

BLOODING

Down and Dirty Violence in Delta Green

Blooding is a streamlined combat system for *Delta Green*. It presents an exchange of violence in full rather than turn by turn.

Successful attacks earn *Threats* that represent the momentum of violence. The side that has taken more Threats at the end flees or gives up. In a tie, describe how neither side gets their way.

Actions

Each combatant gets one action in order of DEX, highest to lowest. That represents the focus of the combatant's efforts, generally to attack a designated target. When all have acted, the bleeding is done.

Reactions

Each time an attack roll succeeds, the target can oppose it with a **Dodge** or **Military Science** roll representing use of cover or tactics, or with a weapon skill roll as a counterattack. See the **REACTION** tables.

Roll Results

A failed attack roll inflicts neither harm nor Threat.

A critical success inflicts double damage. A critical success that opposes or is opposed by an ordinary success counts as an ordinary success.

A “partial success” is a successful roll that opposes or is opposed by a higher successful roll.

A fumbled action or reaction grants the target an immediate attack against any foe.

Attack Options

Whether modifiers apply for range, visibility, and other conditions is up to the Handler.

At the Handler's discretion or with a **Luck** roll, success with an explosive or automatic weapon affects 1D4 targets. Only the first target is subject to a critical success; it's an ordinary success against the rest.

Combatant Options

A combatant may choose one of these unusual attitudes for the fight.

- **CAUTIOUS:** Add +20% to reaction rolls, but reaction rolls never inflict damage or Threats.
- **AGGRESSIVE:** Add +20% to attack and counterattack rolls, but take 1D4 extra damage from each hit. Costs the combatant 0/1 SAN from violence.
- **RELENTLESS:** Desperate or insane, the combatant cannot be overcome by Threats. If the bleeding ends with them not the winner, start again. Costs the combatant 0/1D4 SAN from violence. May be combined with *cautious* or *aggressive*.

Reaction: Dodging or Military Science vs. Successful Attack

Reaction Roll	Damage to Defender	Damage to Attacker	Threat
Success	none	none	none
Partial Success	half damage	none	1 to Defender
Failure	full damage	none	1 to Defender

Reaction: Defender's Counterattack vs. Successful Attack

Reaction Roll	Damage to Defender	Damage to Attacker	Threat
Success	none	full damage	1 to Attacker
Partial Success	half damage	none	none
Failure	full damage	none	1 to Defender