



Field of Chaos: Just the Rules (Gold)

Gold source of truth: 2018 core rules plus agreed Shotgun and Grenade rules adapted from 2024. The retained 2018 and 2024 PDFs remain references only.

1. Core Stats And Character Generation

Statistic	Short	Meaning
Regular Intelligence	RE	Book learning, formal knowledge, and ordinary problem solving.
Irregular Intelligence	IR	Unorthodox knowledge, streetwise thinking, and improvised problem solving.
Appearance	AP	Looks, presentation, and social first impression.
Physical Health	PH	Bodily health, strenuous activity, physical durability, and movement strain.
Mental Health	ME	Mental steadiness, self-control, and stress tolerance.

- Roll three d6.
- Choose two of the three dice and invert them: a roll of 1 becomes 6, 2 becomes 5, 3 becomes 4, 4 becomes 3, 5 becomes 2, and 6 becomes 1.
- This produces five values: the original three rolls plus the two inverted values.
- Choose one of the five values to receive +2. Each of the other four values receives +1.
- Assign the final five values to RE, IR, AP, PH, and ME.
- Each stat is valued 0 to 10.
- Initial total across the five stats must not exceed 30.
- Detailed play can raise the combined maximum to 40.
- A player is allowed one skill per statistic point in each area; prerequisites count against that skill accounting.
- Skills are percentage values from 0 to 100. Gold does not include the 2024 use-based advancement table.

2. Weapon And Medical Skill Hierarchy

Area	Hierarchy or prerequisite chain	Rules relevance
Firearms	Firearm Use, Basic (PH) -> Firearm Use, Advanced (ME)	Basic firearm use supplies +1 die in the range table examples; advanced supplies +2 dice.
Shotgun	Covered by Firearm Use, Basic (PH). No separate Shotgun skill exists in Gold.	Shotgun uses the Gold special cone rule.
Grenade	No skill requirement. Explosive Engineering is not relevant to the Gold grenade rule.	No skill modifies throw, dud, damage, or reliability.
Close combat	Close Combat (PH)	Relevant to melee and physical fighting.
Improvised weapons	Improvised Weapon Use, Basic (IR)	Weapon-use skill for improvised weapons.
Clandestine weapons	Clandestine Weapon Use, Basic (IR)	Weapon-use skill for clandestine weapons.
Weapon manufacture	Carpentry (PH) -> Manufacture Clandestine Weapon (IR)	Creates or supports clandestine weapons.
Explosives	Chemistry, Basic (RE) -> Explosive Engineering (IR)	The skill exists, but it has no Gold grenade effect.

Area	Hierarchy or prerequisite chain	Healing relevance
Field care	First Aid (RE) -> Paramedic (RE)	First Aid and Paramedic improve healing dice.
Pharmaceutical chemistry	Biology, Basic (RE) + Chemistry, Basic (RE) -> Chemistry, Advanced (RE) -> Chemistry, Pharmaceutical (RE)	The skill exists, but Gold keeps the 2018 rule: it has no healing effect.

3. Ranged Weapons

Weapon	Close	Standard	Long
Sniper Rifle	24 in.	36 in.	48 in.
Rifle	18 in.	27 in.	36 in.
Carbine	12 in.	18 in.	24 in.
Automatic	8 in.	12 in.	16 in.
SubMG	6 in.	9 in.	12 in.

Range	Dice	Required to hit	Head shot
Close	1d6 / +1 basic / +2 advanced	4-6	6
Standard	2d6 / +1 basic / +2 advanced	10-12	12
Long	3d6 / +1 basic / +2 advanced	16-18	18

Modifier type	Value
Light cover	-1 die
Heavy cover	-2 dice
Target standard movement	-1 die
Target fast movement	-2 dice
Target has Evade	-1 die
Grenade debris	Treat as Light cover for shots through the blast area.

Weapon	Shots per turn	Movement rule	Special rule
Sniper Rifle	1	Very Slow	Cannot fire under 12 in.; source also notes 'or VS Rifle'.
Rifle	1 or 2 with advanced firearm use	Slow	-
Carbine	1 or 2 with advanced firearm use	Standard	-
Automatic	2	Standard	Jam on 1 on 2d6; no head shot.
SubMG	3	Fast	Jam on 1 on 1d6; no head shot.
Shotgun	1 cone attack	Use normal firearm movement restrictions by referee ruling.	Covered by Basic Firearm Use; use the Gold shotgun cone rule.
Grenade	1 throw with half movement; 2 throws only if stationary	Action-economy rule	No skill modifier; dud on 4 or less on 2d6.

4. Gold Shotgun And Grenade Rules

Gold imports only the Shotgun and Grenade procedures from 2024, converted into the 2018 inch-based table and reconciled with the 2018 wound model.

Shotgun band	Cone length	Cone width	Damage
Near	0-5 in.	1 in.	2d6 wounds
Middle	>5-10 in.	2 in.	d6 wounds
Far	>10-15 in.	3 in.	d3 wounds

- The shotgun cone is 15 in. total. The far band reaches the end of the cone, so every part of the cone has a defined damage band.
- Apply shotgun damage only to models in the nearest occupied cone band; do not continue to farther bands once a nearer band contains any model.

- All models in the affected band can be hit, including allies.

Grenade rule	Gold value
Maximum throw range	12 in.
Inner radius	1 in.; d6 wounds
Middle radius	3 in.; d3 wounds
Outer radius	4 in.; d2 wounds
Building with at least two walls	Use doubled-radius bands: 3 in., 6 in., and 9 in.
Reliability	Roll 2d6 each throw; on 4 or less the grenade is a dud and does not fire.
Debris	Creates Light cover for shots through the blast area.

- Grenade damage applies to all models in the relevant radius band, including allies.
- Throwing one grenade halves the character's movement for that turn, rounded down.
- A stationary character may throw two grenades. Throwing two grenades consumes the turn: no movement, firearm attack, melee attack, reload, jam clearing, healing, or called-head-shot progress in the same turn.
- No skill modifies grenade throwing, reliability, dud chance, blast radius, or damage.
- For each shotgun or grenade wound inflicted, allocate that wound with the normal 2018 random hit-location procedure.

5. Movement Rates

Pace	Distance	Skill effect	Throwing 1 grenade
Very Slow	2 in.	+1 in. with Evade	1 in.
Slow	3 in.	+1 in. with Marching	1 in.
Standard	5 in.	+1 in. with Marching	2 in.
Fast	8 in.	+2 in. with Running	4 in.

6. Wounds, Hit Locations, And Melee

Location	Wounds
Head	1W
Chest	4W
Abdomen	2W
Left Arm	1W
Right Arm	1W
Left Leg	2W
Right Leg	2W
Total	13W

- One leg at 0W halves movement.
- Both legs at 0W means the character cannot move.
- One arm at 0W means the character cannot fire a firearm.
- Head, chest, or abdomen at 0W means unconscious.
- Less than 6 total wounds remaining is grave condition; no extra PH roll is used in Gold.
- No wounds remaining overall means dead.

3d6 result	Location
3-8	Leg; odd = left, even = right

3d6 result	Location
9-13	Chest
14-15	Abdomen
16-17	Arm; odd = left, even = right
18	Head

Melee check	Requirement	Dice
Blow	3-6	1d6 / +1 skill die / +2 skill dice
Weapon	4-6	1d6 / +1 skill die / +2 skill dice

7. Healing

- No medical skill: roll 1d6 per turn; on 6 recover 1 wound.
- Bandage or other medical equipment: recover 1 wound on 5-6.
- First Aid: roll 2d6 and use the highest die.
- Paramedic: roll 3d6 and use the highest die.
- Pharmaceutical Chemistry does not improve healing in Gold.

8. Weapon Special Rules And Combat Foes

- A standard clip has 10 rounds.
- Changing a clip takes 1 turn.
- Clearing a jam takes 1 turn.
- Called head shot: call two moves prior, miss two moves, then fire; missed called head shots miss altogether.
- Animal: head shot releases Psychosis Gas; animal head shot only succeeds on 5-6 on d6.
- Animal gas attack: double rolls required and half move.
- Animal gas cloud: d6 + 6 in. radius; shrinks 2 in. per turn; drifts 2 in. in d6 direction; animal gets +1 die for all attacks.
- Hunter: +1 movement.
- Soldiers: every shot wound has armor save on 5-6 on d6, including head shots. Shotgun wounds count as shot wounds; grenade wounds do not unless the referee rules otherwise.

9. Gold Exclusions From 2024

- No 2024 use-based skill advancement table.
- No 2024 Pharmaceutical Chemistry healing effect.
- No 2024 ranged thresholds of 8 or 14.
- No 2024 SubMG range, shot-count, or jam rewrite.
- No 2024 body-only wound pool.
- No 2024 grave-condition PH roll.
- No 2024 winded/chest-body rule.
- No removal of the 2018 called-head-shot procedure.