Combat alpha 0.3
!! 0.2 content below !!

Cover

Hiding behind cover is just common sense. However this is significantly more important when the enemy has the ability to kill you in a fraction of a second.

Full Cover

The target is fully obscured by an object, person, or other obstacle.

Attacking an enemy with full cover

- Attackers can attempt to shoot through the material by targetting a location. Roll to hit as normal, aiming for the location targeted. If the below AC is met, the bullet hits where intended, otherwise, it goes off target as per the equations specified under Actions/Shooting.
- Using the table below, determine the soak of the cover. Depending on the actual thickness, you might have to divide/multiply values as needed. Round down for a minimum of 1 soak. If the bullet's pierce is greater than or equal to the material soak, the bullet successfully penetrates the material. Otherwise, it does not.
- If the bullet successfiullt penetrated the material and the target was where the bullet went, hit the target and subtract the material soak from your pierce. Use the resulting value as the attack's pierce.
- All damage done through cover of any kind is halved. (What qualifies as cover is DM's discretion)

Material soak values

Material	Soak per inch
Wood	1
Wood and Leather	3
Stone	24
Metal	90

Using full cover

- You cannot shoot a firearm at an opposing enemy while under full cover.

The Cover's AC is 13

Three-Quarters cover

Three Quarters of the target's body is blocked by an object, person, or other obstacle.

Using/Attacking with three-quarters cover

All attacks from Three-Quarters cover are made at -3 to hit.

Your AC with Three-Quarters Cover is 19

Half Cover

Half of the target's body is blocked by an object, person, or other obstacle.

Using/Attacking with half cover

All attacks from Half cover are made normally.

Half of the target's body is blocked by an object, person, or other obstacle.

Your AC with Half Cover is 16

No Cover

Out in the open, nothing between the attacker and the target.

Your AC without cover is 13

Body parts and cover

Targetting specific body parts becomes impossible when they are covered. Specific instances are made by DM's discretion.

Exiting and Entering Cover

Cover Maneuvers are a new form of turn resource that you get 1 (or more) of every turn. (Balanced for 3 on a cover transition, make sure having 3 is meta) They can be used to navigate in and out of cover, as explained below in the Maneuvers section.

Health and Confidence

Health & Injuries

Health is split into a few various body parts that all contribute to total health.

Total Hit Points

Total hit points are nearly identical to those in D&D 5th Edition. Hit points and hit dice still inheret from classes and being reduced to 0 HP still kicks over to death saves, which function identically to 5e. The key difference, however, is that overall hit points are split into body part hit points that all affect its value.

Body Part Hit Points

There are 4 different body parts that Total hit points are divided between. Head, Torso, Arms, and Legs. To get individual values, take total hit points, divide it by four and add the remainder to the Torso HP. Whenever a body part takes damage, subtract an identical amount from Total HP. When a body part is reduced to 0 HP, roll on the minor bodily injuries table for the corresponding body part. When a body part is reduced to negative half of your total hit points, roll on the major bodily injuries table for the corresponding body part.

Weapons

Weapons are treated slightly different, as any direct hit to a weapon immediately results in a roll on the Weapon Hit Effect table.

Loss of body Parts

Losing body parts can happen. When it does, refer to "Injury effects" for specific impacts. If losing an arm or a leg, double the to hit penalty (Under Actions, body targetting) unless a prosthetic is in place, and halve the max hit points of that body part. Addtitionally, losing hands or feet will remove a quarter of the max hit points of that body part.

On Prosthetics

Lost body parts can be replaced with prosthetics, which can restore some functionality to the lost limb, and in some cases add more. Hitting a prosthetic with a weapon will both damage the prosthetic itslef and have a chance of dislodging it. See the entry on the specific prosthetic for details.

Torso

Minor Torso Bodily Injuries

1d6	Injury
1	Broken Item
2	Scar
3	Internal Bleeding
4	Torn Muscle
5	Minor Wound
6	Roll again

Major Torso Bodily Injuries

1d4	Injury
1	Broken Ribs
2	Punctured Lung
3	Major Wound
4	Roll again

Arms

Minor Arms Bodily Injuries

1d4	Injury
1	Torn Muscle
2	Scar
3	Fatigue
4	Minor Wound

Major Arms Bodily Injuries

1d6	Injury
1	Lose an Arm
2	Lose a Hand
3	Broken Arm
4	Broken Hand
5	Major Wound
6	Roll again

Legs

Minor Legs Bodily Injuries

1d4	Injury
1	Torn Muscle
2	Scar
3	Fatigue
4	Minor Wound

Major Legs Bodily Injuries

1d6	Injury
1	Lose a Leg
2	Lose a Foot
3	Broken Leg
4	Broken Foot
5	Major Wound
6	Phallic Damage/ Roll Again

Head

Minor Head Bodily Injuries

1d4	Injury
1	Blurry vision
2	Ringing Ears
3	Lost teeth
4	Scar

Major Head Bodily Injuries

1d6	Injury
1	Lose an eye
2	Lose an ear
3	Lose nose
4	Skull fracture
5	Major Wound
6	Brain Damage

Weapon

Weapon Hit Effect

1d2	Effect
1	Jam
2	Disarm

Injury Effects

Torso

Minor Injuries

- **Broken Item-** One random carried item (weapons included) is broken.
- **Scar-** See "general"
- **Internal Bleeding-** When you attempt to make an attack in combat, make a DC 10 constitution saving throw. On a failure you lose your action and any reactions until your next turn. This effect can be ended by taking a "Tend to Wouds" action at a DC of 12.
- **Torn Muscle-** See "general"
- **Minor wound-** See "general"

Major Injuries

- **Broken Ribs-** Your movement is halved and you lose one maneuver. When rolling to hit, take 2d6 bludgeoning damge and recieve a -3 to hit. The damage can be mitigated by taking a "Tend to Wouds" action at a DC of 17. If damaged again, the wound reopens and must be redressed (Tend to wounds, DC 15) to continue suppressing the damage. For each long rest taken after incurring the "Broken Ribs" injury, restore 5 feet of movement. Once restored to your total movement speed, this effect ends.

- **Punctured Lung-** Your Movement is now 10 feet and you recieve a -10 to hit. The to hit penalty can be halved by taking a "Tend to Wouds" action at a DC of 17. If damaged again, the wound reopens and must be redressed (Tend to wounds, DC 15) to continue halving the penalty. For each long rest taken after incurring the "Punctured Lung" injury, restore 5 feet of movement. Once restored to your total movement speed, this effect ends.
- **Major Wound-** See "general"

Arms

Minor Injuries

- **Torn Muscle-** See "general"
- **Scar-** See "general"
- **Fatigue-** See "general"
- **Minor Wound-** See "general"

Major Injuries

- **Lose an Arm-** If you have both arms, fip a coin. On heads your right arm is lost. On tails your left arm is lost. Otherwise, you lose your remaining arm. If you have no arms, apply the "Major wound" effect at 2d8 damage instead of the specified 3d8. You may no longer wield weapons with the "Heavy" property, as they require two hands to operate. One-handed weapons remain unaffected unless your character's dominant arm was lost, in which case the weapon must be wielded at a -5 to hit using the non-dominant hand.
- **Lose a Hand-** If you have both hands, fip a coin. On heads your right hand is lost. On tails your left hand is lost. Otherwise, you lose your remaining hand. If you have no hands, apply the "Major wound" effect at 2d8 damage instead of the specified 3d8. You may no longer wield weapons with the "Heavy" property, as they require two hands to operate. One-handed weapons remain unaffected unless your character's dominant hand was lost, in which case the weapon must be wielded at a -5 to hit using the non-dominant hand.
- **Broken Arm-** If you have both arms, fip a coin. On heads your right arm is broken. On tails your left arm is broken. Otherwise, you break your remaining arm. If you have no arms, apply the "Major wound" effect at 2d8 damage instead of the specified 3d8. You may no longer wield weapons with the "Heavy" property, as they require two hands to operate. One-handed weapons remain unaffected unless your character's dominant arm was broken, in which case the weapon must be wielded at a -5 to hit using the non-dominant hand.

- **Broken Hand-** If you have both hands, fip a coin. On heads your right hand is broken. On tails your left hand is broken. Otherwise, you break your remaining hand. If you have no hands, apply the "Major wound" effect at 2d8 damage instead of the specified 3d8. You may no longer wield weapons with the "Heavy" property, as they require two hands to operate. One-handed weapons remain unaffected unless your character's dominant hand was broken, in which case the weapon must be wielded at a -5 to hit using the non-dominant hand.
- **Major Wound-** See "general"

Legs

Minor Injuries
- **Torn Muscle-** See "general"
- **Scar-** See "general"
- **Fatigue-** See "general"
- **Minor Wound-** See "general"

Major Injuries
- **Lose a Leg-** If you have both legs, fip a coin. On heads your right leg is lost. On tails your left leg is lost. Otherwise, you lose your remaining leg. Your movement speed is reduced to 10 feet and you must roll a dexterity save to remain standing if you choose to move without aid (from another player or nearby object). Apply the "Major wound" effect at 2d8 damage instead of the specified 3d8. After 2 months of practice at long rests, you regain 10 feet of moevement speed and shed the need for support.
- **Lose a Foot-** If you have both feet, fip a coin. On heads your right foot is lost. On tails your left foot is lost. Otherwise, you lose your remaining foot. Your movement speed is reduced to 10 feet and you must roll a dexterity save to remain standing if you choose to move without aid (from another player or nearby object). Apply the "Major wound" effect at 2d8 damage instead of the specified 3d8. After 2 months of practice at long rests, you regain 20 feet of moevement speed and shed the need for support.
- **Broken Leg-** If you have both legs, fip a coin. On heads your right leg is broken. On tails your left leg is broken. Otherwise, you break your remaining leg. Your movement speed is reduced to 10 feet and you must roll a dexterity save to remain standing if you choose to move without aid (from another player or nearby object). Apply the "Major wound" effect at 2d8 damage instead of the specified 3d8. After 2 months of practice at long rests, you regain 20 feet of moevement speed and shed the need for support.

- **Broken Foot-** If you have both feet, fip a coin. On heads your right foot is broken. On tails your left foot is broken. Otherwise, you break your remaining foot. Your movement speed is reduced to 10 feet and you must roll a dexterity save to remain standing if you choose to move without aid (from another player or nearby object). Apply the "Major wound" effect at 2d8 damage instead of the specified 3d8. After 2 months of practice at long rests, you regain 20 feet of moevement speed and shed the need for support.
- **Major Wound-** See "general"
- **Phallic Damage/ Roll Again-** If the target posesses a phallic entity, they immediately fall prone, incapable of taking any actions for 2 minutes. Apply the "Major wound" effect at 2d8 damage instead of the specified 3d8. If the entity is not medically addressed within 48 hours the target loses the capacity to bear children and/or engage in specific recreational activities. If the target does not posess a phallic entity, roll on the table again, ignoring this outcome.

Weapon

- **Jam-** The targeted weapon jams
- **Disarm-** Your current

General

General injuries differ from standard injuries in that they can apply to more than one body part. This allows multiple to be active at the same time and stack. A "Tend to wounds" action can only address one stacked injury at a time.

Minor Injuries
- **Scar-** At the beginning of your turn of combat, make a DC 8 constitution saving throw. On a failure, you may no longer take a bonus action nor a reaction until your next turn. This effect can be ended by taking a "Tend to Wouds" action at a DC of 12. For each additional untreated scar, increase the save DC by 2.
- **Torn Muscle-** reduces your movement speed by 10 feet. This effect can be ended by taking a "Tend to Wouds" action at a DC of 12. For each additional untreated torn muscle reduce your speed by another 10 feet. If your movement speed is reduced to 0 in this way, you may choose to fall prone and gain 5 feet of crawling speed.
- **Minor Wound-** Take 1d4 damage due to blood loss at the start of each turn. This effect can be ended by taking a "Tend to Wouds" action at a DC of 12. For each additional untreated minor wound add another 1d4 to the per-turn damage.
- **Fatigue-** Recieve a -5 to hit. You may take a "relieve fatigue" action to permanently remove -2 from the penalty and/ or a similar bonus action to remove -1. Once reduced to 0, this effect ends.

Major Injuries

- **Major Wound**- Take 3d8 damage due to blood loss at the start of each turn. This effect can be paused for two turns by a successful "Tend to Wouds" action at a DC of 16. After two turns, the bandages have been soaked with blood and are no longer effective. To continue preventing damage, another DC 16 "Tend to Wounds" action must be succeeded. Additionally, if damaged again, the wound reopens and must be redressed (Tend to wounds, DC 16) to add another two turns of damage nullification and avoid damage. After one full rest, the wound stops bleeding through bandages, lifting the two turn limit, and the total damage if left undressed is reduced by 1d8. For each subsequent long rest, reduce the total damage by 1d8, ending the effect once damage is reduced to 0. For each additional untreated major wound, add another 3d8 to the per-turn damage.

Damage to Prosthetics

Prosthetics are treated as normal limbs until they recieve an injury. 'Breaking' a prosthetic results in the mechanics jamming, and 'losing' a prosthetic results in it leaving the confines of your body, along with any helpful attatchments, (e.g: Weapons). Further specifics will be prosthetic dependant.

Resource: https://worldbuilderblog.files.wordpress.com/2015/07/lingering-injuries.pdf

Health and Confidence (cont'd)

Confidence

Shootouts are stressful, even for the professionals. One's confidence varies based on enviromnental conditions as well as the ebb and flow of a battle.

Confidence and The Zone

Confidence is a resource similar to hit points, reflecting mental fortitude rather than physical health. Confidence ranges between 0 and 20, resetting to 10 after every long rest.

The Zone

Your confidence interval values dictate an array of values known as 'the Zone'. If your confidence level is in between (or equal to) the minimum and maximum confidence inverval value, then you are in the Zone. Going above the maximum or below the minimum instantly exits the zone.

In the zone, you get the following benefits:

- All of your attacks recieve +2 to hit.
- You have advantage on all saving throws
- You gain an extra half of your proficiency bonus (rounded down) on all ability checks

To calculate your confidence interval, use the following equations (rounded down):

Minimum: 8 - Wisdom Mod/2
Maximum: 12 + Wisdom Mod/2

The minimum confidence interval cannot exceed ten and the maximum confidence interval cannot go below ten.

Gaining and Losing Confidence

Confidence is fragile, and can shift at the smallest changes in circumstance. Some confidence events are listed below, however DM's discretion can be used for other unlisted situations.

- ### Attacks

Hitting a target will increase confidence by 1 and reducing them to 0 hit points will increase it by 2. Disarming a target will increase confidence by 3.

- ### Getting hit

Taking damage decreases confidence by 2. Having a bullet fly within 5 feet of the character decreases confidence by 1

- ### Enemy deaths

An enemy being reduced to 0 hit points (not by you) increases confidence by 1

- ### Teammate deaths

A teammate being reduced to 0 hit points decreases confidence by 2

- ### Skill checks

Succeding a skill check increases confidence by 1, however failing one decreases confidence by 1

- ### Minor Injuries

Suffering a minor injury decreases confidence by 2, however inflicting one increases confidence by 1

- ### Major Injuries

Suffering a major injuy decreases confidence by 5, however inflicting one increases confidence by 3

Running out of Confidence

When your confidence reaches 0, you freeze up. You gain the frightened condition toward any enemy in sight, have disadvantage on all saving throws and ability checks, and are incapable of taking a "exit cover" maneuver, returning to normal only once you reach 5 confidence.

Overconfidence

When your confidence reaches 20, you can no longer use full or three-quarters cover and your attacks recieve a -5 to hit until your confidence is reduced to 15 or below.

ACTIONS, BONUS ACTIONS AND MANEUVERS

Similarly to 5th Edition, you have one action and one bonus action every turn. However you also have 1 Maneuver per turn.

ACTIONS

- **Shooting**
- **Reloading**
- **Unjam**
- **Suppressing Fire**
- **Tend to wounds**

SHOOTING

When attacking an enemy, roll 1d20 and add/subtract any modifiers. On a natural 20, the attacker can choose which body part to hit. On a natural 1, the firearm will jam. Otherwise, compare the value to the target's cover AC. If it is greater than or equal to the target's cover AC, then the attack hits. Otherwise, the attack misses, and the following equations are used to calculate where the bullet goes.

HORIZONTAL BULLET LOCATION

(1d2, if 1 return -, if 2 return +)<{[DC-(Roll + 1d10)]/4} * 5 ft>

VERTICAL BULLET LOCATION

(1d2, if 1 return -, if 2 return +)<{[DC-(Roll + 1d10)]/8} * 5 ft>

JAMMED FIREARMS

On a natural 1 or a roll total less than the number of used mod slots * 2, a firearm will jam, rendering it incapable of making ranged attacks until the unjam action is taken to unjam it.

BODY TARGETTING

When making an attack, you may impose a penalty on your attack (using the following graph) to target a specific area on an enemy. If the attack hits, then the appropriate damage bonus is applied. A natural 20 guarantees a hit and crits. Note that both wielded and unwielded weapons can be targeted, however a weapon may be deemed untargetable by the DM.

TARGETTING PENALITES

Body part	To-Hit Penalty
Head	-4
Torso	-1
Legs	-2
Arms	-2
Weapon	-5

DAMAGE BONUSES

Body part	Damage Bonus
Head	+5
Torso	0
Legs	+2
Arms	+2
Weapon	—

NO BODY TARGETTING

If you choose not to target a specific body part, after hitting, roll 1d10. On a 1-5, the bullet hits the target's torso. On an 6-7, the bullet hits the target's legs. On an 8-9 the bullet hits the target's arms. On a 10, the bullet hits the target's head. If the body location rolled is under cover (excluding a blind full-cover shot), the bullet hits the first uncovered body part on this list: **torso**, then **legs**, then **arms**, then **head**.

OFFHAND ATTACKS

If attacking with an off-hand, make it at -3, stacking with the former, if applicable.

RELOADING

Reload a firearm. This restores the amount of ammunition inside the weapon to the capacity stated on the weapons table or to the amount stated by the weapon's applied mods.

UNJAM

Unjam a jammed firearm.

SUPPRESSING FIRE

An action can be taken to provide suppressing fire. Make one ranged attack against an enemy. That enemy must roll a wisdom save, using the attack roll as DC. On a failure, they are frightened of you and are incapable of taking an "exit cover" maneuver. You may choose to use your bonus action to add one additional target to the suppressing fire. Additionally, you may choose to impose disadvantage on your roll to add another aditional target to the supressing fire.

TEND TO WOUNDS

An action can be taken to attempt to heal oneself or an ally. This action can either heal hit points or end an adverse effect.

HEALING

If healing, heal the target by 1d8 + your medicine modifier. If using a medicine kit you are proficient with, heal the target by 2d8 + medicine modifier + proficiency bonus instead. If using a medicine kit without proficiency, heal by 2d6 + medicine modifier.

Removing Effects

If removing an adverse effect, declare which effect you wish to treat, then roll a con save against the effect's specified DC. If unspecified, the DC is 15. Using a medicine kit you are proficient with allows you to add your proficiency bonus to the check.

Actions, Bonus Actions and Maneuvers

Bonus Actions

- **Aim**
- **Chamber Round**
- **Pep Talk**
- **Mockery**
- **Reload Round**

Aim

Aim a firearm, granting the user advantage to hit on their next shot. You may not take movement on the same turn when taking this bonus action.

Chamber Round

Chamber the next round in your weapon

Pep Talk

Increase the target's confidence by 1d6. One action can be used instad of a bonus action to increase this to 2d6. The target must be willing and you may choose to target yorself. An unwilling target must make a wisdom or charisma save against your performance, deception, or persusasion check. (DM discretion) On a failure, you may perform this action as normal, otherwise it has no effect.

Mockery

Decrease the target's confidence by 1d6. One action can be used instad of a bonus action to increase this to 2d6. The target must be willing and you may choose to target yorself. An unwilling target must make a wisdom or charisma save against your performance, deception, or persusasion check. (DM discretion) On a failure, you may perform this action as normal, otherwise it has no effect.

Reload round

Reload a number of rounds in a "Quick Reload" weapon equal to your dex mod.

Maneuvers

Cover Maneuvers are a new form of turn resource that you get 1 (or more) of every turn. (Balanced for 3 on a cover transition, make sure having 3 is meta)

Maneuver Options

Entering Cover

- **No Cover to Full Cover**- 1 Cover Maneuver.
- **No Cover to Non-Full Cover**- 2 Cover Maneuvers.
- **Non-Full Cover to Full Cover**- 1 Cover Maneuver.

Exiting Cover

- **Full Cover to Non-Full Cover**- 1 Cover Maneuver.
- **Full Cover to No Cover**- 2 Cover Maneuvers.
- **Non-Full Cover to No Cover**- 1 Cover Maneuver.

More Maneuvers

If a character wishes to make more maneuvers, they can impose a -3 to hit on any attacks made in that turn and gain one extra maneuver for a maximum of four maneuvers. This option is only available before any actions, or bonus actions are taken.