

Rules Modifications

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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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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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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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.

