

# TERRA INCOGNITA

## Alternative Rules

by David Bruns ©2003

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### Introduction

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This document is a set of alternative rules and material for Scott Larson's TERRA INCOGNITA. I had been playing around with my own concepts of a pulp-based ruleset for *Fudge* but came to the conclusion that reinventing the wheel is quite a stupid way to waste one's time and therefore decided to simply write down the changes to the basic concepts of TERRA INCOGNITA I would like to see.

Please visit the official TERRA INCOGNITA homepage at

<http://www.nagssociety.com>.

### Disclaimer

The following materials based on *Fudge*, entitled TERRA INCOGNITA *Alternative Rules*, were written in 2003 by David Bruns, and are not necessarily endorsed in any way by Steffan O'Sullivan or any publisher of other *Fudge* material. Neither Steffan O'Sullivan nor any other publisher of *Fudge* material is in any way responsible for the content of these materials unless specifically credited. Original *Fudge* materials Copyright 1992 - 1995 by Steffan O'Sullivan, All Rights Reserved.

The material presented on the TERRA INCOGNITA *Character Creation Spreadsheet* (page 5) is a summary of rules directly taken from the TERRA INCOGNITA rule book '*The NAGS Society Handbook*', written by Scott Larson, Copyright ©2001 by Grey Ghost Press, Inc., All Rights Reserved.

### About *Fudge*

*Fudge* is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of [rec.games.design](http://rec.games.design). The basic rules of *Fudge* are available on the internet at <http://www.fudgerpg.com> and in book form from Grey Ghost Games, P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from *Fudge* may specify certain attributes and skills, many more are possible with *Fudge*. Every Game Master using *Fudge* is encouraged to add or ignore any character Traits.

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### Thanks

Special thanks to Gregor Hutton for technical advice (L<sup>A</sup>T<sub>E</sub>X) and creative input (ERP and layouting). Cheers Gregor!

### Technical Notes

This document is typeset in L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> using WinShell 2.2.1, 4Spell 1.2 and MiKTeX 2.2. The Palantino font was used for the entire text.

### Contact

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## Difficulty Levels

Difficulty	Lvl. Needed
n.a.	Terrible
Easy	Poor
Simple	Mediocre
Average	Fair
Hard	Good
Daunting	Great
Extreme	Superb
Impossible	n.a.

## Basic Rules

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The following additions can be easily added to your TERRA INCOGNITA campaign. Suggestions here include ideas for critical results and diceless gaming.

### Critical Results

In many games the outcome of a roll of dice determines whether you achieved a critical result or not. I would rather suggest a method where your actual performance relative to the difficulty of the task (or performance of your competitor) is used instead.

Whenever your Rolled/Relative Degree is equal to or greater than +4, you achieved a Critical Success. Respectively an outcome with a Rolled/Relative Degree of -4 or worse is a Catastrophic Failure.

You may use *Fudge Points* to improve a regular success to Critical Successes and to degrade simple failures to Catastrophic Failures.

The effect of critical results in combat will be addressed in the Combat section (below).

### Competence, a.k.a. Reduced Die Rolling

To reduce the amount of dice rolling, any player (including the GM when acting on the behalf of an NPC) may choose to take the respective character's Trait level *as is* (i.e. without rolling any dice)! This option may also be used in combat and other stressful situations and rules for *Fudge Points* and critical results are still in effect. Simply pretend the dice came up with a  $\pm 0$  result.

## Time Effect Table

Time	Trait
x1/4	-2
x1/2	-1
x2	+1
x8	+2

### Effect of Time

Sometimes, especially in stressful situations or when the base Trait level does not suffice, time plays an important role. Reducing the time taken to perform a task lowers your Trait level, as taking more time increases it. Time effects can never give a bonus beyond  $\pm 2$ .

**Taking less time** lowers your relevant Trait according to the amount of time you want to save: by using *half the regular time* to perform the action your Trait is decreased by one level and when trying to perform it at a *quarter of the regular time* your Trait is lowered by two levels.

**Taking more time** increases your Trait in the same manner as taking less time reduces it, with the exception of time needed to gain a substantial benefit: taking *twice as much time* as needed your relevant Trait is increased by one level and when taking *eight times* the time your Trait is increased by two levels.

## Combat

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This section mainly centers around an alternative way to deal with ranged combat, as well as with some other minor issues like critical hits and an alternative Wound Track.

### Critical Results in Combat

Critical results can quickly turn around the outcome of a combat, so they should be dealt with wisely.

## Critical Hits

A Critical Success indicates that you hit a weak spot in your opponents armor or a sensitive area of his body. Treat such a hit as if the target was wearing no armor or – if the target does not wear any – increase the Wound you deal by one level.

## Catastrophic Misses

A Critical Failure indicates that you really botched it. The GM rules what exactly happens, but be careful with those “You hit yourself/You hit your buddy” situations. There are many other possibilities, such as a jamming gun, a dropped sword, leaning too far out behind cover, &c.

## Called Attacks

Called Attacks lower your Skill by a number of levels based on the size of the area you want to hit (see sidebar). You can decide whether you want to ignore armor or hit a sensitive location, both choices are treated like a Critical Hit. In case you score a Critical Hit on a Called Attack, the effects cumulate: ignore armor and increase the Wound by one level *or* increase the Wound by two levels.

Calling an attack at non-vital parts can be used to incapacitate an opponent without killing him, like maiming a leg: simply state that you limit the Wound you inflict to Incapacitated. A Catastrophic Miss on such a roll, on the other hand, can lead to involuntarily killing the foe... Very uncomfortable in certain situations.

### Called Attacks Table

Target	Skill
Simply hit	±0
Torso, Leg, Arm	-1
Head, Hand, Foot	-2
Neck/Throat,	-3
Wrist, Ankle	
Eye, Finger, Toe	-4

## Close Combat

Close combat is not changed in any way, so simply consult your *NAGS Society Handbook*.

## Ranged Combat

As opposed to other *Fudge* variants, I propose a system that uses Unopposed Actions to solve ranged combat attacks, based on the range to the target (relative to the base range of the weapon used) and other factors (such as movement, lighting and cover).

### Aiming

Ranged combat is more suitable for Time Effects of diceless action resolution, as a marksman can take some combat rounds and aim. Whenever an aiming character suffers a Wound of Hurt severity or worse, he loses aim and has to start again. Aiming and Called Shots are a nice and legal combination!

### Range to Target and Attack Difficulty

Every ranged weapon has a base range. The ratio between the weapon's base range and the actual distance to the target (actual distance to target divided by the base range of the weapon) determines the basic difficulty of the attack (see sidebar).

### Ranged Attack Difficulties

Ratio	Range	Difficulty
1/4	Pt.Blk.	Easy
1/2	Short	Simple
1x	Normal	Average
2x	Long	Hard
4x	Far	Daunting
6x	Extreme	Extreme

### Other Circumstantial Modifiers

The GM is advised to simply sum up all other modifiers such as cover, lighting, &c. and incorporate them into the final Difficulty of the attack.

### RoF Table

RoF	Shots
Manual	1
Repeating	3
Burst	5
Full-Auto	15

### Ranged Attack Modes

Mode	Targets	Skill	ODF
Panic	1	-1	+2
Burst	1	+2	±0
Satur.	1	+2	+2
Spray	3	±0	±0

### Rate of Fire

Rate-of-Fire (RoF) determines how many shots can be fired off a weapon in a single combat round (see sidebar).

**Manually Operated Weapons:** There are several types of Manually operated weapons, such as primitive bows, breech-loading elephant guns, bolt-action sniper rifles, pump-actions or single-action six-shooters.

*Primitive* and *Breech-Loading Weapons* normally do not have some sort of internal ammunition storage (except for double-barreled rifles) and have to be reloaded after each shot (see *Reloading* below).

*Bolt-Action, Lever-Action, Pump-Action Weapons* and *Single-Action Revolvers* can fire up to one shot per turn until all stored ammunition is used up and it is time for reloading.

**Repeating Weapons:** These weapons, including *Double-Action Revolvers* and *Semi-Automatic Pistols/Rifles* use some sort of mechanical trick (recoil, gas, &c.) to re-cock the weapon, allowing a higher Rate-of-Fire (3 shots per turn). You may use *Panic Fire* to unload that many bullets onto a single target (given there are enough bullets in the weapon), counting as a single attack, reducing your Skill by one level but increasing the ODF by +2.

**Automatic Weapons:** Automatic weapons can fire hails of bullets, either in bursts or in full-automatic mode. *Selective-Fire Weapons* can be switched, some between semi-auto and burst-fire, some between burst-fire and full-automatic, and some between semi-auto, burst-fire and full-automatic mode.

*Burst-Fire Mode* unloads 5 bullets onto a single target, counting as a single attack increasing your Skill by +2. There is no ODF modifier, as the Skill bonus already affects the final ODF in case you hit.

*Full-Auto Weapons* fire off 15 bullets that can either be targeted at a single opponent (Saturation Fire) or up to 3 different opponents (Spray). *Saturation Fire* counts as a single attack and gives you a +2 bonus to both, Skill and ODF. *Spray* allows you to attach three individual targets (roll separately) without any modifiers.

**Reloading:** Reloading a weapon with a removable magazine, stripper clip, speed-loader or belt takes one combat round. Single bullets can be inserted into a weapon at a rate of two per combat round or into a separate magazine at a rate of one per combat round. Reloading a bow or sling takes one combat round and cocking a crossbow or preparing a muzzle-loading rifle takes significantly longer.

### Armor Encumbrance

Armor increases your DDF at the cost of mobility, called Encumbrance. Each level of Encumbrance increases the difficulty of movement, agility and speed based actions by one level. Multiple armor DDF bonuses only cumulate if specifically noted, but armor Encumbrance is *always* added together.

### Alternative Wound Track

DF:	1	2	3-4	5-6	7	8+
Type:	Graze	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
No.:	—	○○○	○○	○○	○○	○
Effect:	none	none	-1	-2	unconscious	dying
Healing:	—	1 hour	1 day	1 week	1 month	6 months

Please note that the severity of a 'Graze' is no 'real' Wound and **not** treated like 'Grazing' as presented in *Fudge Expanded Edition*!

# TERRA INCOGNITA

## Character Creation Spreadsheet

### Skill Table

<i>Athletic</i>	<i>Investigation</i>	<i>Outré</i>	<i>Technical</i>
Acrobatics	Camouflage	Computing	Communications
Boating	Discern	Cryptography	Computing
Camouflage	Disguise	Cryptohistory	Demolitions
Climbing	Forgery	Cryptozoology	Driving†
Diving	Legerdemain	Gadeteer	Gadeteer
Jumping	Lock Picking	Hypnotism	Mechanic
Riding†	Photography	Lock Picking	Navigation
Running	Stealth	Meditation	Parachute
Survival†	Surveillance	Occult	Photography
Swimming	Tracking	Research	Pilot†
Throwing	Traps	Thanatology	
Tracking	Ventriloquism	Toxicology	

  

<i>Combat</i>	<i>Knowledge</i>	<i>Social</i>	<i>Vocation*</i>
Acrobatics	Academic†	Bargain	Anim. Handling
Archery	Area Knowl.†	Diplomacy	Anim. Training
Blowgun	Cartography	Discern	Art†
Dodge	Computing	Dissemble	Craft†
Firearm†	Familiarity†	Etiquette	Gambling
Heavy Weapon†	History†	Flirt	Games†
Mêlée Weapon†	Language†	Interrogate	Legerdemain
Quick Draw	Medicine†	Oratory	Mechanic
Tactics	Profession†	Persuade	Photography
Thrown Weapon†	Religion†	Savoir-Faire	Profession†
Traps	Research	Surveillance	Stage Magic
Unarmed Combat	Science†	Wit	Trade†

### Gifts and Faults

	<i>Gifts</i>	
Absolute Direction	Acute Memory	Acute Sense
Alertness	Ambidexterity	Animal Empathy
Attractive	Charisma	Combat Reflexes
Common Sense	Contacts	Cultural Adaptability
Damage Resistance	Danger Sense	Favors Due
Intuition	Knack	Luck
Pain Tolerance	Perfect Timing	Privileged Upbringing
Rapid Healing	Tongues	

  

	<i>Faults</i>	
Absent-minded	Addiction	Blunt & Tactless
Combat Paralysis	Compulsion	Cowardice
Curious	Damage Prone	Dependent
Deprived Upbringing	Favors Owed	Mental Challenge
Nemesis	Obsession	Pain Intolerant
Phobia	Physical Handicap	Quixotic
Reputation	Secret	Show-off
Temper	Unattractive	Unlucky

### Buying Skills

Spend 5 points between Groups

<i>Points</i>	<i>Skills in Group</i>
1 (b)	3x Fair, 1x Med.
2 (b)	2x Good, 4x Fair
1 (n)	1x Good, 1x Med.
2 (n)	1x Great, 1x Good, 1x Fair
3	1x Great, 3x Good, 4x Fair
4	1x Sup., 2x Great, 3x Good, 3x Fair
<i>General Skills</i>	
1	3x Fair‡

### Other Traits

- Attributes default to Fair; spend two Attribute levels to either raise one Attribute by two levels or two Attributes by one level.
- Choose 2 Gifts and 2 Faults.

### Options

- Trade a Skill for two of lesser value from the same Skill Group.
- Decrease an Attribute one level in order to raise another by one level, or to buy an additional Gift.
- Take another Fault in order to raise an Attribute by one level, or to buy an additional Gift.

### Notes

b = broad focus

n = narrow focus

\* = If you take more than two points in Vocation Skills, you may take Skills from any other Skill group as part of your Vocation.

† = Skill class, needs to be specified

‡ = from any two or three groups

# TERRA INCOGNITA

## Alternative Character Sheet

### The Fudge Scale

Rating	Num. Value
Terrible	-3
Poor	-2
Mediocre	-1
Fair	±0
Good	1
Great	2
Superb	3

### Difficulty Levels

Difficulty	Lvl. Needed
n.a.	Terrible
Easy	Poor
Simple	Mediocre
Average	Fair
Hard	Good
Daunting	Great
Extreme	Superb
Impossible	n.a.

### Hand Weapons

Strength	ODF
Superb	+3
Great	+2
Good	+1
Fair	±0
Mediocre	-1
Poor	-2
Terrible	-3

### Natural Defense

Vigor	DDF
Superb	+3
Great	+2
Good	+1
Fair	±0
Mediocre	-1
Poor	-2
Terrible	-3

### Raising Skills

From	To	FP
Terrible	Poor	1
Poor	Mediocre	1
Mediocre	Fair	1
Fair	Good	2
Good	Great	4
Great	Superb	8

### Raising Attributes

Triple the cost of Skills of the same level.

### Adding a Gift

6 FP or more.

### Basic Information

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### Attributes and Skills

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Perception	Reasoning	Resolve
Strength	Dexterity	Vigor

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**Gifts:**

**Faults:**

**Fudge Points:**

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### Equipment

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**DDF:**

**ODF:**

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### Wound Track

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DF:	1	2	3-4	5-6	7	8+
Type:	Graze	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
No.:	—	○○○	○○	○○	○○	○
Effect:	none	none	-1	-2	unconscious	dying
Healing:	—	1 hour	1 day	1 week	1 month	6 months

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# TERRA INCOGNITA

## Alternative Vehicle Sheet

### Basic Information \_\_\_\_\_

### Attributes \_\_\_\_\_

<i>Quality</i>	<i>Speed</i>	<i>Type</i>
<i>Maneuver</i>	<i>Range</i>	<i>Size</i>

*Gifts:*

*Faults:*

### Detailed Information \_\_\_\_\_

*DDF:*

*ODF:*

### Damage Track \_\_\_\_\_

*DF:*

<i>Type:</i>	<i>Graze</i>	<i>Scratch</i>	<i>Dmged</i>	<i>Very Dmged</i>	<i>Incapacitated</i>	<i>Near Destr.</i>
<i>No.:</i>	—	○○○	○○	○○	○○	○
<i>Effect:</i>	<i>none</i>	<i>none</i>	<i>-1</i>	<i>-2</i>	<i>inoperable</i>	<i>spare parts</i>

### The Fudge Scale

<i>Rating</i>	<i>Num. Value</i>
Terrible	-3
Poor	-2
Mediocre	-1
Fair	±0
Good	1
Great	2
Superb	3

### Attack Modifiers

<i>Target Size</i>	<i>Modifier</i>
Terrible	-3
Poor	-2
Mediocre	-1
Fair	±0
Good	+1
Great	+2
Superb	+3
<i>Special</i>	<i>Modifier</i>
Target	
... immobile	+1
... moving rapidly	-1
Attacker	
... moving rapidly	-1
... evading	-1
... aiming	+1

### Natural Defense

<i>Quality</i>	<i>DDF</i>
Superb	+3
Great	+2
Good	+1
Fair	±0
Mediocre	-1
Poor	-2
Terrible	-3

# TERRA INCOGNITA

## Alternative Weapon Chart

### Hand Weapons

Type	ODF
no weapon	+0
small	+1
medium	+2
large	+3
two-handed	+4
sharp	+1
powered	+1

### Ranged Combat Difficulties

Ratio	Range	Difficulty
1/4	Pt.Blk.	Easy
1/2	Short	Simple
1x	Normal	Average
2x	Long	Hard
4x	Far	Daunting
6x	Extreme	Extreme

### Ranged Weapons

Type	ODF	Base Range
handgun	+1	10m
smg	+2	25m
carbine	+3	50m
rifle	+4	75m
shotgun	+5	10m
small	+1	+5m
medium	+2	+10m
large	+3	+10m
magnum	+4	+5m
buckshot	+1	+5m
slugs	+2	+10m

### RoF Table

RoF	Shots
Manual	1
Repeating	3
Burst	5
Full-Auto	15

### Ranged Attack Modes

Mode	Targets	Skill	ODF
Panic	1	-1	+2
Burst	1	+2	±0
Satur.	1	+2	+2
Spray	3	±0	±0

### Armor Protection

Type	DDF
light, pliable	+1
medium, pliable	+2
heavy, pliable	+3
metal	+1
rigid	+1
powered	+1

Hand Weapon	ODF	Reach	Notes
Brass Knuckles	+1	touch	blunt
Helmet	+1	touch	improvised, blunt
Knife/Bayonet	+2	touch	sharp
Club	+2	1m	blunt
Rifle Butt	+2	1m	improvised, blunt
Saber/Sword	+3	1.5m	sharp
Shovel	+3	1m	improvised, sharp
Spear/Bayonet	+4	2m	sharp

Ranged Weapon	ODF	Range	Notes (Ammo)
Mauser C96	+2	15m	semi-auto, clip (10)
Luger P08	+3	20m	semi-auto, magazine (8)
Walther P38	+3	20m	semi-auto, magazine (8)
Walther PPK	+2	15m	semi-auto, magazine (7)
Webley No.2 Mk.I	+3	20m	double-action, revolver (6)
FN HP35	+3	20m	semi-auto, magazine (13)
M-1911A1 Colt	+4	20m	semi-auto, magazine (7)
Tokarev T-33	+2	15m	semi-auto, magazine (8)
MP38/MP40	+4	35m	full-auto, magazine (32)
Sten Mk.II	+4	35m	full-auto, magazine (32)
M-1A1 Thompson	+5	35m	full-auto, magazine (30)
M-3 'Grease Gun'	+5	35m	full-auto, magazine (30)
PPSh 41	+4	35m	full-auto, drum (71)
M-1 Carbine	+5	60m	semi-auto, magazine (15)
Mauser K98k	+6	85m	bolt-action, clip (5)
Lee-Enfield No.4	+6	85m	bolt-action, magazine (10)
M-1903	+6	85m	bolt-action, clip (5)
Walther G43	+6	85m	semi-auto, magazine (10)
M-1 Garand	+6	85m	semi-auto, clip (8)
SVT 40	+6	85m	semi-auto, magazine (10)
Pzb39	+7	90m	bolt-action, single (1)
Boys Mk.I	+8	80m	bolt-action, magazine (5)
Stgw44	+5	60m	full-auto, magazine (30)
FG42	+6	85m	full-auto, magazine (20)
Lewis Mk.I	+6	85m	full-auto, drum (47)
Bren Mk.II	+6	85m	full-auto, magazine (30)
M-1918A2 BAR	+6	85m	full-auto, magazine (20)
RP DP	+6	85m	full-auto, drum (47)
MG34	+6	85m	full-auto, drum (75)
MG42	+6	85m	full-auto, belt (100)
Vickers Mk.I	+6	85m	full-auto, belt (100)
M-1919A4	+6	85m	full-auto, belt (100)
M-2HB	+8	85m	full-auto, belt (100)
Hand Grenade	+7	thrown	radius (5m)
Rifle Grenade	+7	25m	radius (5m)
Flame Thrower	+8	15m	semi-auto, tank (10)

Armor	DDF	Encumbr.	Notes
Leather	+1	—	—
Flak Vest	+2	1	—
Steel Helmet	+1	—	adds to other armor
Gas Mask	+2*	1	* vs. gases only