

Rules Modifications

Scaled Hit Points (New Calculation)

Experience from the Andover Campaign in 2010-12 showed that after hitting 7th-8th levels the characters started to overcome damage which would have killed any mere mortal (cf. Sgt Arnold under the lorry bomb in Scnr Andover 1.02). Although the adjustments to Massive Damage and Marksman were made, the game was starting to become unworkable at 9th/10th level and would have been broken by 12th/13th. Conversely characters at 1st and 2nd level had a nasty habit of dying.

The D&D wiki (Hit Point Scaling variant rule for 5e) suggests this fix for the Fantasy game : Calculate hit points normally, then adjust them by dividing by 2 (rounding down), and adding the whole of the characters Constitution attribute. Animals and beasts remain the same as the standard rules.

½ HP (Rnd Dwn) + Con Stat working out :

Grunt (Con 14)	1st	2nd	3rd	4th	5th	10th	15th	20th
PHb (Ave. Lvl)	10	15.5	21	26.5	32	59.5	87	114.5
Con Bonus	+2	+4	+6	+8	+10	+20	+30	+40
Std HP Total	12	19	27	34	42	79	117	154
Adjusted HP Total	20	23	27	31	35	53	73	91
Difference	+8	+4	+0	-3	-7	-26	-44	-63

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Massive Damage (PHb, p145)

The Massive Damage Threshold is decreased from 50 to 25. The Fortitude DC remains the same at 15. Spending a benny does not provoke a re-roll, but fully negates the failure. If the save is passed, or a benny is spent then the character is 'staggered' until he has had a full 8 hours of rest under medical supervision (Medicine roll, DC as 'Long Term Care'). A 'staggered' character can only take standard actions in a round, cannot take 10 or 20, is at half move and is at -8 to all actions. These rules apply to all creatures and characters who are subject to the massive damage rules.

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Firing into Melee

If a character fires a missile weapon into melee and misses their target then roll a random number to see if they hit another member of the combat. There is no need to re-roll the attack roll. Once another opponent is selected, check their armour class. If this should miss, re-roll for another target. If all targets miss, the missile has gone wild. *Precise Shot* negates this.

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Dead Eye Feat (BotR, p56)

The description says “*Dead Eye raises a character’s damage total when he’s made an exceptional attack roll with a ranged weapon.*” thus to qualify for the additional Dead Eye damage each round that hits must be a critical, or hit by atleast 4.

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Marksman Ability (BotR, p119)

This ability allows the sniper to perform a *Coup de Grace* (PHb, p153) at range with a rifle. The sniper will be *Specialised* with his weapon, and have the *Dead Eye* feat. Since the Coup de Grace grants an automatic critical, even a sniper of minimum level (7th) will thus be doing 4d8+18 damage (minimum 22, average 36). Whilst this isn’t a problem, passing the Fortitude save would be (Minimum DC:32, Average 46). A grunt with a constitution of 18 would need to be 14th level just to have a better-than-1:20 chance of surviving!

Therefore the Coup de Grace Fortitude save DC is halved when the Marksman ability is applied. The DC for a Coup de Grace applied to an adjacent helpless target remains the same as the PHb rules.

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Background Options

Any player writing a background history for their character is entitled to one background option. This option allows the character to survive an otherwise fatal situation. It is only redeemable once and once it is used that is it. If the means of death allows for no margin of error then something supernatural has intervened and the character is saved by the whim of the gods. The background doesn't have to be lengthy, but must show effort.

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Critical Hits : Staging Up

Critical hits are played out as per the standard rules with the following exception : when a character capitalises on a threat with another potential critical, they roll again, and so on. For each additional critical roll, add the dice plus modifiers to the damage again (regardless of the multiplier). Thus a warrior using a longsword (1d8+1 damage, critical on 19-20/x2) who rolls two 20's in a row, followed by a capitalisation, would roll 3d8+3 for his damage. Should the final roll miss, the previous roll is taken as the capitalisation. Thus in the above example, if two 20's followed by a miss were to be rolled, then the damage would be 2d8+2.

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Critical Fumbles

These are the reverse of critical hits. If the character rolls a natural 1 he has done something catastrophic. This can range from simply dropping a weapon, to hitting himself or a friendly target. When a 1 is rolled, roll a d6 to determine the result on the following table :-

- 1) Drop Weapon - requires one round to recover
- 2) Hurl weapon across the battle field, room or somewhere else - requires 3d6 rounds to recover
- 3) Drop weapon or strike it on nearest inanimate object - weapon is broken beyond use
- 4) Hit self with weapon for normal damage - may continue fighting provided enough hits
- 5) Hit nearest friend within range, if none hit self - see above
- 6) As 5, except attack does maximum inflictible damage

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Bennies (BotR, p94)

All primary player characters gain a benny for every session they attend. In addition a player earns a benny for every session they publish notes for. This can be allocated to any character the player is running. Secondary characters receive a new benny every time they level. Bennies can be spent on the following, but note a maximum of 3 bennies can be used in any one combat turn :

Cost	Spend	Source
1	Skill Re-Roll – Take either result	BotR
1	Attack Re-Roll – Take either result	BotR
1	Save Re-Roll – Take either result	New
1	+1d6 Hit Points of personal healing	BotR
1	Act out of turn in combat providing the character hasn't had their action yet	New
2	Have an additional standard or move action at the end of the round	New
1	Reduce the spellcasting fatigue by 1 per spell level. This cannot reduce the fatigue cost to 0	New
1	Make a Fortitude save vs massive damage – The character is still 'Staggered' afterwards	New

A character, either primary or secondary, can only carry over a maximum of (Level/5)+5 bennies per session. This is summarised :

Level	Bennies	Level	Bennies	Level	Bennies	Level	Bennies
1 st	5	6 th	6	11 th	7	16 th	8
2 nd	5	7 th	6	12 th	7	17 th	8
3 rd	6	8 th	7	13 th	8	18 th	9
4 th	6	9 th	7	14 th	8	19 th	9
5 th	6	10 th	7	15 th	8	20 th	9

New Player Characters (New)

XP : After the start of a campaign any new characters are rolled with 0.66 times the party average. This can never be greater than an existing characters level.

Basic & Unrestricted Prestige Classes : Players are free to develop their new character within the boundaries set by the campaign at that point. The character can be developed with any basic class permitted, plus any non-supernatural/restricted prestige class. These prestige classes can be taken at the earliest opportunity during character generation.

Supernatural & Restricted Prestige Classes : If new characters have access to supernatural/restricted prestige classes (eg. The party are already part of the OSI or MI20) then they must roll 1d3+4. This is the minimum number of basic/unrestricted levels they must have before entering their supernatural/restricted prestige class. If the number rolled is higher than their starting level then they cannot have their special class yet. This is partly to maintain balance and partly because the requirements for the OSI classes are set very low.

Medals : New characters do not start with any medals. They may start with WW1 wound stripes or courts martial judgements if their background warrants it.

Rank & Age : New characters roll for promotion at the end of each level and can take the rank feat normally. This determines the characters temporary rank. During peace time this also determines the characters minimum starting age, as the temporary and actual ranks will be the same. The character's starting age cannot be less than the minimum term of service required by the rank. During war time the characters actual rank is the basic minimum for their class. Minimum starting age is then calculated based on their actual rank.