

BLOOD AND GUTS

BATTLEFIELD UNIT COMBAT SYSTEM v2.0



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BATTLEFIELD UNIT COMBAT SYSTEM

SMALL UNIT COMBAT

The d20 System is an excellent system for handling combat engagements involving less than twenty people. However, what does the GM do when a combat situation involves hundreds of people? There are a number of strategies that wily GMs have adopted over the years to handle this, usually involving just a tight focus on the PCs and their actions during a larger battle. However, with the Battlefield Unit Combat System (BUCS), the GM now has the tools to run this size of battle like any other battle.

In BUCS, the *Unit* is the base size for independent action. A unit is usually around ten individuals, the size of a modern military squad. If individual characters wish to participate in a BUCS battle, they must join a unit (see *Joining a Unit* below). Units undertake actions the same way player characters do: they have a move action and an attack action each round; they may make skill checks, and so forth. What actions a unit can undertake and how well it can undertake them are governed by the unit's Specialties (see *Unit Specialties* below).

UNIT QUALITY

Unit Quality is rated in two ways: how that unit functions when assisting more skilled personnel (a PC, named NPC, or more highly skilled unit), and how that unit functions when operating alone. To act alone at full effectiveness, most units must still be given an Order. Orders can only be given by PCs or "name" NPCs.

Giving a unit an order is an attack action. The unit will continue to perform that order until they receive a new order or until performing the old order makes no sense (in other words a unit ordered to attack will not turn on friendly units once all enemies have been vanquished).

Unit quality also determines how much damage a unit can take, since each successful hit on a unit reduces quality. Thus, a legendary unit can sustain seven hits before dispersing, while a raw unit can sustain only one.

Quality	Alone	Assisting
Raw	-6	-2
Green	-4	+1
Inexperienced	-2	+2
Average	0	+3
Experienced	+2	+4
Elite	+4	+4
Legendary	+6	+6

RAW

Raw units are largely untrained, and represent the bulk of men and women caught in a combat zone, who grab a gun (or whatever other implements are handy) and try to defend themselves. When assisting, these units actually get in a character's way, imposing a penalty on die rolls. These units cannot act alone without *Orders*, and any *Order* given to a raw unit must be repeated every round in combat. Raw units may not have Unit Specialties (see *Unit Specialties* below for more information). All units that do not have the Infantry Unit Specialty fight as a Raw unit.

GREEN

Green units are fresh out of basic training, but at least have been given a full course of physical training, weapons instruction, and some very limited exposure to live fire. On their own these units operate at -4. When assisting another character, these units grant a +1 to the character's skill check. Green crews may only act alone if first given an *Order*. Green units may possess one Unit Specialty (usually the Infantry Unit Specialty).

INEXPERIENCED

Inexperienced units have either been extensively trained or seen limited action in the field. When operating alone (but under *Orders*), these units act at -2, but grant a +2 bonus to a character they are assisting. These units may act without *Orders*, but act at -4 (the same as a Green unit) when operating without the support of their superiors. Inexperienced units may possess one Unit Specialty. It is possible for certain characters (members of the Special Forces, and Strategist Prestige Classes) to train a unit up to this level of ability. Otherwise, this skill level may only be gained through combat.

AVERAGE

Average crews have either seen extensive action, or superior training. When operating alone (but under *Orders*), these units act at no penalty, and grant a +3 bonus to a character they are assisting. These units may act without *Orders*, but act at -2 (the same as an Inexperienced unit). Average units may possess two Unit Specialties. It is possible for certain characters (members of the Special Forces, and Strategist Prestige Classes) to train a unit up to this level of ability. Otherwise, this skill level may only be gained through combat.



EXPERIENCED

Experienced units have either seen lengthy combat duty, or have been given the finest training available (this is the default skill level of NATO forces). When operating alone (but under *Orders*), these units act at +2, and grant a +4 bonus to a character they are assisting. These units may act without *Orders*, but act at no bonus (the same as an Average unit). Experienced units may possess two Unit Specialties. It is possible for certain characters (members of the Special Forces, and Strategist Prestige Classes) to train a unit up to this level of ability. Otherwise, this skill level may only be gained through combat.

ELITE

Elite units combine extensive combat duty with the best training available and are some of the finest soldiers alive. These units assist another character as well as Experienced units (granting a +4 bonus), but act just as well alone but under *Orders* (+4), and are highly capable of independent action as well (operating at +4 when working without the guidance of a superior officer). Elite units may possess 3 Unit Specialties. Only combat experience (usually coupled with tremendous training, to be sure) can make a unit Elite.

LEGENDARY

Some units consistently rise above and beyond the call of duty. Units like the Big Red One, whose names have become synonymous with valor. These units operate at a +6 bonus, whether assisting another, acting alone with *Orders*, or operating without *Orders*. Also, members of this unit possess such superior combat experience that, if the need arises, a Legendary unit can actually take over other units (those not commanded by PCs or named NPCs), commanding up to 6 lesser units. Legendary units may possess 4 Unit Specialties. Only combat experience (usually coupled with tremendous training, to be sure) can make a unit Legendary.

UNIT EQUIPMENT

How well a unit is equipped will also affect its performance. The modifiers in the table below will affect a unit according to its Specialties (see Unit Specialties below for more information). So, a unit with the Combat Engineering Specialty, but not the Infantry specialty, would gain its equipment bonus to Craft (Structural) checks, but not to combat.

The Modifiers listed on the table below apply to all attack rolls and skill checks. If the Unit's Equipment rating is higher than Poor and a unit is pressed into service in an area not covered by its specialties, that unit functions as if it were Poorly Equipped. Characters raising units by paying them, or Requisitioning them from a larger agency (including the military) will also apply the modifier on

the table below to the Unit's cost of Requisition DC (see Raising a Force below).

Quality	Modifier
Poor	-4
Barely Adequate	-2
Adequate	-0
Good	+2
Excellent	+4

POOR

The unit is not well equipped for the task it has been given. A heavy unit with this equipment rating loses its ability to take an extra hit. A mechanized or armor unit with this equipment rating loses its mobility.

Should a unit be pressed into service for a task that is not included in its specialties, that unit operates as if it is poorly equipped, no matter what its normal Equipment rating would be.

BARELY ADEQUATE

The unit is equipped for the task it has been given, just not very well. A heavy unit with this equipment rating loses its ability to take an extra hit. A mechanized or armor unit with this equipment rating loses its mobility.

ADEQUATE

The unit is equipped for the task it has been given. The unit performs normally in every respect for a unit of its experience and specialties.

GOOD

The unit is well equipped for the task it has been given.

EXCELLENT

The unit has the best equipment money can buy. The unit is so well equipped that it feels invincible. If the unit enters into combat with a unit not as well equipped, the unit may ignore its first Morale hit (see combat below).

UNIT VS. UNIT

Many times, the actions a unit wishes to take will be opposed directly by units on the other side. You wish to find your enemy through aerial reconnaissance, while your opponent seeks to hide valuable targets through camouflage. In these cases, each unit rolls a d20, modified by unit quality, and the higher total wins.

UNIT COMBAT

Often, units will fight one another. This is what all combat eventually comes down to, man vs. man. This is done like a skill vs. skill contest, with each unit totaling all modifiers and rolling a d20. The winning unit has the chance to



inflict damage on their opponents, at the rate of 1 hit for each 5 points it wins the round by. If the round is won by less than 5, no damage is inflicted on either unit.

Unit Damage: Whenever units take damage, half of that damage (rounded up) is a temporary loss of quality due to the shock and fear of combat, and half (rounded down) is due to actual injury and death. These two types of damage, Morale Hits and Casualty Hits, are explained below.

Morale Hits: Morale hits are temporary losses of unit quality due to shock and confusion. Morale hits are “healed” by Medical crew, and by rest. As long as a unit is under stress, one Morale hit can never be healed (the last Morale hit may only be healed by R&R). Each day of R&R (rest and relaxation) a unit receives restores one Morale hit. Morale hits may also be instantly healed through the use of certain class abilities.

Casualty Hits: During the heat of battle, crew casualties are treated like morale hits, except that Strategists (a prestige class) cannot use their class abilities to restore quality loss due to casualties. After a battle, medical units will be able to save some soldiers, restoring quality. Any casualties that cannot be restored within twenty four hours after a battle are dead. The unit that suffers deaths is permanently reduced to its new level of quality, after which it can begin gaining experience normally (representing new recruits taking the place of fallen soldiers who are less experienced).

UNIT COMBAT RULES: SPECIAL CASES

Pinned Down: A unit that is under fire from multiple directions, or is unable to move freely because it is fighting from a doorway, elevator, or narrow street is pinned down. If your opponent is pinned down, you gain a +2 on all unit combat rolls. If your opponent is pinned down because it is fighting from a doorway, it must only win a round (fighting its way free from the enclosure) to no longer be pinned down. A unit that is pinned down because it is outnumbered must successfully destroy one of the units and even the odds in order to no longer be considered pinned down. A unit that is Dug In may only be Pinned Down if it is being attacked from multiple directions.

Momentum: If a unit wins round after round, it will seem invincible to its opponent, regardless of the relative quality of the two units. Each round a unit wins in a row gives it a cumulative +1 bonus in the next round. So a unit that wins three rounds, gains a +3 bonus. However, if that unit loses a single round, it loses this bonus, and its opponent gains a +1.

Damaging and Destroying Units: Each hit inflicted on a unit degrades its quality by one step. This reflects either that unit’s decreased willingness to fight (in the case of morale damage), or its dwindling numbers (in the case of casualty hits). If a unit is reduced below Raw status, its fate is determined by what type of hit that last bit of damage was: if a unit is reduced below Raw by a morale

hit it retreats in poor order and may be recovered after combat; if a casualty hit inflicts the last bit of damage, the unit is destroyed utterly and is lost.

Dug In: Units that are dug in (using natural cover, foxholes, sandbags, razor wire, and other constructions for cover) never suffer penalties for Momentum or Driven Back. However, these units may not benefit from these conditions either. Units that are dug in also gain a +2 bonus on all crew combat rolls.

Strength in numbers: When units work together for a common goal, they gain a +2 bonus on all skill checks for each unit over the first. Only units that have skills in common may work together.

Outnumbered: Units may work together in combat as well. When one side outnumbers the other, use the bonus on the table below.

Surprise: Surprise is a dangerous weapon in unit combat. Any unit may make a Hide check (modified by Unit Quality) to attempt a surprise attack. This check is opposed by a Spot check (modified by Unit Quality). A unit that achieves surprise begins combat with a +2 Momentum bonus (meaning if it wins the first round this bonus will increase to +3 the next round and so forth).

Mobile: A mobile unit is much faster than its opponent. This usually results from one unit being mechanized while its opponent is on foot, or a mechanized unit fighting an Armor unit. For each step of mobility in a unit’s favor (Foot, Mechanized, Armor), the unit gains a +2 bonus to combat rolls. Also, a unit with a mobility advantage may never be Pinned Down due to numbers, unless the unit is fighting in cramped quarters.

Factor	Modifier
Outnumbered	+2
X2	+4
X3	+6
X4 or more	+8

Healing Unit Damage: There are two different kinds of damage that may be inflicted on a unit: morale and casualty. Each of these two types of damage are healed in different ways. Morale damage is healed by leave time, or facilities that serve to allow the unit to unwind on board ship, or at a base, such as Gymnasiums, Arboretums, Arcades and so forth. This damage will recover with time, but if a unit must fight several battles in a row, it will continue to feel the effects of fatigue for some time. A medical crew, augmented by medical facilities, heals casualty damage. These hits are repaired immediately after combat. Any casualty hits beyond the ability of a medical crew to heal are marked off permanently and counted as unit quality level decrease.

Joining a Unit: Characters have many options open to them to become skilled commanders in these rules. Squad/Squadron Tactics, the Leadership Feat, and several Prestige Classes (Special Forces, Strategist) all allow the PCs to



lead troops into battle. What this does is allow a PC or “named” NPC to join a unit, risking his life with them, but *greatly* enhancing its effectiveness. Each of those feats or prestige classes mentioned above gives details for its effect on Unit vs. Unit contests. If a Crew Unit commanded by a PC or named NPC suffers damage, the character does as well. For each hit of actual (Casualty) damage suffered by the unit (PCs are immune to morale hits), the character suffers 3d6 damage. If the character is killed before his unit (an unlikely scenario), that unit immediately suffers 2 Morale Hits, which will likely cause it to disperse.

ORDERS

While units can function perfectly well as assistants to their superiors, there is a lot to do in combat, and sometimes the PCs will need their unit to operate independently. In the description of each Unit Specialty are a number of *Orders*. Giving an *Order* to a unit is a move-equivalent action, which will be performed by that unit either for a specified amount of time (listed in the *Order's* description), until the *Order* is cancelled by another *Order* (if no time limit is given), or until the *Order* is completed.

Orders are listed with a time, in hours, that it takes to perform the *Order*. Units always subtract half their quality from this time, but the minimum time to perform an *Order* is always 1 hour (so a legendary Combat Engineering unit could bridge a river in 1 Hour, while a Raw unit would take 10 hours to perform the same *Order*).

UNIT SPECIALTIES

Units without a given specialty may sometimes be called upon to perform an *Order* they are not suited for. If the *Order* can be performed at all (GM's discretion on whether the unit has the equipment to even attempt the *Order*), the unit performs as if it were a Raw unit, regardless of its quality under normal circumstances. Units without the Infantry Specialty always fight as a Raw unit.

Common Orders: Although many units have specialized *Orders* only they can execute, there are some *Orders* that may be performed by any unit.

Use Skill: Orders a unit to use one of its skills at unit quality effectiveness.

Attack: The unit attacks other enemy units.

AIRBORNE

Airborne units give a commander great flexibility, because they may be placed anywhere on the battlefield, using their ability to Paradrop to bypass enemy strongholds and allowing a commander to surround his opponent almost at will.

Skills: Tumble

AMPHIBIOUS

Amphibious landings are a vital element in modern warfare. Combat must always be won on the ground, and amphibious landings are one way to get troops into enemy territory. Units with this ability gain a +2 on all rolls in amphibious or beach terrain. Units with this ability gain double Momentum bonuses when fighting units without this ability in Amphibious environments.

Units without this ability begin any combat begun from landing craft Pinned Down, and must win two rounds of combat to act without penalty (see Unit Combat Rules: Special Cases for more information).

Establish Beachhead: This allows a unit to own a piece of contested real estate, making amphibious landings there easier. Units that have established a beachhead are effectively dug in. This allows one unit per round without the amphibious ability to be put ashore and not begin combat pinned down. Time: 1 hour.

ARCTIC

Arctic units have special equipment and training for sub-zero movement and combat. These units never suffer movement penalties due to cold weather. Units with this ability gain a +2 on all rolls when in arctic terrain or sub-zero conditions.

Units with this ability gain double Momentum bonuses when fighting units without this ability in Arctic environments.

ARMOR

Requires Mechanized specialty

An Armored unit is comprised of heavy armored vehicles (such as Tanks). Armor units have two steps of Mobility (gaining a +2 bonus against a Mechanized unit or a +4 bonus against an Infantry unit, but no bonus against another Armor unit). Armor units ignore the first two Casualty hits they suffer, and can never be Pinned Down by Infantry or Mechanized units unless fighting in cramped quarters. Armor units cannot go into Amphibious, Arctic, Jungle, or Swamp terrain. Armor units with the Amphibious ability may go into Amphibious terrain.

AVIATION

Aviation units comprise support personnel for friendly air power. These units will man airports and repair and refuel aircraft between sorties.

Skills: Air Traffic Control, Communication Operations, Repair.

COMBAT ENGINEERING

Units with this specialty aid other units by building facilities to house and protect them. Due to the specialized equipment used by these units, such as earthmovers, backhoes and Bridgelayers, they may perform work in much less time than units without this specialty.



Skills: Craft (structural), Demolitions, Disable Device, Repair, Search.

Dig In: A unit must be in an area where this *Order* has been performed to gain the benefits of being dug in. This *Order* must be performed once per unit gaining a benefit from being dug in. Time: 4 Hours.

FIELD ARTILLERY

Units with this specialty are able to perform bombardment attacks on enemy positions, using the rules for Indirect Fire. This specialty can allow a unit to attack opponents who are miles distant, weakening or destroying them. If a unit being attacked with Indirect Fire has the Artillery specialty of its own, then combat occurs normally. If no enemy units have Artillery, the attacking unit suffers no damage from lost rounds. As normal for Indirect Fire, units start at -10 (in addition to any penalties for unit quality).

Skills: Demolitions, Disable Device, Spot, Hide.

Bombardment: This unit allows an artillery unit to attack at a range equal to its Unit Quality in miles, minimum one mile, using Indirect Fire (see the combat section for more information on Indirect Fire). Time: 1 Hour

FLIGHT

Air power is critical to the success of any mission in modern warfare. These units allow a commander to take control of the skies, bomb distant enemies, and provide air support for ground units. If a force does not have one Aviation unit for each Flight unit to conduct service and support, that unit suffers one Morale hit after each mission, that cannot be repaired until aircraft are given proper support (these hits are not really morale hits, but represent temporary damage as planes are not properly repaired and maintained between sorties).

Skills: Pilot, Spot

Air Reconnaissance: Conduct reconnaissance as a ground unit, but at unit quality +2. Time: 10 miles/hour.

Air Superiority: Attack other air targets.

Air Support: Support ground units, providing a bonus to ground units combat equal to unit quality. This *Order* is obviously more effective if enemy aircraft have been eliminated first through the air superiority *Order*.

Ground Attack: Seek out and attack ground targets, either enemy forces, or enemy infrastructure.

GUERRILLA

Skills: Hide

Guerilla units attack when their opponents least expect them to, using surprise and unconventional warfare techniques to gain the edge. These units gain a +2 on all Hide checks.

HEAVY

Heavy units gain a +1 on all combat rolls and can suffer one extra casualty hit (the first casualty hit they suffer does not degrade the unit's quality).

INFANTRY

The most basic sort of unit, infantry involves training and equipping a unit for combat. Most units have this specialty in addition to any other specialty they may possess. Units without this specialty fight as Raw units regardless of their actual quality.

Skills: Craft (structural), Hide, Knowledge (tactics), Spot.

Dig In: This *Order* must be performed before a unit may gain the benefits of being dug in. This *Order* must be performed once for each unit gaining the benefits for being dug in. Time: 16 hours

Recon Patrol: This allows a commander to learn about an area without risking his entire force. Information gained for later tactics rolls is as per the reconnaissance ability, listed with the Spot skill in the skills section. Time: 4 Hours/mile reconnoitered.

INTELLIGENCE

Units with this specialty are experts at cryptography and interrogation, both vital skills as commanders attempt to find out more about their enemies plans. Intelligence units also conduct patrols into enemy territory.

Skills: Computer Use, Decipher Script, Intimidate, Spot

Recon Patrol: This allows a commander to learn about an area without risking his entire force. Information gained for later tactics rolls is as per the reconnaissance ability, listed with the Spot skill in the skills section. Time: 4 Hours/mile reconnoitered.

JUNGLE/SWAMP

Combat does not always occur under ideal conditions. Burma in WWII and Viet Nam saw frequent conflicts in jungle environments. This unit specialty is vital for combat in those areas. Units with this specialty gain +2 on all rolls in jungle and swamp terrain. Units with this ability gain double Momentum bonuses when fighting units without this ability in Jungle environments.

MECHANIZED

A Mechanized unit is a unit comprised of foot soldiers and light vehicles (such as Hummvees). Mechanized units have one step of Mobility. Mechanized units ignore the first Casualty hit they suffer, and can never be Pinned Down by Infantry units unless fighting in cramped quarters. Mechanized units lose their attack bonus in cramped conditions, such as urban conditions, and cannot go into Amphibious, Arctic, Jungle, or Swamp terrain. Mechanized units with the Amphibious ability may go into Amphibious terrain.



MEDICAL

Medical units see to the physical and mental well being of their fellow units. They heal damage, in the form of casualty hits, heal morale hits through the application of psychological counseling, and inoculate units to prevent diseases. They also can add to the Saving Throws of friendly units against NBC attack.

Skills: Craft (pharmaceutical), Knowledge (behavioral sciences), Treat Injury

Quarantine Protocol: By inoculating friendly units, Medical units can increase troop resistance to disease. Any unit treated under this *Order* gains a +4 to Fortitude saves to resist disease. Time: 1 hour/unit treated.

Prepare for Casualties: This *Order* may only be given before combat commences. It allows the medical units to prepare for the onslaught of wounded. This *Order* allows a medical crew to heal one extra casualty hit. Time: 24 hours.

Combat Medicine: Medical units may heal a number of casualty hits equal to ½ their quality, with a minimum of 1 hit healed. Experienced or better Medical Units may also use this ability to restore 1 Morale hit. Time: 24 hours.

MOUNTAIN WARFARE

The unit gains a +2 bonus on all rolls in mountainous terrain. Units with this ability gain double Momentum bonuses when fighting units without this ability in Mountain environments.

Skills: Climb

SIGNALS

Units with this specialty have advanced radio equipment and electronic warfare capabilities. This specialty also gives a unit the ability to code transmissions so they are harder for enemies to intercept.

Skills: Computer Use, Decipher Script, Listen.

URBAN WARFARE

The unit gains a +2 on all rolls in urban terrain. Units with this ability gain double Momentum bonuses when fighting units without this ability in Urban environments.

GAINING EXPERIENCE FOR SMALL UNITS

As a unit faces encounters, it will gain experience just as the PCs do. For each CR (Challenge Rating) overcome by a unit, it gains one experience point. So, for example, while concluding an adventure and awarding experience points to the PCs, the GM would make a note that the total CR of the adventure involving *Small Unit Combat* equaled 10. Ten experience points would be given to the unit, and used to increase their standing according to the following table.

EXPERIENCE FROM UNIT VS. UNIT COMBAT

The CR of another unit is equal to that unit's total combat modifier, with a minimum of 1 XP per unit defeated awarded to the victorious unit. Since this only counts combat modifiers, all units without a combat specialty, such as Infantry are only worth 1 XP regardless of their experience and equipment ratings.

Raw:	0 XP
Green:	5 XP
Inexperienced:	10 XP
Average:	20 XP
Experienced:	40 XP
Crack:	100 XP
Legendary:	200 XP

FEATS

MODIFIED FEATS AND ABILITIES

The following feats are either new feats designed with unit combat in mind or are altered feats that have different effects when used in unit combat.

Leadership: A unit led by a character with this feat ignores its first morale hit.

Voice of Command (class ability): This ability will effect any unit under the character's command, provided they can benefit from his Tactician bonus.

NEW FEATS

The following new feats apply specifically to unit combat and can be taken by characters in campaigns where unit combat plays a large role.

TACTICIAN, PLATOON

The character has mastered the art of large-scale maneuvers. For ground combat this feat covers Squad tactics. For fighters this feat covers Squadron tactics.

Prerequisites: Tactician, Knowledge (tactics) 8 Ranks.

Effect: The character may lead a number of Units equal to twice her Charisma modifier, granting those units a bonus in unit contests equal to her Intelligence Modifier.

TACTICIAN, COMPANY

The character has the logistical knowledge and command experience to effectively command extremely large groups into battle.

Prerequisites: Cha 15+, Tactician- Platoon, Knowledge (Tactics) 10 Ranks.

Effect: A character with this feat may command a number of Units equal to four times his Charisma modifier, granting those units a bonus in unit contests equal to his Intelligence Modifier.



TACTICIAN, BATTALION

The character is able to command armies or armadas into battle, leading large-scale engagements due to her training in logistics and military history.

Prerequisites: Int 15+, Tactician- Company, Knowledge (tactics) 12 Ranks.

Effect: A character with this feat grants a bonus equal to his Intelligence modifier to a number of units equal to 8 times his Charisma modifier. This bonus stacks with the bonuses granted to specific units by individual commanders.

REQUISITIONING UNITS

Characters belonging to military or paramilitary organizations can requisition units from their organization. The DC to Requisition a unit is: 10+ Unit Experience +Unit Equipment +2 per Unit Specialty. Thus, Requisitioning a unit of Seabees would have a DC of 22: 10+ 4 (Unit Experience) +2 (Unit Equipment) +6 (three Unit Specialties). If a character attempts to Requisition more units than he can effectively command himself (through class or feat abilities), each unit Requisitioned beyond that will take a cumulative -2 penalty (-2 for the first unit, -4 for the second unit, and so forth). The agency will understand a character taking additional forces to act as a reserve, but will want forces to go where they can do the most good as well.

COMBAT EXAMPLE

A Guerilla unit (called the Guerillas hereafter) attacks a United Nations Peacekeeping detachment (called the Peacekeepers hereafter). The Peacekeepers have a huge technological advantage over the Guerillas, but the Guerillas are an experienced unit that has seen a lot of action in various skirmishes against their ethnic rivals. The Guerillas seek to renew conflict with their rivals, and decide to attack a village guarded by the Peacekeepers. Each unit's statistics are detailed below:

PEACEKEEPERS

(AVERAGE, GOOD)

Unit Specialties: Infantry (Trained and equipped for combat), Heavy (Ignore first Casualty, +1 Attack)

Total Attack Bonus: +3 (+2 Good Equipment, +1 Heavy)

Total Hits: 5 (+4 Average, +1 Heavy)

GUERRILLAS

(EXPERIENCED, ADEQUATE)

Unit Specialties: Infantry (Trained and equipped for combat), Guerilla (+2 Hide)

Total Attack Bonus: +2 (+2 Experienced)

Total Hits: 5 (+5 Experienced)

The Guerillas attack at dawn, and attempt to surprise the Peacekeepers guarding the town. The Guerillas make a Hide check at +4 (+2 for Experience, +2 for their Guerilla unit specialty), and roll an 18, gaining a 22 total with modifiers. The Peacekeepers make a Spot check to notice the approaching Guerillas with no modifier (+0 Average Experience), and roll an 11. The Guerillas start combat with a +2 Momentum bonus.

The Guerillas and the Peacekeepers each make simultaneous attack rolls. The Guerillas roll a 4, +2 for Experienced, +2 for Momentum, for a total of 8. The Peacekeepers roll a 10, +2 for Equipment, +1 for Heavy, giving them a total of 13.

The Peacekeepers win the round and inflict one hit on the Guerillas, a Morale hit. Even though they achieved surprise, the pistols and Molotov cocktails wielded by the Guerillas inflicted little damage on the body armor of the Peacekeepers, who responded with a demoralizing barrage of automatic weapons fire. Due to the hit they suffered, the Guerillas now fight as an Average unit (+0).

In the second round of combat, the Guerillas roll a 16 (+0 for Average Quality- due to the Morale hit they suffered), and they no longer receive any bonus for Momentum since they lost the first round. The Peacekeepers roll a 5, +2 for Good Equipment, +1 Heavy, +1 for Momentum (since they won the first round) giving them a total of 9.



The Guerillas win the round, inflicting a Morale hit on the Peacekeepers, reducing them to Inexperienced quality (-2).

In the third round of combat, the Guerillas roll a 11, +1 for Momentum, for a total of 12, and the Peacekeepers roll a 6 (-2 for Inexperienced due to the Morale hit they suffered, +2 for Equipment, +1 for Heavy) for a total of 7.

The Guerillas win the round, inflicting a Casualty hit on the Peacekeepers. Normally, this would degrade the Peacekeepers effective quality to Green. However, the Peacekeepers are a heavy unit, and ignore their first Casualty hit, so they remain at an effective quality of Inexperienced. The Guerillas, however, having won a second round, will have an increased Momentum bonus in the next round.

In the fourth round of combat, the Guerillas roll an 18 (+2 for Momentum) for a total of 20, and the Peacekeepers roll a 9 (total modifier +1) for a total of 10.

The Guerillas win their third consecutive round, inflicting another Morale hit on the Peacekeepers (Morale and Casualty hits alternate), reducing the Peacekeepers effective quality to Green (-4 penalty to combat). Since the Guerillas won the round, they increase their Momentum bonus.

In the fifth round, the Guerillas roll a 4, +3 for Momentum, for a total of 7. The Peacekeepers roll an 13, -4 for their effective quality of Green, +2 for Good Equipment, +1 for being Heavy, giving them a total of 12.

The Peacekeepers win the round, inflicting a Casualty hit on the Guerillas (Morale and Casualty hits alternate), and reducing their effective quality to Inexperienced (-2). Also, since the Peacekeepers won the round, the Momentum has shifted, instead of the Guerillas gaining a +4 in the next round, the Peacekeepers will gain a +1.

In the sixth round, the Guerillas roll a 9, -2 for their effective quality of Inexperienced, for a total of 7. The Peacekeepers roll a 2, -4 for their effective quality of Green, +2 for Equipment, +1 for Heavy, +1 for Momentum, for a total of 2.

The Guerillas win the round, inflicting a Casualty hit on the Peacekeepers, and reducing their effective quality to Raw (-6).

In the seventh round, the Guerillas roll a 15, -2 for their effective quality of Inexperienced, +1 for Momentum, for a total of 14. The Peacekeepers roll a 12, -6 for their effective quality of Raw, +2 for Equipment, +1 for Heavy, for a total of 9.

The Guerillas win the round, inflicting a Morale hit on the Peacekeepers. Since this would reduce their effective quality below Raw, the unit is dispersed. If this had been a Casualty hit, rather than a Morale hit, the Peacekeepers would have been destroyed rather than being routed (and it was their Heavy unit specialty that saved them from this fate).

Twenty-four hours after the battle, the Peacekeepers may reform, as a Raw unit. The unit will heal one hit per day, until it becomes an Inexperienced unit (its new permanent quality with the Casualty hit).

The Guerillas gain 3 XP (total combat modifier of the Peacekeepers was +3).



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