

Chapter 4: On the Field of Battle

A horse and rider make a large target. If you don't care whether you are shooting at the horse or the rider, add 1d to the dice pool. If the pool rolls a matching set, roll an additional 1d. If this die comes up 1 through 6, the horse was hit; on a roll of 7 through 10 the rider was hit. The height of the matching set determines the hit location on the horse or the rider.

If you make a melee attack from horseback and the horse is moving more than 10 yards per turn, add +1 Killing damage to the attack. However, see the Ride Skill on page 51.

BLEEDING & AMPUTATIONS

Combat in *This Favored Land* is bloody enough, but if you want to add even more realism to the whole casualty experience, apply these rules.

BLEEDING

Any wound that causes 3 or more points of Killing damage bleeds. Bullet and stab wounds bleed for 1 point of Shock to the torso per combat round. So does artillery damage if the character was the ground-zero

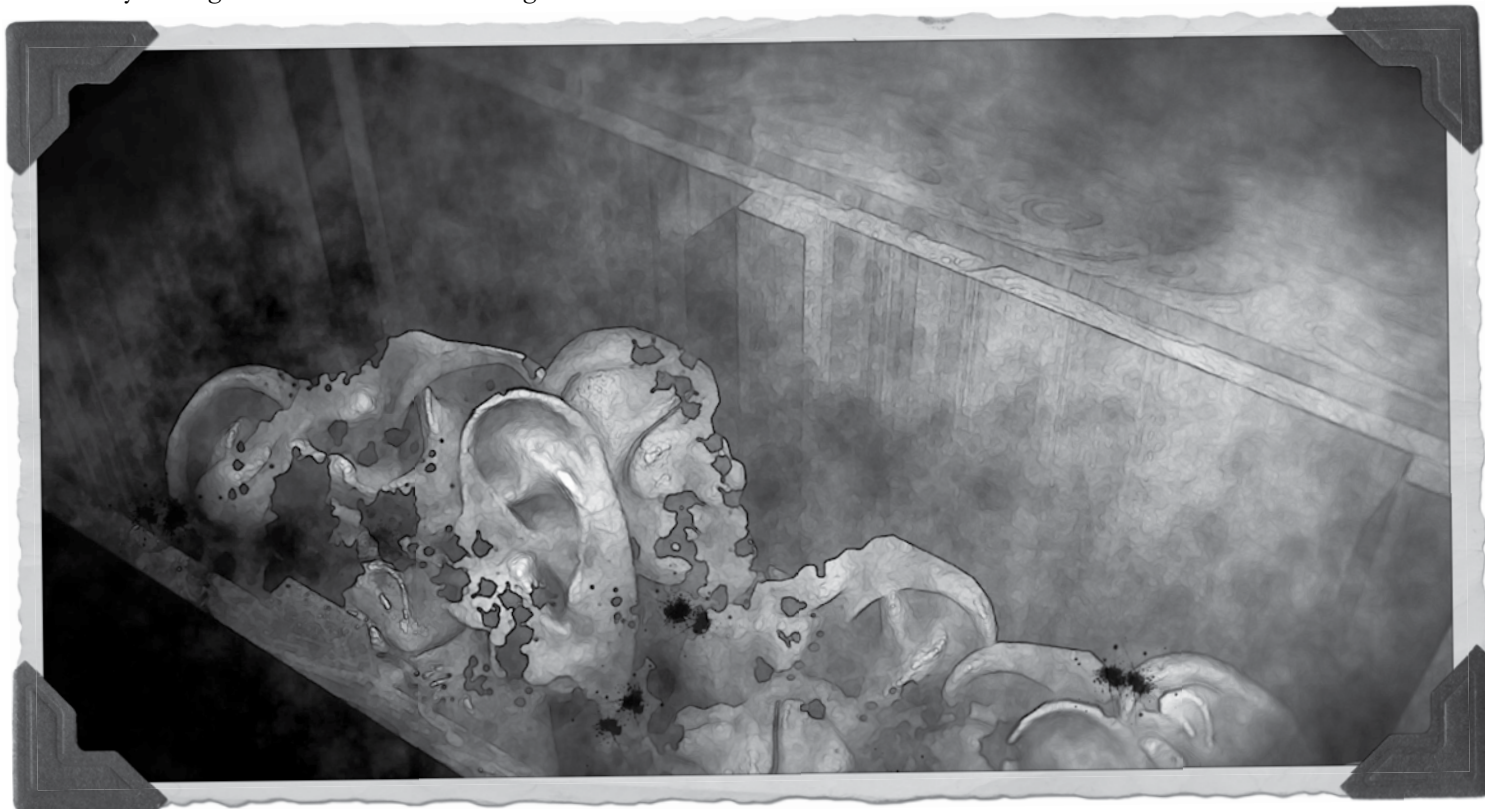
target of the artillery attack. Slashing wounds bleed for 1 point of Shock to the torso every 2 combat rounds.

Damage due to artillery Area effects and blunt damage bleed for 1 point of Shock to the torso per minute. The bleeding continues until the character's torso fills with Killing damage and the character dies. A successful First Aid or Knowledge [Medicine] roll stops the bleeding. If the bleeding doesn't stop, allow multiple rolls but each failure adds 1 to the difficulty of each subsequent attempt.

A successful amputation (see Surgery below) also stops the bleeding.

INFECTION

Killing damage has the potential for infection. Keep track of every wound a character receives with Killing damage. Make an X on the character sheet beside the hit location if the damage came from a puncture wound (bullet, stab, shrapnel), and make a slash mark (“\”) if the damage was from another source. If the wound isn't healed within 24 hours, make a Body+Endurance roll for each X and \. The roll has a difficulty of 4 for each X, and a difficulty of 2 for each \. If the roll succeeds, erase the mark. If the roll fails, the wound is infected.



EVEN MORE DAMAGE OPTIONS

Combat is gritty, and deadly, in *This Favored Land*. Realism, however, doesn't necessarily translate into fun. The *Wild Talents* rule book has a number of options for toning down damage lethality. Here are three more you can use together or singly:

Grazes: Gifted characters can convert any hit regardless of the total damage into 1 point of Shock damage at the cost of 10 Willpower points. The Willpower expenditure represents the mental trauma associated with surviving a near miss.

At the GM's discretion characters without Willpower can convert one hit per day into 1 point of Shock, but they must then make a Stability check with a difficulty equal to the amount of Killing damage they just narrowly avoided. See Mental Trauma in the *Wild Talents* rule book.

Limited Killing Damage: One point of Killing damage affects one, and only one, hit location box. If you apply one point of Killing to an empty box, it is crossed off with an X. If you apply one point of Killing to a box that already has Shock damage, that box is marked with an X, and that's it. Killing damage is not spread across two boxes with Shock damage.

Apply Shock damage first and then apply Killing damage. As always, empty boxes take damage before boxes with Shock damage.

Example: Kit Masterson is hit in the arm with a musket ball. She takes 3 points of Shock and 4 points of Killing damage. Apply the 3 points of shock first. Kit has two boxes with no damage and three boxes with Shock damage. Now apply the 4 points of Killing. Cross out the two empty boxes. She has three boxes with Shock damage, two boxes full of Killing damage and 2 more points of Killing damage left to apply. Finally, apply the 2 Killing points to boxes that have Shock damage. Even though the boxes are already damaged, each point of Killing damage only finishes off one box. Kit now has four hit boxes full of Killing damage and one with Shock damage.

Limited Shock Damage: Only apply Shock damage to empty boxes, never to boxes that already have Shock. If a limb is filled with Shock, apply additional Shock to the torso. If the torso is filled up, apply additional Shock to the head. If the head is filled up, ignore further Shock damage. Exception: If the character's torso is filled with Shock damage and the character takes bleeding damage (see Bleeding on page 62), convert the Shock damage to Killing damage.

Take one point of Shock immediately.

No damage boxes are healed naturally or with First Aid or Knowledge [Medicine] rolls while that location has an infection mark (X or \). Damage to uninfected locations can heal naturally, or with medical attention. All damage boxes can be healed using miracles, even if the location has an infection.

Each day roll Endurance for each hit location with an infection mark. Add up the infection marks, treating each \ as one and each X as two. This total is the Endurance roll's difficulty. If the roll succeeds, erase one of the location's infection marks (starting with the \ marks). If the roll fails, add a \ infection mark to the hit location and take a point of Shock damage to that location.

A location can have only five infection marks. If the location already has five infection marks when the Endurance roll is failed convert a \ into an X. If a limb already has five X infection marks, apply a \ infection mark to the torso. If a limb fills with Killing damage, ap-

ply the Shock to the torso. If the torso has five infection marks, keep rolling. Don't add more infection marks, but you take 1 point of Shock for every failed roll.

The infection stops when wounds with infection marks are healed through miracle use, or when a successful Endurance roll erases the last infection mark. The damage remains and the Shock can't be healed with First Aid, but it can now heal naturally with rest and with a Knowledge [Medicine] roll.

Example: "Mississippi" Jenkins receives a gunshot wound to the right arm and a left leg wound from an artillery shell, giving him one X and one \. The player rolls Endurance with a difficulty of 4 for the gunshot wound and a difficulty of 2 for the artillery wound. The artillery wound roll succeeds, but the gunshot wound fails. It is now infected. The character takes one point of Shock to the right arm. The next day the player rolls Body+Endurance again with a Difficulty of 2 (because the infection is an X). The character gains a \ infection