

BODYCOUNT

BODYCOUNT 2

Rules for *interwised* Cyberpunk LRP

Introduction

Welcome to **BODYCOUNT 2**: the *interwised* live role-play system. What follows totally supersedes any system used previously. **BODYCOUNT** has been totally overhauled since its first incarnation, hopefully making it a more playable system. It is inevitable that this system will not please everyone, but any set of live role-play rules (especially those involving firearms) require co-operation from the players. Please take your time to absorb the rules within this booklet. The better they are understood and the more accurately they are enacted, the smoother the system will run.

Thanks

The *interwised* referees

Note on Version 2.2: There are some minor bug fixes that didn't get fixed before the the spell check in version 2.1.

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BODYCOUNT 2
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System Rules

There are a few non-combat rules that apply to everyone. Many LRPers will be familiar with these already, as they are fairly standard throughout the hobby. However, it is always worth stating them once more, both for newcomers and to ensure that we are all talking the same "language"

• System Calls

- "Time Freeze"** - Signified by a verbal call or a blast on a whistle. Something is happening that you should not be aware of. The "in game" flow of time has been suspended. You should stand still and close your eye. Hum softly to mask other sounds. The referee may have instructions for you. Otherwise, wait for the "Time In" call, and continue as if nothing had happened. Do not react instantly to any changes that have occurred when the Time freeze is over.
- "Time In"** - Signifies the beginning or restart of the game. You are "in character".
- "Time Out"** - Signifies the end of the game (as in "final Time Out"), or a break in play for a period too long for a Time freeze. In the second case, await the referee's instructions, and do not perform (or discuss) any in character actions.
- "Man Down"** - Signifies that a real (i.e. out of game) injury has occurred. The game will stop as if a Time Out had been called. Ensure one of the first aiders has been sent for. If you are asked to assist, please do so.

"Time Freeze", "Time In" and "Time Out" are usually only called by the referees. "Man Down" should only be called in the case of a real injury. Never use "Man Down" as an in-game call.

Should you think another player is cheating, wait until after the situation, then talk to a referee. Often characters will be capable of things you are unaware of. Of course, if someone is found to be cheating, the referees will come down hard on them. You will not be penalised for someone else's bad role-playing against you.

• Phys Rep Drugs

Int'Ervised will supply all in game drugs. They will take the form of coloured sweets. Anyone found in possession or under the influence of so-called recreational drugs will be removed from the site. The Police will be informed where necessary.

• Alcohol

Int'Ervised have no objections to alcohol on site. You may be required to hand it over to the referees before Time In, depending upon the event (see the Event or Site Guide). You are all adults, and are expected to be able to drink in moderation, if you must drink. Anyone found to be under the influence of alcohol to a dangerous extent, as decided by the referees, will be removed from play until sober. A repeat performance will result in removal from site.

• Smoking

Smokers are asked to fully obey the smoking rules as specified in each Event or Site Guide. Whatever the event, please ensure your cigarette is fully out when you are finished with it and the butt is put in a bin or ash tray.

• Weapons

Players *are* allowed to use latex or gaffa tape weapons for hand-to-hand combat. These must be judged as safe by a referee. No real or replica blades are to be brought to any event. Most types of replica firearms are acceptable (cap gun, soft air etc). They must not fire any form of projectile. Blank firing weapons are acceptable only under the following conditions:

1. They are used only if the site of the event allows them (see the Event or Site Guide).
2. They are only to be fired between the times set down by the site (see the Event or Site Guide).
3. They must never be discharged in a building.
4. They must never be discharged within 15 feet of another person.

Skills

Besides your character's physical attributes, and your tech's specifications, skills are an important part of what your character is. In **BODYCOUNT 2**, we have defined skills a little more tightly, although you still tell us what you want and how good you want to be. We do not intend to anticipate every skill you could ask for, but the following generic system will cope with it.

Skills are broken down into the following "levels" of ability:

- | | |
|--------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| No Skill | - Not really a level of ability, this represents the layman's knowledge or aptitude in a given area. Even a layman is not wholly ignorant on a subject. |
| Basic | - This level is equivalent to a hobbyist or someone with a basic grounding in the skill. |
| Advanced | - This is considered the level of professional ability. You are highly trained, and could earn your living if you chose employment in this area. |
| Exceptional | - At this level, you are beyond normal human maximums. This represents artificially enhanced abilities, or innovative, field-breaking research scientists. |
| Beyond | - It is possible to exceed the skill level of "Exceptional", but such a level will never be attained by a player character. Only referee-controlled entities may have this level of ability. |

• How Skills Are Used

Very simply, there are two different types of use:

1. To recall knowledge of a subject (eg: "How much do I know about Maas Biotech?")
2. To create/research something related to the skill (eg: "I want to build a new booster")

A referee will decide how difficult it will be to remember or how complicated it will be to build, and assign it upon a level (again, this will be No Skill/Basic/Advanced etc)

- If you are trying to recall something, and your skill level matches the difficulty assigned, you will be told there and then (even if it is not, you may still get a hint).
- If you are trying to make/modify something and your skill is equal to the assigned difficulty, you will be told how long it will take. If your skill is greater than the difficulty, you will achieve success quicker. You may even be able to take longer to complete a task that is more difficult than your skill level. "Making Things" will usually require resources or equipment of a quality equal to the task.

As players, you will never see a comprehensive list of skills, difficulties and time taken, etc. The referee's discretion plays a significant part in the equation.

The above system will often be too complex for some skills: you seldom need to "create" anything using "Basic French". It is laid out here so as players, you have an understanding of the mechanics.

Example: Breaking a coded lock

Skill: Security (*Basic*)
 Equipment: "Black Box" Code Breaker (*Advanced**)
 Difficulty: *Basic* (Low Security Lock)
 Time Taken: 15 minutes

* using equipment *better* than your skill level gives no advantage!

If the door had been *Advanced*, it would have taken 30 minutes. If the Skill had been *Advanced* instead, it would have taken seven minutes.

Where this system proves inadequate is in dealing with combat and healing. The next sections of this booklet take you through the various type of combat, damage and healing.

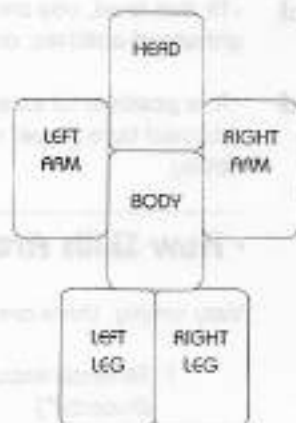
Getting Physical

This section covers the physical attributes of a person, including strength, reflexes, and how much damage a body can take. It also covers armouring parts of the body.

• Hit Points

Everything has Hit Points. they reflect the amount of damage an object or person can take before it falls apart. Humans (using the term *very* broadly) have 6 locations which are divided into:

- HEAD
- BODY
- LEFT LEG
- RIGHT LEG
- LEFT ARM
- RIGHT ARM



Losing Hit Points, besides being very painful, is covered in the **Damage** section of these rules.

Not every human or humanoid has the same number of hits on a location. Table 1 below details this.

Table 1: Hit Points			
Location	Body	Rating	Example
0	1	0	Child
1	2	1	Normal Human
2	4	2	Combat Replicant or Structurally Enhanced Human
3	6	3	Unarmoured Terminator or Enhanced Combat Replicant
4	5	4	Enhanced Terminator

• Strength

Strength, not surprisingly, is a measure of how strong you are. It is rated as a number from 1 to 4. This figure is used to establish how much you can lift, how much damage you inflict in hand to hand combat, and if you are knocked down from an attack.

When exerting your strength against another person, to lift them or restrain them, you call your strength rating: "Strength 3" etc. If it is greater than theirs (or sufficient to lift them) then you succeed.

Note: a single strong limb cannot lift to its strength rating. The rest of the body simply will not support it. It can grip (for example) to its rating though.

Table 2: Strength

Rating	Example
0	Child
1	Normal Human
2	Twice Normal Strength: Combat Replicant, Superior Muscle Graft or "Strong" Cyberware
3	Four Times Normal Strength: Terminator or Top Of The Range Bionic Limbs
4	Eight Times Normal Strength: Top Of The Range Terminator

Knockback

If you get hit by an attack that inflicts more damage than your body's (not just a limb's) strength rating, you will be knocked down and away from the attack. This applies even if your armour absorbs the hit (see the section on **Armour**). Even if you are not knocked down, remember to role-play the effects of the hit.

• Reflexes

Reflexes, or more importantly, "Enhanced" reflexes are a measure of how soon your hand (etc) moves after your brain tells it to. It is not about running around like "The Six Million Dollar Man". It is used for dodging attacks, and for enhancing accuracy with firearms.

Table 3: Reflexes

Rating	Example
0	Child
1	Normal Human Reactions
2	Twice Human Reactions: Combat Replicant, Reflex Booster, "Speed Wired" Cyberware or Combat Drugs
3	Four Times Normal Reactions: Top of the Range Reflex Boost
4	Eight Times Normal Reactions

Dodging

This is an easily abused ability, so requires tight control. When dodging:

- You must be free to move and be able to throw yourself away from the attack
- You must be aware of the attack and facing the attacker
- You must announce your action immediately after your attacker finishes their call (see **Combat**) by saying "**Glancing Blow**"

- You avoid all the physical damage from that attack, but still suffer any side effects of the hit (Poison, taser, etc)
- You may only use the ability a set number of times dependant upon your reflex rating:

Rating	Dodge Frequency
1	Not Applicable
2	Once per combat
3	Twice per combat
4	Three times per combat

Note: For the purposes of this chart, a single combat should be taken as a period of 30 minutes from the moment the character became aware of the combat, ie a once per combat dodge can be used (at most) once every half an hour.

Note: The Dodge/Glancing Blow could be used to throw yourself in front of someone else and "take the bullet" for them. All the above rules apply (except you take full damage to the body) and you must be within one step or dive of the intended target.

• Armour

Note: Archaic armour such as chainmail and studded leather is little use in modern combat. Platemail and Chainmail are equivalent to 2 point external armour against hand to hand weapons, but are only worth one point against firearms. Studded leather would be worth one point versus hand to hand, but nothing against firearms. They always require the best phys reps.

Note: **Subdual** damage does not use up armour. However, if you receive a blow that inflicts more damage than your armour, the excess is carried over to the location (see **Combat**).

Note: Rigid armour or better will stop armour piercing damage going through your armour. treat "AP" rounds as "Standard" rounds (see **Combat**).

Note: Even if your armour fully protects you from a blow, you will still feel some degree of knockback so react to every blow. Role-play it!

Armour effectively adds to the hits of the wearer. There are various types of armour providing different levels of protection. Armour only protects the areas it covers. The difference between armour and hit points is this: armour gets used up and will not get better, while hit points will (eventually) heal. With armour on the body, the front and back are considered different locations for the purpose of getting used up.

Armour comes in two categories:

- Internal: surgically implanted in the body
- External: worn armour (which usually requires a phys rep)

INTERNAL			
Protection	Type	Description	Phys Rep
1	Skin Weave	Expensive, "self-repairing" Kevlar-based skin substitute	None
2	Sub-dermal Plating	Rigid Kevlar laminate or ceramic plates implanted against the ribcage or skull	None
EXTERNAL			
Protection	Type	Description	Phys Rep
1	Cloth Armour	Heavy Kevlar weave fabric	Heavy Denim or better
2	Semi-Rigid Armour	Cloth armour with Kevlar/ceramic plates in vital locations	Bike Leather or padded material
3	Rigid Armour	Large interlocking Kevlar laminate or ceramic plates within cloth armour	Real bullet-proof vest or similar
4	Battle Suit	Fully integrated ceramic shell providing "armoured vehicle" class protection. Only viable as personal armour in powered Battle Suits	Seriously over the top phys rep (Gundam style)

Combat

This section deals with violence of all types. It covers all eventualities with all forms of combat. How well it does that depends on the co-operation of the players. Understanding what follows and role-playing it in the spirit and the word of the rules is what makes any combat system work.

• Melée/Hand To Hand

This section deals with combat involving safe weapons (latex and Gaffa tape). Hitting people with improvised weapons such as a real chair is covered in the brawling system which follows.

As previously stated, the weapon used under this section must be safe as cleared by a referee beforehand, the weapon should be continually checked throughout the event, as damage may occur rendering it dangerous. The weapon must also be used in a safe manner. Pulled blows, **no** thrusting with any weapon, and **no** head hits (unrealistic but safe) are the basics of this.

Melée can be role-played well: use a baseball bat like a base ball bat, not like a rapier. A terminator could wield it like a rapier, if it wished, but if it wanted its high damage modifier, it would have to use it properly.

Bows, crossbows and thrown weapons (excluding grenades) also use these hand to hand rules (strange, but true). Again, the phys reps must be safe. Bow poundage: 25lbs maximum. Hand crossbow poundage: 45 lb maximum.

A successful hit is obviously where ever you hit them, so your damage with a weapon becomes a function of your skill. Damage is called as the blow strikes (see the section on **Damage**)

• Brawling/Martial Arts

This system is used when safe weapons are not an option (eg: hands, feet, rippers or chairs). You act out the blow you wish to inflict *making sure you avoid ALL physical contact*. The blow is accompanied by a call:

Brawling - Location - Damage

For example:

"Brawling - Head - Double"

Your target should react appropriately.

If your target can move their arm appropriately to block the blow, again, *avoiding physical contact*, they may do so. However, blocking may hurt.

- Blocking a "lethal" attack (see **Damage**): you take full damage for the attack (but it is on your arm, not your head).
- Blocking a "subdual" attack (see **Damage**): this will hurt if the attack does more damage than you would do with your bare hands.

In both cases armour counts as normal.

Example: You get hit with a plank doing *triple*. You block with your hand (normally doing *single*). You would take a *double subdual* to your arm.

Your skill is used out as a modifier to the damage you cause. See the following section.

• **Melée & Brawling Damage**

This damage system is used for all martial arts, hand to hand weapons, and bows or crossbows. The actual effects of the damage caused are dealt with in the **Damage** section.

Your base damage is your strength rating or your weapon damage, whichever is greater. The only exception is bows and crossbows, which have a base damage set for the weapon regardless of the strength of the user.

Weapon	Damage
Dagger	1
Knuckle Buster	1
One Handed Sharp	1
One Handed Blunt	1
Two Handed Sharp	2
Two Handed Blunt	2
Chainsaw ¹	3
Composite Bow	1
Crossbow	1
Monofilament ²	Sever

¹ The chainsaw must be running to inflict damage.

² Monofilament is very expensive, impossible to obtain, and dangerous to handle.

Note: Sharp weapons inflict lethal damage, blunt weapons inflict subdual damage (see the section on **Damage** for details).

Note: Arrows and crossbow bolts maybe fitted with a variety of special heads (armour piercing etc). Damage or effect modifies the base damage as per the firearm damage rules. (no, you can't have DPU arrowheads!)

Note: Yes, an average human (with a strength rating of 1) inflicts the same amount of damage with their bare hands as with a one handed club! Hitting a hard target will hurt your hand. It wont hurt the club.

Note: Beside the actual damage, melée weapons can have special effects, such as *Toxins* or *Tasers* (see **Damage**).

Skill: How good you are with your weapon/hands in combat reflects a modifier to your base damage. The actual modifier is standard regardless of weapon type. The level of skill makes the difference. Find your skill level on the table below. Please keep in mind although you could pick up some talent with a chainsaw you would be unlikely to find a "master" to give you "advanced" training.

Level	Description	Base Damage Modifier
No Skill	No training	None
Basic	Limited training or lots of practice	+ 1
Advanced	Extensive formal training	+ 2 or + 1 and special ability
Exceptional	Fully trained and specifically enhanced	+ 2 and special ability or + 1 and 2 special abilities

Note: "Special Ability" signifies some additional effect you inflict in that particular type of combat. It may vary from skill to skill and from individual to individual.

Examples might be :

Disarm - with a sword

Accuracy - with a bow

Plus 1 enhanced reflexes - with ninjitsu.

• Firearms

Gun play in LRP is always a problem. To make things as simple as and enjoyable as possible a number changes have been made from the original system.

One of the biggest problems arises in large firefights with everyone shouting different calls. We have minimised this as far as possible but the biggest factor is how well a situation is role-played by those involved. We know in the "heat of battle" people get carried away, but please try to follow the system without taking short cuts.

Using a fire arm involves a call identifying your target and your damage . This call is standard:

(Aiming) - Fire - Target/Location - Damage

- 1: **Aiming** - a silent count of **two seconds** whilst you target your victim
- 2: **Fire** - discharge the weapon. If your phys rep does not make a noise then you be reduced to shouting BANG. (Sad but true)
- 3: **Target/Location** - identify **who** (by name or distinguishing feature) and **where** (on which location!)
- 4: **Damage** - as clarified later in this section, based on weapon and ammunition.

The Target then reacts as appropriate.

This means that, assuming your fire arm makes a noise you **just** call your **target** and your **damage**. NOTE: It is the firer's responsibility to make sure your target understands by using loud clear calls. If the target can't hear you they won't be able to take damage!

Your skill governs the accuracy with which you can hit a target . The type of weapon governs the range at which you can fire. This is set out on the following table.

Range	Skill Levels			
	No skill	Basic	Advanced	Exceptional
Point Blank (0'-5')	Body	Location	Eye	Eye
Pistol (5'-40')	Miss	Chest	Location	Eye
Rifle (Range of vision)	Miss	Chest	Location	Eye
Ordinance (Ref based)	Miss	Chest	Location	Eye

Note : "Eye" on the table means the marksman can hit any small part of the target, such as a belt buckle. It also means you could shoot a gun from someone's hand!

Note : Pistol range is self explanatory. Rifle range is up to the range of your voice. Ordinance range deals with snipers who are shooting at targets usually beyond the range of sight. This is usually a ref moderated system, in a situation where monsters are not actually in place.

To fire at the stated ranges you need the appropriate skill (Pistol / Rifle / Sniper) and the appropriate weapon (Sniper rifle with proper sights for ordinance ranges!). You may not fire at a longer range but you may fire at a shorter range.

Note : Whilst aiming the weapon must be used correctly, rifle braced at the shoulder etc.

When you are firing you will be shooting using one of four situations.

- Combat
- Cold kill
- Point blank
- Suppressing fire

Combat A combat situation is **any** where shots have been fired or are expected to be fired. Because everyone involved is moving about and alert **the only viable location is the chest, regardless of skill.** If in doubt assume you are in a combat situation.

Cold Kill This mode applies when you can fire on an unsuspecting or prone target, thus allowing you to strike locations. A single "Cold kill" shot may be what sets off a combat situation. If in doubt consider it a combat situation.

Point Blank If you are within 5' of a target you may hit locations etc. even in a "combat" situation. This is the only situation a non skilled attacker will hit. Common sense does apply. If you put a gun against an unconscious targets eyeball you will hit them in the eye regardless of what the table says!

Suppressing Fire This applies when you fire **continuously** into an area to force people to get their heads down. Suppressing fire automatically misses unless people in the direction of the shots fail to get down or get out of the way. In that situation a ref will decide who gets hit. This is not a method for mowing down hordes of people, it is a defensive measure. When you are using suppressing fire it tends to be very heavy on ammunition.

• Firearm Damage

Damage is worked out as a function of the weapon, you are using the ammunition and your rate of fire, single shot, bursts or full auto.

Note : even with "full auto" you may only engage a **single target**.

Weapons Fire arms are defined in three types or calibres: light, medium or heavy. To actually use a given weapon your strength rating must be equal to the weapons single shot damage. Using a biped or tripod negates this. This means a replicant could probably use an M60 one handed but not a normal human. A weapon must be used in an appropriate manner (eg: an Uzi is a 2 handed weapon and must be used 2 handed). If your strength is greater than is required then you may use the weapon as you please. Examples follow:

Type	Calibre	Type	Calibre
Dart Guns ¹	Light	M60	Heavy
Pistols	Light	Shotgun (12 gauge) ²	Light
Uzi	Light	Grenade Launcher ³	Light
M16	Medium	Flechette Pistol ⁴	Light

Notes:

¹ Darts (as in a tranquilliser dart) inflict no damage themselves.

² Due to the nature of shotguns, they are always considered to be firing in bursts although only one shell is used. A fully automatic shotgun is considered to fire a burst or full auto (ie: no single shot).

³ If you are skilled enough to actually hit someone with a grenade, the shell inflicts a single point of damage. It becomes academic once the grenade goes off.

⁴ A standard round for a flechette pistol is actually an AP round

Rate Of Fire

Most types of machine guns can be fired in all three modes, Single, bursts and full auto. Revolvers are single shots only. Semi automatics can be fired fast enough to duplicate a "burst". Each shot, regardless of how many bullets go off, has one damage value:

Calibre	Single Shot	Burst	Full Auto
Light (Pistol)	1	2	3
Medium (Rifle)	2	3	4
Heavy (M60)	3	4	5

Single Shot - A single round is fired

Burst - 3 rounds are fired

Full Auto - 10 rounds are fired

Ammunition

The ammunition used affects damage and may have additional effects. Common types are listed below. Additional damage from ammunition types does not affect the strength needed to use the weapon.

Type	Effect
Armour Piercing (AP)	Penetrates armour. Only rigid or better will stop it
High Explosive (HE)	+1 damage
Gel Rounds	Damage inflicted is Subdual
Taser Rounds	Inflicts normal damage. Also it inflicts a Taser wound
High Explo. AP (HEAP)	+1 damage through armour
Depleted Uranium	+1 damage through armour
Incendiary	See incendiary in the Damage section
Toxic rounds	Inflicts normal damage. Also it inflicts a Toxin wound

It is the players responsibility to keep track of how much ammunition is used and when you need to reload.

Note: Not every gun will take every type of ammunition. Generally speaking the bigger the calibre and the greater the rate of fire, the less likely it will be to get the more exotic types of round.

Damage

There are two main forms of damage in these combat rules, Lethal and Subdual.

Lethal Actual damage to your body. Each point (single = 1, double = 2, etc) comes off the hits for the location. Armour absorbs damage on a point for point basis, but gets used up in the process.

Subdual Subdue damage comes off your hits as per lethal damage. It does not use up armour, but if you have 2 points of armour and you are hit with 4 points subdue, 2 points will get past the armour. If you are reduced to a negative total through subdual damage, the damage is then considered lethal for the whole blow or blows. So it is possible to subdue someone to death.

All damage is handled as above. However certain attack forms have special side effects. Example are: Fire, Acid, Electricity, Poison, Knockback, Pain.

Electricity Electricity inflicts subdual damage. Regardless of the location actually hit the damage is taken to the body. (Armour only counts for the location struck). Besides armour, insulated clothing provides full protection for all but the most extreme "shock"
Note : if the body hits go to a minus total the damage all becomes lethal.

Examples are:

- Taser round - double
- Shock from the mains - double

Fire Fire inflicts lethal damage. The amount depends upon the size of the fire. Damage continues at a rate equal to the initial damage every 15 seconds on each location exposed to the flames.

Incendiary (Napalm) This differs from fire damage, as it sticks to the target. Damage is inflicted as for the weapon type plus damage at a rate of 1 hit every 15 seconds on the hit location until it is extinguished. Incendiary rounds also ignite flammable material they come into contact with (see Fire above).

Example:

- Backpack flame-thrower - base damage of double

Acid Not usually designed into weapons. Acid works as Incendiary damage above, ie; a base damage dependant upon its strength, with a repetition every 15 seconds until neutralised.

Example:

- Viol of Sulphuric acid - base damage of double in one location

Toxins This covers all forms of poisons and tranquillisers. The method of delivery to the system can vary greatly, from gases through ingestive to injected. once in the system damage is applied straight to the bodies hits.

Tranquillisers inflict subdual damage dependant upon their type. Poison inflicts lethal damage. The variety of toxins available make for an endless list of possible effects, but effects other than damage are sorted by the referee at the time.

Note: Gas masks or nasal filters are proof against the commoner gases. Toxin binders in the blood stream, although expensive, are effective against all but the most advanced toxins. Poison on a blade or in a dart must get past armour to enter your system.

Example:

- Tranq dart - base damage of 0 plus toxin damage of double subdue

Area Effect Weapons

This covers grenades, explosives, gas, and any form of attack that affects more than one target in a single action. When an area effect weapon is used, the referee will call a Time Freeze, and determine the effects on the players, one by one.

There are various methods of delivery:

- **Planted**, the nuances of which can be covered by a skill in demolitions. This sort of attack goes off where it was set
- **Thrown**, as with a hand grenade (the physrep of which should be soft, such as a tennis ball or bean bag, disguised of course). This type of attack goes off where it lands. The thrower should make an appropriate call (eg "Concussion grenade").
- **Launched**, as with a grenade launcher. this is handled largely by the firearms rules - a pistol launcher has pistol range, etc. The firer decides approximately where the device lands. Hitting a human target requires the appropriate skill (unless at point blank range) and damage as per the fire arms rules applies prior to the explosion. this is usually a single point of subdual damage.
- **Indirect**, as with a mortar. This is referee moderated as per sniping at ordinance ranges. the referee will handle where it lands and the effects.

Damage is determined from the basic standard of a hand grenade. Grenades vary in effect, but the basics are shown on the table below.

Type	Distance From Impact	
	0'-5'	5'-30'
High Explosive	6 points lethal	2 points lethal
Concussion	6 points subdual	2 points subdual
Gas	Dependant on wind or phys rep dispersal*	

* typical toxin damage will be a double subdual to the body if within the area of effect.

First Aid

This section deals exclusively with the treatment of "battlefield" and "mundane" injuries treatable with "first aid 2" skill. This is not the same as medical skills such as "surgeon" (although many doctors have first aid) which are more to do with long-term treatments, and generally involve having hospitals and the like! Such skills are dealt with in the **Skills** section of these rules.

• Medicine 2057

Advancements in technology mean even serious injuries such as head wounds can be treated in relatively short times, given the right equipment. An organ or limb damaged beyond repair can be replaced as good as new with cyberware, or if you're rich enough, a new vatgrown organ. However, humans are far from immortal. having your head blown off is still more or less fatal. the situation can be best summarised as "if you're not dead, the medics can probably get you working again, but not necessarily fighting fit".

• Injury

A normal human being has 1 hit point on their extremities and two on the body. Given the damage potential of most firearms, this is not many. As you are wounded, you become more affected by your injuries.

- Location damaged, but still above 0** It hurts, but the location is still usable.
- Location on 0** The location stops working. If it is the body or the head, you fall over unconscious. If it is a leg, then you cannot walk, but you can still crawl. If the location is an arm, then you must drop whatever you are carrying in that hand.
- Location on -1** The location is seriously damaged. Even once treated, there will be some permanent damage (at the referee's discretion). Time for the cyberware.
- Location below -1** The location is beyond help. Without **immediate** expert attention that location has "had it". If the location is your head or body, then you are dead! At best, the location can be stabilised until **serious** medical facilities can be reached.

• Doing Something About It

Your First Aid skill cross referenced on the table below will tell you what you can do for the various injuries, and how long it will take. Successful treatment depends on having medical supplies at least equal to your skill level.

- No Skill** You just try your best and hope your medkit knows what to do.
- Basic** Limited training. You are not really used to major gunshot wounds or napalm burns. Equivalent to civilian paramedics or average military training.
- Advanced** Trauma team level. Highly trained. Even in the worst case scenario, you can at least keep your patient alive until hospitalisation.
- Exceptional** Either a fully automated A&E unit or an expert wired to a portable medikomp, chipped for every possibility and smartlinked to an Arme Surgeon-a-Matic.

Note: Most toxins inflict damage, so unless the medic is carrying the specific anti-toxin (unlikely at best) they will have to spend the time treating the patient as per other wounds.

• Diagnosis

Anyone with Basic first aid or above can diagnose the patients approximate condition given a couple of minutes and a medscanner. Without a scanner (or the skill) you can only try and treat the obvious and hope for the best.

The following table gives the time take to treat one hit point of damage, and the effect you can have on the wound in that time.

Skill Level	Damage Level				
	Subdual Only	Location Above 0	Location At 0	Location At -1	Location Below -1
No Skill (Natural Healing)	Heal 20	Heal 30	Stabilise 20	No	No
Basic	Heal 10	Heal 20	Heal 30	Stabilise 20	No
Advanced	Heal 5	Heal 10	Heal 20	Heal 30	Stabilise 20
Exceptional	Heal 5	Heal 5	Heal 10	Heal 20	Heal ¹ 30

"Heal" The medic can restore 1 hit point for each period of time over which they maintain the treatment.

"Stabilise" The best the medic can do is stop the location worsening by treating it for the time period shown.

"No" The location is beyond the medic's help.

Notes:

- A lethal wound (or a subdual wound that becomes lethal by taking a location below 0) will inflict one extra hit point of damage per 5 minutes that it is left untreated. If it is a limb and it reaches -2, then it is considered beyond help. Hit point loss then continues from the bodies hit points until treatment or death.
- Treatment times are for each hit point treated, not for all lost hit points on that location.
- Subdual damage (at 0 hit points or above) will all be recovered when treated.
- Once treated, a location must be rested for as long again as it was treated for (arm in a sling, etc). Any exertion will cause all treated damage to be taken once more (ie: the wound reopens etc).
- If a medical kit at least equal to the character's skill is not available, then they will function at the skill category below their own (ie: as shift up the table, so Advanced becomes Basic, etc).

Natural Healing A normal human will recover subdual damage at a rate given by the "No Skill" row on the First Aid table, ie 1 point per 20 minutes.

Enhanced Healing A rare ability which, by whatever technique, allows superhuman recovery. Such individuals heal as per one of the rows on the First Aid table unassisted by medicine or outside help.

Such a character cannot be helped by external medical treatment, unless the medic has a skill level better than the character's internal healing mechanisms. In such a case, the character will be healed just like any normal character.

Examples:

- Regenerative enzymes
- Accelerated systems

Repair

This section deals with cybertech skills related to the repair of artificial limbs and organs, damaged through combat. It also deals with any special cases of damage against "blonic" limbs etc.

Other aspects of cyberware such as "fitting" and "modifying" are more lengthy, and use the system set down in the **Skills** section of these rules.

Other aspects of technology such as hot-wiring a car or code breaking a lock also use the system in the **Skills** section of these rules, although they fit better into the time scale of a typical scenario.

• Technology 2057

In the area of cyberware, there have been few astounding breakthroughs. Your average cyberlimb utilises principles grounded firmly in 20th century technology. However the mechanics are smaller, the materials stronger, and the "cutting edge"

devices of the 20thC (such as fibre optics, solar cells, and room temperature semiconductors) are commonplace.

• Breakage

A replacement limb or torso will have the same hits as a normal human's, although the potential for limbs with enhanced hit points is obvious. It is also easier to armour artificial body parts. That aside, cyberware takes damage in the same way as "real" locations. There are exceptions:

- Cyberware is (generally) not self repairing. If it gets busted, it stays busted.
- There is usually no pain from a damaged artificial limb etc.
- Once damaged, even severely wounded artificial body parts will not get worse if left untreated.
- Electrical damage is treated as lethal to cyberware (insulation is still an option, and is in fact standard on better models).
- Water will inflict damage to cyberware in the same manner as incendiary does to flesh. A few seconds of immersion would have a base damage of single. A good soak would be a double. (Water proofing is standard!)
- There is no "recovery period" after a location is "healed" - the location is usable immediately after repair.

Note: Waterproofing and insulation are breached when a location is damaged.

Note: Cyberware does take subdual damage (basically temporary system dysfunctions) and it recovers as per it's fleshly equivalent. Remember that subdual damage that takes a location below zero becomes lethal.

• Repairing Damage

Initially, you must have the relevant skill for the task you are attempting. CyberTech generally applies. Your CyberTech skill cross referenced on the table below will tell you what you can do for the various injuries, and how long it will take. Successful treatment depends on having medical supplies at least equal to your skill level.

No Skill	You just try your best and hope your repair kit is smarter than you are.
Basic	Limited training. You are a tinkerer or a hobbyist.
Advanced	Professional level. Highly trained.
Exceptional	A cutting edge designer/customiser of cyberware.

Note: All skill levels require a tool kit of an equal or better level than your skill.

• Diagnosis

Anyone with Basic CyberTech or above can diagnose the patients approximate condition given a couple of minutes and a tech kit. Without a scanner (or the skill) you can only try and change the fuses and hope for the best.

The following table gives the time take to repair one hit point of damage.

Skill Level	Damage Level				
	Subdual Only	Location Above 0	Location At 0	Location At -1	Location Below -1
	<i>Cosmetic</i>	<i>Minor</i>	<i>Major</i>	<i>Critical</i>	<i>Scrap</i>
No Skill	20	60	No	No	No
Basic	10	20	60	No	No
Advanced	5	10	20	60	No
Exceptional	5	5	10	20	60

Repair work on cyberware also requires spare parts:

- A Basic Repair Kit includes spares sufficient for repair of damage up to a total of 150 hit points, before it will need restocking.
- An Advanced Repair Kit contains spares for up to 250 hit points of damage.
- An Exceptional Repair Kit (probably immobile!) will include up to 500 hit points worth of spares.

Locking a Repair Kit of your skill level or better will lower your effective skill level by one class.

The times given are for the repair of 1 hit point on a location.

Repairing armour is handled under the system in the section on **Skills**.

• Final Point

Combat is dangerous to your character's health. The Surgeon General recommends refraining from combat, or if you are unable to do so, limiting any fatal attacks on other players to the latter part of the event, for your own health and safety. Even corpses have friends!

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BODYCOUNT 2 is based upon many years of live role-playing, and it is difficult to credit all the influences that have shaped it. Debts of recognition are due to:

The Things That Should Not Be
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Fools and Heroes
Treasure Trap

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