

# BULLET



## THE SPECIAL FORCES ROLE-PLAYING SYSTEM AND SETTING GUIDELINE MANUAL

BY  
BASIL KOUFOS

  
STEEL FORGE  
GAMES



Rising Phoenix Games

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ROLE-PLAYING SYSTEM  
AND SETTING GUIDELINE MANUAL

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# Table of Contents

1. Introduction	3
2. Character Creation and Gameplay	5
3. Skills	7
4. Initiative and Actions	9
5. Health Points	10
6. Weapons	12
7. Armour and Cover	16
8. Extra Equipment	17
9. The Attack Round	18
10. Creating the Mission	19
11. Play Example	24
12. Playing The Game And Having Fun	27
Bullet Character Sheet	28



# Introduction

Welcome to a fantasy world limited only by your imagination. In **Bullet – The Special Forces Role-Playing System And Setting Guideline Manual**, you play the role of a soldier in an elite team sent on dangerous assignments! Inspiration can be drawn from memorable action movies, books and historical events. You need these rules, 2 to 5 friends, a couple of six sided dice, the Bullet Character Sheet and a good imagination.

One of you plays the role of Story Teller, who creates the assignments and controls the allies, opponents and situations. The rest of you create a character, filling out the details on your character sheet using the basic rules below. The Story Teller and players determine each gaming session length, usually between 2 to 5 hours. After each session, the Story Teller awards the players with progress points that they can distribute amongst their character's skills, thereby improving their abilities as time goes by.

There are various skills a player can choose from for their character. Each skill has 5 ranks, ranging from novice to elite, that grants them a bonus when attempting an action with that skill. The Story Teller describes the situation and assigns a difficulty, ranging from easy to nearly impossible. If the character has a rank bonus for that specific skill, add it to the roll of a single six sided die or 1D6. For example, if the Story Teller asks you to make a challenging first aid skill roll, which is a 4 difficulty, you would roll a 1D6 and add your character's first aid rank bonus (if you have a rank/s in that skill) to the roll. If you equal or beat the set difficulty target number, your character succeeds. These rolls are made to determine the success or failure of a task that could have an impact on the game. Rolls for basic everyday tasks are not needed.



Rank	Rank bonus added to a 1D6 roll
Novice	+1
Trained	+2
Skilled	+3
Expert	+4
Elite	+5

Difficulty of task	Difficulty target number set by Story Teller
Easy	2
Challenging	4
Hard	6
Formidable	8
Nearly impossible	10





## 2. Character Creation and Gameplay

At character creation, come up with a name, choose a speciality skill (a skill your character is very good at) and a character description. It is recommended that all starting characters begin with 20 progress points that they distribute amongst their 20 skills. Each rank bonus costs that amount in progress points. For example, to go from trained to skilled costs 3 progress points. The total spent so far would be 6 progress points (1+2+3). To go from skilled to expert would cost another 4 progress points. Total progress point expenditure from novice to elite in one skill would be 15 progress points. It is however wise to spread out your progress points and recommended that no skill exceed the skilled rank (+3) at character creation.

The Story Teller awards progress points to the characters at the end of each gaming session. It is usually 1 progress point per hour played, but can increase because of how exciting or over the top the session was. If a player can justify why their character wants a rank in a new skill, they can spend a progress point to gain the novice level. Further progress points can only be spent on raising skills if they were used during that session. For example, if a character did not use the swim skill, they cannot spend progress points to increase it further. A character can however spend progress points to increase their speciality skill without having used that skill during the session. For example, if the character is specialized in the swim skill and did not use it during the session, they can spend progress points to increase it further.

If a character is attempting an important action and fails, or if a fellow companion fails, they can use up 1 progress point to reroll their skill or damage roll, or their companion's skill or damage roll, potentially negating a bad roll. Once the reroll is made the result is final and the progress point is used up. It is recommended that only one reroll be allowed per character per gaming session, unless the player provides an epic description and the Story Teller allows it. Different characters can assist the same companion, providing them with more than one reroll.

You can explain your character's exact actions to lessen your difficulty or increase an opponent's difficulty. The Story Teller's decision is however final. For example, trying to run while carrying a fallen comrade will be the athletics skill. If you roll equal to or higher than the Story Teller's set difficulty target number, for example, a 6 due to it being hard, you succeed and can run while carrying the fallen comrade. If you roll below you fail and could potentially take 1 level of non-lethal damage due to exhaustion.



Trying to sneak up on an opponent who is on watch will be the stealth skill. You give the Story Teller as much detail as possible on your character's stealth attempt, to make it easier for yourself. The higher the opponent's awareness, the harder it will be, so a good description is vital. If you roll equal to or higher than the set difficulty target number you succeed on your stealth and surprise your opponent, gaining a free round to act (discussed further on). If you fail, initiative is rolled to see who acts first.

If an opponent is sneaking up on your character, give the Story Teller a description of how high (or low) your awareness is, and what measures you have taken to make it hard for someone to surprise you. The Story Teller sets the difficulty and rolls on behalf of the opponent. The same rules apply for other rolls against the character as well.





### 3. Skills

There are 20 basic skills you can choose from. Some skills have different areas of expertise and need separate ranks in each. For example, if your character has the pilot/sail skill, you need to specify if it is for boats, helicopters, planes and/or submarines. If you are an expert in sailing a boat, it does not mean that you are an expert in piloting a helicopter. You would need to spend separate progress points in that area of expertise.

Skills	Description
Weapon training (specify)	Pistol, machine gun, flamer, shot gun, sniper rifle, heavy machine gun and/or rocket launcher
Athletics	Balance, climbing, endurance, jumping, running, general strength, throwing a grenade
Awareness	Being alert and attentive, increase chances of gaining initiative
Command	Commanding others, leadership, moral (could potentially reduce penalties due to injuries if Story Teller allows), tactical knowledge
Drive (specify)	Cars, motorbikes, tanks and/or trucks
Explosives	Setting up and triggering/neutralizing explosives
First aid	Halves healing time for damage
Hand-to-hand combat	Brawl/grappling, bat/weapon bash, knife/throwing a knife
Intimidate	Interrogating, getting your way
Knowledge (specify)	Geography, political situation of an area or other Intel

Languages (specify)	How well one speaks, reads and writes additional languages (home language is selected at character creation, no progress points required)
Negotiate	Bargain, seek aid, deceive
Pilot/sail (specify)	Boats, helicopters, planes and/or submarines
Other (specify)	Player decides (for example, setting jungle traps or lock picking)
Repair (specify)	Damaged armour/weapons and/or damaged vehicles
Search	Investigating, finding, tracking
Stealth	Move stealthily, remain hidden, set up an ambush, surprise
Survival	Staying alive in difficult conditions
Swim	Swimming, scuba diving
Tech use	Computer hacking, communications





## 4. Initiative and Actions

When it is time for characters to act, they roll a 1D6 and add their awareness skill ranks to the roll to determine their turn order. This is called an initiative roll and is rolled each time a new battle begins. If the number rolled is equal to another character's roll, they act simultaneously.

Each character has two half actions or one full action during their turn each round. A round is a couple of dramatic seconds where each person can act, be it throw a punch, spend a moment to aim, fire a round, fire on auto or run for cover. The players describe what they want to do so the Story Teller can set the difficulty target number for their characters half or full actions. This can range from an easy 2, for example firing at a target at point blank or a nearly impossible 10, for example firing at a distant target in heavy winds. The Story Teller does the same for the characters they control. Characters can delay or skip their actions that round, but will return to their initiative order the following round.

Sometimes a character has to use a skill over an extended period of time, not just a couple of quick rounds. For example, a survival skill roll to determine if they manage to withstand harsh conditions or lack of food and water, or fail and lose health points instead. The Story Teller sets the difficulty target number and decides how often the character or characters make this roll. Another extended skill roll example can be for piloting a helicopter while under enemy fire. The Story Teller determines how many piloting skill rolls are needed for the required period of time and the difficulty target number.





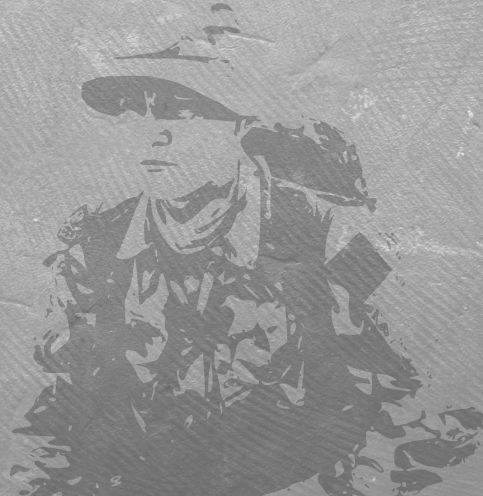
## 5. Health Points

Each character can take 10 non-lethal points of damage before becoming unconscious and 10 lethal points of damage before dying. If they take 2 lethal points of damage and 5 non-lethal points of damage, they will have a -2 penalty on all skill rolls until they heal up. The highest penalty between lethal and non-lethal damage is always applied. The last number crossed out determines the penalty taken. The damage will take 1 day and 6 hours to heal.

Non-lethal damage heals first before lethal damage begins to heal. This time can be halved with a successful first aid skill roll, although the difficulty the Story Teller sets depends on the nature of the wound, the availability of medical facilities and medication, and the current situation the injured character is in.

If a character reaches 11 non-lethal health points, they become unconscious. If they continue taking damage they start taking lethal damage. If they reach or exceed 11 lethal health points they are dead. If any character takes 10 lethal points of damage in one single attack, and survives, they will have a permanent disability, for example, a lost limb or sense. The Story Teller determines the lasting effects of this injury through appropriate penalties.

Other ways that a character can take damage are as follows: 1D6 immediate lethal points of damage per 5 meter fall, armour does not reduce the damage. Drowning causes 1 level of non-lethal damage at the start of each round. If one fails an athletics skill roll like running, they take 1 immediate level of non-lethal damage per failed attempt. Lack of food and water causes 1D6 non-lethal points of damage at the start of each day. The Story Teller can add more damage due to blood loss, infection, poison or specific conditions. If a character has a penalty to their skill roll due to an injury, and rolls below 0, they lose their next action. The Story Teller decides on the most appropriate consequence as to why they lost their action.





Lethal damage	Non-lethal damage	Penalty to skill rolls	Lethal damage healing rate per level	Non-lethal damage healing rate per level
1	1	-	-	-
2	2	-1	1 day	1 hour
3	3			
4	4	-2	2 days	2 hours
5	5			
6	6	-3	3 days	3 hours
7	7			
8	8	-4	4 days	4 hours
9	9			
10	10	-5	5 days	5 hours
Dead	Unconscious			



## 6. Weapons

There are various types of weapons available to the characters. They use their weapon training skill for firearms, hand-to-hand combat skill for brawling, grappling, using a bat/weapon bash or knife/throwing knives, the athletics skill for throwing a grenade and the explosives skill for landmines and C4. No more than 3 weapons that use the weapon training skill can be carried per character per mission.

The Story Teller sets the difficulty target number according to the situation and the character rolls their 1D6, adds their rank bonus for the specific skill used (if applicable) and attempts to equal or pass the set difficulty to succeed. If they succeed they roll damage and subtract any armour and/or cover damage reduction score; whatever is left over is damage that is taken.

The attacker who wins initiative gets to act first and the combat round begins. They have 2 half actions or 1 full action on their turn. They can use 2 half actions to fire two single rounds, use 1 half action to do something else like move or aim, then the other half action to fire a single round. They can use a full action to fire their weapon on automatic if it is capable of doing, attempt to disarm an opponent or cover more ground. If the character decides to fire a weapon on automatic, they first declare how many bullets they fire. A cumulative -1 penalty is taken for each bullet after the first.

For example, the Story Teller sets the difficulty target number at 4. The character is skilled (+3 rank bonus) in weapon training with a machine gun and decides to fire 5 bullets. They roll a 4 and add 3 due to their rank bonus, which is a total of 7. Therefore 4 bullets would hit their target and 1 would miss (1st bullet is 7, 2nd bullet is 6, 3rd bullet is 5, 4th bullet is 4, 5th bullet is 3, which is below the Story Teller's difficulty target number, therefore a miss). Lethal damage is then calculated for each bullet that hits, subtracted from any armour and/or cover damage reduction score. Firing a weapon on automatic at multiple targets could increase the difficulty.

If the attacker grapples an opponent by rolling equal to or higher than the set difficulty, the opponent takes non-lethal damage equal to the attacker's hand-to-hand rank bonus that round. For example, if the character has a rank bonus of 3 in hand-to-hand, the opponent takes 3 points of non-lethal damage. The opponent can then attempt to break free on their turn by rolling their hand-to-hand skill against the attacker's set difficulty determined by the Story Teller. The higher the attacker's hand-to-hand skill, the higher the difficulty target number. If they roll equal to or higher they break free. If they are free they can



roll their hand-to-hand skill to reverse the grapple the following round. If the opponent remains grappled, more damage is taken the following round. The attacker can grapple their opponent without applying damage, for example, trying to restrain an opponent only.

The weapon table lists the types of weapon. The Story Teller and players can be more specific with each weapon. Range gives the rough distance the weapon is accurate at, determined by the Story Teller. Action required describes how much time is needed to use it, either a half action (throwing a punch or firing a single round) or a full action (grappling an opponent or firing a weapon on automatic). Clip/reload time indicates the amount of bullets the weapon can hold, determined by the Story Teller, and how long it takes to change clips, if applicable. Damage describes the amount of damage it inflicts; if its damage inflicts 4D6 L, you roll 4 six sides dice and cause lethal damage equal to that amount. Players must keep track of ammunition spent on their character sheets.

The Story Teller can decide to allow armour piercing and/or rubber bullets for a specific mission. Armour piercing bullets add 1D6 to their damage and rubber bullets change their damage to non-lethal. More than one target can also be affected due to the nature of the weapon itself, for example using the flamer in combat or throwing a grenade. Generally the weapons issued for a mission are in good working order. There is no need to worry about weapon jams, unless a weapon is damaged during a mission. If a player does not declare beforehand where their character is aiming for, all shots fired are considered to be aimed at the target's torso.

Weapon type	Range	Action required	Clip/ reload time	Damage N-L: non- lethal L: lethal
Brawl (hand-to-hand combat)	Close quarters	Half action	-	1D6 N-L
Grapple (hand-to-hand combat)	Close quarters	Full action	-	1 N-L per rank per round
Bat/ weapon bash (hand-to-hand combat)	Close quarters	Half action	-	2D6 N-L
Knife/ throwing knives (hand-to-hand combat)	Close quarters/ short range	Half action	- / small	1D6 L

Pistol (weapon training)	Short range	Half action	Small/ full action	2D6 L
Machine gun (weapon training)	Short/ medium range	Half action/ full action	Medium/ full action	2D6 L
* Flamer (weapon training)	Short range	Full action	Large/ 2 full actions	1D6 L per round, 2 meter diameter, negates armour
Shot gun (weapon training)	Short range	Half action	Small/ full action	3D6 L
Sniper rifle (weapon training)	Medium/ long range	Full action	Small/ full action	4D6 L
Heavy machine gun (weapon training)	Short/ medium/ long range	Half action/ full action	Large/ 2 full actions	4D6 L
Rocket launcher/ cannon (weapon training)	Medium/ long range	Full action	Small/ full action	8D6 L, 5 meter diameter, -5 L per further meter, negates armour
Smoke grenade (athletics)	Short/ medium range	Full action	-	5 meter diameter, Story teller decides appropriate effects
Stun grenade (athletics)	Short/ medium range	Full action	-	5 meter diameter, Story teller decides appropriate effects



Standard grenade (athletics)	Short/ medium range	Full action	-	3D6 L, 2 meter diameter, -5 L per further meter, negates armour
Grenade launcher (weapon training)	Short/ medium range	Half action	small/ full action	3D6 L, 2 meter diameter, -5 L per further meter, negates armour
Land mine (explosives)	Close quarters	Story Teller decides	-	4D6 L, 2 meter diameter, -5 L per further meter, negates armour
C4 (explosives)	Close quarters	Story Teller decides	-	6D6 L, 5 meter diameter, -5 L per further meter, negates armour

\* A target hit by a flamer takes 1D6 lethal damage, then 1D6 lethal damage at the start of each round thereafter, unless they spend 1 full action putting out the flames on themselves.



## 7. Armour and Cover

Armour and cover negate damage, as long as the damage received is equal to or less than the armour's or cover's damage reduction score. Any damage that is left over damages the item and its damage reduction score is reduced. For example, if a character is wearing a flak jacket (-10 damage reduction score) and is hit for 5 points of damage from a pistol bullet, they take no damage. If they are hit for 12 points of damage, they lose 2 health points and their flak jacket loses 2 points of damage reduction score. Instead of a damage reduction score of -10, it now has -8 until it gets repaired. If another 12 points of damage are taken, 4 points of damage go through to the character and the flak jacket loses another 4 points of damage reduction score, it now has -4 until it gets repaired. Reducing any armour or cover to 0 completely destroys it. Some types of weapons negate armour but cover bonuses still apply.

A character needs to make a successful repair skill roll to add a point of lost damage reduction to the armour or cover. The difficulty target number depends on availability of tools, materials, workshops and assistance if applicable. The Story Teller determines the repair time for each regained damage reduction point. A repair can never increase an item's original damage reduction score.

Armour type	Cover	Damage reduction score
Flak jacket	Torso	-10
Helmet	Head	-10
Military armour	Full body	-10
Soft cover (thin wood, prefab panels)	Story Teller decides	-5 to -10
Hard cover (solid wood, concrete or steel)	Story Teller decides	-11 to -20



## 8. Extra Equipment

Equipment can change from mission to mission but the Story Teller decides on availability. Some examples include night vision goggles, radio communication, silencers, laser sights, tasers, military shields, handheld battering rams, ghillie suits, provisions and adrenaline shots (which could reduce penalties to rolls for a short amount of time). The players must declare the extra equipment that their characters are carrying before the mission begins. This applies to the type of weapons and the amount of clips of ammunition/grenades/explosives they have as well.



## 9. The Attack Round

Each battle is divided into rounds. Everyone involved in the battle can do something on their turn each round. Once the round is over, a new round begins until the battle is over.

Step 1	Determine surprise. If successful, the attackers have a free round to attack. The Story Teller sets the difficulty target number.
Step 2	Roll initiative to see who goes from first to last. This is determined by rolling a 1D6 and adding their awareness skill ranks. Characters can attack simultaneously.
Step 3	Determine who is ready and who needs to draw a weapon.
Step 4	Everyone goes in initiative order, takes 2 half actions or a full action until the round is finished. Declare the amount of bullets when firing on automatic before the roll.
Step 5	Repeat Step 4 until the battle is over.

The Story Teller assigns a difficulty target number for both forces involved. This can differ due to various conditions, for example, the one force having cover or shooting from afar. The attacker who gains surprise or wins initiative rolls a 1D6 and adds their appropriate skill rank if applicable. If they roll equal to or higher than the set difficulty, they hit. If the attacker hits, they roll the appropriate damage and subtract the opponent's damage reduction score from armour, cover or both. Any damage left over goes through, health points are lost and potential penalties to die rolls are applied. The armour and cover's damage reduction score is also reduced by the amount of damage that exceeds its damage reduction score. The Story Teller can also damage weapons and equipment.

Players can decide to aim for specific areas in order to bypass body armour or hit a specific target. This could increase the difficulty target number due to the smaller target area, but can prove to be worthwhile if successful. For example, the target is wearing a flak jacket and the opponent is using a pistol. It will be hard to get through the flak jacket's damage reduction score, so the attacker chooses to aim for the head. The Story Teller increase the difficulty as it is a more challenging shot. If the attacker does hit, the damage will be severe.



## 10. Creating the Mission

It can be quite daunting for new Story Tellers to create tense and exciting missions for their players. The following tables are there to inspire and act as a guideline. These options can be selected, chosen randomly using dice rolls or adjusted if the results don't make sense. One die roll is made per table (unless specified otherwise) and the results are applied to all characters. For example, if a 3 is rolled on the Weapons issued table, each character will receive 2 weapons and 2 clips. A knife is standard issue.

It is up to the Story Teller to keep the pace of the game fast. If the players take too long to make an important decision, something unexpected or bad might happen, adding to the overall excitement of the session. A tense, fast paced game is more realistic and enjoyable. Once the mission specifics have been finalized, count up the amount of + and - symbols to determine the difficulty of the mission. The more + symbols in the end, the more dangerous the mission.

Number rolled	Mission type
1	Defend
2	Destroy
3	Eliminate
4	Escort
5	Gather Intel
6	Rescue

Number rolled	Duration of mission
1	Less than 12 hours
2	12 to 24 hours
3	24 to 48 days
4	2 to 3 days
5	3 to 4 days
6	More than 5 days

Number rolled	Transport type (roll twice for drop off and pick up transport type)
1	Boat
2	Helicopter
3	Other
4	Plane
5	Submarine
6	Truck

Number rolled	Weapons issued	Difficulty target number
1	1 weapon, 1 clip	+++
2	1 weapon, 2 clips	++
3	2 weapons, 2 clips each	+
4	2 weapons, 3 clips each	=
5	3 weapons, 3 clips each	-
6	3 weapons, 3 clips each (armour piercing)	--

Number rolled	Grenades issued	Difficulty target number
1	No grenades	+++
2	1 smoke, 1 stun or 1 standard grenade	++
3	Choose 2 grenades	+
4	Choose 3 grenades	=
5	Choose 4 grenades	-
6	Choose 5 grenades	--

Number rolled	Armour issued	Difficulty target number
1	No armour	+++
2	Helmet	++
3	Flak jacket	+
4	Flak jacket and helmet	=
5	Military armour (standard)	-
6	Military armour (lightweight)	--



Number rolled	Extra equipment issued	Difficulty target number
1	No extra equipment	+++
2	1 piece of extra equipment	++
3	2 pieces of extra equipment	+
4	3 pieces of extra equipment	=
5	4 pieces of extra equipment	-
6	5 pieces of extra equipment	--

Number rolled	Enemy type	Difficulty target number
1	Highly skilled and well equipped	+++
2	Highly skilled and badly equipped	++
3	Skilled and well equipped	+
4	Skilled and badly equipped	=
5	Poorly skilled and well equipped	-
6	Poorly skilled and badly equipped	--

Number rolled	Location type	Difficulty target number
1	Vast fortified base	+++
2	Large fortified base	++
3	Well watched compound	+
4	Poorly watched compound	=
5	Well watched camp	-
6	Poorly watched camp	--

Number rolled	Terrain type	Difficulty target number
1	Impassable terrain	+++
2	Very difficult terrain	++
3	Difficult terrain	+
4	Foot path	=
5	Dirt road	-
6	Tar road	--

Number rolled	Cover type	Difficulty target number
1	No cover at all	+++
2	Intermittent lack of cover	++
3	Quarter cover	+
4	Half cover	=
5	Three quarter cover	-
6	Full cover	--

Number rolled	Weather type (choose one or more effects)	Difficulty target number
1	Extreme cold/heat/snow/fog/rain/wind	+++
2	Severe cold/heat/snow/fog/rain/wind	++
3	Moderate cold/heat/snow/fog/rain/wind	+
4	Mild cold/heat/snow/fog/rain/wind	=
5	Overcast	-
6	Clear	--

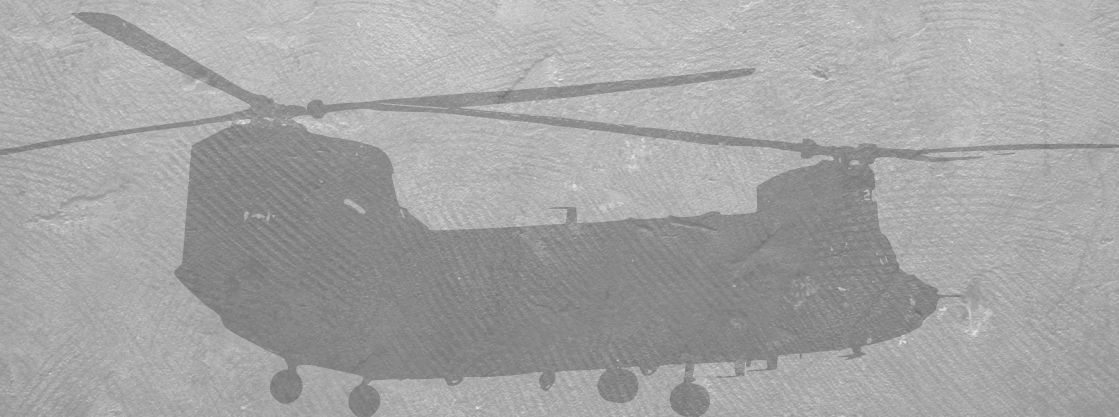
Number rolled	Visibility type (not due to weather)	Difficulty target number
1	Zero visibility	+++
2	Zero to very low visibility	++
3	Very low to low visibility	+
4	Low to normal visibility	=
5	Normal visibility	-
6	Excellent visibility	--

Number rolled	Time of day	Difficulty target number
1	Midday	+++
2	Morning/afternoon	++
3	Dusk	+
4	Dawn	=
5	Midnight	-
6	Early morning	--



Number rolled	Drop off zone	Difficulty target number
1	Drop off at location	+++
2	Drop off close to location	++
3	Within 1km	+
4	1-5 km	=
5	6-10 km	-
6	Further than 10 km	--

Number rolled	Pick up zone	Difficulty target number
1	Further than 10 km	+++
2	6-10 km	++
3	1-5 km	+
4	Within 1km	=
5	Immediate extraction close to location	-
6	Immediate extraction from location	--



## 11. Play Example

Greg the Story Teller briefs Shaun, Louise and Frank on their new mission. Eliminate the target and reach the pick up zone 4km away within 30 minutes from completing the mission. Greg has used the "Creating a mission" section to build the mission. His mission is:

- 3: Eliminate the target
- 2: Duration is 12-24 hours
- 6: The three soldiers will get dropped off and picked up by truck
- ++ Each soldier has 1 weapon, 2 clips and their knife
- +++ They don't have any grenades
- = They are each wearing a flak jacket and helmet
- ++ They are issued with 1 piece of extra equipment and decide on radio communications
- The enemy is poorly skilled and well equipped
- It is a well watched camp
- ++ The terrain around it is very difficult to traverse
- There is three quarter cover
- + The weather is moderately cold
- The visibility within the camp is normal
- The mission must be completed in the early hours of the morning
- = The drop off zone is 4km away
- + The pick up zone is 4km away

**Greg: "Soldiers, are you ready? The truck has reached the coordinates."**

**Shaun: "My soldier Reece, the sniper specialist, is ready!"**

**Louise: "I am ready", says Logan the heavy machine gun specialist.**

**Frank: "Simone puts away her knife, she takes out her C4, this is her speciality after all!"**

**...skip ahead an hour into the mission**

**Shaun: "Reece has the target in his sights, he is ready to shoot at 50 meters."**

**Greg: "The target is surrounded by three soldiers and has some cover, it is a hard shot so your difficulty target number is 6."**



**Shaun:** "I am skilled in using a sniper rifle, I have a +3 to my roll but I do not want to take any chances. I will wait."

**Louise:** "I will move 25 meters to Reece's left to provide cover fire and not give his position away when he does fire."

**Greg:** "There is three quarter cover and it's still dark, so your difficulty target number is only 2."

**Louise:** "I don't have any rank bonus in stealth but I am going for it." *Louise rolls a 4 and succeeds in moving silently.*

**Frank:** "I will set up explosives trap a few meters away from Reece to protect our retreat."

**Greg:** "Make me an explosives skill roll, it is a challenging roll due to the conditions, you need to roll a 4 or higher."

**Frank:** "Simone has a rank bonus of 2 in explosives, she begins setting up." *Frank rolls a 1, it's a fail. This is an important action in his character's eyes, so he decides to spend a progress point to reroll. He rolls a 3, adds his 2 ranks, totaling 5. He is successful.*

**Greg:** "The three soldiers leave the room, you have a clean shot, it's not a hard shot anymore but still challenging. Your target difficulty is now a 4."

**Shaun:** "Reece fires a single shot." *Shaun rolls a 3, adds his single rank bonus and just manages to equal the difficulty target number. No need to roll initiative as the target is surprised. He rolls 4D6 and get a 16. There is some cover so Greg subtracts -5, but 11 points of damage are still taken by the target, who only has 10 health points, killing him instantly.*

**Greg:** "Head shot, target is eliminated!"

**Shaun:** "Let's get out of here, asap!"

**Louise:** "Where must we meet?"

**Frank:** "We forgot to set up a meeting point, let me think!"

... the players are indecisive so Greg decides to speed things up by having the enemy come out and ready their weapons.

**Shaun:** "I start running away in the direction we came from, keeping low and quietly talking to Simone on my radio link."

**Louise:** "I stand my ground, stay low and fire 10 bullets at the three soldiers. I have been aiming at them since Reece fired his single shot."

**Frank:** "I'm running away!"

**Greg:** "Logan surprises the three soldiers, but firing at all 3 is hard, so the difficulty



target number is 6. They are out in the open however with no additional cover.

Louise: "I am skilled so I will add 3 to my roll." She rolls a 5 and adds 3, bringing the total to 8. Out of 10 bullets fired, 3 bullets hit. Soldier A gets hit with an 8, Soldier B with a 7 and Soldier C with a 6. They are wearing military armour so their damage reduction score is -10.

Greg: "Roll damage."

Louise: "I am rolling 4D6 for each bullet that hit." She rolls and 18, 14 and 10.

Greg: "Soldier A only has 2 health points left, a -4 penalty on all skill rolls and his military armour has a damage reduction score of -2. Soldier B has 6 health points left, a -2 penalty on all skill rolls and his military armour has a damage reduction score of -6. Soldier C is protected by his armour and takes no damage."

Louise: "I am getting out of there, staying low and communicating with Reece."

Greg: Soldier A's penalty is too great to even attempt an attack. Soldier B has a rough idea of where the shots were fired from and takes aim at Logan. He decides to use a full action to fire 5 armour piercing bullets with his machine gun (they are well equipped after all). The difficulty is formidable due to Reece's position and the low light conditions, therefore an 8 difficulty. He rolls a 4, adds 1 for his novice skill rank, -2 for his penalty due to injury and completely misses.

Soldier C attempts to fire at Simone as she is not staying low. He also fires 5 armour piercing bullets. His difficulty is a 6, rolls a 5, adds 1 for his novice skill rank, equaling the difficulty target number and hitting with 1 bullet only. He rolls 2D6 for his machine gun and a further 1D6 for armour piercing, totaling 13. Simone is hit in the torso, takes 3 points of damage, and her flak jacket is now reduced to a damage reduction score of -7. She has a -1 penalty on all skill rolls from now on.

Frank: "I'm hit! I run low and meet up with Logan and Reece using my radio communications."

Greg: "A few seconds later you hear a loud explosion behind you. Simone, your explosives trap worked! You must all make three challenging athletics rolls to get to the pick up point or suffer from exhaustion."

The three make one roll each and fail two, so they each take 2 points of non-lethal damage by the time they reach the pick up point. They all have a -1 penalty on their skill rolls until they rest.

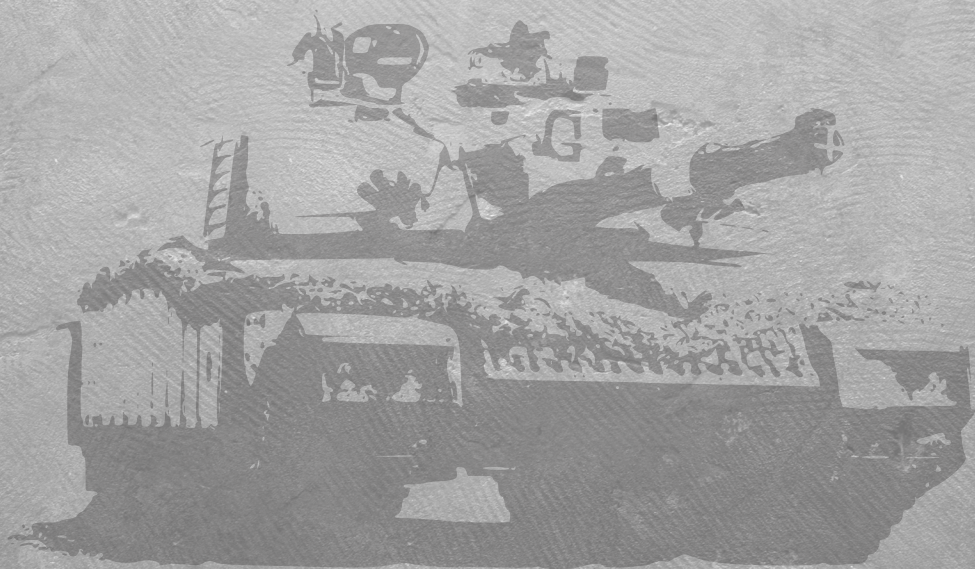
"After a tense and tiring mission, you arrive safely at the awaiting truck, well done. Each of you receives 3 progress points that you can spend once you are at the base. Remember, if you did not use a known skill, you cannot spend progress points to improve it, unless it's your speciality. If you can justify why your character wants a rank in a new skill, you can spend a progress point to gain the novice level."



## 12. Playing The Game And Having Fun

These easy to learn rules allow for smooth and quick gameplay. Use your imagination to directly influence your Story Teller's difficulty target number. Survive and gain progress points at the end of each gaming session. Distribute them amongst your character's skills and improve them as time goes by. Make your soldier a force to be reckoned with.

But do not forget; **Bullet – The Special Forces Role-Playing System And Setting Guideline Manual** is not only about over the top action, fast paced decision making, intense teamwork and successfully completing the missions set out by your Story Teller. It is about having fun with your friends through the stories you create. Enjoy!



# Bullet Character Sheet

Player name:

Character name:

Speciality:

Skill ranks (total received/available):

Character description:

Skill	Ranks	Skill	Ranks	Skill	Ranks
Weapon training (specify)		Weapon training (specify)		Weapon training (specify)	
Athletics		Awareness		Command	
Drive (specify)		Explosives		First aid	
Hand to hand combat		Intimidate		Knowledge (specify)	
Languages (specify)		Negotiate		Other (specify)	
Pilot (specify)		Repair (specify)		Search	
Stealth		Survival		Swim	
Tech use					

Lethal damage	Non-lethal damage	Penalty to skill rolls	Lethal damage healing rate per level	Non-lethal damage healing rate per level
1	1	-	-	-
2	2	-1	1 day	1 hour
3	3			
4	4	-2	2 days	2 hours
5	5			
6	6	-3	3 days	3 hours
7	7			
8	8	-4	4 days	4 hours
9	9			
10	10	-5	5 days	5 hours
<b>Dead</b>	<b>Unconscious</b>			

Weapon type	Range	Action required	Clip/ reload time	Damage

Armour type	Cover	Damage reduction score (normal/ current)

Notes (type of injury, items carried, other)	





# BULLET

What you hold in your hands is the starting point of many action packed adventures, playing as Special Forces soldiers or undercover operatives. The game of Bullet assists you and your friends in creating the ultimate missions to complete. Everything is contained within this manual to guide you on your way. The path to greatness awaits!

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Rising Phoenix Games