate DR. If an explosive has no armor piercing listed (such as C-4) it ignores one DR per three dice of damage unless steps have been taken to enhance the explosives anti-personnel capabilities (fragmentation or even just packing nails around a scratch-built explosive) in which case the armor ignores 1 DR per die of damage.

MELEE AND ARCHAIC WEAPONS PENETRATION

One challenge for body armor in the modern world is the effect stabbing weapons have on it. Many stabbing weapons penetrate Kevlar with ease making law enforcement personnel (especially those in the corrections fields) vulnerable when making arrests or performing cell extractions (removal of an uncooperative prisoner from a prison cell). In fact many of the inserts and new armors detailed above are specifically designed to counteract the effect of stabbing weapons on standard body armor.

The penetration of melee and archaic weapons are based on their damage type. In addition melee weapons gain a +1 bonus to their penetration when used two-handed.

Damage Type	Penetration	Two-Handed Penetration
Bludgeoning	1	2
Slashing	1	2
Piercing	3	4

ARMOR PIERCING AMMUNITION

Making ammunition out of different materials or of a different design to better penetrate body armor is a subject of much research and military spending.

To represent armor piercing ammunition, use the table below. All armor piercing ammunition has a Restriction level of Military (+3 cost to buy on the black market if not authorized).

Ammunition (quantity)	Normal	Penetration +1	Penetration +2
5.56mm (20)	4	9	14
7.62mm (20)	4	9	14
7.62mmR (20)	4	9	14
.444 caliber (20)	6	11	16
.50 caliber (20)	6	11	16
9mm (50)	5	10	15
10mm (50)	5	10	15
.22 caliber (50)	4	9	14
.32 caliber (50)	5	10	15
.38 special (50)	5	10	15

.357 caliber (50)	5	10	15
.44 caliber (50)	5	10	15
.45 caliber (50)	5	10	15
.50AE caliber (50)	6	11	16

NEW FEATS

Following are a few new feats for these modified armor rules.

ARMOR FAMILIARITY

You have a growing familiarity with your armor.

Prerequisite: Strength 13+, Armor Proficiency (light)

Effect: When wearing a suit of armor with which you are proficient you decrease the armor check penalty by 1.

Special: You may take this feat multiple times. Its effects stack.

ARMOR TOLERANCE

Even the heaviest armor feels light and natural to you.

Prerequisite: Armor Proficiency (light)

Effect: When wearing a suit of armor with which you are proficient you increase the maximum Dexterity bonus by +1.

Special: You may take this feat multiple times. Its effects stack.

BRUTE FORCE

You are skilled at using hand-to-hand weapons to penetrate armor, using strength to your advantage.

Prerequisite: Strength 13+

Effect: You gain a +1 penetration when using any melee weapon.

TARGETING FINESSE

You are skilled enough to bypass armor when using light weapons.

Prerequisite: Weapon Finesse

Effect: When you attack with a finesse weapon you may ignore any damage reduction from Armor.

FIREARM COMBAT OPTIONS

AUTOFIRE

Modern

Under this optional rule, a character may use autofire as a full attack action against a specific target without a feat. Campaigns using these rules can still allow a character to use autofire to attack an area, per the standard rules. For every 10 rounds the character fires from his weapon he may make an additional attack. The character may make as many attacks as he wishes, limited only by the amount of ammunition he possesses.

The character may attack multiple targets but all targets

must be in the same 10-foot by 10-foot area (20-feet by 20-feet if the character has the Strafe feat).

Each attack beyond the first imposes a cumulative –10 penalty to hit (–10 for the second attack, –20 for the third and so forth).

These rules use the following new or modified feats.

ADVANCED FIREARMS PROFICIENCY (MODIFIED FEAT)

You are skilled in using fully automatic weapons.

Prerequisite: Personal Firearms Proficiency

Effect: When attacking a target multiple times with a weapon set on autofire you only suffer a –8 penalty to hit on each attack roll beyond the first.





ADVANCED FIREARMS PROFICIENCY, GREATER

You are extremely skilled in using fully automatic weapons.

Prerequisite: Personal Firearms Proficiency, Advanced Firearms Proficiency, BAB 10+

Effect: When attacking a target multiple times with a weapon set on autofire you only suffer a –5 penalty to hit on each attack roll beyond the first.

AUTOFIRE ECONOMY

You are extremely efficient when firing a weapon on autofire, wasting as little ammunition as possible.

Prerequisite: Personal Firearms Proficiency, Advanced Firearms Proficiency, BAB 5+

Effect: You only need to expend 5 rounds per additional attack.

Normal: Under these modified rules a character normally expends 10 rounds per additional attack.

COVER FIRE

Modern

One of the key advantages of a gun is to make the other guy duck. One character armed with a weapon capable of firing on automatic may grant characters a Defense bonus of +2, or his Dexterity modifier, whichever is higher.

CROSSFIRE

Gritty

This rule is designed to make combat a little dicier for the PCs, and a lot dicier for Ordinaries. Thus, this rule makes Hostage Rescue operations particularly difficult. This rule is based on an unfortunate reality of modern combat: modern firearms have so much power, that even when they hit, they pass through targets, ricochet off objects, pass through walls, and so forth.

Any Ordinary within one range increment of a firefight (based on the shortest range of any weapon being used) has to make a Reflex save every round to avoid taking 1d12 Crossfire damage (this damage represents that bullets can lose velocity, strike at odd angles, or that the character is being hit by a shell casing or chunk of debris). The DC of this save is determined by the conditions of the battle, as shown on the table below.

Battle Conditions	Save DC
Two sides involved in firefight	10
Three sides involved in firefight	15
Four or more sides involved in firefight	20
Each attack that misses its target this round	+1
Each attack that is a Natural 1 this round	+5

DAMAGING FIREARMS

True Grit

This rule makes even a normal hit from a firearm more dangerous. Increase the damage of all firearms by one die.

So a weapon that does 2d8 will do 3d8 under this variant. When combined with *Armor as DR* (see above) this variant makes body armor that absorbs damage a must for anyone intending to spend a lot of time in a firefight.

DEADLY FIREARMS

True Grit

This rule makes Massive Damage from a firearm a much more dangerous condition for a character. Anytime a Massive Damage save is called for, the character must succeed at a Fortitude check equal to the damage inflicted (the DC is normally 15), or die (normally a character falls to –1 HP).

For example: Sgt. Wilson is struck by a sniper bullet and takes 28 points of damage. Normally he would have to make a massive damage save (DC 15) or fall to –1 HP. If Deadly Firearms is being used, the character would have to make a massive damage save (DC 28) or die.

FRIENDLY FIRE

True Grit

This rule makes player characters (and hero NPCs) as vulnerable to Crossfire as Ordinaries.

SUPPRESSION FIRE

Modern

A character with a weapon capable of automatic fire may attack a square, instead of a target. Anyone in that square who does anything except hit the dirt and stay there suffers an attack of opportunity. This ability does not allow a character to make more attacks of opportunity than normal.

INJURY COMBAT OPTIONS

COMBAT FATIGUE

Gritty

A firefight may only last a minute, usually less, but when it's over, soldiers are as tired as if they had been marching all day. Anytime a character is involved in combat, the character must make a Will Save (DC 15) or be Mentally Fatigued (see New Conditions below) for one hour. If a character engages in combat again in this time, the character must make another Will save (DC 15) or become Mentally Exhausted (see new Conditions below).

COMMON INJURIES

True Grit

As Injuries (see below), except a character must roll a save to avoid being injured any time an attack is a Critical Threat as well (whether or not that Threat results in a Critical is irrelevant).

TABLE 4: HIT LOCATION

D20	Location	Damage Modifier	Critical Modifier	Attack Modifier	Possible Injuries
1	Head	X2	+2	-8	Blinded, Eyes Damaged, Deafened, Ears damaged, concussion, bleeding, loss of Intelligence and/or Wisdom, coma
2	Throat	X2	+2	-8	Bleeding, loss of Constitution, exhausted, fatigued
3-8	Chest	X1	+0	-2	Strength loss, Constitution loss, exhausted, fatigued, bleeding, internal bleeding
9-10	Stomach	X1	+1	-4	Constitution loss, exhausted, fatigued, bleeding, internal bleeding
11-12	Lower Abdomen	X1	+1	-4	Constitution loss, exhausted, fatigued, bleeding, internal bleeding
13	Shoulder	X1	+0	-2	Strength loss, arm loss, broken arm, bleeding
14	Bicep	X½	-1	-2	Strength loss, arm loss, broken arm, bleeding
15	Hand/Forearm	X½	-1	-2	Strength loss, Dexterity loss, arm loss, broken arm, bleeding
16	Groin	X1½	+1	-6	Constitution loss, exhausted, fatigued, bleeding, internal bleeding
17	Thigh	X1	+0	-2	Strength loss, leg loss, broken leg, Defense penalty, movement penalty, Dexterity loss
18	Knee	X1	+1	-4	Leg loss, broken leg, Defense penalty, movement penalty, Dexterity loss
19	Calf	X1	+0	-2	Leg loss, broken leg, movement penalty, Dexterity loss
20	Foot	X½	-1	-2	Broken leg, movement penalty, Dexterity loss

HIT LOCATION*Gritty*

Under this rule, characters roll to determine where their attack lands. This affects both the damage inflicted from a normal attack as well as that inflicted by a confirmed critical.

D20: The roll (made after a successful attack) to determine hit location.

Location: A brief description of the area damaged.

Damage modifier: The modifier to the damage from a normal attack (this modifier is not applied to confirm a critical).

Critical modifier: This is the modifier to the weapon's critical multiplier, so a confirmed critical with a weapon with a critical multiplier of x2, landed on the head, would inflict x4 damage.

Attack modifier: As a full attack a character may make an attack at the area of the body, with the listed penalty to the attack roll.

Possible injuries: If the injury rules are also being used (see below) then the hit location limits the possible range of injuries.

LOCATION EXPERTISE (NEW FEAT)

You have trained to attack specific areas of the body.

Prerequisite: Combat Expertise, Int 13+, BAB 1+

Effect: When you attempt to attack a specific area of the body it is an attack action. If you are eligible to receive multiple attacks you may target a different area of the body with each attack.

Normal: Attacking a specific area of the body is normally a full attack action, precluding the possibility of multiple attacks.

HORRORS OF WAR*True Grit*

If this rule is in effect, characters may lapse into Mental Paralysis immediately (without first suffering from Mental Fatigue or Exhaustion) upon seeing the death of someone they know, if they fail a Will Save (DC 20).

INJURIES*Gritty*

Any time a character must make a Massive Damage save, he also must save to avoid being injured. The DC to avoid being injured is 15; the same as the Massive Damage save. Note that a character must save to avoid being injured even if he fails his Massive Damage save and falls unconscious (if the character is stabilized and lives, the injury will still need to heal).

All injuries are treatable by the Treat Injury skill, at a DC listed on the table below. Injuries do not heal naturally; they are permanent unless the character receives medical attention. There is a "golden hour" of time during which a character is most easily treated. This is the reason armies at war have developed an intricate pattern of care with combat medics in the field, followed by emergency field hospitals, then MASH (Mobile Army Surgical Hospitals) units further back away from the action and finally non-combat medical facilities.

If a character's injury goes untreated during the golden hour, the Treat Injury DC rises by one per hour (in Gritty campaigns) or 5 per hour (in True Grit campaigns).

Using injuries causes combat to become more dangerous, since the character might feel the effects of any successful attack long after the combat itself, even if he survives.

In True Grit campaigns a single combat could mark the character forever, forcing him to live with the effects of the combat or even forcing his retirement from adventuring.

**TABLE 5: INJURIES**

Roll	Effect	Treat Injury DC
1	Character is Blinded	25
2	Character's eyes are damaged	25
3	Character is Deafened	25
4	Character's hearing is damaged	25
5	Character has suffered a Concussion (see new Conditions)	20
6	Character loses Strength	20
7	Character loses Constitution	20
8	Character acts as if Exhausted	20
9	Character acts as if Fatigued	20
10	Character is in danger of losing an arm	20
11	Character suffers a broken arm	15
12	Character is in danger of losing a leg	20
13	The character suffers a Defense penalty	15
14	Character suffers a penalty to movement	15
15	The character loses Dexterity	20
16	The character suffers a broken leg (see new Conditions)	20
17	Character is bleeding	15
18	Character is bleeding internally	20*
19	Character loses Intelligence and/or Wisdom	25
20	Character is in a coma	25

*Requires Surgery feat

Character is blinded: As the standard condition. If the Treat Injury skill DC is failed then the character is blinded for 1-6 months (in Gritty campaigns) or permanently (in True Grit campaigns).

Character's eyes are damaged: The character suffers a penalty to Spot skill checks equal to -1 per 4 points of damage inflicted by the injury. If the Treat Injury skill DC succeeds the character recovers half of the penalty immediately and recovers the remainder at the rate of one point per day.

If the Treat Injury skill DC is failed then the character's penalty to Spot checks slowly improves by one point per month (in Gritty campaigns) or is permanent (in True Grit campaigns).

Character is deafened: As the standard condition. If the Treat Injury skill DC is failed then the character is blinded for 1-6 months (in Gritty campaigns) or permanently (in True Grit campaigns).

Character's hearing is damaged: The character suffers a penalty to Listen skill checks equal to -1 per 4 points of damage inflicted by the injury. If the Treat Injury skill DC succeeds the character recovers half of the penalty immediately and recovers the remainder at the rate of one point per day.

If the Treat Injury skill DC is failed then the character's penalty to Listen checks slowly improves by one point per month (in Gritty campaigns) or is permanent (in True Grit campaigns).

Character has suffered a concussion: As the new condition (see below). If the Treat Injury skill DC is failed then the character suffers from this condition for 1-6 weeks

(in Gritty campaigns) or has suffered a permanent brain injury, causing the effects to become permanent (in True Grit campaigns).

Character loses Strength: The character loses one point of Strength per 4 points of damage inflicted by the attack. If the Treat Injury skill DC succeeds the character recovers half of the lost Strength immediately and recovers the remainder at the rate of one point per day.

If the Treat Injury skill DC is failed then the character's penalty to Strength slowly improves by one point per month (in Gritty campaigns) or is permanent (in True Grit campaigns).

Character loses Constitution: The character loses one point of Constitution per 4 points of damage inflicted by the attack. If the Treat Injury skill DC succeeds the character recovers half of the lost Constitution immediately and recovers the remainder at the rate of one point per day.

If the Treat Injury skill DC is failed then the character's penalty to Constitution slowly improves by one point per month (in Gritty campaigns) or is permanent (in True Grit campaigns).

Character acts as if exhausted: As the standard condition. If the Treat Injury skill DC is failed then the character is exhausted for 1-6 months (in gritty campaigns) or permanently (in True Grit campaigns). This injury represents damage to the character's lungs, diaphragm or intestines.

Character acts as if fatigued: As the standard condition. If the Treat Injury skill DC is failed then the character is fatigued for 1-6 months (in gritty campaigns) or permanently (in True Grit campaigns). This injury represents damage to the character's lungs, diaphragm or intestines.

Character is in danger of losing an arm: Only having one arm imposes a -4 penalty to all Climb skill checks as well as all Grapple checks. It also precludes the use of any Two-Weapon fighting feats the character may possess or the ability to use two-handed weapons. If the character's primary hand is injured (assumed to be the right hand for 95% of all characters), then the character will also suffer off-hand penalties for one year (6 months if the character possesses a two-weapon fighting feat).

If the Treat Injury skill DC is failed then the character cannot use one of his arms (chosen at random) for 1-6 months (in Gritty campaigns) or the arm must be removed (in True Grit campaigns).

Character suffers a broken arm: As the new condition (see below). The Treat Injury check for this injury implies that the bone has been set so it can heal properly.

Character is in danger of losing a leg: Only having one leg reduces the character's movement rate to 10 feet per round, precludes the use of the Jump skill and imposes a -4 penalty on all Tumble and Balance skill checks. The character also receives no Dexterity bonus to Defense. Modern prosthetics can remove the Movement penalty,



allow the use of the Jump skill with a –4 penalty, restore the character's Dexterity bonus to Defense and reduce the penalty to Tumble and Balance checks to –2.

If the Treat Injury skill DC is failed then the character cannot use one if his legs for 7-12 months (in Gritty campaigns) or the leg must be removed (in True Grit campaigns).

Character suffers a Defense penalty: The character suffers a –1 penalty to Defense for each 4 points of damage inflicted by the attack. This represents an injury that would affect the character's lateral, but not straight-line movement (certain knee, hip and tendon injuries).

If the Treat Injury skill DC is failed then the character suffers this penalty for 1-6 months (in Gritty campaigns) or permanently (in True Grit campaigns).

Character suffers a penalty to Movement: The character suffers a –5 feet penalty to Movement for each 10 points of damage inflicted by the attack.

If the Treat Injury skill DC is failed then the character suffers this penalty for 1-6 months (in Gritty campaigns) or permanently (in True Grit campaigns).

Character loses Dexterity: The character loses one point of Dexterity per 4 points of damage inflicted by the attack. If the Treat Injury skill DC succeeds the character recovers half of the lost Dexterity immediately and recovers the remainder at the rate of one point per day.

If the Treat Injury skill DC is failed then the character's penalty to Dexterity slowly improves by one point per month (in Gritty campaigns) or is permanent (in True Grit campaigns).

Character suffers a broken leg: As the new condition (see below). The Treat Injury check for this injury implies that the bone has been set so it can heal properly.

Character is bleeding: Character suffers 1-6 points of damage per round for one round per 4 points of damage inflicted by the initial attack.

Character is bleeding internally: A much more serious condition, this is not even evident except by its symptoms. The character loses one point of Constitution per hour until the bleeding is stopped (requiring a Treat Injury skill check DC 20 by a character with the Surgery feat) or until the character dies.

Character loses Intelligence and/or Wisdom: This injury represents a serious brain injury. The character loses one point of Intelligence and/or Wisdom (distributed randomly) per 4 points of damage inflicted by the attack. If the Treat Injury skill DC succeeds the character recovers half of the lost Intelligence and/or Wisdom immediately and recovers the remainder at the rate of one point per day.

If the Treat Injury skill DC is failed then the character's penalty to Intelligence and/or Wisdom slowly improves by one point per month (in Gritty campaigns) or is permanent (in True Grit campaigns).

Character is in a coma: The character drops to 0 HP immediately and is unconscious (though there are debates

as to how much a character in a coma can perceive of his surroundings). If the Treat Injury check is successful the character will wake in 1-6 weeks. If the check is failed it may be retried in 6 weeks, but the DC is increased by 1 (this is an exception to the golden hour rule above). This check may be tried every 6 weeks but the DC continues to rise and eventually there is no hope of recovery.

NEW CONDITIONS

CONCUSSION

This condition persists for 2-12 days, after which it will heal naturally. A character with a concussion will often appear perfectly fine, but will occasionally suffer dizziness, see spots, and in rare cases may even believe he is somewhere else, or become extremely confused. A character with this condition can only use half his ranks in any skill. A character that succeeds at a Will save may make a skill check with his full number of skill ranks, but the character must make this save again each time he makes a skill check as long as this condition persists.

BROKEN ARM

This condition persists for 1-6 weeks, minus one week per point of the character's Constitution modifier, minimum 1 week. If a character has a broken arm that is not set, the character may use that arm normally, but suffers a –2 to all actions performed with that arm, and must make a Fortitude Save (DC 15) or suffer 1-6 points of damage when using that arm. A character with a First Aid kit may make a Treat Injury check (DC 15) to set a broken arm. This reduces the penalty to –1, and the character suffers no damage from using the limb. Once an arm is set, only the –1 penalty applies until the condition is healed.

BROKEN LEG

This condition persists for 1-6 months, minus one month per point of the character's Constitution modifier, minimum 2 months. If a character has a broken leg that is not set, the character may stand on that leg, but suffers a –4 penalty to Defense, and must make a Fortitude Save (DC 15) or suffer 1-6 points of damage each round the character stands on that leg. A character standing on one leg is flat-footed, but does not suffer damage. A character standing on one foot or on a broken leg that is hit in combat must make a Reflex save (DC 15 if the character is placing weight on the broken leg, or DC 20 if the character is standing on one leg) or be knocked prone. A character with a First Aid kit may make a Treat Injury check (DC 15) to set a broken leg. Once a leg is set, a character suffers a –2 penalty to Defense as long as the condition persists.

MENTAL BREAKDOWN

The character's experiences have caused the character to develop a mental illness, usually Post-Traumatic Stress



Disorder (see that condition for more information), though some other well known examples of combat breakdowns, such as the “Thousand Yard Stare” are presented as well. Although no information on other forms of mental illness is provided here (such concerns are outside the scope of this book), combat breakdowns have resulted in every form of neurosis and psychosis that exists, and any of these could affect a character. This condition may only be removed by long-term application (2-24 months, one treatment per week) of the Knowledge (Behavioral Sciences) skill.

MENTAL EXHAUSTION

The character suffers a –6 penalty to Strength and Dexterity, moves at half speed, and cannot charge or run. What makes this condition different from normal exhaustion is that is caused by mental and emotional stress, rather than physical exertion. One hour of rest, free from stress or combat, will “heal” mental exhaustion, leaving a character mentally fatigued. If a character suffering from mental exhaustion performs another activity that causes mental fatigue, the character may suffer mental paralysis, become panicked, or even suffer a mental breakdown (see those conditions for more information). An *Order* (see the Intimidate skill for more information) may temporarily allow a character to act as if mentally fatigued.

MENTAL FATIGUE

The character suffers a –2 penalty to Strength and Dexterity as normal for Fatigue. What makes this condition different is that is caused by stress, rather than physical exertion. One hour of rest, free from stress or combat, will “heal” mental fatigue. If a character suffering from mental fatigue performs another activity that causes mental fatigue, the character may suffer mental exhaustion (see that condition for more information).

MENTAL PARALYSIS

A character suffering from mental paralysis either stands stock still, staring around him, or simply sits down on the ground, ignoring what is going on around him. If attacked, the character may make a Will Save (DC 15) to become mentally exhausted again. If the character fails this save, the character will suffer a Mental Breakdown (see that condition for more information). A character suffering from mental paralysis has an effective Strength and Dexterity of 0, and is helpless. One day of rest, free from stress or combat will “heal” mental paralysis, leaving the character mentally exhausted. What makes this condition different from normal Paralysis is that this condition is caused by extreme stress and mental duress.

POST-TRAUMATIC STRESS

PTS is an illness that affects those who have been exposed to extreme stress, especially those who have

suffered extreme stress over a long period of time, such as war veterans, prisoners of war, or concentration camp survivors. Characters with this illness may suffer nightmares (rendering the character fatigued), or even flashbacks. These conditions cause a 1 in 20 chance that the character is Fatigued on any given day. Should a character suffering this condition be placed under extreme stress again, the character must make a Will Save (DC 20) or immediately suffer mental exhaustion.

THE THOUSAND YARD STARE

This mental illness has rendered the character so numb that he is actually *better* suited to stressful situations, including combat. The character gains +2 to attack and damage rolls in combat; however, out of combat, the character suffers a –4 to all skill checks except Spot and Listen. This mental illness can only be removed through long-term therapy as described under the Mental Breakdown new condition.

VEHICLE COMBAT OPTIONS

AIR SUPPORT

Modern

If land forces have aircraft actively supporting them in an engagement, all soldiers on that side of the battle gain +2 to hit and defense. Note that if both sides of a battle have air support, both sides gain this bonus, effectively negating it.

Air Superiority: If one side of a battle *completely* controls the skies, then this bonus rises to +3 to hit and defense.

AERIAL COMBAT

Modern

Aircraft are excellent weapons platforms to attack targets on the ground, and other targets in the air. One of the best methods of stopping enemy aircraft from attacking you on the ground, or providing air support, is to use aircraft of your own to shoot them down. This is called Dogfighting.

DOGFIGHTING

Aerial combat is the true test of any fighter pilot’s abilities, and requires him to be in peak mental and physical condition. This is why jet pilots, especially those who qualify for elite top gun style programs must be the best of an already elite group.

AERIAL STUNTS

Aerial stunts are maneuvers that require a Pilot check to perform successfully. Unsuccessful stunts often result in the aircraft ending up someplace other than where the pilot intended.

Trailing (DC skill vs. skill): Getting behind an enemy fighter is the coup de grace of most aerial combats. This

stunt requires a pilot vs. pilot skill check. A trailing aircraft negates an opponent's Defense bonus from speed, and gains a +4 to all attack rolls against that aircraft.

Clear Your 6 (DC skill vs. skill): The opposite of Trailing, this is used both to resist being trailed, and for shaking an aircraft loose. Aircraft with a Wingman or an Escort get a bonus to this check.

Evasive Maneuvers (DC 20): As an attack action, an aircraft can make extreme turns and loops to avoid enemy fire. This stunt gives an aircraft a bonus to its defense equal to $\frac{1}{2}$ the craft's current speed modifier, or $\frac{1}{3}$ the pilot's Piloting skill, whichever is higher.

Brinkmanship (DC 20): This stunt involves putting your own craft in danger, forcing your opponent to follow you if he wishes to continue attacking. The pilot initiating this stunt performs a dangerous activity (such as flying under a bridge or into a train tunnel), and makes a pilot check. If the initiating pilot fails the check for this stunt (DC 20), his aircraft takes 1d6 damage for each point by which he fails this check. If he succeeds, his check becomes the DC for an aircraft to follow him (so if the character rolls a 23, an aircraft trying to stay with him would also have to roll a 23 or better).

If an aircraft chooses not to follow the character, attacks against the character's aircraft receive a 50% miss chance (as if totally concealed) for the next 1-4 rounds.

Nap of Earth Flying (DC 20): A very dangerous way to fly. By flying at extremely low altitudes, the character can avoid being detected by radar. If any unexpected obstacle appears in the character's path, this check must be made again to avoid a sudden landing (called a crash).

Wingover (DC 15): This maneuver allows an aircraft to make an extra 90-degree turn.

Loop the Loop (DC 20): This maneuver allows the character to turn the tables on a trailing opponent. A successful check allows the character to make an attack of opportunity against a trailing opponent, and immediately roll a skill vs. skill check to begin trailing his pursuer as



well. If this check fails, the pursued craft gets an attack of opportunity against the character. This stunt is an attack action.

Bombing Run (DC 15): By flying steady and still while releasing bombs, an aircraft can greatly increase the accuracy of those attacks, gaining a +1 to hit for each round it performs a Bombing run (so if the aircraft performed this stunt for 6 rounds before releasing bombs, it would gain a +6 to hit). However, this also makes the craft very vulnerable to incoming fire. The craft loses all defense bonuses gained from speed, and cannot perform any stunts while executing this maneuver.

ATTACKING AIRCRAFT FROM THE GROUND

The Defense for aircraft in d20 Modern will strike some as too low. The maximum Defense bonus for speed is +4, and many aircraft take a -2 to -6 Size penalty to Defense. This leads to aircraft being able to be shot down by ill-trained guerillas on the ground with AK-47s. The rules presented below assume an aircraft is fighting other aircraft for determination of Defense. A character on the ground attacking an aircraft should take range modifiers into account.

BOMBING

Modern

Bombs work much like conventional attacks, except that they have no maximum range, and are unaffected by a character's skill. Regardless of the Base Attack Bonus of the character dropping the bomb, the base attack bonus of a bomb is +0, modified by things like Bombing Runs (see



aerial combat below), and “smart” bomb technology. The bomb keeps falling until it hits the ground. If an attack roll with a bomb is a natural 1, that bomb is a dud, and does not explode. It will need to be found and defused after the battle.

Bombs ignore all cover less than 90%, and all concealment. Concealment might affect the ability to find the target and recognize it as valuable enough to bomb, but once the bomb flies, there is no miss chance from concealment.

Bombs have two attack rolls, the initial check to determine how close it landed to its target, and the detonation check. Use the grenade-like missile rules to determine where a bomb lands that misses its target.

A bomb does full damage to whatever it hits, and then damage to everything around it.

When a bomb strikes, it makes separate ranged touch attack rolls on all targets within one range increment at full damage and a Base Attack Bonus of +10. These attacks continue out to additional range increments, with the bomb losing –2 Base Attack Bonus and 2 dice of damage, and continue until the bomb’s damage, modified for range, would be 0.

INDIRECT FIRE

Modern

Weapons such as mortar and artillery have many unique advantages, but require a special set of skills to use correctly. Indirect Fire ignores all cover bonuses less than Full or 90% cover. Since the rounds come from above, cover such as sandbags, foxholes, walls etc. provide no protection. Indirect Fire attacks also suffer no range penalties, allowing these weapons to be used at extremely great distance with little loss in accuracy.

RANGE FINDING

Indirect Fire attacks start at –10 to hit. Every round that is fired decreases this penalty by one, until after 10 attacks, the operator is able to attack at his full Base Attack Bonus. Many factors can help the operator negate this penalty more quickly:

Equipment: Modern artillery pieces, even those as small as the mortar, have very sophisticated sites and range finders, granting a bonus to hit (which of course negates some of the initial penalty). Use of an artillery site requires an attack action.

Reconnaissance: Scouting can greatly increase artillery accuracy. Either by land (forward observation), air, or satellite (requiring a recent satellite pass), on a successful Spot check (DC 20) the character receives a +2 to hit.

Computer targeting: Very sophisticated artillery pieces (such as the Paladin self-propelled howitzer) grant an even greater reduction in Indirect Fire to hit penalties.

ARTILLERY CREWS

Equally vital to success of an artillery attack is the crew loading the weapon. The base firing rate of artillery pieces is several rounds, but each character on the artillery crew with the Teamwork feat reduces this loading time by one round to a minimum of one round per attack.

COUNTER ARTILLERY

If an area struck by indirect weapons fire has indirect weapons of its own, a Spot check (DC 15) will allow those forces to return fire at +2 to hit. This allows the initial attacker to make his own Spot skill check to gain a +2 to hit, which in turn allows further Spot checks for bonuses to hit from the other side. This process is known as the artillery duel, and is generally considered a *very bad idea* for the artillery crews involved. Immunity from counter artillery (through firing from a different position each time) is one of the key advantages of mortar and self-propelled artillery (such as the Paladin) over stationary Howitzers.

MINIMUM RANGE

Indirect Fire weapons can only be used against targets one range increment away or *further*.

MISSILE ATTACKS

Modern

These are a special form of attack. Missile attacks require a character to activate them (using an attack action), but each type of missile has its own Base Attack Bonus. See the individual missile listings in the vehicle weapons for more information on each missile’s Base Attack Bonus.

SUBMARINE WARFARE

Modern

Craft under the water have tremendous advantages, using the waters to go undetected, waiting for the right moment to strike. Against ordinary surface ships, a submerged submarine has total concealment (all attacks have a 50% chance to miss and attackers must guess the target’s location). This concealment also gives the craft a +10 Hide bonus to avoid being seen by surface ships. This advantage was so great, that in WWII countries with large submarine fleets were able to choke off trade over the seas, requiring new tactics and technology to overcome.

AIRCRAFT VS. SUBMARINE

When a submarine is close to the surface, where it can attack surface vessels, it is more visible from the air. Against an aircraft, a submarine in position to attack has only one half concealment (a 20% chance for weapons to miss). The submarine can regain its concealment by going deep, but cannot attack surface vessels at depth.



Worse still for the submarine, many aircraft are equipped with sonar buoys, which negate the submarine's concealment against *all* attacks, including those from surface vessels. If aircraft start dropping buoys into the water, a submarine commander would be wise to run.

As if the ability to spot the submarine, and render it visible to ships on the surface weren't bad enough, many helicopters are also equipped with torpedoes and depth charges to take care of enemy submarines themselves.

Because of this powerful ability to detect and destroy submarines, many naval vessels now carry helicopters specially equipped to detect and destroy submarines.

SUBMARINE VS. SUBMARINE

If a submarine goes deep, it has insulated itself from most forms of surface attack (depth charges being an exception). However, there is no defense except skill and guile in the cat and mouse game that is the true test of all submarine commanders: enemy submarines.

The waters offer only the defense that the sub driver's skill can grant. The Drive skill of a submarine's driver becomes the Hide skill of that submarine. This is contested skill vs. skill against the Listen skill of an opposing submarine's Sonar operator.

SURFACE VS. SUBMARINE

Against a submarine in attack position, many surface vessels have torpedoes of their own to fight back. Once a craft goes deep, a surface vessel's best option is depth charges. Unless the vessel has sonar buoys in the water, it will be attacking blind with its first depth charges. The trick is to use a *lot* of depth charges, look for signs of damage (oil is a good indicator of a solid hit), then slowly refine the depth settings of the explosives.

Depth Charges attack at the normal concealment chance (if the submarine's position is not known the attacks have a base 50% chance to miss). However, each hit can be detected by surface sonar on the ship, and by signs of damage floating to the surface. Each hit reduces the submarine's concealment by 10%.

CAMPAIGN OPTIONS

With all the new options to choose from, some might be a little overwhelmed or a little daunted at the prospects of choosing from them "a la carte". To assist you, here are a couple of "suites" selected to bring a certain kind of feel to the campaign.

LAST MILE

In this campaign type, the horrors of war are in full effect. This campaign should be discussed with the players before it is implemented and will not be appropriate for games where character development is at the forefront. Simply put, players should be made aware of the fact that their characters won't be around long enough for them *grow* attached to.

Besides letting her players know what type of game she is going to run (and that having a couple of backup characters ready might be wise), she also needs to be aware of the fact that these optional rules could make large combats bog down. Elimination of the hit location rules alone would speed things up considerably (though it is recommended characters still be allowed to target specific areas of the body in this type of campaign).

Options Used: Armor as DR, Autofire, Combat Fatigue, Common Injuries, Crossfire, Damaging Firearms, Deadly Firearms, Friendly Fire, Hit Location, Horrors of War, Injuries

FULL METAL CAMPAIGN

This selection focuses on the mind of the combatants, on the horrors of warfare. Here survival in the long term requires a strong mind (and the Will save to go along with it) as much as a quick trigger finger. In this type of campaign combats might be short and usually will be fast and furious, but the physical and mental effects of those fights will stay with the character, sometimes permanently. The addition of the crossfire and friendly fire rules also give the PCs agonizing decisions to make as their fights take place near civilians (and each other).

Options Used: Combat Fatigue, Common Injuries, Crossfire, Friendly Fire, Horrors of War, Injuries

RAT SQUAD

This selection of options is designed to make character-level combat messy, dangerous, and bloody but still move at a relatively fast pace. These options force the characters to make extensive use of cover and teamwork to come out of a firefight in one piece and make getting caught in the open a *very* messy affair (likely to end with some new PCs being generated).

While many of the dangerous combat options are in effect, that's where the focus is. The characters are hard-bitten combatants who don't suffer much from the psychological effects of combat, but character death within combat is frequent.

Options Used: Armor as DR, Cover Fire, Damaging Firearms, Deadly Firearms, Injuries, Suppression Fire.



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