

SHELL SHOCK

How far will you go to survive ?

A game written and illustrated by Kobayashi



And for once you must try not to shriek the facts
Mankind is kept alive by bestial acts

Bertold Brecht, Threepenny Opera

SHELL SHOCK

HOW FAR WILL YOU GO TO SURVIVE ?

SHELL SHOCK puts you in the role of young recruits sent to the frontlines. Facing the hardships of military life and war they will have to make tough choices to survive.

SHELL SHOCK is a set of rules which will allow you to tell the stories of these soldiers. There are no predetermined setting. You can tell the stories of US soldiers confronted to the horrors of the Korean war or the lives of guerrilla fighters on the Polar front of the Mars independence war of 2135. Whatever the setting, the question remains the same : how far will they go to survive ?

SHELL SHOCK is dedicated to the morons, people and friends of the 5th Infantry Battalion and the town of Sarajevo that I met during the winter of 1995-1996.

The opening quotes of each chapter come from my military service.

All images used are in the public domain. This game was made with OpenOffice and uses the Downcome and Arial fonts.

Filmography : *The Americanisation of Emily, The Thin Red Line, Warriors (BBC), Iron Cross, No man's land, The Beast of War, Taegugki, Platoon, A bridge too far, All quiet on the western front (version 1930), Paths of Glory, Johnny got his gun, Birdy, the Generation Kill mini series.*

Books : *All quiet on the western front, Johnny got his gun, Journey to the end of Night, Rules of engagement, Homage to Catalonia, The Forever War*

Comics : *The Nam, DMZ, Halo Jones*

Music : *Dälek (Absence), Nancy Elisabeth (Battle and Victory), EI-P (I'll sleep when you're dead), Full Metal Jacket OST, Descent OST, Thin Red Line OST*

THE RULES

SHELL SHOCK uses only six-sided dice (D6). Usually you throw 1 to 5 dice. Each die that shows a 1,2 or 3 is a failure, each die that comes up as a 4,5 or 6 is a success. All dice rolls in the game are opposed, the more successes you have the better.



Sergeant Ryabko will leave comments and explanations when needed.

Things you will need : character sheets (that you will find at the end of that book), 5D6 per player.

SOLDIER'S CHARACTERISTICS

In **SHELL SHOCK** players will create young soldiers ready to be sent to war.

Each of them is defined by the following traits :

- **Domains** : there are four of them

Search : regroups all the skills you need to find your enemy (or the nearest bomb shelter).

Destroy : all you need to kill your enemy.

Heart : a soldier's ability to endure and interact with people.

Mind : giving orders, staying cool underfire...



When a soldier engages in a conflict, you'll use domains to resolve them. Use Destruction to shoot someone, Mind when you want to interrogate a POW, etc.

- **Personality**

The Leader : people look up to you when a decision has to be made.

The Preacher : you always try to see the best in people. Or in the war.

The Killer : whether you like it or not you're good at killing people.

The Survivor : you only care for number one.

- **Traumas**

Nobody is going through war untouched. **SHELL SHOCK** focuses on four types of traumas.

Guilt : there's more than enough reasons to feel guilty in a war. Because you killed somebody, because you survived or just because you were there.

Indifference : in the face of horror the best protection may seem to disconnect yourself from the pain, the feelings, even people...

Fear : you were lucky so far, but tomorrow ?

Violence : you will not survive the conflict by giving candy bars to the enemy.

- **Grit**

This trait will help the soldier resist the horrors of war to some extent. Its value will go up as the campaign unfolds.

- **Frustration**

Military life is designed to generate frustration. Just enough to let you unleash it in a combat situation, sometimes more... In game terms *frustration* will be used as bonuses to the player's rolls.



There no rules covering the soldier's equipment. Weapons, ammo, rations... Use common sense **SHELL SHOCK** *is about the soldiers, not their stuff.*



Together we win

CREATING A SQUAD

« *If we go on a first name basis will end up fucking each other* »

Creating a soldier follows six steps :

1. define his attitude towards the conflict
2. define his attitude towards the army
3. choose his domain's scores and personality
4. calculate his traumas starting score
5. determine the soldier's rank
6. finishing touches

1. ATTITUDE TOWARDS THE CONFLICT

Try to imagine the feelings of your character about the war, this will help you picture him better :

- You are a **pacifist** opposed to the war but too coward to desert : gain a *Guilt* point.
- You are a **believer**, you firmly believe that the war is justified : gain a *Violence* point.
- You are **indifferent** about the war : gain an *Indifference* point.
- You don't think much about the war but you **fear** to be killed : gain a *Fear* point.

2. ATTITUDE TOWARDS THE ARMY

The soldier's training soon reveals the « best » aspects of his personality.

You are a **slacker**, leaving the dirty work to others : gain an *Indifference* point.

You love the thrills of military life. You are **enlisted** : gain a *Violence* point.

You try to fit in and always go with the crowd. You're a **sheep** : gain a *guilt* point.

Every squad has a **scapegoat** : gain a *Fear* point.

3. DOMAINS & PERSONALITY

Now you must set the level of each domain. There are four of them:

Use *Search* when the soldier's perceptions are at stake (find a booby trap or a shelter)

Use *Destruction* when the soldier wants to kill, maim or destroy somebody/something.

Use *Heart* when the soldier interacts with other people on a friendly/humane basis.

Use *Mind* when the soldier must make rational decisions (conduct an interrogation)

Domains are noted on a 1 to 5 range.

Level	Signification
1	Weak
2	Average
3	Good
4	Superior
5	Excellent

Each soldier has :

- a domain at level 5
- a domain at level 4
- a domain at level 3
- a domain at level 2

The level of your highest domain will determine the soldier's personality :

If his highest domain is *Mind* he's a **leader**, gain an *Indifference* point.

If his highest domain is *Heart* he's a **preacher**, gain a *guilt* point.

If his highest domain is *Research* he's a **survivor**, gain a *Fear* point.

If his highest domain is *Destruction* he's a **killer**, gain a *Violence* point.

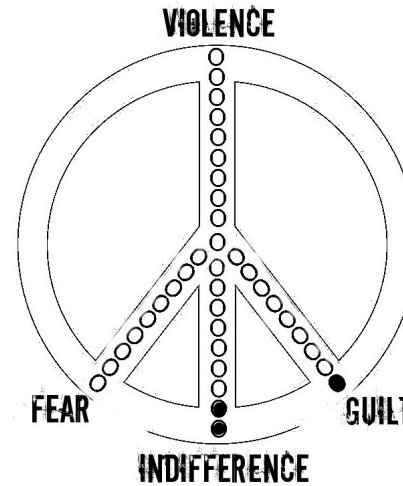


You can of course find other types of « personalities » better suited for your campaign. They only have to be related to one trauma.



4. TRAUMAS

Add all trauma points gained during step 1 and 2. Note them on your character sheet by filling one circle by point gained in the corresponding trauma.



For example, an Indifferent recruit (1 Indifference point), who followed the flock (Sheep, 1 Guilt point) but has a tendency to preach (1 Indifference point again).

The uses of traumas and their consequences are described p.8

5. RANK

The soldier's rank is determined by his *Mind* score. At the bottom of the chain of command, differences are pretty thin but disobeying a sergeant's order is a bad idea though as he can punish you between missions.

Mind score

2-3

4

5

Rank

Private

Corporal

Sergeant



*Each squad can only have **one sergeant**. If this role is already filled you're a corporal.*

6. FINISHING TOUCHES

Grit

You gain a grit point per scenario. The grit makes the soldier immune to the effect of stress of similar level. A soldier's grit score starts at 0 and can never be superior to 3, no one is totally immune from stress.



If the GM and the players want to play a session with more experienced soldiers feel free to start with higher grit scores.

Score

Signification

0

fucking new guy

1

soldier

2

seasoned

3

veteran

For each grit point gained the player should note a « moment » of

the game session that particularly marked the soldier. It's usually one of those events that will haunt him for the rest of his life.



A soldier who gains his third grit point adds 1 point to one of his domains and gains one point in the trauma of his choice.

Wounds & stress

These two scales represent the most important resources of a soldier, his health and his mental stability.

Frustration

All soldiers start with a *frustration* score of 0

Where is the gear ?

Nightvision goggles, motion detectors, guns... Some equipment (or the lack of it) can add or subtract one die to a player's roll. This is up to the players and the GM. Once again, this game is about soldiers, introduce equipment when it's important for the story being told.

Remaining troops

For the remaining members of a squad (NPCs) choose a name, an attitude toward the conflict and an attitude toward the army. When they're involved in a conflict you use three dice. These soldiers are handled by the players, not the GM.

SYSTEM

When a soldier is taking action the player throws a number of dice equal to the domain used. Each die is considered separately. A result of 1, 2 or 3 is a failure. A result of 4, 5, 6 is a success.

CONFLICT

All rolls in Shell Shock are opposed. If you get more successes than the opposition the day is yours, if you get less it's a failure. A draw means a status quo.



A status quo should lead to a new conflict with new stakes or end it. Re-rolling for the exact same conflict should be avoided as its stalling the ongoing story.

Whenever the rules speak of your number of successes it's the number remaining after the opposition's where subtracted.

TRAUMAS, USES & CONSEQUENCES

In **SHELL SHOCK**, a soldier faces four types of traumas : *Guilt*, *Indifference*, *Fear* and *Violence*. These traumas will slowly tear the soldier's soul apart but they may allow him to survive the conflict.

By accepting *guilt*, a soldier makes an attack that was aimed at him hit another member of his squad (if it's a soldier played by another player he cannot use his *guilt* trauma to avoid it).

By giving up to *Indifference* a soldier cancels any stress he might have gained in a conflict.

By giving up to *Fear* un soldier will not be part of an on-going conflict.

By giving up to *Violence* a soldier makes an unopposed Destruction roll and kills one enemy per success he obtains.



Each time the soldier succumbs to a trauma its level goes up by one. Once it reaches five points, the soldier's attitude should start to change :

His *Fear* paralyzes him, he 'll try to avoid the enemy and most conflicts. Other soldiers will feel uneasy around him.

His *Indifference* cuts him away from his loved ones. He stops receiving mail, his girlfriend leaves him... Whatever fits the situation.

His *Violence* makes him a bully. He always try to use the *Destruction* domain in combat.

His *guilt* starts to weight on its his shoulders. He tries to avoid the use of the *Destruction* domain in combat.

Once he reaches 10 points in one of his traumas, the soldier went too far and the rest of his life will bear the marks of the war :

Full of *Fear* the soldier will run away for the rest of his life. Maybe

he'll desert the army, quit his wife or let down his friends ...

By giving up to *Indifference* the soldier becomes a sociopath. He ends up alone and probably depressive.

Seduced by *Violence* the soldier allows it to take control of his life. Beaten wife, beaten kids... The soldier's future is now a neverending brawl against himself and the rest of the world.

Burdened by *guilt*, the soldier commits suicide, by becoming alcoholic, drug dependant or by putting a bullet through his brain.

Other causes of trauma

There are many situations that can cause a trauma to grow. These are up to the players but here are some examples :

- Kill a civilian, be part of shooting squad : +1 *Guilt* point.
- Kill another soldier (« friendly »), participate in torture : +1 *Violence* point.
- Letting behind a fellow soldier : +1 *Fear* point.
- Letting any of the above things happening and do nothing : +1 *Indifference* point.



Traumas are the core of a SHELL SHOCK session, be sure you and your players fully understand their uses and consequences.

FRUSTRATION

« *Feeling cold is a civilian feeling* »

Military life brings its own set of frustrations. Stupid orders, incompetent officers, pointless exercises... The goal is always to let some frustration build-up in each soldier. The point then being to let them release it on the battlefield. A frustration point can add one die to a soldier's pool. You can use up to three points for a single roll. A soldier can never have more than three frustration points at a time.



SLAUGHTER

« *When you need something, open the door, shoot and help yourself* »

In **SHELL SHOCK** there's a conflict when something or someone opposes the soldier. The following rules are used to resolve these conflicts, be it an argument with a stubborn officer or to find the position of a sniper hidden in the jungle.

In every case, the players determine what domain they will use in the conflict while the GM will fix the size of the opposition pool of dice.

After that each side will set the stakes of the conflict. Players must clearly stake what they want from the conflict. The GM does the same with the opposition. Everyone must have a clear idea of what is at stake in the conflict before the dice are rolled.

The side with the most successes wins the conflict. A draw means there is a status quo. It might lead to a stand-off or a new conflict with *new* stakes.



As a GM you must be very clear about your own stakes. Players must know what is at risk if they fail.

Example : the squad is escorting a humanitarian convoy and finds itself blocked at a checkpoint. The sergeant will try to negotiate a safe passage. The GM tells to the players that if the negotiations fail the convoy will still be able to pass the check-point but the soldiers guarding it will seize a part of the humanitarian aid.

Consequence of success

The player gets what he wanted from the conflict. If the goal was to kill an enemy soldier this is how it goes :

- 1 success means an enemy is injured
- 2 successes means an enemy is dead

Consequences of failure

If the enemy was trying to harm the soldier, his successes are converted in wound levels. In any other type of conflict, the soldier takes stress levels.

Wounds

The wound levels are :

- *Protection* : Body armor, flak vest, luck.... Whatever it was is now useless.
- *Hit* : the soldier takes a flesh wound... The shock makes him lose all his *frustration* points.
- *Wounded* : the soldier is grievously wounded. He cannot move on his own and has a -2D malus on all his action.
- *Dead* : the soldier dies ~~pointlessly~~ is a hero. He gets a little medal and his family a little letter.

A dead soldier can be revived if someone wins a conflict against the wound level (4) using his *Heart* domain.

When a member of the squad dies, every member of the squad gains a trauma point (in the trauma of their choice) unless he succeeds at a difficult task using his *Indifference* total as his dice pool.



Stress

The stress levels are :

- *Nervous* : as the name implies.
- *Agitated* : the tension makes him loose all his *frustration* points.
- *Panicked* : the soldier will soon snap. He cannot receive bonus dice from other soldiers.
- *Shell Shock* : the soldier collapses into a state of shock.

Once in a shell shock state the soldier's actions will be guided by his highest trauma (player's choice in case of a draw). He then uses a pool of dice equal to the selected trauma when he needs to act.



Each Grit level makes the soldier immune to the corresponding stress level. So even with a level 3 grit a soldier remains vulnerable to shell shock.

The rest of the squad ?

All actions made by the rest of the squad are decided by the sergeant. When engaged in a conflict they use three dice.

Support

A player can convert some or all of his successes in bonus dice he can give to any member of his squad.



*A sergeant giving orders can give the successes he obtained with a *Mind* roll to his soldiers. A grunt offering covering fire (using his *Destruction* domain) can do the same.*

Same conflict, different stakes

For example, a soldier is trying to find a passage in a minefield : the GM can choose between two different stakes. If the soldier fails, he steps on a mine and takes damage or he just don't manage to find a clear passage and takes stress levels.

What about initiative ?

It's rather simple : the sergeant goes first then the corporals and finally the soldiers.

EXEMPLE OF COMBAT

The Alpha 2 squad is patrolling planet Halifax's tunnels. The players have to define the stakes for the coming conflict : do they want to avoid the enemy ? Or will they obey orders and try to find him ?

The sergeant wants to carry on the orders but the squad's scout goes with the first option. The GM thinks that the conflict involves only the squad's scout and ask him for a Research roll.

Hans the scout has a score of 5 in research, he throws five dices and gets two successes.

The enemy is made of regular troops, so the GM throws three dice and obtains three successes !

Poor Hans takes a stress level and leads his squad in front of an enemy patrol.

All players now being part of the next conflict, the initiative rules are used.

Sergeant Iceman decides to give orders to his troops, he throws his five dice Mind against the enemies three dice. He wins with a margin of two successes. He orders the rest of the squad (not played by other players) to open fire.

The rest of the squad usually throws three dice but now they add the two bonus dice given to them by sergeant Iceman. They get a margin of three successes : one enemy is killed and another one wounded.

The next player (a corporal) states that he's going to close on the enemy to throw a grenade. The GM states that he'll have to use his Research domain to get close to the enemy without being seen. If he fails he will be shot at.

The soldier has a score of 3 in Research. His roll is opposed to the enemy 3 dice. He wins with a margin of one : he successfully throws a grenade in the middle of the enemy troops. The GM states that the number of killed enemies killed is equal to the sum of the soldier's Destruction and Violence scores.

It's now the time for the rest of the player's to act, the conflict will end when one of the two sides surrenders, flee or is butchered.

As you can see, conflict resolution in **SHELL SHOCK** is freeform. The goal is to let you run rapidly any type of conflict, be it a brawl in the officer's mess or a tank battle. Use common sense, watch the filmography and you'll be able to face any situation. In the above example the GM stated that the grenade would kill (*Destruction + Violence*) enemies. He could have stated that a grenade kills (*Destruction X successes obtained*) enemies. When a player orders an artillery strike on a village, the GM can guess it will kill (*Mind + Indifference*)X10 people... This is all « color ». The most important things to do in any conflict are :

- set the stakes for each party involved
- determine what domain will be used
- apply consequences

R&R

Between combats and patrols, soldiers may have the time to relax. Each period of rest allow the soldier to eliminate all his wounds and stress levels. But nothing is perfect and the soldier will soon have to face...

Boredom

The life of a soldier is mostly comprised of routine. Simply put, he gains one point of frustration whenever he gets to rest. Maybe it's through a brawl, binge drinking... Whatever makes sense.

Punishment

During a rest period the squad sergeant can punish the soldiers that disobeyed them. This will give the soldiers two point of frustration but won't allow them to eliminate their stress levels.

Random events

Some things that can happen in time of rest and the consequences for the soldiers.

- Alert exercises : +1 frustration point.
- Accident : +1 stress level.
- Suicide : +1 stress level.
- Accidental weapon discharge : loose all frustration points.
- Enemy attack : go into conflict mode !
- Big brawl : loose all frustration points.
- Someone snaps : guns, stress, bad combination.
- The general is coming : get dressed and shiny. +1 frustration point.
- Rumors : the war is nearly over, the battalion is gonna be displaced, the pro-war president will get re-elected... The army is good place for gossips. +1 frustration point.

Death of a soldier

A sergeant whose squad has lost a man must write a letter to the parents. In fact the player who plays him must write the letter (or get a *guilt* point).

1. DEALING WITH TRAUMA

It is possible to lower the score of a given trauma but the player will have to make some effort. Here are two methods but feel free to find others :

Write a letter

The player must write a letter to the (fictious) person(s) of his choice (girlfriend, parents, friends...)

Talk to someone

The player must make a write-up of a session between the soldier and a counselor (psychiatrist, priest, older brother/sister...)

This will reduce *all* traumas by one point.

RUNNING THE GAME

A **SHELL SHOCK** session is usually made of three scene types :

- Patrol
- Combat
- Rest

Patrols are the scenes that take place in enemy territory, excluding combat.

Combat includes all scenes featuring violent conflict between the soldiers and the enemy.

Rest periods take place in friendly territory, allowing the soldiers to relax and heal their wounds.

Each game of **SHELL SHOCK** usually have one scene of each type. A typical session lasts between 2 and 3 hours.

CHOOSING A WAR

SHELL SHOCK doesn't have rules for equipment, so in theory you could use it for any war. But in fact do not forget that the trauma mechanics are born from « modern » sensibilities. You can use **SHELL SHOCK** to tell the stories of young men in search of glory during the Crusades but some traumas (the use of torture, guilt) may be anachronistic. State clearly what types of conduct lead to trauma. Knight Templar beheading a thief might not feel as guilty as a french soldier shooting an algerian civilian for fun. Things like Faith can allow some people to be immune to guilt as much as it can aggravate it. Choose a period where not only you but your players feel comfortable with.



CREATING SCÉNARIOS

What should be at the heart of **SHELL SHOCK** session are the choices players will have to make to survive the war.

« Your squad holds a check-point when the number of kamikaze attacks is on the rise. What rules of engagement do you give ? Shoot at any suspect vehicle and risk killing a family or wait too long and have your fellow soldiers killed ? »

« Youngsters of a village you've been ordered to defend joined the guerilla. What will you do when you find them ? »

« You must deliver your interpret to the local police, who will torture or execute him, or risk a diplomatic incident, what do you do ? »

« Your squad is guarding a food warehouse for the survivors of a nuclear attack. They're at the gates but you've been ordered to

wait for the weak to die before you start distribution »

« A fellow resistant was made prisoner by the enemy. You cannot save him, but you can't allow him to go through interrogation either... »

These choices must be what the scenario is about. They must focus on moments where the soldier's traumas will be tested. The most obvious method is to use combat situations but you can use other type of scenes as well.

Example : a squad member is accused of war crimes. Other members will try to prove is innocence (or his guilt...). During the trial, the testimonies will be played as flashback scenes. Depending on the player's action, the soldier's guilt or innocence will appear during the game session.

CREATING NPCs

The GM's role is to create NPC's fleshed out enough so players will be concerned when they'll have to make some choices about them. The best thing is to convey a description in one short sentence. Once gain, pick a movie in the filmography, a pencil and a sheet of paper and try to describe some characters in one sentence.

A burned-out sergeant respected by his men.

An arrogant officer vying for glory.

An aspiring war journalist who don't have a clue.

War movies feature a lot of archetypes you can base your NPC's on :



- **The lieutenant** : young and idealist, old and arrogant, incompetent. Close to his men or distant he is part of another caste (the officers) and has access to informations the rest of the squad cannot have.
- **The journalist** : old timer who saw more than any soldier or dumb newbie discovering the joys of war.
- **The nurses** : religious, nymphomaniac, caring... And often the only women a soldier will see and talk to.
- **The interpret** : honest, vicious or selfish, he is often the squad's only source of information.

To name but a few... Whatever happens don't throw a dozen of them at the player's faces. Two or three well defined NPC's will be more than enough to fill a session.

LONG TERM PLAY

SHELL SHOCK rules don't focus on the character getting stronger as time passes. In fact, focusing on the psychological damage of war the soldiers become more and more frail? An ongoing campaign may not be the best choices without the use of tranquilizers. The best thing to do is decide on a number of sessions. Three to five proved to be optimal during playtests. The first one should be about the « baptism of fire ». The middle session should be a turning point in the ongoing war (Stalingrad in 1942, the Têt offensive in 1968...). Finally, the last scenario should mark the end of the war (at least for the soldiers).



THE ENEMY

Regarding the game mechanics you only have one thing to take into account when defining the enemy : his level.

Enemy	Level	Difficulty
Guerilla	2	Difficult
Regular	3	Hard
Veteran	4	Gruesome
Elite	5	Impossible

COMBAT'S LENGTH

The number of enemy troops should be based on the type of combat you want: an ambush, an assault on a bunker, defending a position... This will help you set the number of hostiles and sometimes there will be only a time limit. In that case you don't need a fixed number of enemies, what matters is that the squad hold the line for a given amount of time or makes it to a safe position. The stakes for the squad members will be to save ammunition, tend to wounded soldiers and stay alive.

PLAYING THE ENEMY

Soldiers will generally encounter wounded or dead enemies who most of the time won't even speak the same language. And let's not forget that after some bloody encounters the will to even talk to the enemy might fade. Orders and propaganda make sure the enemy remains faceless and despicable as long as possible.



VARIANTS

Some random ideas for your **SHELL SHOCK** sessions.

NEW ROLE

Political commissar : one of the players get to be the political commissar of the squad. This can be known (or not) by the other players. Between each session he will have to tell the GM if a soldier deserves any sanction. In some wars the punishment will be directed at the soldier's family or friends left back home.

RULES OPTIONS

Drugs : the use of drugs allows the elimination of all stress levels but regular use (more than once) makes the soldier gain one *Indifference* point.

Demobilisation : if a soldier reaches the Dead wound level and his revived by another soldier he's still grievously wounded : he is demobilised and sent back home with the following consequences (throw one dice) :

- 1-3 no lasting wounds
- 4 – 5 loss of a member, disfigured...
- 6 loss of two members, or worse...

Use it often on squad members not played by other players.

NEW SITUATIONS

A crew instead of a squad : soldiers are now part of the crew of a

bomber, a submarine or a tank. Check *Das Boot* or *Below* if you need pointers to the kind of stories you can tell. The GM's workload will be little heavier as she may have to prep a little more key NPCs in advance (captain, cook, medic...).

Prisoners : all Pcs are POWs. Stories revolves around survival and escape plans. *the Grand Illusion*, *the Great Evasion*, *Stalag 17* *Furyo* or *the Bridge on the river Kwai* are your best friends.

Armored troopers : the power armors of *Starship Trooper* or *Armored Trooper Votoms* have a Damage Level equal to the soldier and have the same consequences.

Civilians : you can also tell the stories of civilians trapped in a civil war, revolutionaries or resistance fighters with the **SHELL SHOCK** rules. Don't let yourself be stuck to military campaigns. Whenever you want to tell the story where some people think that killing or dying for a cause is a good thing you have a **SHELL SHOCK** scenario waiting to happen.

SHELL SHOCK Character Sheet

Name : Rank :

Rôle :

Attitude towards the conflict :

Attitude towards the army :

SEARCH	DESTROY
○ ○ ○ ○ ○	○ ○ ○ ○ ○
HEART	MIND
○ ○ ○ ○ ○	○ ○ ○ ○ ○
GRIT	FRUSTRATION
○ ○ ○	○ ○ ○
HEALTH	STRESS
Protection ○	Nervous ○
Hit ¹ ○	Agitated ³ ○
Wounded ² ○	Panicked ⁴ ○
Dead ○	Shell Shock ○

- 1 : loose all frustration points
- 2 : can't move without help, -2D to all rolls
- 3 : loose all frustration points
- 4 : can't receive bonus from other players

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HEART	MIND
○ ○ ○ ○ ○	○ ○ ○ ○ ○
GRIT	FRUSTRATION
○ ○ ○	○ ○ ○
HEALTH	STRESS
Protection ○	Nervous ○
Hit ¹ ○	Agitated ³ ○
Wounded ² ○	Panicked ⁴ ○
Dead ○	Shell Shock ○

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HEART	MIND
○ ○ ○ ○ ○	○ ○ ○ ○ ○
GRIT	FRUSTRATION
○ ○ ○	○ ○ ○
HEALTH	STRESS
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Name : Rank :

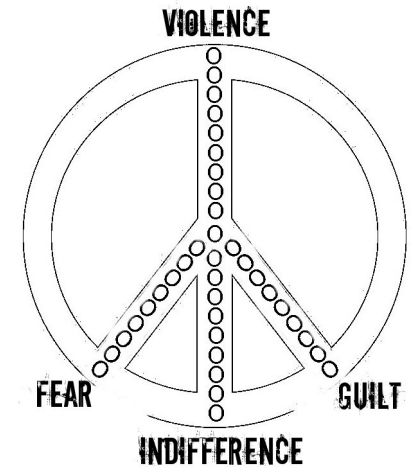
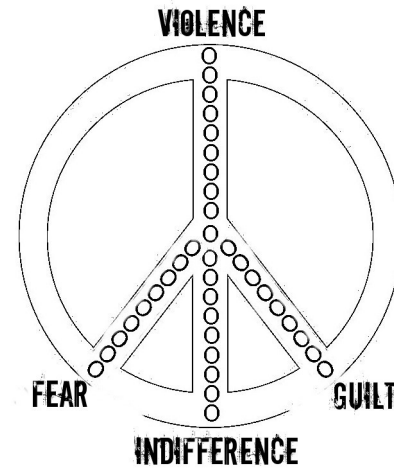
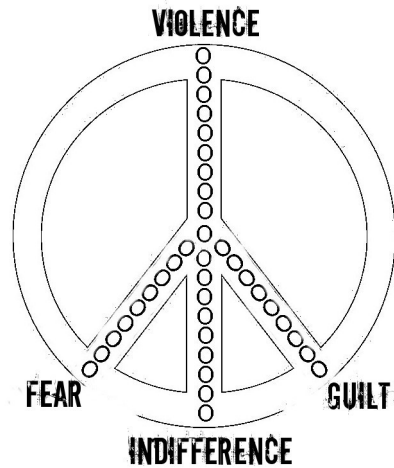
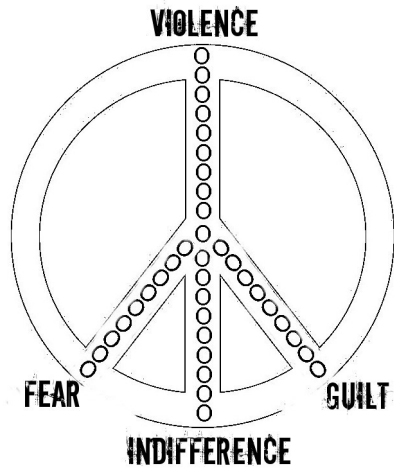
Rôle :

Attitude towards the conflict :

Attitude towards the army :

SEARCH	DESTROY
○ ○ ○ ○ ○	○ ○ ○ ○ ○
HEART	MIND
○ ○ ○ ○ ○	○ ○ ○ ○ ○
GRIT	FRUSTRATION
○ ○ ○	○ ○ ○
HEALTH	STRESS
Protection ○	Nervous ○
Hit ¹ ○	Agitated ³ ○
Wounded ² ○	Panicked ⁴ ○
Dead ○	Shell Shock ○

- 1 : loose all frustration points
- 2 : can't move without help, -2D to all rolls
- 3 : loose all frustration points
- 4 : can't receive bonus from other players



SHELL SHOCK	Character Sheet	SHELL SHOCK	Character Sheet	SHELL SHOCK	Character Sheet	SHELL SHOCK	Character Sheet
Events tied to the grit levels :		Events tied to the grit levels :		Events tied to the grit levels :		Events tied to the grit levels :	
1.		1.		1.		1.	
2.		2.		2.		2.	
3.		3.		3.		3.	
Notes :		Notes :		Notes :		Notes :	

War is like love, it always finds a way.

Bertold Brecht, Mother courage and her children