Spec Ops

Basic Rules

Version 1.0

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Game Rules

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Degree of Success

There are times when the GM will determine how efficiently a PC achieves their goal, or how terribly they mess up based on a degree of success. This could be how well they treat an injury, intimidate a foe, program a computer, etc. The degree of success (DOS) is given in generic terms, in the below table, that the GM will narratively translate based on the results.

Test Result	Degree of Success of Failure	Time Modifier *(if applicable)*
11+ below	Disastrous failure; the situation is now worse if possible	x 1.5
6-10 below	Complete failure; may prevent further attempts	X 1
1-5 below	Failure; may try again with an accumulative -5 penalty to the roll	x 1
Result = difficulty	Success; character achieves their basic goal	x 1
1-5 above	Complete Success; character achieves goal at this level of success	x 0.75
6-10 above	Superior Success; character achieves goal at this level of success	x 0.5
11+ above	Extraordinary Success; character achieves goal at this level of success	x 0.25

It is to be understood that a roll of a natural 20 is always a success, no matter what the target number.

Also, if the natural 20 result occurs on an attack roll, the damage dice result for said attack is doubled and all modifiers are then applied.

It is to be understood that a roll of a natural 1 is always a failure, no matter what the result of the roll.
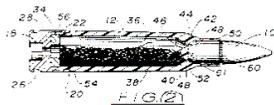
Actions in a Combat Round

Combat is broken up into segments called a round.

Initiative is first determined for the combat by all PC's and enemies rolling their Initiative skill – the highest to lowest scores determines the order.

During their turn in the initiative order, a character may do the following actions:

Swift
This is a very quick and basic task – call out to a friend, drop an item, cock a weapon, start to aim.

Move
The PC may move a number of meters equal to their MOVE score.

Standard
This is a more complex action within the round – attack, use a skill, pick up an item, grapple a foe, etc. This is the basic action of the character's round.

Reaction
All PC's may take a reaction in a round to some actions targeting them. *(i.e. making a Dive for Cover roll when fired upon.)*

Multiple reactions in a round will degrade by a -5 after the first.

Changing an action type
Action types may be replaced with one another within a round.

A Standard, or a Move action may be changed to a Swift action, thus allowing a PC up to three Swift actions in a round.

A Standard action may be changed to a Move action, thus allowing a PC up to two movements within a round.

A Swift action cannot be changed. If it is not used, it is lost.

Defenses

Each character has a static number that constitute their three primary defenses – Reflex, Fortitude, and Willpower.

Reflex – the static score for an enemy to hit the PC or NPC. The score is generated by taking 10 + ½ the PC level + their DEX modifier.

Fortitude – the static score for a stun, poison gas, or gas attack. The attacker rolls a d20 versus the target's fortitude score. If successful, the PC or NPC is affected by the attack based on the degree of success. The score is generated by taking 10 + ½ the PC level + their CON modifier.

Willpower – the static score for an enemy to deceive, orate, interrogate, or fool a PC or NPC. The score is generated by taking 10 + ½ the PC level + their WIS modifier.
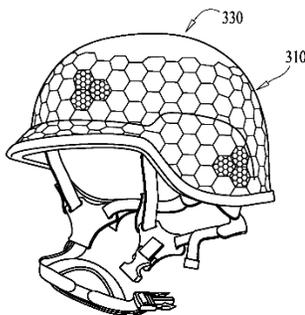
Luck

A PC may use a Luck point to roll a 1d6 and add that to any failed skill or attack roll. Luck is a finite asset and may be used up, but will be restocked when the PC advances to his or her next level. The PC may never have more Luck points than their current ½ level plus 3.

Health and Damage

Each PC's body is separated into six regions and each region may be damaged, affecting the PC's overall health. Each PC has a number of Hit Points in each body area that are calculated using the characters Constitution score. When an attack successfully strikes a PC target, a d10 is rolled to determine where the target was hit and rules vary based on the location.

Head – the head of a character has a number of hit points equal to the CON attribute x 2. Each wound that strikes the head reduces the PC's hit points in this area. If reduced to 0, the PC falls unconscious and must immediately commence rolling death saves – 1 per round – until they either self-stabilize or perish.

A PC's head may never take more damage from a single attack than equal to the total hit points x 2, after reduced by armor. If this occurs, the PC's head is essentially destroyed and there is instant death.

Torso – the torso is like the head, above, in all manner of ruling.

Arms and Legs – the arms and legs of a PC are each given their own count of hit points equal to the CON attribute x 1, for both their right and left sides. If the leg, or arm, on whichever side is hit and is reduced to 0 hit points, the PC loses all function of that appendage and will suffer wound modifiers to any future skill attempt or attack.

Also, the wound must be treated within three rounds of the attack, whether by themselves or another, or the PC must commence death saves. If they have three fails, they bleed out.

A PC's arm or leg may never take more than 4 x the hit point value in one attack, after reduced by armor. If they do, the entire appendage is blown off and they go unconscious and must commence Death Saves.

Armor

Armor may be worn on the various locations of the body and it has an armor value per piece. The value of the armor is used to reduce the damage rolled when an attack is successful, and the difference is applied to the hit location. If armor takes an accumulated amount of damage equal to 6 times its value, or in one hit, it has become useless.

Treating Wounds

When a PC is injured from an attack in a particular hit location, or reduced to 0 hit points in same location, they must have the wound treated. This can be done by themselves, if mildly struck, or by another if the PC has been rendered unconscious. A Treat Injury roll is made against the PC's Fortitude score and if successful, the wound has been stabilized and the PC will regain consciousness within the next round on their initiative order (if in combat), or immediately if outside of combat.

Based on the degree of success, the stabilized character is immediately returned to 1 hit point plus a number of hit points in that location, based on: ¼ their CON attribute if the roll is equal to or 1-4 greater than the Fortitude score; ½ their

CON attribute if the roll is 5-10 greater than the Fortitude score; or their full CON attribute value if the roll is 11 or more than their Fortitude score.

They will recover the remainder of their hit points at a rate of 1d8 per 8 hours of undisturbed rest.

Maximum Damage Threshold

In war, there are times where a PC may be exposed to a massive amount of damage from an explosion, falling from a disabled aircraft, being hit by a vehicle, etc. The Maximum Damage Threshold score on the PC sheet represents the maximum damage a PC can take from any source in one blow. If that damage level is achieved, they are immediately killed.
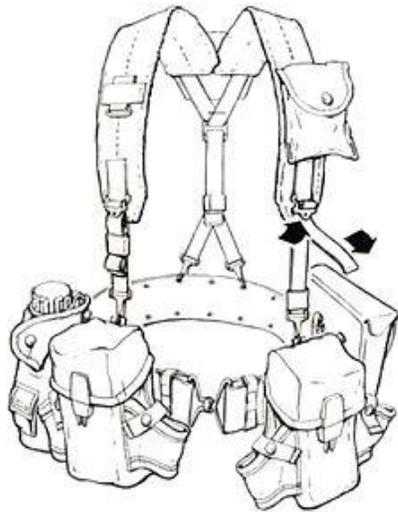
Skills

Any time a PC tries to do an activity within their scope of knowledge and ability, it is a skill roll. Skill attempts are sometimes made against a predetermined difficulty level, or DC; a static defense such as a PC's Willpower score; or it may be an opposed roll between a PC and a NPC.

A PC will always get ½ their PC level plus the relevant attribute modifier to attempt a skill check. If they are trained in the skill, they gain a +5 to the roll. If they specialize within a trained skill, they gain an additional +1 to the roll. Finally, there are times that they might get a bonus to the skill attempt of +2 that comes from an outside source *(i.e. using a computer to research a Knowledge skill check, having a superior set of lock picks on a Manipulation check, etc.)*

Against a determined difficulty
The PC will roll their skill attempt using the following formula: 1d20 + ½ PC level + Attribute Modifier + training + specialty + any miscellaneous bonus modifier.

If the modified roll is equal to, or greater than the difficulty level, the attempt is a success.

Against a target's Defense score
The PC will roll their skill attempt using the same formula above. If the modified roll is equal to, or greater than the target's defense score, the attempt is a success.

I.E. a PC attempts to persuade an enemy guard to reveal some information. They make a Persuasion (Intimidation) check against the target's Willpower score. The GM will determine the level of intimidation based upon the degree of success.

Opposed actions
The PC will roll their skill attempt using the formula above. The opposing character will also roll and the results are compared, the victory going to the higher roll. Degree of Success may also be applicable in determining how well the winner achieves his or her goal over the other.

I.E. The PC is trying to sneak into a compound. He rolls his Stealth skill and the enemy makes a Perception check. If the PC rolls a higher result than the enemy, he has achieved his goal. If not, the enemy has become aware of his activity. The level of awareness may be determined by the degree of success.

Attacking an Enemy

The use of weapons, whether ranged, melee, or unarmed fists, is determined by a PC's OODA score and the handling and accuracy of their weapon.

OODA stands for Observe, Orient, Decide, and Act. It is a attribute score determined by adding ½ the PC level + their Wisdom modifier + Dexterity modifier for ranged attacks, and Strength modifier for melee attacks.

OODA (ranged) = ½ PC level + Wisdom modifier + Dexterity Modifier

OODA (melee) = ½ PC level + Wisdom modifier + Strength Modifier

To this score, the PC adds his weapon's handling, accuracy, the rate of fire modifier, any range modifier and rolls a d20. If the result is higher than the target's Reflex score, the attack is a success.

The target may then attempt a Dive Fore Cover *(DFC)* / Dodge roll to escape being harmed. The target rolls a d20

and adds their base OODA (ranged) to the result and if the score is higher than the attack roll, they evade any damage.

If the DFC / Dodge is not successful, the location of the hit is then determined by rolling a d10 and looking at the chart on the character sheet.

The weapon's damage is then determined. If any armor is present, the damage is reduced by that amount and the remainder is applied to the available hit points for the area affected.

The effect of any wounds is determined as described above in the *wounds and hit points section*.

Cover
A PC or an enemy may take advantage of their surroundings by using cover. Cover comes in three levels – half, ¾ cover, and full. The amount and type of cover available is determined by the GM.

Half cover
The target gains the benefit of the cover, which increases his Reflex score by +3.

¾ cover
The target gains the benefit of the cover, which increases his Reflex score by +5.

Full cover
The target gains the benefit of the cover, and is unable to be attacked.

Aiming
Some weapons gain better advantage when aimed, instead of being sprayed from the hip. If a PC or enemy spends 2 SWIFT actions in a round, or two consecutive rounds, the attack gains a +3 to hit and damage and any cover is reduced by 1 step (except Full cover – target cannot be seen).

Night vision
There are electronic vision enhancers in the game that allow for greater distance, but also to see at night. If a PC or enemy is wearing Night Vision Goggles (NVG), they may see up to 20m as if it were day/dusk. Without the goggles, vision penalties will apply to any skill or attack roll, determined by the GM.

Stun Damage
Some weapons are meant only to stun an opponent – they can be a baton, a sap, or even a flash-bang grenade. To use these weapons, standard attack rolls are made against the characters Reflex score, or against a DC 10 area target number.

If successful, the attacker rolls 4d6 (add Strength modifier on a melee strike, or Dexterity modifier on a ranged strike) and compares the result to the target's Fortitude score. If the result is higher, the target is stunned for a number of rounds equal to the difference between the result and the Fortitude score.

Each round, the stunned opponent may attempt to save from their misfortune by making a d20 roll + their CON modifier against their Fortitude.

Weapons and their Stats
Each weapon in the game has stats that determine how reliable it will be in combat.

Accuracy
This score reflects how well the weapon's ability is to hit. It can range from -2 to +3 at the base level of the weapon, but can be modified by adding various components (i.e. foregrip, scope, etc.)

Handling
This score reflects how easily the weapon can be carried and wielded. It can range from -2 to +3 at the base level of the weapon, but can be modified by adding various components.

Damage
This is the dice rolled after a successful hit is made, plus any modifiers. The damage dice will also be rolled multiple times for each bullet that is fired. Damage dice can range from d6

to d12 at the base level of the weapon, but can be modified by adding various components.

To the damage dice is added the attacker's STR modifier, if it is a melee attack, or their DEX modifier on ranged.

Rate of Fire
Unless specifically stated, all weapons fire one bullet with the pull of a trigger. Some weapons can fire 3 rounds, or a full auto burst based on their type. Consumption of bullets from the magazine is affected by the number of rounds fired with each pull of the trigger.

Penetration
Penetration is the value that any armor is reduced by the strength of the fired shot. Once the penetration has reduced the armor, the armor balance remaining reduces the damage and hit point loss is then applied.

3-round burst
This fire mode will trigger three rounds to be shot automatically at a single target. The three-round burst increases the damage dice by a multiple of three – so 1d8 becomes 3d8.

The attack expends 3 bullets from the magazine for each pull of the trigger.

Autofire
This fire mode will cause the gun to spray rounds at a deadly level and the attacker is able to fire on an area, or an individual target,

If attacking an area, the attacker rolls their OODA (ranged) attack roll with all applicable modifier, along with the d20. The attack affects a 2x2 area on the map grid. The result must at least equal 10 to be affective, and if it exceeds any Reflex scores of targets within the area, it has a potential for greater damage. Targets in the area are allowed their DFC rolls, to try and mitigate any potential threats.

If the attack result is at least 10, but does not exceed any target's Reflex defense score:

- all eligible targets within the 2x2 area take ½ of the rolled damage. If they succeed at their DFC evasion, the damage is reduced to 0.

If the attack result exceeds any, or all, of the Reflex scores of eligible targets:

- targets take full damage if their Reflex score was achieved in the attack roll. The damage is reduced to half if they succeed at their DFC evasion.

Damage on Autofire attacks is rolled at 5x the dice type. No DEX modifier is included in the damage roll. Damage is evenly distributed to all hit locations and each is adjusted for applicable armor.

The Autofire attack expends 10 rounds from the magazine.

Burst
A burst fire works both like a 3-round burst and an autofire attack.

The Burst fire attack targets only one opponent and the attack dice are rolled. If the attack succeeds with at least a 10 result, the target takes half of the rolled damage. If the result is their Reflex score or greater, then full damage is applied.
The target may take their opportunity to roll a DFC evasion – if successful, the damage is reduced to 0 or half, respectively.

Damage on Burst fire attacks is rolled at 4x the dice type. No DEX modifier is included in the damage roll. Damage is evenly distributed to all hit locations and each is adjusted for applicable armor.

The Burst fire attack expends 5 rounds from the magazine.

Non-Player Characters
Any NPC that is not a named antagonist will work on a simpler health system. The NPC will be given a total number of hit points of 1 to 4 x their CON, representing the strength of the NPC. Also, the NPC may be given a fixed armor rating that protects their life.

No matter the level or if they have armor, there is no need to roll on a location chart to see where they NPC has been struck – unless the player attacking wants the information for narrative purposes only. If struck, the damage is applied to the NPC after armor and this will determine whether an NPC lives or dies.

The only exception to this rule is if the PC attacking is not shooting to kill, but to impede the NPC, or to make them immobile.

All named characters and major antagonists will be written up like a standard character and ruled as such.

Final Notes
These rules are subject to change as we play our game. If it works, it stays. If it is broken, we will fix it through a consensus.