

Projekt Ragnarok - Rules

Projekt Ragnarok uses a system of rules designed to bridge the gap between rules-free, immersive roleplaying and heavy number-crunching gaming. We have tried to err on the side of rules-light, trusting our players to react appropriately to effects if they are in any doubt.

States of Health:

Characters can be in any one of three states of health at any time: Healthy, Wounded and Downed. Damage calls reduce your state of health; medical skills and certain drugs improve it.

Healthy characters can be Wounded by being struck with a melee weapon or bullet.

While Wounded, characters suffer no mechanical disadvantage, but even though there is no locational damage in Projekt Ragnarok, we encourage players to role-play injuries to locations. For example, if you were hit by a melee weapon on your arm, we would expect you to roleplay that location being sore and painful to move until your injury is treated. However, this would not affect the use of the limb or your speed of movement. Unless otherwise specified, ranged damage is taken to the chest. Having your HP restored through having drugs applied allows you to ignore the roleplay effects of any light wounds you have taken.

Healthy characters can be Downed directly by some weapons; alternatively Wounded characters struck again with a melee weapon or bullet are reduced to Downed.

When Downed, characters must drop to the floor and roleplay severe injuries - it is acceptable to scream, clutch at your wounds, attempt to rise only to fall painfully to the ground etc. You may only use a firearm at point blank range, and you may not use a melee weapon or the Brawler skill. From the moment you are Downed, you must count to five minutes. This 300 second Bleed Count represents your character bleeding to death. Certain drugs and medical skills can temporarily pause or stop your bleed count.

If you are Downed in a particularly dramatic way, the Refs may award you a Critical Wound Card. The outside of the card will provide details for the player, e.g. the location of the injury, the symptoms you should roleplay, etc. When you find an appropriate healer, hand them the card. Critical wounds can only be fully healed by a character with

the cure critical wounds ability. The interior of the card will provide details to the healer, e.g. the nature of the injury, the nature of the treatment needed, whether treatment must take place in an area designated for surgery. Certain skills allow you to ignore the effects of a Critical Wound Card for a short period of time. Some skills allow you to ignore one or more blows, which may lead to your character avoiding injury.

Character Death:

Characters can be killed by reaching the end of their Bleed Count, by throwing themselves on a grenade or from the effects of some Critical Wound Cards. Once your character is technically dead, it is acceptable (even encouraged) to have a few last words, clutch at the hand of a loved one or weep a few bitter tears of parting. It is NOT acceptable to have an hour-long soliloquy, or to take any significant in-game action such as firing a firearm.

Damage calls:

"*Bang!*" represents a gunshot and reduces a Healthy character to Wounded, and a Wounded character to Downed.

"*Die!*" represents a skilled blow with a melee weapon or fist, and reduces a Healthy character to Wounded, and a Wounded character to Downed.

"*Lethal!*" represents a high velocity aimed round or extremely powerful blow and immediately reduces the target to Downed.

"*Boom!*" represents an explosion from a source such as a grenade. The effects are different depending on where the call is made. If the grenade goes off in a confined space such as a room, all people in the room are affected as per "*lethal!*" and are knocked to the ground. At point blank range the damage done is also "*lethal!*" regardless of location. If the grenade goes off outside, all persons within 20 feet take a "*bang!*" call and are knocked over. If a character chooses to throw themselves on a grenade, they are killed when it goes off, but no one else takes any damage. If your character has a skill that allows you to ignore damage from a "*boom*" call, you must still fall to the ground to represent taking cover.

"*Roleplay*" damage is done by the untrained, and by anyone wielding an implement not primarily designed for use as a weapon. Roleplay damage has no special call attached, but represents a beating with a blunt instrument - causing the target to scream in pain, recoil or

fall over as they see fit. This is of course open to abuse, but we encourage you as excellent roleplayers to have fun hammering it up, and the monsters will certainly be encouraged to do the same. Additionally, if multiple combatants are inflicting roleplaying damage on a single target (such as six people armed with spades beating up a single target) then the target is encouraged to take actual damage if they feel it is appropriate - the refs will also judge when enough of a beating has been taken for actual damage to be caused.

Weapons rules

Range:

Range works in three increments: point blank (up to 5ft away), standard range (20ft) and line of sight (generally within earshot, or further with ref participation)

Aiming Time:

All ranged weapons have an aiming time between one and 5 seconds, which is the time that must be taken before the first shot of each scene and each subsequent shot. You may not move at any speed faster than a slow walk while aiming.

Weapon and ammo availability:

Characters who are civilians may only enter play with a revolver. They may, at GM discretion, have access to firearms skills other than pistol and acquire other weapons in play. Military characters are expected to carry a rifle, pistol or SMG. You may also use a Thomson style machine gun with the SMG skill. Please be aware that for the purposes of this game, heavy machine guns are considered to be static emplacement weapons and while you are welcome to bring one please also bring a tripod and bear in mind that for reasons of game balance ammunition will be strictly limited.

As a compromise between immersion and resource management, ammunition will be accounted in "clips" rather than individual bullets. A character with a firearm will start with a certain number of clips dependent on their profession, and some may be acquired in play. The types of clip in use are revolver, automatic pistol, rifle, SMG, machine gun.

For simplicity, it is assumed that any time you pick up a weapon dropped by a character or monster it is fully discharged and empty.

You must reload it before it is ready for use.

For reasons of flavour and game balance, we ask players to restrict their main melee weapons to 18 inches in total length, and consider using weapons such as combat knives, hand-axes and other period appropriate weapons. Longer items such as spades, entrenching tools and picks can be brought and used to parry and defend, but as they are not designed primarily as weapons they do "roleplay" damage only.

Character Generation

All characters have four points to spend on skills. Characters wishing to start play as part of a military unit must have at least one ranged weapon skill (usually Gunner for troopers, though officers might choose Pistol instead). We recommend (but do not insist on) the Tough skill, to represent basic fitness training.

There are five free skills, which you may, if you wish, take for your character. If you would prefer not to have these skills for whatever reason, you may choose not to take them.

Skills

Free skills:

Melee (untrained): Anyone may call "die!" against an immobilised, unarmed or unsuspecting target (creeping up behind someone and "stabbing" them in the back, for example.) Anyone may also use a standard melee weapon (up to 18 inches) in one hand to parry, or a long tool (such as a spade or entrenching tool) to defend themselves. If you are fighting a target who is aware of you and able to defend themselves you may only do "roleplay damage".

Firearms (untrained): Anyone can use a missile weapon to do a "bang" call at point blank range at the cost of a full clip of ammo. This inefficient use of resources represents the character "blazing away" until one bullet finally finds its mark.

Grenade: Anyone may use a grenade by miming pulling the pin, counting slowly to three then calling "boom!" It is advisable to throw the grenade before it explodes.

Languages: Your character is fluent in her own language, and English.

Literacy: Your character is literate in his own language, and English, should you wish.

Combat skills:

Melee (trained): You may use a standard melee weapons (up to 18 inches in total length) to call "die!" no faster than once per second. You must strike the target with a pulled blow for them to take the damage.

Brawler : You may use your hands to call "die!" no faster than once per second. You must lightly tap the target with an open hand for them to take the damage. Heavily armoured targets such as tanks are naturally immune to this damage.

Pistol: You may do a "bang" call once every 2 seconds (mental count of "1,2" to represent aiming) to any target within 20 feet. A revolver may be shot six times before it needs a new clip. A clip for an automatic pistol lasts for a scene.

Gunner: You may use an SMG, Thompson type machine gun or a rifle as described below.

SMG and portable machine gun: You may do a "bang" call once every second to any target within 20 feet. A clip lasts fifteen seconds.

Rifle: You may do a "bang" call once every 2 seconds to any target within earshot. A clip lasts one scene.

Sniper: You may do a "lethal" call after aiming for five seconds to any target within earshot, or to whom a ref message can immediately be delivered. Sniper rifle ammunition is allocated in single bullets.

Heavy gunner: You may call "bang! bang! bang! etc." once per second for 30 seconds. Everyone in a 90 degree arc in front of the machine gun must take a "bang" call once per second for 30 seconds, or throw themselves prone or behind cover. At the end of 30 seconds the clip is used up, or when you stop firing, or when you or the machine gun move your position

Guerilla: A guerilla may, once per scene, pick up any weapon, load it and use it to call "bang" once per second, a maximum of six times while moving at any speed. This replaces the normal rules for aiming.

Specialist skills:

These skills may involve use of lore codes, coloured ribbons or referees.

Demolitions: You can use explosives to break down barriers, set fuses and make traps, using raw materials such as grenades. You may also defuse bombs.

Communications: You have an understanding of basic codes and ciphers,

specialist codes for your organisation and the ability to use radio systems.

Cryptographer: You are a skilled breaker of codes and are familiar with the use of codebreaking devices such as Enigma.

Navigator: You can read and use maps, direct artillery/bombing, judge distances/travel times, find best routes etc.

Engineer: You can repair damaged equipment, jury-rig new gear, potentially find a weak spot in a vehicle or system.

Scavenger - You are skilled in finding things that others cannot - in game this gives you the ability to gain extra resources. Items or locations marked with a green ribbon are ONLY visible to those with the scavenger skill.

* *Scientist*: you are a theoretical and practical scientist with great expertise in your field. You must pick an area of specialisation each time you take this skill (e.g. biochemistry, particle physics, organic chemistry).

* *Linguist*: You are a skilled and fluent linguist in one or more foreign tongues. Each time you pick this skill you may select a group of languages which your character can speak, read and understand. For example, "Romance" languages gives you access to French, Spanish, Portuguese, Italian and Romanian, while "Indo-Aryan" gives you access to Hindi, Urdu, Punjabi, Gudjerati, Bangladeshi and numerous other dialects. Each foreign language will be written in a different font and you are asked not to read documents written in any language which your character does not know. All characters are assumed to be fluent in their native language, and English.

Physical skills:

* *Tough*: You may ignore a "bang!" or "die!" call once per scene

* *Lucky*: You may ignore a "lethal!" call once per scene

* *Quick*: You may ignore the damaging effects of a "Boom!" call once per scene. Please note, you should still throw yourself to the ground.

* *Hard to kill*: Your bleed count is extended by two minutes.

* *Grit*: allows you to completely ignore the effects of one traumatic wound

True grit: allows you to complete a scene after you are technically dead, as long as you are acting in pursuit of a specific goal (for example - kill the Nazi Captain/ tell Vera I love her/get to the

detonator to explode the bridge). Once your goal is achieved, or the scene ends, your character dies.

Inspiration skills:

* *Leadership*: You hold rank within and have operational knowledge of your military or paramilitary organisation. Once per scene you may spend 30 seconds inspiring or browbeating a character under your command to raise them from any state of injury, including downed to healthy, as well as allowing them to ignore the effects of any traumatic wounds. At the end of the scene they take all effects, including restarting their death count if they were downed when you used the skill.

* *Morale*: Once per day you may spend five minutes ministering to a group of people (through giving an inspiring speech or sermon, making and serving a pot of hot sweet tea or giving a performance to the troops). All lightly wounded characters participating become uninjured.

Firing orders: An officer, NCO or guerilla leader with this skill may call "Ready! Aim! Fire!" to a unit under his or her command, who may then, by firing together from a fixed firing position, call "bang" once per second for the next thirty seconds. Every target in front of them takes a "Bang" call once per second for the duration of the effect. If any member of the unit moves then the effect immediately ends. One clip per member of the unit is used up at the end of the 30 second period.

Medical skills:

First aid: you may, by applying both hands to a character's wounds, temporarily pause their death count as long as your full attention is devoted to them. If you stop staunching their wounds for any reason, including performing another skill, their bleed count immediately restarts.

Battle medic: With 2 minutes roleplaying, you can improve a Downed character to Wounded. Unless another character is also staunching their wounds, their bleed count continues while you work. Each additional character with this skill involved in healing reduces the duration by 30 seconds to a minimum of 1 minute. You can identify a few common medications.

Doctor: With 2 minutes roleplaying, you can improve a Wounded character to Healthy. This skill cannot be performed on the battlefield and must take place in an area equipped as an operating

theatre. Each additional character with this skill involved in healing reduces the duration by 30 seconds to a minimum of 1 minute. You can identify many common medications.

Surgeon: With at least 2 minutes of roleplaying (or as specified on the critical wound card) you may cure the mechanical and roleplaying effects of a critical wound. If the character is also Downed, they are restored to Wounded at the same time. Each additional character with this skill involved in healing reduces the duration by 30 seconds to a minimum of 1 minute. You can identify most common medications. Where possible, appropriate roleplaying should include phys-repping the injury and/or treatment, e.g. applying a bandage, using make-up to create a scar.

* Skills marked with a * can be picked more than once.

Drugs:

Any character may administer drugs. However, each phy-rep is marked with a lore code and therefore drugs may only be identified by characters in possession of the relevant skill. Anyone administering (or receiving) a drug they cannot identify is asked to get a ref while doing so as there may be effects (or side effects).

Military medics may begin play with five doses of morphine and 5 of adrenaline. Civilian doctors may begin play with a doctor's bag containing 10 doses of morphine, 5 of adrenaline and cocaine and 2 of local anaesthetic, ether and penicillin. Phys-reps are required.

Morphine - restores a Wounded character to Healthy. Does not stop or slow a bleed count.

Adrenaline - grants two additional picks of the "quick" and two of the "tough" skill for the next scene

Penicillin - reduces the required duration of the battle-medic skill by 30 seconds to a minimum of 30 seconds.

Local Anaesthetic - reduces the required duration of the Doctor skill by 30 seconds to a minimum of 30 seconds. The affected area is numb for the next 15 minutes.

Ether - reduces the required duration of the cure critical wound ability by 1 minute to a minimum of 30 seconds. The character given ether is unconscious for 5 minutes following the end of their surgery.

Cocaine - the character is immune to the roleplaying effects of any

wounds for the next hour.

