

# The Laws of the Jungle

The jungles that fill the tiny dots of land that span the South Pacific are lush, verdant places capable of supporting large amounts of human life. However, the natives in these places usually live on the shorelines, and rarely (if ever) venture into the jungled interior without specific reason.

While some hardy cultures live in the depths of the jungles, few take the danger of their surroundings for granted. Despite the lack of large predatory animals, the interior of a large jungle on a volcanic island is a treacherous place. Few who have not been born there or who have spent many years there truly understand the complexities of jungle life.

## Disease

Disease is a huge threat in the jungle. All manner of nasty life-threatening illnesses are just waiting for a healthy young body to infect.

Please note, this list is here for those with the Survival [Jungle] skill who might become infected. Their awareness of jungle disease allows them some degree of protection—and they can become infected only under specific conditions. Those without the Survival [Jungle] Skill should consult the chart on the previous page to determine whether they are infected or not, since they have little or no idea what they are doing.

## The Rot

This bacterial infection begins as a rash that slowly spreads to cover anywhere with enough warmth and moisture to feed the infection. It is usually confined to the feet and lower legs, though sometimes—in bad cases—it can spread to the chest, neck and face.

At onset, the victim suffers a single point of Shock to each leg (or in a bad case, 1 point of Shock to the torso as well). The legs and all affected extremities itch intensely, making all skilled movement rolls (such as Stealth, Stalk, and Running) suffer a 1d penalty.

Within a short period of time (from one to five days depending on severity) the affected extremities suffer another 1 point of Shock damage and all movement is cut in half. All skilled movement rolls suffer a 2d penalty.

Only treatment by a corpsman with a Brains+First Aid roll at a difficulty of 3 can cure this condition, taking 5-width days.

## Malaria

Malaria is a disease carried by mosquitos that infects the blood. It causes fatigue, general malaise, incapacitating fevers, and weight loss.

Atabrine is a drug that effectively blocks the malarial infection. It is in general supply, although troops in isolated locales often must go without.

Each week without access to Atabrine in a mosquito-rich environment requires a successful Body+Health or Body+Endurance roll. If this roll fails, the subject is infected with malaria.

Malaria is a random disease. Some people suffer few ill effects from it, while others are devastated. Sometimes it grows or shrinks in effect over time and sometimes it is as regular as a clock, occurring time and time again.

To make bookkeeping easy, treat malaria as a general 1d penalty to all actions. In addition, Shock damage suffered while

under the effects of malaria does not heal until treated with a successful Brains+First Aid roll.

Note that although the symptoms of malaria can be treated, medical science in the 1940s could not cure it. If it goes dormant, however, the character no longer suffers its penalties.

## Dysentery

Dysentery is an incapacitating illness of the digestive system. It sometimes kills those who suffer from it without treatment.

A character suffering from dysentery suffers a general -2d from all actions, and must make a Body+Endurance or Body+Health roll each day. On a failed roll the character suffers 1 point of Shock to the torso. On a success, this damage stops, and the disease slowly fades away.

A corpsman can easily treat this disease with a Brains+First Aid roll.

## Jungle Infection

Infection is a deadly constant in the jungle. If you take more than 1 Killing damage to any hit location and it goes untreated by a corpsman with a successful First Aid roll, you must roll Body+Endurance once per day. On the first failed roll, suffer the damage from the original wound again, but only as Shock damage. If you succeed, the wound is unaffected. If any natural healing occurs (as per the “Getting Better” rules in *GODLIKE*, page 14), the wound has successfully healed and infection no longer occurs.

*Example: Pvt. Morris takes a bullet to the leg for two Killing and two Shock. Unfortunately it goes untreated. The next day, he rolls against his Body+Endurance of 5d and fails to get a match. Infection has set in. He wakes up the next morning with an additional 4 Shock damage to the leg. This renders his leg filled with Killing, and a single point of Shock jumps to his torso. Infection is a dangerous business!*

To stop infection, a corpsman must beat or match the amount of Killing damage in the wound (infection and all) as a difficulty number. On a success, the wound is restored to the original state in 5-width hours. This remaining damage must be healed normally.

If the roll fails, the patient must make a Body+Endurance roll once per day. On a successful roll, no damage is incurred, and 1 point of infection-inflicted Shock is healed. On another failure, the victim suffers one more point of Shock damage.

## Jungle Jams!

Guns in the jungle must be cleaned religiously or they degenerate rapidly to the point of uselessness. We could go into complicated charts and dice rolls and such, but we're going to make things easy for the sake of play.

Each day a weapon goes without a careful cleaning (no roll is necessary, as long as the character in question has at least 1d in the proper weapon skill), the weapon gains a single Jam point. At Jam 10, the weapon is a rusted-out piece of junk—you might as well throw it out, because there's no way to fix it.

Every time you try to use a poorly maintained weapon, you must roll equal or higher than the Jam points or the gun jams, misfires, or otherwise fails to function properly. A successful Coordination+Firearm skill roll (Pistol, Submachine Gun, Rifle, or Machine Gun) is necessary to clear the jam.