

NORTH AMERICA INVADED!

FREEDOM FIGHTERS™



Design: J. Andrew Keith

*William H. Keith Jr.
1986*

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**Book 1
The Character**



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Dedication: To the Freedom Fighters, past, present and future.

INTRODUCTION

Freedom Fighters is a game of guerrilla warfare in the present or near future, with an important twist — the struggle for freedom is taking place in our own country, against oppressors who have seized power to turn a peaceful nation into a society against itself. These oppressors can be invaders from another world, or foreign aggressors who have won a non-Nuclear war, or some political faction which has managed to acquire power for their own ends through a coup, or even through a peaceful rise to dominance. Any set of circumstances can be used to explain the basic situation, that of common citizens with diverse talents and skills banding together to free themselves and their neighbors from a tyranny imposed without their consent.

This is a role-playing game, in which many players combine under the guidance of a Gamemaster (GM). The players each take the part of an individual person, receiving various attributes, skills, and benefits through a character creation process which results in a detailed background and a set of unique abilities. This person, then, is the player's window on the world of the game, and carries out in the game environment the decisions and actions desired by the player to react to various situations, solve problems, or overcome obstacles.

The Gamemaster, on the other hand, is charged with actually running the game. He creates the various situations to be responded to by the players, and interprets the results of their actions. Gamemasters are responsible for assembling "adventures" and "campaigns" involving the player characters, and for manipulating the various non-player characters who may be encountered along the way. The Gamemaster is an impartial, completely neutral arbiter, a storyteller who interacts with the players to produce a finished tale rather than an opponent to strive against the players.

As with most role-playing games, *Freedom Fighters* is a game of cooperation, not competition. Player-characters rarely have talents in every possible field of endeavor, and so must band together so that their various skills complement one another. Although some degree of conflict and competition may arise within a group, success is more often gained by learning to work together effectively for the common good.

This game is a complex one, and makes no pretense to the contrary. The rules are intricate and thorough, and are intended to provide the maximum of realism. The Gamemaster should become thoroughly familiar with them early on; players need not be as familiar, but will still benefit from knowing what is, or is not, possible within the framework of the game system.

GAME CONTENTS

Three Booklets comprise the *Freedom Fighters* rules set.

Book I, The Character (the booklet you are now reading) contains complete rules on how to create and use a character in the game.

Book II, The Resistance, is a booklet which deals with how to engage in fights, from man to man clashes up to confrontations involving hundreds of combatants on a side. A variety of weapons are covered, as are special rules on combat involving all kinds of vehicles. Other sections handle related topics, such as injury and recovery from wounds, equipment, and notes on running a resistance network.

Book III, Character Generation Summary, a handout for players to assist them through the steps of detailed character creation.

Gamemaster's Screen a summary of the most important and/or most frequently used tables and charts.

Introductory Adventure, a short adventure designed to fit any style campaign to help get your game started.

Separate cardstock sheets are also provided in the game, containing work-and-record-sheet displays used to record important information for various stages of the game. These sheets may be photocopied (for noncommercial uses only) and passed out among the players.

Dice: Four dice are included in the game. Two are the familiar six-sided variety, while the other two are polyhedral 20-sided dice like those used in many role-playing games. The uses of these dice are covered elsewhere in the game rules.

REQUIRED MATERIAL

In addition to these rules, the Gamemaster will find it useful to have on hand such common items as pens and pencils, notebook paper, square-grid graph paper, colored markers, and so forth. Additional dice are not required, but can speed up the flow of the game considerably. An electronic calculator is helpful in some calculations made during the course of the game, especially in character creation.

USEFUL MATERIALS

As *Freedom Fighters* is set on Earth in the very near future, the Gamemaster may find it useful to collect maps, particularly area street maps (such as those commonly put out by real estate offices, for example, or those available from your local city or town hall) of the area in which the adventures are to be set. Miniature figurines or cardboard counters may come in handy in the resolution of combat. There are many other play-aids which can be collected and put to use; as a general rule, anything which helps the participants to visualize the action better or resolve situations faster should be used if it is available.

DICE AND DIE—ROLLING CONVENTIONS

Random chance plays an important part in the play of any game. No matter how good someone is, there is always the chance that he or she will make a mistake; luck plays a key part in every aspect of everyday life. In the Game, luck is taken into account through the process of die rolls.

Two basic sets of dice are used in the game. One set is the familiar six-sided dice common to many games. The second set are 20-sided polyhedral dice, which can be used to generate a variety of number combinations not possible through the use of standard dice.

Die throws may be called for at various points in the game. Such throws will be of a type shown below. Abbreviations commonly used in the text are given, together with the explanation of what these abbreviations actually mean.

Abbreviation	Throw
D3	Roll a six-sided die, and halve the result. Round fractions up. Range = 1 - 3.
D6	Roll a six-sided die. Range = 1 - 6.
D10	Roll a 20-sided die. Read the result as a number from 0 - 9. Range = 0 - 9 or 1 - 10, as needed.
D20	Roll a 20-sided die. One set of result numbers can be colored differently from the other to give two separate 0-9 ranges. (Read one as 1-10, the other as 11-20). Alternatively, roll a D6 together with the D20, as a 'control die'. If the control die is 1 - 3, the result is 1 - 10. On a 4 - 6 control throw, the result is 11 - 20. As with the D10, the ranges will depend on the situation. (Unless otherwise indicated, ranges for both types of throw should be taken as 1 - 10 (or 11 - 20, for 20-sided dice.)
D100	Roll two 20-sided dice, reading the first die result of 0 - 9 as a tens digit, and the second die result of 0 - 9 as a ones digit to produce a number from 01 to 100. (Treat 00 as 100.) This is used any time percentage results are required.

Multiple Dice: Frequently, more than one die of a given type may be needed to resolve a specific throw. In determining damage, for instance, two six-sided dice are thrown; in character generation, two D10 are made to determine attributes. The number of dice of any type which need to be rolled for a given throw are given as part of the die abbreviation, so that 2D6 means a roll of two six-sided dice, while 3D10 means that three D10 rolls are made. When the multiple die

are rolled, they are usually (but not always) added together as a result, so that 2D6 give results from 2 to 12, 2D10 range from 2 to 20, and so forth. Exceptions to this general procedure will be noted individually.

1. CHARACTERS

In *Freedom Fighters*, the focal point of all the game activities is the character. This chapter is devoted to defining, creating, and developing characters for use in the game.

1.1 CHARACTER CATEGORIES

Four basic character categories may be encountered in the course of *Freedom Fighters* adventures or campaigns.

Player Characters are created and controlled by players. They are, in effect, the 'heroes' of the story. A player-character is the most complex form of character in the game, making use of all the various aspects of the character generation rules. The term 'adventurers' is often applied to mean 'player-characters', as well.

Non-Player Characters, or NPCs, are major game characters controlled by the Gamemaster. In creating an NPC, the Gamemaster follows almost all of the steps involved in player-character creation, for these individuals are in many cases as important as the adventurers to the course of the unfolding story, and details of their characteristics and abilities can be very important.

Extras are minor NPCs. They can be considered as 'cannon fodder', 'spear carriers', members of a crowd or incidentally encountered citizens of no particular interest or importance. The Gamemaster must still make several random rolls to create extras, but the process is much simpler than for regular characters, while minor variations in attributes are still allowed for. The GM needs to develop specific areas of skill or expertise, but this can be handled piecemeal, as it becomes necessary. Many other aspects of character generation are ignored entirely.

1.1.1 ANIMALS

A brief section on the generation of animal 'characters' is included. For the most part, these are pets or trained animals which might be encountered. They share some attributes with standard characters, and can interact fully with them using the same rules, but they lack virtually every other aspect of the characteristics discussed in this chapter. Like extras, they are drawn from a table, with some random rolls to allow variations.

1.2 CHARACTERS IN THE GAME

This chapter details the creation and development of characters in the game. The individual sections deal with specific aspects of these procedures. Character creation revolves around certain basic factors, described briefly below and in detail in separate sections later.

BASIC ELEMENTS

Before anything else is known about a character, certain key points must be established. These are the foundations of the character creation process.

Character Type tells whether the character is a resistance fighter or an invader. Following this comes **gender** (male or female), and **ethnic type**, which tells something of the ancestry and appearance of the character. Finally, the character's **age** must be established. This is the age the character will be at the time the adventures begin. Older characters tend to have more experience, but lower attributes, than young ones.

Attributes: Attributes are elementary characteristics which define the essence of each character's abilities in the game. Three general areas are established for all characters: Physical Attributes, Mental Attributes, and Special Attributes.

There are five Physical Attributes: Strength, Stamina, Dexterity, Agility, and Health. Each regulates specific aspects of the character's performance in the game, and each is important in its own way.

There are also five Mental Attributes: Intelligence, Memory, Wit, Perception, and Will. Like the Physical Attributes, these influence the character's ability to function in the game world, and have their own individual areas of importance in the flow of the game.

EXAMPLES

Throughout these rules, examples are provided of how the game system proceeds through the use of short discussions of the process in *italics*. These examples demonstrate various rules procedures, and should be consulted any time there is uncertainty regarding how a rule is intended to function.

Five Special Attributes are also set: Appearance, Charisma, Luck, Talents, and Motivations. Unlike the others, these Attributes are less frequently used in the game, being called upon only in special circumstances.

Personality Traits: Characters are also given a set of ten Personality Traits which reflect the individual's attitudes and beliefs. These Traits include Ego, Sentiment, Greed, Ambition, Loyalty, Independence, Integrity, Adaptability, Stability, and Sophistication. They are used to regulate a character's performance in the area of Verbal Interaction. In addition to these Traits, a character's various Motivations may provide special or unusual factors which will influence behavior.

Appearance: A character's appearance can be developed in some detail. Build, height, weight, and the color of skin, hair, and eyes can be established (with the first three having a definite application towards several game uses); the quality of eyesight and hearing are also developed, as is the character's handedness. Some of these are strictly optional, but go a long way towards establishing a character in the minds of the players.

Background: There is no truth in the phrase 'all men are created equal', not when it comes to opportunities and abilities. A character's life is largely shaped by his or her background, so that a poor ghetto kid and a wealthy country boy will have vast differences between them in experience, money, and potential for early achievement.

Various steps in the background process establish information on the character's birthplace, origins, social class, and family, and yield a number of 'benefit points' and other awards that help establish a pool of skills and resources.

It is fully possible for a character to enter the game immediately out of the background stage, but it is more usual to undergo several years in the career process instead.

Careers: There are many different careers available, it is possible to fit almost any imaginable job or hobby into the framework of the game, thus producing characters from practically all walks of life. Characters enter a career, then resolve several steps on a year by year basis until they leave it voluntarily or are forced by circumstances to move on. In the meantime, each year, characters may undergo events, hazards, or special achievements, and have the opportunity to acquire Skills, higher Attributes, money, rank, and many other types of benefits.

The career stage ends when the character reaches an age set for active adventuring at the beginning of the character creation process. When this is done, a final record of the character's abilities, benefits, and history can be filled out, and the character enters the game.

1.3 CHARACTER DESIGN — BASIC ELEMENTS

To begin character generation, several initial steps are necessary. These establish certain elementary parameters which determine a great deal about the character's later capabilities.

1.3.1 Allegiance

Since this game revolves around a basic struggle between guerrilla freedom fighters and a tyranny which has seized power over the nation, the obvious first step is to establish the basic loyalties of the character in question. Only two allegiances are possible: Government or Resister. There are 'neutrals' in the struggle — mostly citizens with no strong opinion one way or the other — but these are assumed to be 'resisters' for purposes of character creation.

The government is dedicated to conquest and/or domination of the country, and may include not only invaders but also native collaborators, opportunists, and dupes who support them. Resisters are those who oppose the invasion, not only ordinary citizens, but also sympathizers among the ranks of the government.

It is the Gamemaster's task to decide basic allegiance of a character, since only the Gamemaster really knows the thrust of a planned adven-

ture or campaign. For the most part, Player-Characters will probably be part of the resistance movement. It is possible, however, that the Gamemaster will wish to run an adventure which pits player-characters invaders against a hostile resistance. Such adventures can at least make for an interesting change of pace. So it is up to the Gamemaster to let the players know what sort of adventure is planned, and thus what types of characters they will be running.

These basic rules deal only with the creation of citizens — be they resistance fighters or collaborators — of the United States (or most Western nations, with some adaptation. Though the basic rules for creating government characters are much the same, there may be significant differences in some instances which must be covered in specific campaign books.

1.3.2 Gender

Next to be selected is the gender of the character, either male or female. This is a choice left entirely up to individual players, though a table is provided for those items when random rolls seem appropriate.

Gender has a slight but significant impact on character abilities, and on the character's later potential for entering some career types. This is not to be taken as chauvenism on the part of the game, but merely gives members of each gender their own strengths and weaknesses, and also reflects the real world's limits and potentials.

CHARACTER GENDER

Players may always feel free to select the gender of their characters. If a random roll is desired, use the table below.

Character Gender Table	
Die Roll	Gender of Character
01-45	Male
46-00	Female

ETHNIC TYPES

Roll on the Master Ethnic Type Table; if indicated, make a second roll on the appropriate subtable. Results on either roll can be modified at a cost of one Benefit Point per point of change on the die roll.

1.3.3 Ethnic Type

This is used to regulate certain key facts of background and appearance. The statement that a character is of a certain ethnic type does not necessarily mean that the character is of foreign birth, or even that his parents were foreign immigrants. A character of Germanic ethnic type could still trace his roots back to early Colonial America. What ethnic types does do, however, is indicate the most likely facets of appearance (hair, eye and skin color), and also influence (but not actually determine) the character's origins, social class, and family — all facts established later in the creation process.

It is up to the player (or the Gamemaster) to determine what interpretation to place upon the ethnic type result. (In playtest, for example, one memorable character of Vietnamese ethnic type, in his mid-twenties in 1991, turned out by the player's choice to be a Vietnamese-American halfbreed, son of an American soldier. This decision led to many other interesting developments of the character at later points of the process.)

EXPLANATION OF ETHNIC TYPES

Most of the described ethnic types are fairly self-explanatory, but the notes below will help players grasp the meaning of specific choices available.

Caucasian: A white. There are eight possible sub-choices under the general Caucasian heading.

Black: A character of black ancestry. Skin, eye, and hair color will generally be dark. Black characters are often from the city, have a lower average social class, and larger families than white characters. There are no sub-choices to this ethnic type.

Asiatic: A character of Asian ancestry. There are six possible sub-choices under the general Asiatic heading.

Amerindian: A character of American Indian ancestry. Amerindians have a tendency to dark hair and eyes and ruddy complexions, smaller families, rural origins, and slightly lower social class than the average. There are no sub-choices available to Amerindians.

Polynesian: A character of Hawaiian or other Polynesian ancestry. Dark hair and eyes again prevail, along with an olive skin tone. Polynesians tend to have larger families than the average, and are more likely to come from a rural setting. There are no sub-choices available.

WASP: White, Anglo-Saxon Protestant. A subclass of the Caucasian type, the WASP is basically the nondescript person of English/Western

European ancestry. The WASP tag covers the 'average' character.

Hispanic: A character of Spanish or Spanish colonial ancestry. Spanish characters tend to more swarthy appearance, and are more likely to be from larger families and/or lower social classes.

Slavic: A character of Eastern European ancestry, including Russians, Poles, Czechs, Slavs, and many others. They share the tendency towards the darker hair, eyes, and skin of the Hispanics, and tend towards large families, but have a pronounced bias towards an urban origin.

Mediterranean: A character of south European ancestry, including Italians, Sicilians, Greeks, Turks, and similar groups. In appearance, this group shares many characteristics in common with Slavs and Hispanics, have an even larger average family size and a less significant urban bias than the Slavic norm.

Celtic: A character of Irish, Scots, or Welsh ancestry. Appearance tends towards lighter complexions, red or blond hair, and lighter eye colors, with a slight leaning towards urban origins.

Germanic: A character of central European ancestry. The Germanic type leans towards very fair complexions and hair, and shows a slight bias to rural origins.

Nordic: A character of Norse (Norwegian, Swedish, Danish) ancestry. The appearance characteristics are identical to those of German ethnic types, but no pro-rural modifier is given.

Semitic: A character of Middle Eastern ancestry, including Arabs, Jews, and North Africans. This ethnic type tends towards a swarthy complexion with dark features, with a slightly larger family size than the average being usual.

Japanese: An Oriental of Japanese ancestry. Families tend to be slightly larger, and an urban origin is most usual.

Chinese: An Oriental of Chinese ancestry. Families are usually even larger than the Japanese norm, the tendency towards urban origins is more pronounced, and, in addition, a lower average social class is common.

Vietnamese: An Oriental of Vietnamese or other southeast Asian ancestry. Large families, urban origins, and lower social classes are all likely for such characters.

Korean: An Oriental of Korean ancestry. They share the other Asiatic tendencies towards larger families and lower social classes, but have less of a city-based bias.

Philippine: An Asiatic character of Philippine or Malaysian ancestry. Philippine characters do not share the appearance characteristic of most Orientals. They do, however, tend to the usual larger families, urban origins, and lower social classes common to other Asiatics.

Indian: Indian characters of Asiatic Indian ancestry, and, like Philippine characters, are not true Orientals. Smaller families and urban origin are the norm for such characters.

ETHNIC TYPE TABLE: MASTER TABLE

Die Roll	Character	Appearance	Family	Origins	Class
1D100	Ethnic Type	Code	DM	DM	DM
01-84	Caucasian	*	*	*	*
85-96	Black	G	+15	-15	-10
97-98	Asiatic	*	*	*	*
99	Amerindian	H	-10	+15	-10
00	Polynesian	I	+10	+5	0

* = See appropriate subtable.

Ethnic Type Table: Caucasian

Die Roll	Character	Appearance	Family	Origins	Class
1D100	Ethnic Type	Code	DM	DM	DM
01-33	Anglo-Saxon	A	0	0	0
34-41	Hispanic	B	+20	0	-10
42-49	Slavic	B	+10	-10	0
50-61	Mediterranean	B	+20	-5	0
62-72	Celtic	C	0	-5	0
73-94	Germanic	D	0	+5	0
95-99	Nordic	D	0	0	0
00	Semitic	E	+5	0	0

Ethnic Type Table: Asiatic

Die Roll	Character	Appearance	Family	Origins	Class
1D100	Ethnic Type	Code	DM	DM	DM
01-22	Japanese	F	+5	-10	0
23-47	Chinese	F	+10	-15	-10
48-55	Vietnamese	F	+15	-10	-15
56-65	Korean	F	+10	0	-10
66-89	Philippine	E	+5	-15	-15
90-00	Indian	E	+20	-10	0

Ethnic type characteristics described above are merely the averages for given character types. Actual outcomes can vary widely, just as they will in real life.

CREATING ETHNIC TYPES

To determine the character's Ethnic Type, roll 1D100 on the Ethnic Type Table (making a second roll on a subtable for Caucasian or Asiatic results). Either or both of these rolls can be altered if the player or Gamemaster is unhappy with the result, but if a player desires a change, it is necessary to determine the number of points on the die separating the rolled result from the nearest desired result. This is the number of Benefit Points which must later be paid (as soon as Benefit Points become available) to allow the change. It is usually better to go along with the results fate hands out and make the best of them; those who do not are handicapped slightly by the penalty.

Players should always be allowed to select an Ethnic Type if they have strong personal feelings on this subject. An example would be a player who is a member of a minority group with which he/she strongly identifies. Most players will find that the random method of determining Ethnic Type leads to interesting and challenging role-play, but some may have strong personal reasons for wishing to choose an Ethnic Type. As always, the Gamemaster will have final right of approval on all such player choices.

1.3.4 Character Age

The age of the character at the time the game begins is next to be selected. Age is very important. Older characters have more opportunities to earn Skills and other benefits, but at the same time are more subject to the effects of aging, which causes Attributes to decline. Age is selected in advance, so the player knows how old the character will be prior to beginning the actual generation process. This decision is a very important one.

To select age, the player chooses any age from 12 to 80 as a Base Age. A roll of 1D10 (treat 0 as 0) is then added to the age selected. This is the actual age at which the character enters the game. Thus the player has some control over the initial age, but not complete control.

Character Age

Players may select any base age from 12 - 80. A roll of 1D10 (treat 0 as 0) is then added to this number to determine age at game start.

If desired, base age can be randomly set using the table below.

Base Age Table

Die Roll 1D100	Male Base Age	Female Base Age
01 - 05	12	12
06 - 10	15	12
11 - 15	18	15
16 - 20	18	18
21 - 25	20	18
26 - 30	20	20
31 - 35	25	20
36 - 40	25	25
41 - 45	30	25
46 - 50	30	30
51 - 55	30	30
56 - 60	35	30
61 - 65	40	35
66 - 70	45	40
71 - 75	50	45
76 - 80	50	50
81 - 85	50	60
86 - 90	60	70
91 - 95	70	80
96 - 00	80	80

Age Effects

Characters aged 12 - 17 are Adolescents.

Characters aged 18+ are Adults.

Modifiers below may never reduce an Attribute to less than '1'.

The following list of Modifiers should be applied to the Attributes, which are generated next in the character creation process. They should be noted to the left of the listing for the Attribute on the character work sheet and then added to the dice rolls generating the appropriate Attribute. Note that these Modifiers are based on age and gender.

Adolescent Males

Strength	DM -4
Stamina	DM -4
Dexterity	DM -5
Agility	DM -2
Wit	DM -5
Perception	DM -5

Adolescent Females

Strength	DM -5
Stamina	DM -5
Dexterity	DM -4
Agility	DM -2
Wit	DM -5
Perception	DM -5

Adult Males

Strength	DM +1
Stamina	DM +1
Will	DM +1

Adult Females

Dexterity	DM +1
Health	DM +1
Memory	DM +1

1.3.5 Completing the Process

At this point, the player or the Gamemaster should begin a Character Worksheet for the character being created. The following blocks of information should now be recorded on that Worksheet.

1. Player Name (if any)
2. Gamemaster Name
3. Group or Session
4. Date of Preparation
5. Character Allegiance
6. Character Gender
7. Ethnic Type
8. Appearance Code
9. Family Modifier
10. Origins DM
11. Social Class DM
12. Character Age

Any benefit points spent previously to alter Ethnic Types should also be noted to one side, so that this debt can be repaid later. The basic elements are now complete, and the player or Gamemaster can proceed to roll up the character's various Attributes.

A new player, John, sets out to create a character. The Gamemaster (Tom) plans a campaign based on characters in the Resistance, and so decrees that John's character's allegiance is 'Resister'.

For character gender, John chooses Male. That brings him to ethnic type, and, consulting the table, a throw of 1D100 is made. The result is 74, Caucasian, leading to a second throw on the appropriate sub-table. John is happy with this result, and makes the next 1D100 roll. A 35 yields a Hispanic result, indicating that the character will be of Spanish speaking ancestry. John could choose to pay benefit points to change the result, but he begins to see the possibilities in creating a tough Puerto Rican street kid from the big city, self-reliant and deadly, so he accepts this roll as well. The information from the table - Hispanic, appearance code B, Family DM + 20, Origins DM 0, Social class DM -10 - is noted on the worksheet.

Finally, age at the time of the game is determined. Under the standard design system, the age table is not used. Tom asks John to choose a base age; John, to fit the image he is already beginning to form, chooses 18. To this is added the roll of 1D10 (0 - 9). John throws a 1, so his character will be only 19 years old when the game begins. Tom's scenario takes place in 1998, so John's character was born in 1979.

John now makes sure that all the pertinent information is noted on the worksheet. Now, Tom says, Attributes must be created - the numbers that define the character's performance in the game. He proceeds to explain how Attributes work



1.4 ATTRIBUTES

The heart and soul of each game character is expressed through that character's Attributes, numeric ratings which give a comparative measure of the character's performance in a variety of fields of endeavor.

Attributes are divided into three general groups. There are five Physical Attributes (tracking body prowess), five Mental Attributes (which define the character's mind), and five Special Attributes (which cover a number of unrelated areas). The first ten numbers are most important, determining how the character will perform in almost anything he or she attempts to do. The Special Attributes are less vital, but do regulate important aspects of the role-playing side of the game.

Each Attribute is described briefly below; after the descriptions are complete, the creation of character attributes is discussed. The ways in which Attributes are actually used in the game are covered throughout the rest of the game.

Strength: Strength, the first physical Attribute, is a measure of overall physical prowess. It directly influences the character's ability to lift, carry, drag, jump, climb, and otherwise act, and is important in determining the amount of damage the character can inflict in hand-to-hand combat or with melee weapons such as knives, clubs, or bayonets. A character's Strength level may range from 0 to 25.

Stamina: The Stamina Attribute, also a physical stat, is a measure of the character's ability to absorb punishment. It is used, along with Health and Will, to calculate the character's ability to resist fatigue and overall bodily damage; more directly, Stamina creates numbers known as Damage Points that show how much damage specific body parts can suffer before the character is seriously injured. Like Strength, the level ranges from 0 to 25.

Dexterity: This Physical Attribute is a representation of the character's manual coordination. It is used when the character must shoot a gun, pick a pocket, fix broken equipment, or otherwise make use of his or her hands. Dexterity is one of the most commonly used Physical Attributes, since so many tasks in the game involve hand/eye coordination. The Attribute also helps (when combined with Agility) to determine the character's relative speed, as compared to that of other characters in the game. Dexterity levels range from 0 to 25.

Agility: Agility shows the relative speed, grace, and balance of the character. It helps determine the character's overall speed, and frequently serves as a saving throw or modifier in combat situations where the character must dodge a blow, maintain balance, or dive for cover. This Physical Attribute level ranges from 0 to 25.

Health: The Health Attribute is an indication of the character's overall fitness. The primary use of Health in the game is to regulate the speed with which a character recovers from wounds or the effects of Fatigue. In combination with Stamina and Will, it helps set total damage and fatigue resistance, and has numerous other functions relating to disease susceptibility, resistance to aging, and so forth. This Physical Attribute level ranges from 0 to 25.

Intelligence: A character's Intelligence Attribute is extremely important in the game. This Mental Attribute measures the character's ability to reason and learn, and is the Attribute most commonly used in the acquisition of experience points (and hence Skills, Attribute improvements, and the like). A character's Intelligence won't do much to save that character from a player's stupidity (or vice versa), since it is rarely good policy for a Gamemaster to dictate character actions based on a character's stats rather than a player's decisions, but Intelligence can at least be used as a possible 'saving throw' against the consequences of incredible bungling. Moreover, it can be used to determine the relative speed of planning, and frequently enters into various situations as a modifier to the success of various Tasks which depend upon reasoning power. Intelligence levels range from 0 to 25.

Memory: This second Mental Attribute is used to show the character's relative ability to recall information or experiences. Like Intelligence, it is sometimes used in the acquisition of experience points. In the course of the game itself, Memory would come into play when a character needs to recall some crucial piece of information not normally available. Examples would include drawing a map of a building visited at some previous time, remembering a wiring diagram needed to build some piece of electronic equipment, or remembering, days later, the exact words of a dying man. Generally, players are permitted to make use of any information they can remember, but, if they forget and have no written records to draw from, only the Memory Attribute gives them renewed access to the material. Memory levels range from 0 to 25.

Wit: A character's Wit is a measure of his/her readiness of tongue; a high Wit would represent a 'gift for the Blarney,' a low score, a silent character of few words and little glibness of speech. A character's Wit is used when it is necessary to talk one's way out of a tight spot, tell a convincing lie, make a friend, or otherwise use words, rather than force, as a way to get things done. Wit levels range from 0 to 25.

Perception: A character's Perception is the fourth Mental Attribute measured. It denotes the individual's ability to notice details, recognize danger, and otherwise act — sometimes almost intuitively — in response to his or her surroundings. The uses of Perception range from spotting obscure clues to determining the chance that a character will notice and react to an unexpected threat or problem. The level ranges from 0 to 25.

Will: The last Mental Attribute, Will is a measure of the character's strength of purpose. It is used during character creation (in some instances) to acquire experience points; in the game proper, it measures morale, determination, stubbornness, and the ability to resist coercion — along with a host of related things. Will is a frequently used Saving Throw to allow the character to avoid an action or game result that would otherwise be unfavorable. The level is measured from 0 to 25.

Appearance: Appearance is a Special Attribute which portrays the character's physical attractiveness. During character generation, the Appearance Attribute helps determine the player's control over various physical details — height, weight, complexion, hair and eye color, and so forth — that would otherwise be generated randomly. Appearance also has an influence over the reaction of NPCs to the character, and can be applied directly in special cases (such as Seduction) at the behest of the Gamemaster. Appearance levels range from 0 to 25.

Charisma: Another Special Attribute, Charisma, is an intangible counterpart to Appearance. It represents the ability to inspire, lead, dominate, or persuade people (by force of personality, rather than words). A character with high Charisma, regardless of Appearance or Wit, has an advantage in dealing with others. It is used in any situation where the Gamemaster judges it to be a factor. Charisma levels can range from 0 to 25.

Luck: Luck is another Special Attribute. It represents the character's 'last line of defense', both in character generation and in the game itself. Saving throws against Luck may be called for at any time that the situation is *in extremis* — to avoid death, capture, or other catastrophe when all other Skills and Attributes have failed. The use of Luck is allowed only when the Gamemaster wishes to make use of it, and should be sparingly used at the most. Luck levels range from 0 to 25.

Talents: This Special Attribute tells how many exceptional or unusual abilities are possessed by the character. Talents are determined in detail in a later step, and may result in increased Attribute levels, improved ratings in some skill areas, or the award of certain very Special Talents such as a photographic memory, an unerring sense of direction, or some other worthwhile but highly unusual Talent. The Attribute will always be 2–20.

Motivations: This last Special Attribute determines how many exceptional motivations drive the character. Actual motivations are determined in detail in a later step, and may result in changes to the character's basic personality, or in specific special motivations which set forth the character's unusually strong feelings on specific topics. The Attribute will always be 2–20.

CREATING ATTRIBUTES

The creation of attributes follows the procedure noted below.

For each Attribute listed, a roll of 2D10 is made, and the result is noted down on the Worksheet. In addition, the character receives certain automatic modifications to the basic rolls based on gender. This result is the Attribute Level; an Attribute Rating will be assigned later.

Attributes may be improved during the later stages of the character creation process, or they may decline as a result of age or injury. Opportunities for improvement or loss will be noted as they occur. Record all Attribute rolls on the Worksheet, but be prepared to change them as they fluctuate.

1.5 PERSONALITY TRAITS

Ten Personality Traits define a character's emotional and behavioral makeup, much as the various Attributes regulate his physical and mental abilities. These are each defined and discussed below.

Ego: This Trait defines the character's self-confidence, vanity, and sense of self-worth. A very high score may indicate someone who is too cocksure and boastful, but a very low score just as surely shows a lack of confidence that may be a serious handicap.

Sentiment: This Trait shows the degree to which emotion rules the character. A low rating may cause the character to be perceived as harsh, cold, or unfeeling, but a high score tends to make the character a 'soft touch', easily led astray by purely emotional arguments.

Greed: A Trait defining the character's devotion to material things, greed is not strictly limited to personal desire for wealth. It is possible that a character may be 'greedy' on behalf of an organization or a group, as well as for his or her own personal gain. A low score indicates a general lack of interest in material things, while a high score would

indicate a grasping or miserly character.

Ambition: As with greed, ambition is not limited to personal ambition. It indicates the degree to which the character is obsessed with advancement, in a career or society; that advancement, however, may not be for the character himself but could also include the advancement of family, friends, or a particular organization or cause. A low score can be considered to be an indicator of comparative complacency or apathy, while a high score shows a driving desire to get ahead.

Loyalty: This Trait defines the overall determination of the character to stand by friends, families, causes, or beliefs. A low score shows a fickle tendency of shifting allegiances or positions as the wind blows while a high score represents unswerving support even when such support is not such a good idea.

Independence: A measure of personal initiative and self-sufficiency, this Trait conveys the extent to which the individual believes in making decisions without regard for what others may think. A low score generally marks a person who is more a follower than a leader, while a high score tends to indicate such extreme self-reliance as to be perceived as eccentricity.

Integrity: This is a measure of the character's moral principles and stance. A high score represents an unswerving dedication to high moral and ethical standards, which can win the character a reputation as a prig or a 'stool pigeon'. Low scores, on the other hand, indicate a willingness to do or tolerate almost anything, but can mean that the character is easily led astray by temptation.

Adaptability: Adaptability is a Trait which represents the character's ability to mask, suppress, or adjust views and opinions for a maximum amount of flexibility in dealing with others. A low score can be perceived as rigidity, which makes the character hard to deal with, while a high score may be taken as a certain degree of spinelessness on the character's part.

Stability: This Trait measures the character's basic emotional and mental soundness. A low score may represent extreme nervousness, or can even indicate a borderline mental or emotional disorder in extreme cases. High scores, on the other hand, denote such a solid control over one's own emotions as to limit the character's ability to show feeling; such characters are often perceived as detached and uncaring.

Sophistication: This Trait is an indicator of the character's overall cynicism and experience with the world at large. Low scores may indicate extreme gullibility, while high scores represent a blase or cynical attitude; either extreme can be a problem.

CREATING PERSONALITY TRAITS

For each of the Personality Traits, the player or the Gamemaster should pick a number between 1 and 10, and then add a roll of 1D10 to this result (0 = 10), for a 2 - 20 range. Remember that extremes (in either direction) can be a handicap in some instances; on the other hand, extreme scores can sometimes create a very interesting character.

Personality Traits can be changed during later stages of the character creation process. They should be recorded on the Worksheet now and altered as fluctuations occur.

John's character is to be a male, which means that Strength, Stamina, and Will can each be increased by one point as they are rolled up. The Attributes are assembled as follows:

Strength = 17+1 = 18 (Very high)

Stamina = 02+1 = 3 (Very poor)

Dexterity = 05 (Very poor)

Agility = 14 (Good)

Health = 18 (Very high)

Intelligence = 07 (Poor)

Memory = 13 (Good)

Wit = 09 (Poor)

Perception = 10 (Average)

Will = 09+1 = 10 (Average)

Appearance = 15 (Good)

Charisma = 17 (Very good)

Luck = 11 (Average)

Talents = 13 (Good)

Motivations = 11 (Average)

Although the character has a number of decidedly below-average scores, there will be ample opportunity to bring these up to higher levels at a later stage in the process.

Personality Traits are created next. The list below shows John's choices, followed by the random rolls, and the actual scores that result.

Ego: 10+8 = 18

Sentiment: 1+9 = 10

Greed: 10+8 = 18

Ambition: 10+7 = 17

Loyalty: 10+5 = 15

Independence: 10+1 = 11

Integrity: 5+6 = 11

Adaptability: 10+8 = 18

Stability: 10+4 = 14

Sophistication: 10+10 = 20

John's choices were made with the image of a cocky, self-sufficient Puerto Rican street kid in mind. Note, however, the choices made for Loyalty and for Integrity; John's character is already envisioned as having principles of his own, which will make him an interesting character.

In some cases (notably Sentiment, and Independence) the final scores ended up far away from the scores John hoped for. These can, however, be corrected in later stages of the character creation process.

John's character's basic Attributes and Personality Traits have now been established. Now, Tom explains, comes the next step in creating the character, which is to flesh out the individual with specific areas of talent and unusual motivations or goals.

1.5 TALENTS AND MOTIVATIONS

Characters in *Freedom Fighters* are given certain specific Talents and Motivations during the character design process. These factors are of importance in modifying some of the character's basic abilities. They also go a long way towards making the character more of an individual, with drives and potentials that can vary widely from one person to another.

1.5.1 Talents

Talents show areas in which a character is particularly gifted. Each character may have up to ten Talents, according to the Talent Attribute rolled previously. For every two Talent Attribute points, the character receives one actual Talent. Fractions are rounded up. The Talent Table lists all possible Talent results.

Possible Talents fall into three broad categories. Attribute Increases are possible; each time an Attribute Increase is received, roll 1D6 and add the result to the indicated Attribute. These increases are one way of building up low Attributes easily and cheaply. No Attribute may be raised above 25 by this method.

Skill Talents can also be gained. When a specific skill is listed, the Talent in that skill should be noted on the worksheet. The character's final rating for that specific skill will be doubled at the end of character generation.

Finally, there are Special Talents. These are unusual abilities, possessed by very few people, which can be of great use in some aspects of the game.

CREATING TALENTS

The player or Gamemaster may deliberately select up to half (round fractions up) of the Talents to be received, picking Talents as desired. The remaining Talents are rolled for randomly on the Talent Table.

Special Talents may never be chosen deliberately, only received randomly. Other selections are completely free. If for any reason an Attribute Increase is received more than once (for the same Attribute), the Attribute is increased by 1D6 for each receipt. If a skill Talent is received more than once, the first selection grants the Talent, while each subsequent selection adds 1D6 to the Attribute shown in parentheses after the skill name (the Governing Attribute).

SPECIAL TALENTS

Each time a Special Talent is rolled on the table, a second die roll must be made on the Special Talents Table, which may result in any of several outcomes. These are briefly summarized on the appropriate table. It is largely up to the Gamemaster to regulate the Special Talents. Only the vaguest of guidelines are given here, which the Gamemaster can expand upon as he desires. In the case of Psychic or Psionic Talents, it is recommended that the Gamemaster consider consulting the FGU game *Psi World*, which gives detailed rules for the use of psionic powers which can be easily adapted to use with this game system. Alternatively, such powers can be invented on the spot, with the Gamemaster specifying in detail what the character can do, for how long, and so forth. As in the real world, Special Talents should be few and far between, and should not be made so powerful as to completely unbalance the game.

TALENTS

1D100	Talent Received
01-02	Increase Strength by 1D6
03-04	Increase Stamina by 1D6
05-06	Increase Dexterity by 1D6
07-08	Increase Agility by 1D6
09-10	Increase Health by 1D6
11-12	Increase Appearance by 1D6
13-14	Music (Charisma)
15-16	Dance (Agility)
17-18	Acting (Charisma)
19-20	Mimic (Wit)
21-22	Sleight-of-Hand (Dexterity)
23-24	Balancing (Agility)
25-26	Acrobatics (Agility)
27-28	Running (Stamina)
29-30	Maintenance (Dexterity)
31-32	Bargaining (Wit)
33-34	Brawling (Agility)
35-36	Swimming (Stamina)
37-38	Orienteering (Perception)
39-40	Jumping (Agility)
41-42	Tactics (Intelligence)
43-44	Combat (Will)
45-46	Management (Intelligence)
47-48	Insight (Perception)
49-50	Leadership (Charisma)
51-52	Persuasion (Wit)
53-54	Instruction (Wit)
55-56	Seduction (Charisma)
57-58	Carousing (Stamina)
59-60	Stealth (Agility)
61-62	Gambling (Luck)
63-64	Research (Will)
65-66	Throwing (Dexterity)
67-68	Questioning (Wit)
69-70	Deception (Wit)
71-72	Public Speaking (Wit)
73-74	Art/Craft (Dexterity)
75-76	Forgery (Dexterity)
77-78	Animal Handling (Will)
79-80	Finance (Intelligence)
81-82	Sports (Stamina)
83-84	Writing (Wit)
85-86	Language, Spoken & Written (Wit)
87-88	SPECIAL TALENT - roll once on Table
89-90	Increase Intelligence by 1D6
91-92	Increase Memory by 1D6
93-94	Increase Wit by 1D6
95-96	Increase Perception by 1D6
97-98	Increase Will by 1D6
99-00	Increase Charisma by 1D6

SPECIAL TALENTS TABLE

Consult this table as directed by the Talents Table.

1D100	Special Talent Received
01-15	High Fatigue Threshold
16-20	Exceptional Strength
21-25	Exceptional Stamina
26-30	Exceptional Dexterity
31-35	Exceptional Agility
36-40	Exceptional Health
41-45	Exceptional Intelligence
46-50	Exceptional Memory
51-55	Exceptional Wit
56-60	Exceptional Perception
61-65	Exceptional Will
66-70	Exceptional Appearance
71-74	Exceptional Charisma
75-78	Exceptional Luck
79-82	Exceptional Reactions
83-86	Sense of Direction
87-90	Sense of Time
91-94	Sense of Danger
95-97	Photographic Memory
98-99	Speed Reading
00	Psychic/Psionic (roll 1D100)

SPECIAL TALENTS DESCRIPTIONS

High Fatigue Threshold: The character is capable of unusually long periods of sustained activity, gets by with minimal sleep or rest, etc. When setting the character's Fatigue Threshold (near the end of character creation), double the usual result; it may not, however, exceed the character's Fatigue Limit.

Exceptional Attributes: The named Attribute is increased immediately to a level of 25, and cannot be improved further. Exceptional Attribute levels simply indicate an unusually high aptitude in the given area. Note that Reactions is not a normal Attribute, but is calculated from three other Attributes at the end of character creation; Exceptional Reactions doubles the Reactions figure without changing any of the original Attributes.

Sense of Direction: The character has a natural ability to orient himself to his surroundings, and cannot become lost so long as he has a basic idea of where he started from and how long he has been traveling. The character should immediately receive Orienteering, Rural and Orienteering, Urban skills at level-10.

Sense of Time: The character has an instinctive grasp of passing time. He is aware of how much time has passed from a any given moment, or how much time remains before a scheduled event. If asleep, the character can always awaken at any specific predetermined time (but cannot do this if rendered unconscious, and cannot change the awakening time once he goes to sleep). When isolated without referents, the character still instinctively knows what time it is.

Sense of Danger: The character is instinctively able to sense when danger threatens, and can never be Surprised.

Photographic Memory: Regardless of the character's Memory Attribute, the character can always recall anything he has heard or seen with exact precision. The Memory Attribute is still used to regulate the ability to act upon memories, since having total recall does not necessarily help a character remember routine matters. (You can still forget where you have left your hat and gloves, even if you can memorize anything you have ever seen.) Note that this ability does not confer 'speed reading' capabilities; to memorize a page of text, it must be read through at a normal rate.

Speed Reading: The character is capable of absorbing an entire page of printed material in a single quick examination. Note that recall is still dependent upon the quality of the character's memory.

Psychic/Psionic: Roll 1D100; on 01-95 the character is Psychic; 96-00 indicates that the character is Psionic.

Psychic characters roll on the Psychic/Psionic Talents Table to determine the power or powers available. They have that power as a special 'Attribute': with the Attribute level set by rolling 1D10. This level cannot be improved. At any time, the character may attempt (by spending an entire combat round doing nothing else) to roll against his Attribute rating (Attribute level x 5) on 1D100 and make use of the power, whatever it may be. The Gamemaster must interpret the exact uses and limitations of the power.

Psionic characters are as above, but have the initial Attribute level set at 2D10, and can improve that level as they would improve any normal Attribute; however, improvement costs are always doubled.

PSYCHIC/PSIONIC POWERS TABLE

1D100	Psychic or Psionic Power
01-10	Read surface thoughts while touching.
11-15	Read surface thoughts while up to 25 meters distant.
16-18	Read surface thoughts of one (specified) person to unlimited range.
19-28	Send thoughts while touching.
29-33	Send thoughts up to 25 meters away.
34-35	Send thoughts on one (specified) person to unlimited range.
36-40	Move objects (Mass = Carrying Capacity/100) up to 25 meters away.
41-43	Move objects (mass = Carrying Capacity/10) up to 25 meters away.
44-45	Move objects (Mass = Carrying Capacity) up to 25 meters away.
46-60	Strike with full 'hand-to-hand' blow up to 25 meters away.
61-70	Trace history of an object.
71-80	Trace current location of an object's owner.
81-90	See hidden objects within 25 meters.
91-95	See distant places and events (Will gives range in km.).
96-98	Glimpse possible future events.
99-00	Multiple Powers (roll 1D10 times)

The Gamemaster should feel free, if he so desires, to introduce additional powers, change the probabilities of receiving these powers and so forth; remember, however, that *Freedom Fighters* is not primarily a game of psychic powers, and such abilities should not become prevalent enough to cause imbalance in the game.

For additional ideas on psionic or psychic powers, see the FGU game *Psi World*.

1.5.2 Motivations

Where Talents have an influence on Attributes and Physical Skills, Motivations can alter or add to a character's Personality. The Motivations Chart lists all of the possible Motivations results that can be received. As with Talents, these fall into three categories.

Personality Alterations allow the player or Gamemaster to make changes in the various Personality Traits of the character. Each time such a Trait is changed, a roll of 1D6 may be added or subtracted (as desired) from that specific Trait. This is a good way to alter unsatisfactory Trait results. No Trait may be modified to less than 0 or more than 25 in this way.

Motivations proper are like Special Personality Traits. The Table will list a phrase or statement which indicates an area outside the ordinary list of Traits which may be of particular importance, one way or another, to the character. The statement itself tells nothing of the character's opinions in the matter; this is found by setting a tolerance level in the same way as was used to create the original Traits, by choosing a number from 1 to 10, then rolling 1D10 and adding the two numbers together for a 2–20 range. A high number indicates that the character strongly believes in or agrees with the statement, while a low number would indicate a strong opposition to the statement or concept. Thus, the motivation 'members of the opposite sex' is a neutral statement. A character with a tolerance score of 20 would be strongly attracted to members of the opposite sex, possibly to the neglect of his or her ordinary duties. A character whose score was only a 3 would be decidedly uncomfortable around such people, and could even be actively hostile to them (depending upon other Traits and Motivations). Note that Motivation tolerance levels can be modified just like Personality Traits, as desired.

Phobias may also be received as Motivation results. As with Special Talents, phobias require further definition, the selection of a specific fear. Phobias represent unreasonable fears of various specific things, such as high places, open spaces, darkness, and so forth. Each has a tolerance level which represents the chance a character has of overcoming that fear. A Mild Phobia has a tolerance level set by taking a roll of 1D10+10 for a number between 11 and 20. Strong Phobias have a tolerance level set by taking a roll of 1D10 for a number from 1 to 10. This represents the character's basic chance of conquering his fear in any given situation.

MOTIVATIONS IN THE GAME

Motivations and Phobias have several important game effects. In the character creation process, they may limit certain career or skill choices. (Someone who is afraid of water may find it hard to learn how to swim or use SCUBA gear, for instance.) At other times, they may actually channel the character into certain career or skill choices that may be required, rather than optional. The Motivation and Phobia descriptions in the Tables describe these various influences on character generation.

Motivations and Phobias also play an important part in the Verbal Interaction rules described in a later section of this booklet. See those rules for detailed effects of a character's various Motivations.

Finally, Motivations and Phobias should have an impact on role-playing aspects of the game. A separate chapter discusses good role-playing, and the ways in which Motivations and Phobias might help influence the way in which a player participates in the game. It should be stressed that these role-playing aspects of the game are not so much rules as they are general guidelines for players and Gamemasters; it is impossible to legislate how a game is played, and Motivations and Phobias (among other things) should never be used to coerce a player into doing things he does not wish to do.

CREATING MOTIVATIONS

As with Talents, one Motivation may be received for every two points (round fractions up) of the Motivations Attribute. Up to half of these may be selected deliberately from the table (again, round up); the remainder must be rolled for. Motivation results which are duplicated permit changes in the tolerance level assigned to the Trait, Motivation, or Phobia. The direction of all Trait and tolerance level number

changes is up to the player creating the character, but the final number must fall between 0 and 25.

All results should be noted on the Character Worksheet as they are found.

MOTIVATIONS CHART

1D100	Motivation Results
01–02	Alter Ego by 1D6 points.
03–04	Alter Sentiment by 1D6 points.
05–06	Alter Greed by 1D6 points.
07–08	Alter Ambition by 1D6 points.
09–10	Alter Loyalty by 1D6 points.
11–12	Alter Independence by 1D6 points.
13–14	Alter Integrity by 1D6 points.
15–16	Alter Adaptability by 1D6 points.
17–18	Alter Stability by 1D6 points.
19–20	Alter Sophistication by 1D6 points.
21–22	Motivation: The use of alcoholic beverages.
23–24	Motivation: The use of narcotics.
25–26	Motivation: Gambling.
27–28	Motivation: Members of the opposite sex.
29–30	Motivation: Members of the same sex.
31–32	Motivation: Eating.
33–34	Motivation: Personal self-assurance.
35–36	Motivation: Charity.
37–38	Motivation: Supporting friends.
39–40	Motivation: Criminal activity.
41–42	Motivation: Social and/or racial equality.
43–44	Motivation: Displaying emotion.
45–46	Motivation: Luxury and personal comfort.
47–48	Motivation: Helping people in need.
49–50	Motivation: War and the military.
51–52	Motivation: Fighting.
53–54	Motivation: Religion.
55–56	Motivation: Personal courage.
57–58	Motivation: Remaining calm and cool under stress.
59–60	Motivation: Cooperating with others.
61–62	Motivation: Optimism.
63–64	Motivation: Caution.
65–66	Motivation: Curiosity.
67–68	Motivation: Good Manners.
69–70	Motivation: Making decisions.
71–72	Motivation: Animals.
73–74	Motivation: The wilderness and nature.
75–76	Motivation: Technology and progress.
77–78	Motivation: Forgiveness.
79–80	Motivation: Close family ties.
81–82	Motivation: Neatness and organization.
83–84	Motivation: Outspokenness.
85–86	Motivation: Marriage.
87–88	Motivation: Children.
89–90	Motivation: Taking responsibilities seriously.
91–92	Motivation: Bragging.
93–94	Motivation: Seeking physical pleasure and fulfillment.
95–96	Motivation: Seeking the approval of others.
97–98	Mild Phobia — see phobia listing.
99–00	Strong Phobia — see phobia listing.

MOTIVATION DESCRIPTIONS

The Use of Alcoholic Beverages:

Tolerance (15+) = Talent in Carousing; double benefit costs for Money.

Tolerance (5–) = Carousing skill costs doubled.

The Use of Narcotics:

Tolerance (15+) = Talent in Carousing; triple Benefit costs for Money; Health –1D6.

Gambling:

Tolerance (15+) = Talent in Gaming.

Tolerance (5–) = Gaming and Cardsharp skill costs doubled.

Members of the Opposite Sex:

Tolerance (15+) = Talent in Seduction; double benefit cost of Money.

Tolerance (5–) = Seduction skill costs doubled.

Members of the Same Sex:

No special effects.

Eating:

Tolerance (15+) = +25 to Build die rolls; double benefit costs of Money.

Tolerance (5-) = -25 to Build die rolls; halve benefit costs of Money.

Personal Self-Assurance:

Tolerance (15+) = Add 1D6 (to max. 25) to Ego.

Tolerance (5-) = Subtract 1D6 (to min. 0) to Ego.

Charity:

Tolerance (15+) = Receive 1D100 Benefit Points towards Religious Contacts; double benefit costs of Money.

Tolerance (5-) = Double benefit costs of Religious Contacts.

Supporting Friends:

Supercedes Loyalty trait when dealing with the character's friends or comrades.

Criminal Activity:

Tolerance (15+) = Roll Will or less to avoid entering Criminal career at each career change.

Tolerance (5-) = Character cannot enter Criminal careers.

Social and/or Racial Equality:

No special effects.

Displaying Emotion:

No special effects.

Luxury and Personal Comfort:

Tolerance (15+) = 50% or more of all money acquired must be spent on personal belongings at game start.

Tolerance (5-) = Halve benefit cost of Money; no more than 25% of all money acquired may be spent on personal belongings at game start.

Helping People in Need:

Tolerance (15+) = Halve all benefit costs for Contacts. Double benefit costs for Money.

Tolerance (5-) = Double all benefit costs for Contacts.

War and the Military:

Tolerance (15+) = Roll Will or less to avoid entering Military career at each career change.

Tolerance (5-) = Character cannot voluntarily enter the Military career.

Fighting:

Tolerance (15+) = Character has Talents in Combat and Brawling

Tolerance (5-) = Character pays double benefit costs for Combat, Brawling, all Marksmanship, all Martial Arts, Autofire, High-Recoil Firearms, all Gunnery, and all Support Weapons skills.

Religion:

Tolerance (15+) = Roll Will or less to avoid entering Religious secondary career at each career change. Halve benefit costs for Religious contacts.

Tolerance (5-) = Character cannot enter Religious secondary career at any time. Double benefit costs for Religious Contacts.

Personal Courage:

Tolerance (15+) = Talent in Combat skill.

Tolerance (5-) = Double benefit cost for Combat skill.

Remaining Calm and Cool Under Stress:

No special effects.

Cooperating with Others:

Tolerance (15+) = Talent in Negotiation skill.

Tolerance (5-) = Negotiation skill costs doubled.

Optimism:

No special effects.

Caution:

No special effects.

Curiosity:

Tolerance (15+) = Talent in Research and Education skills.

Tolerance (5-) = Education skill costs doubled.

Good Manners:

No special effects.

Making Decisions:

Tolerance (15+) = Talent in Management and Leadership skills.

Tolerance (5-) = Leadership skill costs doubled.

Animals:

Tolerance (15+) = Talent in Animal Handling skills.

Tolerance (5-) = Animal Handling skill costs tripled.

The Wilderness and Nature:

Tolerance (15+) = Talent in Orienteering Rural and Subculture, Rural, Orienteering, Urban and Subculture, Urban skill costs are doubled.

Tolerance (5-) = Talent in Orienteering, Urban and Subculture, Urban, Orienteering, Rural and Subculture, Rural skill costs are doubled.

Technology and Progress:

Tolerance (15+) = Double benefit costs for Money. Player may choose to have a Talent in any one skill listed in the Technical Secondary Career Skill Pool.

Tolerance (5-) = Skill costs for all skills listed in the Technical Secondary Career Skill Pool are doubled.

Forgiving Past Actions of Others:

No special effects.

Close Family Ties:

Tolerance (15+) = -25 on attitude rolls towards all family members.

Tolerance (5-) = +25 on all attitude rolls towards all family members.

Neatness and Organization:

Tolerance (15+) = Talents in Research and Education.

Tolerance (5-) = Double benefit costs for promotion.

Outspokenness:

No special effects.

Marriage:

Tolerance (15+) = -25 to all Personal Life rolls.

Tolerance (5-) = +25 to all personal life rolls.

Children:

Tolerance (15+) = -25 to all Personal Life rolls.

Tolerance (5-) = +25 to all Personal Life rolls.

Taking Responsibilities Seriously:

Tolerance (15+) = Halve benefit costs for promotion.

Tolerance (5-) = Double benefit costs for promotion. Talents in Carousing and Seduction skills.

Bragging:

No special effects.

Seeking Physical Pleasure and Fulfillment:

Tolerance (15+) = Subtract 1D6 (min. 0) from Ambition.

Tolerance (5-) = Add 1D6 (max. 25) to Ambition.

Seeking Approval of Others:

Tolerance (15+) = Subtract 1D6 (min. 0) from Independence

Tolerance (5-) = Add 1D6 (max. 25) to Independence.

Mild Phobia:

See Phobia Table and descriptions.

Strong Phobia:

See phobia table and descriptions.

PHOBIA TABLE

Die Roll	Phobia Name and Description
01-30	Xenophobia (fear of strangers)
31-50	Aerophobia (fear of heights)
51-60	Agorophobia (fear of open spaces)
61-70	Hydrophobia (fear of water)
71-80	Nyctophobia (fear of darkness)
81-90	Claustrophobia (fear of enclosure)
91-00	Other phobia - see below.

A result of 'Other phobia' will result in one of the less common fears listed separately below. Choice is left up to the player or the Gamemaster, and not regulated by die roll.

Miscellaneous Phobias:

Astrophobia (fear of thunder and lightning)
 Neophobia (fear of new ideas and things)
 Mysophobia (fear of dirt and germs)
 Zoophobia (fear of large animals)
 Ophidophobia (fear of snakes and reptiles)
 Musophobia (fear of mice and rodents)
 Alluraphobia (fear of cats)
 Cynophobia (fear of dogs)
 Acniphobia (fear of spiders)
 Pyrophobia (fear of fire)
 Autophobia (fear of being alone)
 Demophobia (fear of crowds)
 Thanophobia (fear of death)
 Toxicophobia (fear of being poisoned)
 Aigophobia (fear of pain)
 Kronophobia (fear of growing old)
 Hypnophobia (fear of sleep and dreams)
 Hemophobia (fear of blood)
 Photophobia (fear of bright light)
 Heptephobia (fear of being touched)
 Gynophobia (fear of women)
 Androphobia (fear of men)
 Genophobia (fear of sex)

PHOBIA SKILL LIMITATIONS:

Xenophobia: Public Speaking, Insight.
Acrophobia: Climbing, Balancing, Parachute.
Agorophobia: Orienteering, Survival.
Hydrophobia: Swimming, Seamanship, Boat Handling (all)
Nyctophobia: Survival (all)
Claustrophobia: None.
Astrophobia: None.
Neophobia: Technology (all).
Mysophobia: Pathology, Survival (all).
Zoophobia, Ophidophobia, Musophobia, Alluraphobia, Cynophobia: Animal Handling (appropriate subskill only).
Acniphobia: None.
Pyrophobia: None.
Autophobia: None.
Demophobia: Public Speaking.
Thanophobia: Combat.
Toxicophobia: None.
Aigophobia: Combat, Brawling, Martial Arts (all), Sports (all).
Kronophobia: None.
Hypnophobia: None.
Photophobia: None.
Hemophobia: Combat, First Aid, Surgery, Diagnosis, Medical Specialty (all).
Heptephobia: Seduction, First Aid, Brawling, Martial Arts (all), Dance (all).
Gynophobia: Seduction (if man).
Androphobia: Seduction (if woman).
Genophobia: Seduction.

John's character has a Talent Attribute of 13 and a Motivation Attribute of 11. He starts by determining Talents.

A 13 entitles the character to seven Talents (half of 13, then round up), of which four (half of 7, round up again) are chosen deliberately and three more are rolled for randomly. John chooses to concentrate his voluntary Talents on improving Attributes.

He picks Stamina first, adding a roll of 1D6 (4) to his original 03. Stamina level is now an 07.

Next he adds 1D6 (2) to Dexterity (05), bringing the Dexterity level to 07 as well.

His third choice is Intelligence (07); adding 1D6 (6), he raises the Intelligence level to 13.

Finally, he picks a Talent in Stealth, figuring that this would be a good Talent for a street kid to have.

Now come the random rolls. A 34 gives the character a Talent in Brawling; a 13 a Talent in Music, and an 88 grants a Special Talent. This is rolled for on the Special Talents Table; the result, a 51, gives the character Exceptional Wit, raising the Wit Attribute to 25. John's character is the glib, smooth-talking sort, able to come up with a comeback or an explanation for anything, and perfect for the role of a con man of some kind.

Next, Motivations are determined. The 11 Attribute entitles him to 6 Motivations (half of 11); three of these (half of 6) are chosen, and three are randomly rolled.

Again, John chooses to let his choices modify some previously rolled and created items he is not satisfied with, in this case the tolerance levels of certain Personality Traits. He chooses to subtract 1D6 from Sentiment (bringing it down to a 7); then he chooses Independence twice, adding 5+2 to 11 for an 18.

Now come the random rolls. An 84 is 'Outspokenness.' John chooses a level of 10, which is combined with a die roll of 5 to give a tolerance level of 15. John's character will, more often than not, say what he thinks; there are no other special effects.

A 45 is 'Luxury and Personal Comfort.' As a child of the streets, John's character is deemed not to care much for this, so a choice of 1 is combined with a roll of 2. Luxury does not tempt this character very often; his tolerance level is 3. When undergoing character creation, money costs only half the usual number of Benefit Points to purchase, and John's character can spend no more than 25% of all money earned on initial equipment.

The final roll is 73, 'The Wilderness and Nature.' For a street kid, this should be low, so John again chooses a 1. The random roll is 9, however, giving a final result of 10. The character is rather ambivalent about the lure of nature, preferring the city, but surprisingly comfortable away from the urban jungle. This tolerance level does not trigger any special effects.

Tom, the Gamemaster, now informs John that the next step involves creating a picture of the character. This is done through the rules on Appearance.

1.6 APPEARANCE

The Appearance of a character can be of considerable importance to some aspects of the game. How distinctive are a character's features? What chance does the character have of using a uniform taken from a sentry? Though these and other questions can be decided by the Gamemaster as a spur-of-the-moment judgement call, there is much to be said for establishing such factors during the character creation process. This section can be treated as optional if players or Gamemaster prefer.

1.6.1 Features

Basic features for a character include Complexion, Eye Color, and Hair Color. Other aspects of a character's features are left entirely to the player to describe.

Complexions can range from an 'ethnic coloration' (dark brown, swarthy, 'yellow' Oriental, 'red' Indian, and so forth) through Very Dark, Dark, Average, Fair, and Very Fair. Complexions have no actual game impact, but a black street kid is definitely going to have more trouble impersonating a Russian sentry than a nordic blond or a Slav.

Eye Colors can be dark brown, brown, hazel, blue-grey, green or blue. Again, there are no specific game effects, but eye color is a feature difficult to disguise without special equipment, and so can be of interest in situations involving identification or impersonation attempts.

Hair Colors — black, brown, auburn, red, and blond — complete the basic image built of a character. Again, this aspect of the individual is optional.



CREATING FEATURES

Each character has a code, noted during designation of Ethnic Type, which will determine a modifier to the die rolls used to create features. On the Features Table, note this letter code and add the modifier to a roll of 1D100 for Complexion. The Ethnic die modifier is also sometimes accompanied by a note giving the nature of the 'ethnic coloration' associated with that type of character. Read the result of the die roll under the complexion column. The number in parentheses is another modifier which will be applied (in addition to the modifier from the Ethnic Type) to both eye and hair colors.

The process is repeated for each of these two areas, though neither eye nor hair color affects other rolls as Complexion did. Results should be recorded for later use.

1.6.2 Build

A character's Build represents the proportion of height to weight, both factors to be found in later steps. To determine Build, roll 1D100 (adding the scores for Strength and Stamina and subtracting both Agility and Health). The result on the Build Table is a general description of the character's Build. Note that a 'Very Light' character could still be tall and weight quite a bit, while a 'Massive' character could be short. Build assesses proportions, not absolute statistics.

Build results are associated with a 'Build Number' and a 'Weight Modifier.' These should be noted down for later use.

HEIGHT

A character's height in feet and inches can be found by a die roll. Male characters have 12D10 rolled and added together. Female characters have 10D10 thrown instead. If the character is an adolescent (17 years old or less), subtract 10 from the sum. The resulting number is the Height Die Sum, which should be noted down for later reference. The character's actual height is read directly from the Height and Weight Table on the line that corresponds to that sum.

WEIGHT

To find weight, determine the Weight Modifier (based on Build), and add this number to the Height Die Sum. Read across from the new result to find the character's weight in pounds. If the final result is below the lowest number on the scale, find the difference between the result and the lowest sum entry and subtract that number of pounds from the lowest weight figure shown. If, on the other hand, the result is higher than the highest number given, find the difference, double it, and add this to the highest possible listed weight in pounds.

Note that male and female characters use different columns for both height and weight.

USING HEIGHT AND WEIGHT

Though not absolutely necessary, height and weight figures can be very important. They dictate things like how well someone else's clothing will fit, how hard it is to drag or carry the character, and how easy he or she may be to pick out in a crowd. Players may prefer to choose for themselves, but this method gives an even-handed method of calculation that can be very useful.

SIZE

Size is an abstract measurement related to height and weight which has specific applications to combat situations. To calculate a character's Size, take the Build Number and add it to one-tenth (round fractions down) of the Height Die Sum. Note this result for later game use.

BUILD

1D100	Males	Females
01-05	Very Light	Very Light
06-10	Light	Very Light
11-25	Light	Light
26-35	Average	Light
36-55	Average	Average
56-65	Heavy	Average
66-75	Heavy	Heavy
76-85	Very Heavy	Heavy
86-95	Very Heavy	Very Heavy
96-99	Massive	Very Heavy
00+	Massive	Massive

Add Strength and Stamina, then subtract Agility and Health from 1D100 roll.

FEATURES

1D100	Complexion	Eye Color	Hair Color
Less than 01	Ethnic Coloration	Dark Brown	Black
01 to 10	Very Dark (-20)	Dark Brown	Black
11 to 20	Dark (-10)	Dark Brown	Black
21 to 30	Dark (-10)	Brown	Black
31 to 40	Dark (-10)	Brown	Brown
41 to 50	Average (0)	Brown	Brown
51 to 60	Average (0)	Brown	Brown
61 to 70	Average (0)	Hazel	Brown
71 to 80	Average (0)	Blue-Grey	Auburn
81 to 85	Fair (+10)	Green	Redhead
86 to 00	Fair (+10)	Blue	Blonde
Greater than 00	Very Fair (+20)	Blue	Blonde

Ethnic Group Die Modifications

A	+10	0	0
B	0	-10	-20
C	+30	+20	+20
D	+30	+10	+20
E	-20 (Very Dark)	-30	-30
F	-80 ('Yellow')	-40	-50
G	-70 ('Black')	-30	-50
H	-80 ('Red')	-20	-30
I	-30 (Very Dark)	-30	-50

Roll Complexion first, apply parenthetical modifier to other rolls.

HEIGHT & WEIGHT

Die Sum	Male Characters		Die Sum	Female Characters	
12D10	Height	Weight	10D10	Height	Weight
2-4	4'1"	79	0-2	4'0"	69
5-7	4'2"	82	3-5	4'1"	72
8-10	4'3"	85	6-8	4'2"	75
11-13	4'4"	88	9-11	4'3"	78
14-16	4'5"	91	12-14	4'4"	81
17-19	4'6"	94	15-17	4'5"	84
20-22	4'7"	97	18-20	4'6"	87
23-25	4'8"	100	21-23	4'7"	90
26-28	4'9"	103	24-26	4'8"	93
29-30	4'10"	106	27-29	4'9"	96
31-34	4'11"	109	30-32	4'10"	99
35-37	5'0"	112	33-35	4'11"	101
38-40	5'1"	115	36-38	5'0"	104
41-43	5'2"	118	39-41	5'1"	107
44-46	5'3"	121	42-44	5'2"	110
47-49	5'4"	124	45-47	5'3"	113
50-52	5'5"	127	48-50	5'4"	117
53-55	5'6"	131	51-53	5'5"	120
56-58	5'7"	135	54-56	5'6"	125
59-61	5'8"	139	57-59	5'7"	129
62-64	5'9"	143	60-62	5'8"	133
65-67	5'10"	147	63-65	5'9"	137
68-70	5'11"	152	66-68	5'10"	141
71-73	6'0"	156	69-71	5'11"	145
74-76	6'1"	161	72-74	6'0"	149
77-79	6'2"	165	75-77	6'1"	153
80-82	6'3"	170	78-80	6'2"	157
83-85	6'4"	175	81-83	6'3"	157
86-88	6'5"	180	84-86	6'4"	165
89-91	6'6"	185	87-89	6'5"	170
92-94	6'7"	190	90-92	6'6"	175
95-97	6'7"	195	93-95	6'7"	180
98-100	6'9"	200	96-98	6'8"	185
101-03	6'10"	205	99-100	6'9"	190
104-06	6'11"	211			
107-09	7'0"	216			
110-12	7'1"	221			
113-15	7'2"	227			
116-18	7'3"	233			
119-20	7'4"	238			

BUILD NUMBERS

Build	Build No.	Weight Mod.
Very Lgt.	13	-2D10
Light	14	+1D10
Average	15	+(20+2D10)
Heavy	16	+(40+3D10)
Very Hvy.	17	+(50+4D10)
Massive	18	+(60+1D100)

SENSES**EYESIGHT**

1D100*	Result
01-65	Perfect Eyesight: 20/20 vision.
66-75	Farsighted: Corrective lenses required to attempt any task or process involving work at less than one meter distance. A -10 modifier is applied to all To-Hit rolls using ranged weapons.
76-80	Nearsighted: Corrective lenses required to attempt any task or process involving work at more than one meter distance. Without such lenses, all tasks and To-Hit rolls have a +5 modifier to die rolls.
81-83	Very Nearsighted: As above, but modifier is +10.
84	Myopic: As above, but the modifier is +25.
85-88	Colorblind: Character is unable to distinguish red and green colors.
89-00	Totally Colorblind: Character is unable to distinguish any colors.

* Minus Perception Attribute.

HEARING

1D100*	Result
01 or less	Perfect Hearing. Perception + 1D10.
02-08	Good Hearing. Perception + 1D6.
09-80	Normal Hearing. No Perception modification.
81-87	Poor Hearing. Perception - 1D6.
88-00	Very Poor Hearing. Perception - 1D10.

* Minus Perception Attribute.

HANDEDNESS

1D100	Result
01-70	Right Handed (left is off-hand)
71-98	Left-Handed (right is off-hand)
99-00	Ambidextrous (no off-hand)

Off-Hand Dexterity

Subtract 1D10 from the Dexterity Attribute.

1.6.3 Senses

A character's eyesight and hearing can be important in the game. Eyesight dictates whether or not corrective lenses might be needed to perform certain tasks, and the quality of eyesight dictates the exact effects. Hearing can alter the character's Perception Attribute for better or worse.

To determine eyesight, roll 1D100 and subtract the Perception Attribute. The Eyesight Table discusses the various results.

For hearing, repeat the process. Some results on the Hearing Table modify the Perception Attribute, a modification applied after the creation of these senses. Perception cannot be raised above 25 or lowered below 1, regardless of results.

1.6.4 Handedness and Off-Hand Dexterity

A character may be right-handed or left-handed, or, possibly, ambidextrous. Handedness determines which of a character's hands uses the full Dexterity Attribute, with the 'off-hand' given a somewhat lower Dexterity. To find handedness, roll 1D100 and read the result.

To determine off-hand dexterity, subtract 1D10 from the original Dexterity level.

At all later stages of the game, an improvement in Dexterity raises the Dexterity level of one hand or the other (player specifies), but not both. Thus, the character could become ambidextrous through practice.

John's character has a Hispanic ancestry, and so uses code 'B' in influencing his features. Complexion is unmodified; a die roll of 38 gives him a 'Dark' Complexion and a modifier of -10 on other feature rolls. This -10 is combined with the -10 given for code B for eye color; a roll of 62-20 = 42, for brown eyes. The same -10 is combined with a -20 for code B hair color, and a roll of 98-30 = 68, giving brown hair. There are no real surprises here.

The character's Physical Attributes of Strength (18), Stamina (07), Agility (14), and Health (18), will be important in figuring Build. Strength + Stamina is 25, while Agility + Health is 32, for a net modifier of -7 to the roll of 1D100. He rolls a 32-7 = 24, for a Light Build. His Build Number is 14, and he receives a 1D10 modifier to weight. The roll is a 6.

A roll of 12D10 is made to find height. The result is a 59; this is the Height Die Sum. Reading across, that makes John's character 5'8" tall. Because of the weight modifier of 6, the '65-67' line is used to find a weight of 147 pounds. Size is set by taking the Build Number, 14, and adding 5 (57/10, rounded down), for a Size of 19. John's character is slender but tall, an average target.

With a Perception of 10, John's character gets a -10 applied to a 67 rolled for eyesight - a 57 is the result. The character has 20/20 vision. A roll of 28-10 is an 18, normal, on the hearing table. Exceptional results are hard to come by here.

For handedness, John is extraordinarily lucky, throwing a 99. The character is completely ambidextrous; given the low Dexterity Attribute (a 7), this is very lucky, because the character can have Attribute increases raise both hands' Dexterity levels simultaneously.

John is free to flesh out other details of appearance as desired. For now, though, there are other things to consider. The Game-master is ready to begin developing the character's family background, some aspects of which will be vitally important to the character's acquisition of skills and other benefits.

An ambidextrous character has the same Dexterity level for each hand; once this has been achieved, Attribute level increases affect both hands at once from that time on.

1.7 FAMILY BACKGROUND

The development of a character's family background contains many steps which are completely optional, but though not absolutely necessary, these procedures can do a great deal towards fleshing out the character, and moreover, can (with an imaginative player or GM) have a definite impact on the game itself. Characters engaged in a guerilla war must be concerned about how their activities will help or hinder their families and friends in a way that most role-playing game characters never experience. While family background could largely be selected by a player to suit his or her own desires, these rules provide and even-handed way to develop several crucial aspects of the character's antecedents.

1.7.1 Birthplace

Deciding the area from which a character comes is largely optional. A player who has a definite desire to have a character from a certain region or state should be allowed to make this choice on his own (but the Gamemaster should limit the number of characters of foreign birth



in a given group, if for no other reason than to preserve the essentially American flavor of the game).

For those players who wish to use a random method of choosing a birthplace, consult the Birthplace Table. Two 1D10 rolls are cross-indexed on the chart to yield a letter code which identifies a particular region. Regions consist of several possible states or areas, one of which can be chosen by the player or the Gamemaster in any way that seems desirable.

Birthplace, in and of itself, has no direct bearing on the game, but does suggest many things about the character. A character from Alaska is more likely to pick up cold-weather survival skills than one from Florida; a character from Georgia might have a pronounced regional accent; a character of foreign birth won't necessarily speak English as a native language, and so forth.

1.7.2 Origins

Something that is not optional is the designation of a character's origins. This tells the player the kind of environment in which the character was raised, and is an essential part of the character creation process. A character can be from any one of four kinds of Origins: Urban, Nonurban, Rural, or Foreign.

Urban origins indicate birth in a large city. A **Nonurban** origins result suggests a suburban background, or perhaps an early life in a small city or large town — something half-way between a city and a country lifestyle. Characters from a **Rural** upbringing tend to be from very small towns, with a further connotation of easy access to undeveloped or wilderness areas. **Foreign** birth covers characters from outside the United States.

1.7.3 Social Class

Coupled with Origins as a key element of a character's background is a determination of a character's social position, measured in terms of the individual's family wealth. There are five social classes: Poor, Low Income, Middle Income, Upper Income, and Wealthy. These Social Classes are perhaps the single most important factor in determining the character's opportunities for accumulating skills, money, and other material benefits, at least during the first stages of his life.

CREATING ORIGINS AND SOCIAL CLASS

All characters must roll up both Origins and Social Class, though some degree of influence can be applied to the process to shape the character to fit their own ideas.

Origins is rolled for first, using 1D100 on the Origins and Social Class Table. Modifiers based on Ethnic Type — the Origins DM noted previously — are always applied to this roll. The final result can also be further modified to any other result, at the player's option. Determine the size of the modifier needed to reach a desired end result on the table and multiply this number by 10. This many Benefit Points will have to be spent (before the receipt of any skills or other benefits) to produce the desired die modifier. Characters can come from any sort of Origins the player desires — provided a price is paid. The player who goes along with the die throws and makes the best of things is rewarded with more free points than the one who wants to design a character a certain way.

Characters of foreign birth should still determine Origins as discussed above, though it will not be quite as important to them as to American characters.

Next comes Social Class. The Origins and Social Class Table reads Origins results across the top. Once Origins is known, roll 1D100 (applying the Ethnic Type Social Class modifiers to the throw) and read the result under the column corresponding to the Origins already established. Foreign characters always use the 'Foreign' column regardless of other Origins.

The results correspond to one of the five Social Classes. Once again, the throw can be modified to any other result by computing the size of the modifier needed and paying ten times this value in Benefit Points. The Gamemaster should be careful, however, to preserve a certain amount of mixing among characters. It is not a good idea to allow every member of the group to be a Wealthy playboy. Indeed, Wealthy characters have some handicaps in terms of skills received that may prove to outweigh the monetary advantages this Social Class confers.

Origins and Social Class should be noted down for later reference; they become important in the Background Cycle of character development.

1.7.4 Family Members

A highly optional, but often rewarding element of family development is to actually determine the size, composition, and opinions of a character's family. This can be done in as much, or as little, detail as

BIRTHPLACE

Second 1D10	1	2	3	4	5	6	7	8	9	10
01	A	A	B	B	D	E	E	F	H	J
02	A	A	B	B	D	E	E	F	H	K
03	A	B	B	D	C	F	G	F	H	K
04	B	B	D	D	C	F	G	I	I	L
05	B	B	D	D	C	F	G	I	I	M
06	B	B	D	D	C	F	G	I	I	M
07	B	B	D	D	C	F	H	I	I	N
08	B	D	D	C	C	F	H	I	I	N
09	C	D	E	C	E	C	F	H	F	N
10	C	D	E	C	E	C	F	H	F	N

- A. North-East U.S.: Maine, Vermont, Massachusetts, Connecticut, Rhode Island.
- B. Atlantic States: New York, Pennsylvania, Delaware, Maryland, Virginia.
- C. Deep South: N. Carolina, S. Carolina, Georgia, Florida, Alabama, Mississippi, Tennessee, Kentucky.
- D. Midwest: Ohio, Michigan, Indiana, Wisconsin, Iowa, Illinois, Missouri.
- E. Plains States: N. Dakota, S. Dakota, Nebraska, Kansas.
- F. Southwest: Louisiana, Arkansas, Oklahoma, Texas, New Mexico.
- G. Rocky Mountains: Colorado, Wyoming, Montana.
- H. Pacific Northwest: Washington, Idaho, Oregon.
- I. West: California, Nevada, Utah, Arizona.
- J. Alaska.
- K. Hawaii.
- L. U.S. Possessions: (examples) — Puerto Rico, Guam, etc.
- M. Overseas American: American national born or raised overseas. (Choice up to player.)
- N. Foreign National: Character born in a foreign country. (Choice up to player.)

ORIGINS AND SOCIAL CLASS

Second 1D100 Roll	First 1D100 Roll — Origins				Special
Social Class	Urban	Non-Urban	Rural	Foreign	
Poor	01-25	01-18	01-20	01-30	
Low Income	26-45	19-35	21-40	31-50	
Middle Income	46-85	36-80	41-80	51-90	
Upper Income	86-97	81-95	81-96	91-98	
Wealthy	98-00	96-00	97-00	99-00	

Apply die modifiers from the Ethnic Type Table.

the player or Gamemaster wishes, and can be done using nothing but imagination, or through the application of random generation rules found here.

When creating a family, it is wise to deal with three distinct elements — a character's parents (mother and father), siblings (brothers and sisters), and his extended family (which can include grandparents, aunts and uncles, cousins, or any variety of other people). It is a good idea to determine, at a minimum, the size and status of the family. Does the character even know his father or mother? (He could be an orphan, illegitimate, etc.) Are they alive? Divorced? How many siblings and extended family members does he have? Answering these questions will help the character picture the family, and can serve as a framework for later expansion.

It is possible to go further. Each of the family members can be given a career, for example, and the attitude of each towards the character can be noted. Now the various family members may be in a position to help or hinder the character. (A brother in the military whose attitude is very friendly, for example, could help a character's resistance band find a cache of military weapons, while a strongly disapproving father whose government post has been confirmed by the invaders becomes a very personal — and very dangerous — ongoing enemy.)

From time to time, it may become advisable to actually create, either as 'extras' or as full-blown NPCs, some other members of a character's family. It might even be possible for a brother or a cousin of a player-character killed in the course of a campaign to step in to carry on the family fight, with the same player running the new character after the old one is lost. However, this should only be done for those family members likely to be important in the game.

CREATING FAMILY MEMBERS

Though it is acceptable to simply decide upon the various facets of family creation without other guidelines, a method of random development has been provided here.

First, find the status of the character's mother by rolling 1D100 under the appropriate Social Class on the correct Family Table. **Unknown** means that the character does not know who his mother was; perhaps he was put up for adoption, or lost his mother at an early age, without ever knowing her (and for one reason or another, the rest of the family cannot or will not tell him either). **Dead** means that she died when the character was still a child. **Separate** means that the character does not live with his mother, but she is alive and known to him. Usually this indicates a divorce. **Family** means that she is with the character's family as the character enters his teens.

The same process, with the same possible results, is repeated for the father. It may be necessary to interpolate a good explanation for odd results (mother unknown, father separate, for instance), but the

fertile imagination can come up with interesting stories that can do a lot to shape a character's past — and his personality.

Siblings are rolled for next on the Sibling Table, applying the 'Family DM' derived from the character's Ethnic Type. Use the column corresponding to Social Class to get a family size, which in turn yields a means of calculating the exact number of siblings. Gender and age at the start of the game can be determined for each by the player or the Gamemaster in any way desired, including the use of the same means as are used for rolling up characters, in which case most or all siblings share the same base age as the player's character and throw different exact ages — though for larger families this method becomes impractical.

Extended family is calculated next, using the same method. Each extended family member should have a specific relationship (grandparent, cousin, uncle/aunt, nephew/niece, etc.) chosen, along with gender and age.

FAMILY TABLES

Status	Mother Social Class				
	Poor	Low Income	Middle Income	Upper Income	Wealthy
Unknown	01-20	01-15	01-10	01-05	01-05
Dead	21-40	16-30	11-20	06-15	06-10
Separate	41-60	31-45	21-30	16-30	11-30
Family	61-00	46-00	31-00	31-00	31-00

Status	Father Social Class				
	Poor	Low Income	Middle Income	Upper Income	Wealthy
Unknown	01-25	01-20	01-15	01-10	01-05
Dead	26-45	21-35	16-25	11-20	06-10
Separate	46-65	36-50	26-35	31-35	11-30
Family	66-00	51-00	36-00	36-00	31-00

Family Size	Siblings Social Class				
	Poor	Low Income	Middle Income	Upper Income	Wealthy
None	01-05	01-10	01-20	01-30	01-40
V. Small	06-20	11-30	21-40	31-50	41-60
Small	21-40	31-50	41-60	51-70	61-80
Average	41-65	51-75	61-80	71-85	81-90
Large	66-85	76-90	81-95	86-95	91-95
V. Large	86-00	91-00	96-00	96-00	96-00

Be sure to add the Family die modifier from Ethnic Type.

Definitions:

- None: No siblings.
- Very Small: One sibling.
- Small: Two siblings.
- Average: 1D3 + 1 siblings.
- Large: 1D6 + 2 siblings.
- Very Large: 1D10 + 4 siblings.

EXTENDED FAMILY Social Class

Family Size	Poor	Low Income	Middle Income	Upper Income	Wealthy
None	01-10	01-15	01-20	01-15	01-10
V. Small	11-30	16-30	21-35	16-35	11-40
Small	31-50	31-50	36-55	36-60	41-55
Average	51-70	51-75	56-80	61-75	56-70
Large	71-85	76-90	81-95	76-90	71-85
V. Large	86-00	91-00	96-00	91-00	86-00

Add Family die modifier from Ethnic Type.

Definitions:

- None: No extended family.
- Very Small: 1D3 extended family members.
- Small: 1D6 + 2 extended family members.
- Average: 1D10 + 5 extended family members.
- Large: 2D10 + 7 extended family members.
- Very Large: 3D10 + 10 extended family members.

For each family member holding a career, roll 2D10 for rank and apply the modifiers listed below (from Social Class).

Poor Social Class: -5 (minimum 1).

Low Income Social Class: -3 (minimum 1).

Middle Income Social Class: +0.

Upper Income Social Class: +5 (maximum 20).

Wealthy Social Class: +10 (maximum 20).

EXPANDING ON FAMILY MEMBERS

Attitudes of each family member towards a character can be established as discussed in the chapter on 'Characters in the Game.' (See the section on 'Contacts'.)

Each family member can be given a career by rolling 1D100 on the Random Skill Pools Table. The result is the career field in which the character is employed at the time of the game. 'Urban,' 'Rural,' and 'Foreign' results should be treated as no career (unemployed, a homemaker, retired, etc.).

Family members who are in careers may have a 'rank' in that career set by rolling 2D10 and applying modifiers appropriate to their Social Class. Rank is used to determine a person's position in a career hierarchy, and is discussed in more detail in later sections of this booklet.

If the family member is to be taken farther, and developed as an 'extra' or as a full-blown character, follow the appropriate rules procedures.

It is strongly advised that the expansion of family members be postponed until the character is about to enter the game. Family members may be lost or gained over the course of a character's life, and it is much more convenient to reserve this step until it is certain to be useful.

To establish Birthplace, John rolls a 2 on 2D10, then a 5 on a second 1D10 roll. This result, a 'B,' indicates a birthplace in the Atlantic states (New York, Pennsylvania, Delaware, Maryland or Virginia). In keeping with the image he has already formed of the character, John chooses a birthplace in New York State.

A 1D100 roll determines Origins; the character's Hispanic Ethnic Type gives an Origins die modifier of +0. The 1D100 roll gives a result of 37 (nonurban), but by paying 20 Benefit Points, John can get a -2 modifier to make it 35, Urban. This is more in keeping with the tough Puerto Rican street kid John has been imagining. The character now hails from New York City and has Urban origins; this is noted on the worksheet.

Rolling another 1D100 for Social Class (and applying a -10 Ethnic Type modifier), John gets a result of 08 (-10 = 01; modifications never reduce a roll to less than 01 or raise it to greater than 00 on these tables). John's character is Poor, which once again fits the desired image. This, too, is noted down.

Now comes the creation of a family. John rolls a 90 to determine the character's mother's status; the character grows up with her, at least. A roll of 19 tells him that the character's father is unknown; evidently the character is illegitimate. A throw of 11 (and a modifier of +20 due to Ethnic Type Family DM) becomes a 31 on the Siblings Table, giving the character two siblings. Rolling a 40 (plus modifier of 20 = 60) on the Extended Family Table gives 1D10 + 5 (total of 10) extended family members — grandparents, uncles, aunts, cousins, and so forth.

When getting ready to enter the game, details about these family members can be created, including exact relationships, genders, attitudes, careers, and whatever else John or the Game-master think is advisable.

In the meantime, though it is best to concentrate on the character himself. The next step facing John is to begin the actual process of acquiring skills and abilities, plus various other benefits. Two paths are available: the Background Cycle and the Career Cycle. All characters begin by entering the Background Cycle.

2. CHARACTER BACKGROUND

When a character has gone through all of the phases already discussed, he or she is still only embryonic. To function in the game, a character must acquire an assortment of benefits and a backlog of experience which can be put to use in the game environment. The process of earning such skills begins with the character at age twelve, and continues in one form or another until he reaches the age chosen for entering the game. The initial way of accumulating these benefits is the Background Cycle.

2.1 THE BACKGROUND CYCLE

The Background Cycle is resolved as a series of 'terms,' each of variable length. In each term, the player first establishes the term length. Following this come a series of steps which determine events which influence the character's personal life, grant a number of 'Benefit Points' for use in character development, award a certain amount of money to the character, and set the extent of the character's education for the term.

Random Events and randomly earned skills are then received, along with a number of Skill Pools from which additional benefits will be acquired. The Benefit Points earned by the character are used to acquire skills, contacts, money, and changes in Attributes, Personality Traits, and/or tolerance levels. Certain automatic skills may also be picked up. Once these steps are resolved, it is necessary to determine whether the character is ready to enter a career, or repeat the Background Cycle process in another term.

The steps in the Background Cycle must be resolved in the order given below, as the results of one step may be important to the resolution of the next. The various benefits which may be received or purchased during the Background Cycle are discussed in detail in the chapter entitled 'Characters in the Game,' which should be consulted for explanations of the relative merits of each type of benefit available.

BACKGROUND TERMS

A term is a period of one to three years' length which governs

the relative level of activity enjoyed by a character in the Background Cycle. A character who receives nothing but one-year terms will earn more Benefit Points and make more rolls for money, random events, random skills, and the like than a character who has nothing but three-year terms. There will probably be a mix of such term lengths, however, which will tend to even out the distribution of these awards.

At the start of each Background term, roll 1D3 for the number of years in that term. Add that number to the character's current age (12 at the start of the first background term). If the final age would take the character past eighteen years old, reduce the term length so that the character ends up aged eighteen. The worksheet has a series of spaces set aside to resolve terms individually.

2.2 BACKGROUND LIFESTYLE

The Lifestyle Chart contains a compendium of information needed during the character creation cycles. Information is keyed to the character's Social Class, which begins at the level initially rolled up and remains there at all times — until and unless a random event causes a change, up or down, in the Social Class.

The Lifestyle Chart allows resolution of the steps necessary at the start of each Background term, following the establishment of term length. Resolve these in the order shown.

A. RESOLVE PERSONAL LIFE

A character's personal life may be altered by various events that change his family background. The Lifestyle Chart gives a basic chance, dependent upon Social Class, for personal life to be a factor in a given term. Roll 1D100; if the result is less than or equal to the percentage shown, consult the Personal Life Table and roll 1D100 again.

The Personal Life Table contains three columns, one for single adolescents (ages 12-18), one for single adults (aged 19+), and one for married characters of any age. Most characters in the background cycle use the single adolescent column. There may be die modifiers applied to rolls on the table according to some of the character's

LIFESTYLE CHART

	Social Class				
	Poor	Low Income	Middle Income	Upper Income	Wealthy
Personal Life	30%	25%	20%	15%	10%
Money Cost	x5	x4	x3	x2	x1
Hobby Cost	x5	x4	x3	x2	x1
Money Rolls/Term	3	2	2	1	1

BACKGROUND EDUCATION

Education	Poor	Low Income	Middle Income	Upper Income	Wealthy
Initial	1D6	1D5+1	2D3	2D3+1	2D3+2
+1	01-50	01-40	01-30	01-20	01-10
+2	51-95	41-90	31-85	21-80	11-75
+3	98-00	91-00	86-00	81-00	76-00

Note: Add Intelligence Attribute level to the die roll.

ADDITIONAL BENEFITS

Benefit	Poor	Low Income	Middle Income	Upper Income	Wealthy
Skill Rolls	3	2	1	2	3
Skill Pools	1D3-1	1D3	1D3+1	1D6+1	1D6+2
Benefit Points	x15	x12	x10	x8	x6

PERSONAL LIFE TABLE

1D100	Single Adolescent	Single Adult	Married Character
01-05	Marriage*	Marriage*	Child*
06-10	Social Decrease	Marriage*	Child*
11-15	Social Decrease	Marriage*	Child*
16-20	Social Increase	Social Decrease	Social Decrease
21-25	Social Increase	Social Decrease	Social Decrease
26-30	Death in Family	Social Increase	Social Increase
31-35	Death in Family	Social Increase	Social Increase
36-40	Death in Family	Death in Family	Death in Family
41-45	Death in Family	Death in Family	Death in Family
46-50	Money Roll	Death in Family	Death in Family
51-55	Money Roll	Deaths in Family	Deaths in Family
56-60	Money Roll	Money Roll	Money Roll
61-65	Social Increase	Social Decrease	Two Rolls
66-70	Social Increase	Social Decrease	Two Rolls
71-75	Social Decrease	Two Rolls	Child Dies
76-80	Social Decrease	Two Rolls	Spouse Dies
81-85	Two Rolls	Two Rolls	Spouse Dies
86-90	Two Rolls	Child Dies	Divorce*
91-95	Two Rolls	Child Dies	Divorce*
96-00	Child*	Child*	Divorce*

* Pay 50 Benefit Points to ignore this result.

Motivations, particularly those pertaining to marriage and children.

Results on the table are explained below.

Marriage: The character begins the next term with a spouse, and henceforth rolls under the Married Character column of the Personal Lifestyle Chart. A spouse is like any other family member, and should be assigned gender, age, career, rank, and attitude at the very least (but wait until the character is ready to actually enter the game to complete this information).

Because there will be many players who would prefer not to have married characters, the result can be ignored upon payment of 50 Benefit Points.

Social Decrease: At the start of the next term, the character's Social Class is one level lower. A character who begins 'poor' cannot have a further Social Class Decrease, and ignores this result.

Social Increase: At the start of the next term, the character's Social Class is one level higher. A character who is 'wealthy' cannot have further Social Class increase, and ignores this result.

Death in the Family: One family member (selected by the Game-master) dies. If the person in question was older than the character, a bonus Money roll will be received. (See below.)

Deaths in the Family: 1D3 family members, selected by the Game-master, die. If any of them were older than the character, a bonus Money roll is received, but only one roll can be granted under any circumstances.

Money Roll: The character receives an extra Money roll this term, over and above those usually granted.

Two Rolls: Make two more rolls on the table, apply results normally. However, ignore additional 'two rolls' results. It is possible that the two rolls will cancel each other out.

Child: The character becomes a parent. The child becomes another

family member; note the year of birth and the child's age at the time the game begins. Children less than 12 years old will rarely have a direct bearing on the game, though their very presence should have an impact on the character's conduct.

Child Dies: One of the character's children, selected by the Game-master, dies. If the character has no children, the result has no effect. The death of a child carries with it a cost of 1D10 x 10 Benefit Points deducted from those which would normally be available.

Divorce: The character separates from his or her spouse, reverting to single life as before, at the start of the next term.

Because some players may have an objection to divorce, a 50 Benefit Point penalty may be paid to ignore this result.

B. RESOLVE COSTS

In a later stage of the Background Cycle, characters have a chance to use benefit points to purchase a variety of things, among them Money and Skills. The Lifestyle Chart shows multiples representing the difficulty of purchasing money (Money cost) and skills which are outside the normally available collections of skills (Hobby cost). These cost multiples should be noted for use later.

C. MONEY ROLLS

Every term, characters have a chance to receive one or more random die rolls used to earn money. The Lifestyle Chart shows how many rolls are received in a given term (Personal Life and Random Events may add others).

The Money Chart is used to resolve money rolls. There are three columns on the chart; 'Money Level' is used only in the 'purchase' of money through expending Benefit Points. The middle column is used for figuring exact amounts received, while the Random Rolls

column is used to determine these money rolls.

Find the character's current Social Class on the chart and roll 1D6, reading down to find the right line. The Amount column describes how to calculate the exact value of money received on the roll. Obviously, wealthy characters have an incredible advantage on this chart.

Money does not necessarily represent a character's personal bank account or pocket cash, particularly for wealthy characters. It represents the amount of money available to the character through personal funds, family holdings, credit, real estate, possessions, and a variety of other factors. Not all the money earned will necessarily be retained when the game begins.

MONEY CHART		
Money Level	Amount	Random Rolls
0	1D10 x 10	Poor & Low Income
1	1D10 x 20	
2	1D10 x 40	
3	1D10 x 60	
4	1D10 x 80	
5	1D10 x 100	Middle Income
6	1D10 x 200	
7	1D10 x 400	
8	1D10 x 600	
9	1D10 x 800	
10	1D10 x 1000	Upper Income & Wealthy
11	1D10 x 2000	
12	1D10 x 4000	
13	1D10 x 6000	
14	1D10 x 8000	
15	1D10 x 10,000	
16	1D10 x 20,000	
17	1D10 x 40,000	
18	1D10 x 60,000	
19	1D10 x 80,000	
20	1D10 x 100,000	
21	1D10 x 200,000	
22	1D10 x 400,000	
23	1D10 x 600,000	
24	1D10 x 800,000	
25	1D10 x 1 million	

D. EDUCATION

Education is one of many Skills which a character may acquire, but unlike most Skills, the level of Education received directly reflects the character's relative schooling, so that a level-8 education represents eighth grade proficiency, while a level-12 is equivalent to graduation from high school. This does not mean that a character of Education level-6 only got as far as the sixth grade (though it could); instead, it means that no matter how many years of school the character attended, his performance is that of a sixth grader.

An initial level of education is established for a character during

the first background term. The dice rolled to establish this level are noted on the Lifestyle Chart. On subsequent terms of the Background Cycle, this initial value is ignored.

In each Background term, including the first, a 1D100 roll is made under the appropriate Social Class, with a DM + Intelligence level, to determine the increase earned in education that term. Education can go up by as much as three levels per term, and by as little as one level. Keep track of the education skill level on a piece of paper, which will become the worksheet for the acquisition of all skills.

E. NOTE AVAILABLE BENEFITS

The bottom of the Lifestyle Chart contains three more entries that should be noted for later use.

Skill Rolls gives the number of randomly acquired skills that the character will receive this term.

Skill Pools tell the player how many areas — pools — of expertise the character will be exposed to. Roll the dice and compute the formula as indicated.

To calculate **Benefit Points** available in the current term, add the character's current levels of Intelligence, Will, and Memory together, then take the sum times the Benefit Points Multiple given on the chart. Additional Benefit Points may be received from other sources later.

2.3 BACKGROUND EVENTS

In each Background term, there is a chance that something will happen, for good or ill, that has a direct effect on the character (unlike the Personal Life rolls, which are mostly associated with family happenings). One 1D100 roll is made for each term on the Background Events Table to find out what happens.

EVENT EXPLANATIONS

The various events which can take place are explained below.

Criminal: At the start of the next term, rather than repeating the Background Cycle of entering a normal career, the character automatically enters the Criminal Career Field. See the section dealing with the career process for resolution of the character's subsequent life.

Career: Next term, rather than renewing the Background Cycle, the character must attempt to enter a career of some kind. Go to the Career Cycle for all further resolution of the character's life.

Social Increase/Decrease: As with Personal Life, the character's Social Class goes up or down by one level (but never above wealthy) at the start of the next term. This may offset a loss from Personal Life, or happen in combination with a Personal Life increase.

Skill Roll: The character receives one extra skill roll, over and above those normally allowed, when calculating randomly acquired skills.

BP Bonus: The character receives 1D100 Benefit Points, added to those calculated previously.

Contacts: The character acquires 1D100 extra Benefit Points, as above, but these may only be spent on the acquisition of Contacts. These are discussed later.

Move: The character's location changes. At the start of the next term, reroll the character's Origins as discussed in a previous section.

BACKGROUND EVENT TABLE

1D100	Poor	Low Income	Middle Income	Upper Income	Wealthy
01-05	Criminal	Criminal	Career	Career	Soc. Decrease
06-10	Criminal	Career	Career	Soc. Decrease	Soc. Decrease
11-15	Career	Career	Soc. Decrease	Contacts	Contacts
16-20	Career	Soc. Decrease	Contacts	Contacts	Contacts
21-25	Soc. Increase	Soc. Increase	Soc. Increase	Soc. Increase	Soc. Increase
26-30	Skill Roll	Skill Roll	Skill Roll	Skill Roll	Skill Roll
31-35	Skill Roll	Skill Roll	Skill Roll	Skill Roll	BP Bonus
36-40	Skill Roll	Skill Roll	Skill Roll	BP Bonus	BP Bonus
41-45	Skill Roll	Skill Roll	BP Bonus	BP Bonus	BP Bonus
46-50	Skill Roll	BP Bonus	BP Bonus	BP Bonus	BP Bonus
51-55	BP Bonus	BP Bonus	BP Bonus	BP Bonus	BP Bonus
56-60	Contacts	Contacts	Contacts	Contacts	Contacts
61-65	Move	Move	Move	Move	Move
66-70	Money	Money	Money	Money	Money
71-75	Hazard	Money	Money	Money	Money
76-80	Hazard	Hazard	Money	Money	Money
81-85	Hazard	Hazard	Hazard	Money	Money
86-90	Hazard	Hazard	Hazard	Hazard	Money
91-95	Hazard	Hazard	Hazard	Hazard	Hazard
96-00	Draft	Draft	Draft	Draft	Draft

Unless influenced by other factors, Social Class remains the same.

Money: The character receives an additional Money Roll, resolved immediately.

Hazard: The character is exposed to some form of danger, which may result in loss of Attribute levels or BP bonuses or penalties. Roll 1D100 with any applicable modifiers on Table I, and inflict the 'effect' described opposite that result. The 'End Career' column represents the 1D100 range required for that hazard to put an end to a character's current career, and is not used during Background terms.

The Disability Table is used when an Attribute is seriously reduced

by a Hazard. Roll 1D100 and apply the reduction to the Attribute shown. Notes explain the nature of the disability or injury.

Draft: If (and only if) the character will be eighteen years old at the start of the next term, and if the background of the campaign shows a war of some kind being fought during the year that starts the new term, the character finds himself called up for the draft. He must enter the military career field as the career undertaken when he turns eighteen. Under all conditions, the result is treated as a 'Career' result instead.

HAZARD TABLE

1D100	Result	Effect	End Career
01	Maj. Disability (table below)	1 Attribute to 0	Automatic
02-05	Min. Disability (table below)	1 Attribute halved	50%
06-15	Maj. Injury (table below)	1 Attribute -1D6	25%
16-25	Major Illness	Health - 1D6	10%
26-50	Minor Injury or Illness	-1D100 BP	5%
51-90	Minor Hazard	+1D100 BP	1%
91+	Major Hazard	+2D100 BP	1%

Modifiers to the Hazard Table:

- + Luck
 - 5 if Criminal, Law Enforcement, any Military
 - 10 if any Military during Wartime
 - 10 if Resistance Fighter
- Results less than 01 are treated as 02-05

DISABILITY TABLE

Die Roll	Attribute	Notes
1D100	Affected	Notes
01-05	Strength	Torso, Abdomen, or Back Injury
06-30	Agility	Leg Injury
31-55	Dexterity	Arm or Hand Injury (choose arm randomly)
56-65	Perception	Impaired Sight or Hearing
66-70	Wit	Impaired Speech
71-80	Will	Psychological Trauma
81-00	Appearance	Severe Scarring



2.4 RANDOM SKILLS

In *Freedom Fighters*, a system of skill and benefit purchases is used to give players wide latitude over the mix of skills they earn. However, people in the real world are often exposed to fields of expertise that they would not ordinarily consider learning about. In the game, this is handled by the introduction of periodic throws for random skills earned over and above those available through purchase.

During each Background term, several 1D100 rolls are made on the random Background Skills Table, the number being determined from the Lifestyle Chart (plus extra rolls granted by random events). Each roll will result in the award of a skill.

As random skills are earned, record them on the same sheet used earlier for Education. The first time a given skill is received, the level of the skill is set at 1/2 of the skill's Governing Attribute (the Attribute listed in parentheses after the skill name in the skill descriptions). When a random skill is awarded to a character who already has a set level in that skill, the level is increased by one. There are no limits to the number of times the same skill can be increased randomly, but no skill level can be increased beyond 25.

For more information on skills and how they work, see the chapter on 'Characters in the Game'

2.4.1 Establish Skill Pools

The next step of the Background Cycle is to determine the specific Skill Pools from which the character can 'purchase' various benefits. Skill Pools represent the fields that the character is exposed to during the Background term, perhaps because of a relative's career, or available education opportunities, or any of a number of other factors.

All characters are automatically exposed to a Skill Pool corresponding to their Social Class. Beyond this, they have access to a variable number of randomly acquired Skill Pools. The number of rolls is taken from the Lifestyle Chart; they are resolved on the random Skill Pools Table. A series of 1D100 rolls is made, under the column of the table which corresponds to Origins, apply a DM based on Social Class. Players may also choose to apply a DM of +25, -25, or 0 to each roll.

Any time unmodified doubles (11, 22, 33, etc) are thrown, the indicated skill is received and the character gets an extra throw. Any

time a result duplicates a previously received Skill Pool, the Gamemaster (or the player, if the Gamemaster allows it) may select any of the skill pools freely.

As Skill Pools become available, they should be noted on the career worksheet. Some Skill Pools may be awarded automatically, as shown on the table.

2.4.2 Acquire Benefits

Once all the preceding steps are completed, the character can acquire skills, contacts, money, Attribute increases, and changes in Personality Traits and tolerance levels.

Certain skills are awarded automatically. These are indicated in bold-face in the various Skill Pools. In the first Background term, these skills (Culture, Native; Language spoken, Native; Language written, Native) are set at an initial level of 1/2 the Governing Attribute. No automatic skills are received in subsequent Background terms.

All other benefits are acquired through the expenditure of Benefit Points. Procedures for purchasing benefits are discussed below.

Skills

Skills are perhaps the most important of the available benefits. To purchase a skill, it must be available in one of the Skill Pools open to the character, or it must be listed as a Background Hobby Skill (See Hobby Skills, below).

If a character is purchasing a skill for the first time, it costs 25 Benefit Points to earn the skill at a level equal to 1/2 the value of the Governing Attribute. This is the skill's initial score.

During background terms, most skills cannot be purchased to levels higher than the initial score (though they could be raised by random skill rolls). There are, however, exceptions. Any of the automatic skills (in bold-face) can be purchased to higher levels if desired; the same is true of any skill listed in a skill pool in *italics*. Finally, a character who has a Talent in a given skill can purchase it to higher levels, as desired.

Skills marked with an asterisk (*) in the Skill Pools must be purchased once per Background term, if sufficient points are available to make such a purchase. These mandatory skill purchases must be made before any other benefits are acquired, and until all mandatory

BACKGROUND SKILL TABLE

1D100	Urban	Origins Non-Urban	Rural	Foreign
01-05	Art/Craft (Spec.)	Art/Craft (Spec.)	Animal Handling (Spec.)	Art/Craft (Spec.)
06-10	Brawling	Brawling	Art/Craft (Spec.)	Brawling
11-15	Brawling	Brawling	Brawling	Brawling
16-20	Carousing	Carousing	Carousing	Carousing
21-25	Carousing	Carousing	Dance (Spec.)	Carousing
26-30	Dance (Spec.)	Carousing	Driver (Spec.)	Culture, American
31-35	Gaming (Spec.)	Dance (Spec.)	Gaming (Spec.)	Dance (Spec.)
36-40	Gaming (Spec.)	Gaming (Spec.)	Insight	English, Spoken
41-45	Insight	Gaming (Spec.)	Instruction	English, Spoken
46-50	Insight	Insight	Maintenance (Spec.)	English, Written
51-55	Instruction	Insight	Maintenance (Spec.)	Gaming (Spec.)
56-60	Music (Spec.)	Instruction	Music (Spec.)	Insight
61-65	Orienteering, Urban	Music (Spec.)	Orienteering, Rural	Persuasion
66-70	Orienteering, Urban	Persuasion	Persuasion	Seduction
71-75	Persuasion	Seduction	Seduction	Sports (Spec.)
76-80	Seduction	Sports (Spec.)	Sports (Spec.)	Sports (Spec.)
81-85	Sports (Spec.)	Sports (Spec.)	Subculture, Rural	Trivia (Spec.)
86-90	Subculture, Urban	Trivia (Spec.)	Survival, Wilderness	Trivia (Spec.)
91-95	Subculture, Urban	Trivia (Spec.)	Trivia (Spec.)	Trivia (Spec.)
96-00	Trivia (Spec.)	Trivia (Spec.)	Trivia (Spec.)	Trivia (Spec.)

RANDOM SKILL POOLS

Pool	Urban	Origins Non-Urban	Rural	Foreign
Criminal	01-50	01-20	01-30	01-20
Foreign	51-65	41-55	31-50	21-25
Religious	66-80	56-65	51-75	26-50
Urban	auto	66-70	76-80	51-70
Rural	81-85	71-75	auto	71-90
Law Enforcement	86-90	76-80	81-90	91-92
Military	91-92	81-83	91-96	93-94
Academic	93-94	84-86	97-98	95-96
Scientific	95	87-89	99	97-98
Business	95-115	90-115	100-115	98-115
Entertainment	116-120	116-120	116-120	116-120
Political	121-125	121-125	121-125	121-125
High Society	126-165	126-165	126-165	126-165

Modifiers:

Poor = +0

Low Income = +10

Middle Income = +20

Upper Income = +30

Wealthy = +40

Optional modifier of +25 or -25 (player's choice).

Duplicate results allow player or Gamemaster choice of Pool.
Doubles results grant an additional roll.

NOTE: The actual Background Skill Pools can be found in Book III on pages 6 and 7.

purchases have been made, Benefit Points cannot be spent on anything else. If the skill is not already held, an initial level must be purchased; if it is held, it must be increased by one level if possible.

Increasing a skill already held costs a variable number of Benefit Points; the higher the skill level is, the harder it is to increase further. The basic rule is this: when raising a skill one level, the cost in BPs is equal to the level desired. To raise a skill from level-8 to level-9, 9 BPs must be paid; level-9 to level-10 costs 10 BPs, and so on.

The Cost Chart can be used to simplify the process when multiple levels of a skill increase are to be purchased. Find the current level of the skill down the left-hand side, cross-index with the desired level, and read the cost in Benefit Points; (parenthetical values on the chart reflect costs to decrease tolerance levels and the like, and never apply to skills; a skill cannot be decreased).

Hobby Skills

The pool of Background Hobby Skills represents various skills that might be earned as a result of a character's special interests, outside the normal Skill Pool bounds.

Hobby skills can be purchased by anyone, following the normal skill purchase procedures, but with one crucial difference — they may cost as much as five times the usual Benefit Points value to buy. The Hobby Cost multiple is given on the Lifestyle Chart, and is used to find the actual BP cost of Hobby skills. Only characters of high Social Class or extreme dedication are likely to consider Hobby skills.

Money

Additional money, over and above the random money rolls made previously, can be 'purchased' with Benefit Points. Money is purchased in levels, like a skill, with the Money chart used to match specific amounts to the available levels.

To purchase money, always begin at an initial level of 0, and find

the money level desired across the top of the Cost Chart. The number shown for BP cost is multiplied by the money cost multiple noted before from the Lifestyle Chart. This is the cost for acquiring the desired level of money. The amount can be computed from the Money Chart.

Contacts

A character may acquire contacts as a part of the purchase process, friends (or even enemies) whose special knowledge may be of importance in the course of the campaign. Each contact will belong to a specific career field or specialty (such as Criminal, or Law Enforcement, or Military), and will hold a specific rank in that career.

To purchase a contact in a given field, the field must be one of those listed under 'Contacts' in one of the available Skill Pools. Such contacts can be purchased using the Cost Chart, starting at an initial level of 0, and selecting a final level corresponding to the rank desired for the contact. A previously purchased contact could also be increased in rank later, in the same manner as skill levels are increased.

'Common' contacts are often listed in Skill Pools, together with a multiple. This gives the cost to purchase contacts from fields not listed in the pool (not every career field is open to common contacts; see the Master Contact List). The multiple is taken times the values from the Cost Chart to determine the cost of making contacts outside the narrow Skill Pool circle. Note that a character is always free to use the most advantageous multiple for common contacts when different Skill Pools yield different multiples.

The section on contacts in 'Characters in the Game' deals more fully with the procedures for creating and using contacts. For now, all that a player needs to do is note any contacts made by career field and rank level.

Attribute Increases

Benefit Points may be spent on Attribute increases, raising various Attributes to higher values to improve the character's basic performance. The Cost Chart is again used, finding the current value of the Attribute down the left side and the intended final value across the top. Cross-index them for a cost in Benefit Points. Attributes, like skills, are not voluntarily decreased, so parenthetical values on the chart are ignored.

Personality Changes

Benefit Points can be spent to alter the level of unsatisfactory Personality Traits, either up or down. Find the current value of the trait on the left-hand side, the desired value along the top, and pay the price shown. Personality Traits can be decreased as well as increased in value; the parenthetical prices cover the costs to lower Traits.

Tolerance Level Changes

The same procedures noted for Personality Traits apply to the tolerance levels for Motivations, which can be changed in precisely the same manner.

PURCHASE PROCEDURES

In general, all benefit point expenditures involve the same main procedures.

Once mandatory skills have been purchased (this always has first claim on Benefit Points available), other purchases can be made in any order desired. Note that it may be advisable to raise Attributes first, since these govern the initial score in newly purchased skills. But the exact order of purchases is left up to the individual player.

No purchased level of any benefit may go higher than 25 or less than 1. The number of points which can be spent in a given term is limited to those calculated as being available in previous steps; there is no more 'deficit spending' of Benefit Points.

Prior to any expenditures, BPs allocated to previous die roll modifications in the earlier stages of character creation (Ethnic Type, Origins and Social Class, etc.) must be deducted.

Unused benefit points may be carried over and used in later terms, if desired.

2.5 CONTINUING THE CYCLE

Once all the purchases have been made, the Background term is over. At this point, it is necessary to determine whether the cycle continues with another term, or ends with entrance into a career or into the game itself.

- The character has reached the game-start age calculated at the beginning of the creation process. In this case, the character goes to the section on 'Entering the Game', receiving no further skills or benefits.
- The character has reached the age of eighteen. In this case, the character is ready to enter the career cycle.
- The character received a Background Event roll of 'Criminal', 'Career', or 'Draft' during this past term. In this case, he or she also enters the career cycle.

If none of these conditions obtain, the character goes back to the beginning of the Background Cycle and resolves a new term. If Random Events or Personal Life altered the character's Social Class or Location, these changes are taken into account, along with any others (marriage, for instance) which affect the character's use of tables or procedures in the cycle. All other factors continue the same, until completion of a second term causes another re-evaluation of the choices between continuing or ending the cycle.

If the cycle ends, make sure that all purchased skills, Attribute increases, and other benefits are up to date before going on to the next steps of character creation.



John's character is ready to enter the Background Cycle, aged 12 years. Rolling 1D3, John finds that the character's first term will be three years long, leaving the character 15 years old when it is over.

The character is Poor, and has a 30% chance of having to consult the Personal Life Table. A roll of 11 on 1D100 makes this necessary; rolling a 45 on the table ('Deaths in the Family') results in the loss of 1D3 (result = 3) family members dying. The Gamemaster chooses to have this apply to the character's mother and two siblings; something (an accident, murder, illness, or whatever John and Tom work out together) has carried off the character's entire immediate family, leaving him an orphan. Presumably he is taken in by other members of the 'extended' family. John's character will receive an extra money roll, representing his meager inheritance. Note the opportunities for using this tragedy to shape the character's whole outlook on things. Also note why family members should not be fleshed out too early — too many things can happen in the interim.

John notes that the BP cost multiples for both Money and Hobby skills are x5 each (and mentally decides that neither one is likely to be worth the effort). Next come Money rolls; the Lifestyle Chart grants 3, plus an extra roll for the Personal Life result. On the Money Chart, he rolls 1D6 four times, getting a 1, a 1, a 5, and a 6.

Each '1' earns 1D10 x 20 dollars; rolls of '3' and '7' earn a total of \$200.00. A '5' earns 1D10 x 100 (result 7; total = 700) dollars; a '6' earns 1D10 x 200 (result 3, total = 600) dollars. All told, John's character has access to \$1500.00.

An initial score in Education skill is set with a 1D6 roll; the result is a '6'. John rolls 1D100 to determine the increase earned thereafter. A DM+13 for Intelligence is applied to his 39 roll, giving a 52; Education increases by +2, to an 8. At the age of 15, John's education is at 8th grade equivalency, which is fairly good — but it could easily have been much lower.

John's character will receive 3 random skill rolls, 1D3-1 (roll 3-1 = 2) skill pools, and a total of 540 Benefit Points (Intelligence + Memory + Will) x LifeStyle Modifier = (13) + 13 + 10 of 36 x 15 = 540). Other bonuses may be acquired later.

A Background Event roll is now resolved. the 1D100 roll is 01 — Criminal! This will be John's only Background term; after this, he will make his living the only way that he can, as an adolescent criminal on the streets of New York.

Three random skills are earned next. A roll of 91 grants skill in Subculture, Urban, the understanding of the urban way of life. The Governing Attribute is Intelligence (13); an initial score of half (rounded up), or 7, is granted in this skill. The second roll is 10, Brawling, which is based on Agility (14). This, too, has an initial score of 7. The third roll is a 12, another Brawling result, which raises the character's skill level by +1 to a level-8.

For Skill Pools, John receives the Poor Social Class Pool immediately. With an Urban origin, the Random Skill Pools Table tells him he also receives Urban skills automatically, and he gets two random rolls as well. He normally has no DM, but chooses to take a DM-25 on each throw. A 73 - 25 = 48, so the Criminal Background Skill Pool is one of those available. A 24 - 25 = 0 is a duplicate result, which allows the Gamemaster to choose any other pool instead. Tom decides on Foreign, in keeping with John's expressed concept of a Puerto Rican street kid.

Now John can acquire benefits. The character automatically receives skills in Culture, American (1/2 Intelligence is level-7), Language, Spoken English (1/2 Wit is level-13), and Language, Written English (1/2 Memory is level-7). He has 540 BPs to purchase more, but has a debt of 20 BPs to pay to make up for the -2 taken back when he rolled up character Origins. This leaves 520 points for purchases.

John must purchase skills marked with an asterisk on each of the three skill pools before any other purchases can be made. He must raise Culture, American to level-8, Language, Spoken, English to level-14, and Language, Written, English, to level-8 (all the minimum possible increases from the Poor Social Class pool), costing 30 BPs. There are 490 points left.

The Foreign Pool has no required expenditures. The Criminal Pool requires that John pay 25 BPs to purchase an initial score in Subculture, Criminal (set at 1/2 Intelligence, or level-7). The Urban Pool requires that John increase his Subculture, Urban skill by at least one level, from 7 to 8, at a cost of another 8 BPs. He now has 457 points to work with.

Turning for a moment from skills to other matters, John reviews

his Attribute levels and makes the purchases noted below. This is a good time to raise as many Attributes as much as possible, balancing those increases with a desire to earn some worthwhile skills.

Strength	18
Stamina	07 raise to 12, costs 50 BPs
Dexterity	07 raise to 12, costs 50 BPs
Agility	14
Health	18
Intelligence	13 raise to 15, costs 29 BPs
Memory	13 raise to 15, costs 29 BPs
Wit	25
Perception	10 raise to 12, costs 23 BPs
Will	10 raise to 12, costs 23 BPs
Appearance	15
Charisma	17
Luck	11 raise to 15, costs 54 BPs
Talents and Motivations are no longer applicable.	

The total cost to raise all of the character's Attributes to an average or better is 258 BPs. This leaves 199 BPs for other character development.

John is happy with his character's Personality Traits and tolerance levels, and has no desire to waste Benefit Points on Money or on Hobby skills. This leaves contacts and regular skills as possible areas to explore. He decides to purchase one Criminal contact at this time, and chooses a rank of 8. This costs 36 points, leaving 163 points for the purchase of skills.

Out of Urban skills, he buys:

- Orienteering, Urban: Initial Score = 8 (half current Intelligence)
- Out of Foreign skills, he buys:
- Language, Spoken, Spanish: Initial Score = 13.
- Language, Written, Spanish: Initial Score = 8.
- Culture, Puerto Rican: Initial Score = 8.

Out of Criminal skills, he buys:

- Stealth: Initial Score = 7.
- Persuasion: Initial Score = 13.

These Initial Scores each cost 25 points to earn, reducing his available points to 13. He spends 9 of these to raise Brawling to a level-9 (because he has a Talent, he is free to raise the skill level). The other four points won't do much, so he simply carries them over to his next turn.

Right now, his lists of skills looks like this:

Education — 8
 Culture, American — 8
 Language, Spoken, English — 14
 Language, Written, English — 8
 Culture, Puerto Rican — 8
 Language, Spoken, Spanish — 13
 Language, Written, Spanish — 8
 Subculture, Urban — 8
 Subculture, Criminal — 7
 Brawling — 9
 Stealth — 7
 Persuasion — 13
 Orienteering, Urban — 8

With all these steps completed, the Background term is done and John's character, now 15 years old, must enter the Criminal career rather than going into a second turn of the Background Cycle.

2.6 CAREERS

Once a character has completed the terms which make up the background cycle, he has a further chance to earn skills and other benefits by pursuing various careers. These share many features in common with the various Background terms, but add some new considerations as well.

2.6.1 The Career Process

There are ten basic career fields that a character can enter, fields which cover the whole gamut of possible character jobs. A character is by no means restricted to any one career; it is possible (and sometimes mandatory) for a character to jump around between careers, earning a broad and varied base of experience before entering the game. It is equally possible for a character to remain in the same career for

an extended period of time, building up high levels of expertise in a few selected skills.

Basically, the career process falls into three phases of development: career choice, career resolution, and career renewal. This section deals with primarily how to choose and enter a given career. The other phases are dealt with in separate later sections of this rules chapter.

2.6.2 Career Choices

There are ten basic career fields to choose from, each of which is further divided into two to four actual careers. With the addition of a wide range of 'Primary' and 'Secondary' career branches, virtually any job that can be imagined can be represented in the character creation process. This allows the characters in *Freedom Fighters* to be drawn from any conceivable walk of life. Of course, some careers grant more skills the would-be resistance fighter will find useful, but any career can provide benefits that can be put to good use; even a character with a rather dull job might have skills or abilities that will turn out to be ideal for the campaign in progress.

The various career fields and career subdivisions are outlined briefly below.

MILITARY

The character serves in the Armed Forces or in a paramilitary or mercenary organization. Obviously, military training is most likely to prepare a character for the kind of combat situations which will be central to the game, but the military careers have drawbacks as well. Among these are greater danger, lower pay, and the very real possibility that this vocation will mark the character as a target even before he gets involved in a resistance group, especially if he is still in the military at the time of the initial invasion or takeover.

The field is divided into two distinct careers — enlisted personnel and military officers. Branches handle the division of the military into particular services such as Army, Navy, and so forth.

STUDENT

The character is improving his education. There are some careers which require higher educational achievements before a character can even get in (such as the requirements for medical or scientific doctorates, for example), so a period as a student may be important to the achievement of a particular goal. In addition, student careers may offer the opportunity for intensive study of some skills which might not otherwise be available. However, students must spend money on tuition, and are unable to purchase some forms of benefits at all.

The student field is subdivided into three areas: vocational, college, and post-graduate. Vocational students find it easiest to enter the career and quicker to complete, but the other subdivisions of the field carry correspondingly greater rewards to go with their more rigorous standards. Branches determine the specific nature of the degree sought.

LAW ENFORCEMENT

The character is serving in a police organization. As with the military, law enforcement provides a useful source of worthwhile skills. But it, too, offers more dangers and lower pay than many careers, and moreover carries a decided hazard (or, perhaps, a blessing for characters who know how to use it) — the Law Enforcement apparatus is often taken over directly by the enemy, placing the character under scrutiny and in a poor position for gaining the trust of others if he is still in the career when the invasion or takeover comes to pass.

There are three main divisions of the Law Enforcement career field — City, State, and Federal. Branches handle subdivisions of responsibility, including related but separate institutions such as fire and rescue services.

CRIMINAL

The character is engaged in illicit activities. Life as a criminal can be very rewarding, both in useful skills and in monetary gains, but it is a dangerous and uncertain profession where income is uncertain and the chance of prison a constant threat. In some cases, too, the character who enters a criminal career may never be able to leave it.

Three subdivisions are open to characters in this field: solitary crime, organized crime, and terrorism. Each has its own unique opportunities and handicaps.

BUSINESS

The character earns a living by working in, managing, or owning a business of some kind. This career field is weak on the obviously useful combat skills most players will think are essential, but skills of value (of a more subtle kind than paramilitary expertise) may still be acquired. Moreover, there are other possible benefits, such as money, which

come more easily to characters in this field than in other, more flashy areas.

There are three divisions to this field: employee, management, or self-employed.

SPECIAL

The character is in a 'career' of an unusual kind. There are three special careers provided for, representing characters who are Not Employed, members of High Society, or sentenced to a period in Prison. Entrance into these special careers is governed by special rules, as are many of the other procedures associated with resolving the career. An unusual assortment of skills is available from these careers, but none of them permit an accumulation of additional money.

SCIENCE/MEDICINE

The character is involved in a scientific or medical position. The sciences are useful in some campaigns, particularly those where research into the unknown can play a part in victory (as with campaigns dealing with alien invaders or high-tech weapons). Medical skills are always useful to resistance fighters on the run. In addition to skills, all these careers offer other potentially useful benefits.

Four specific careers are available — scientific assistant or scientist, and medical assistant or doctor. 'Assistant' careers have less stringent entrance requirements, but grant fewer Benefit Points and fewer opportunities, while the more prestigious careers are hard to get involved in, but quite rewarding in the long run.

ESPIONAGE

The character is trained as an agent or other member of the intelligence community. For the most part, spies spend more time correlating information than they do engaging in James Bond-style heroics, but espionage training can give the fledgling guerrilla character a valuable pool of resources to draw upon. The service is dangerous, however, and shares with the military the risk of close enemy scrutiny.

The two careers in this field are Intelligence (the paper shuffling side of the business) and Field Agents, which is the more active of the two.

LEGAL/POLITICAL

The character makes his living dealing with the law, either in the practice of jurisprudence or as a government official. Though legal and political skills might seem of little value to a resistance group, training in public speaking and the like can be invaluable to organizing rebels, and both lawyers and politicians are likely to have a useful and far-reaching web of contacts. Politicians, however, are handicapped by their visibility, and by the dilemma of choice between collaboration with and flight from the enemy.

Three careers, Paralegal, Legal, and Political, fall within the scope of this career field. The first is easier to get into than the second, but less rewarding, while the life of a politician carries some dynamic opportunities but a large chance of difficulties as well.

RESISTANCE FIGHTER

The character is an active freedom fighter against a hostile regime. This is a special career field normally open only if the character is to enter a campaign which starts a year or more after the events which form the backdrop to the game — the invasion, takeover, or whatever. Characters from foreign countries could, at the Gamemaster's discretion, be allowed to serve in this career while still in their native land (if the character from Nicaragua, for instance, served for a time as a *contra* rebel before fleeing to the U.S.). The field grants excellent chances for earning benefits and a wide variety of useful skills, but other benefits are sharply limited and the dangers that face the character are great.

Two careers are subsumed within this field — followers and leaders.

2.6.3 Career Requirements

Each career field available has a set of charts and tables associated with that particular group of careers, the master chart for each field containing the basic data needed to control the career process. On these master charts, the first block of information concerns the problems of entering the various careers within that field. Entrance is rarely automatic, and usually depends on any of a variety of requirements.

The types of requirements fall into the following categories.

Age: Some careers require that a character be eighteen years of age or older. Adolescents cannot enter such careers under any circumstances.

Attribute Levels: Most careers list certain Attribute requirements for entrance. These requirements take the form of two levels, separated

by a slash. The first is the minimum required level, the second an advantageous level.

When rolling to enter a career, characters apply a DM+10 per level of an Attribute below the minimum shown. Attributes at levels between the minimum and advantageous points apply no modifiers, while those at a level above the advantageous mark receive a DM-10 per level higher. Thus, Attributes never completely block access to a career, but they can limit it.

Skills: Education skill levels frequently play a part in entrance requirements; other skills are of no importance. Required levels of Education skill, when given, must be met; it will be necessary for characters to raise their Education before entering some careers.

Tuition: Only the student career field makes use of tuition as an entrance requirement. Each career has a minimum tuition that must be paid each term (year). However, the character may choose to pay larger amounts of tuition in hopes of getting into a superior school. Characters can pay between 1 and 10 tuition blocks; each block paid increases the difficulty of entrance, but also increases the number of Benefit Points received during the term.

The number of tuition blocks paid is represented on the charts by the letter 'T', which appears in formulae for calculating an entrance DM and the Benefit Points received. If, for example, a character entered the college career and paid \$2500.00 (five times the minimum tuition), T would equal 5. A DM+50 would be applied to his entrance die roll, and Benefit Points would equal (Intelligence + Memory) x 5.

Scholarships: As a corollary to the tuition requirements, characters can attempt to win a scholarship before applying for a term as a student. The Scholarship Chance number shows the percentile roll required to win a scholarship. If this throw is successful, the character receives the amount of money shown on the chart. This money must be spent on tuition, however, and cannot be added to the character's money total. Thus scholarships may permit characters who otherwise could not afford schooling a chance to enter one. Scholarships are automatically renewed on a yearly basis at the same amount.

Degrees: Some careers require characters to have a degree of some kind. To earn a degree, characters must enter the student career, choose as their primary branch of study the Career Skill Pool that is indicated as required for entrance into the career, and must attain a certain rank in the student career. The ranks required for various degrees are shown below:

Vocational Degrees = Rank 11
Police Academy = Rank 11
Associate Degree = Rank 14
Bachelor's Degree = Rank 16
Military Academy = Rank 16
Master's Degree = Rank 18
Doctorate Degree = Rank 20

Student ranks correspond to actual years in school; rank 10, for instance, is attendance in the tenth grade (high school sophomore). Do not confuse this with the educational skill level, which represents learning equivalencies. Though the two are related, a student can have a higher (or lower) rank than he has skill levels in education.

Social Class: Entrance into the High Society special career is restricted to characters who are Wealthy.

2.6.4 Entering a Career

When a player finds a career that interests him, he should check the various career requirements. If the character qualifies in age, skill level, degrees, and/or Social Class, and can afford (for intended students) the minimum tuition, he can attempt to enter the career. Calculate die modifiers based on Attribute levels and tuition blocks, if any, and roll 1D100. If the modified result is less than or equal to the entrance percentage shown, the character enters the career.

Entry in some careers may be automatic to those who meet various criteria, such as wealthy characters in High Society or Military Academy graduates becoming military officers. Entry into other careers may be mandated — the character has no choice but to enter a specific career. This is true of characters who received 'Criminal' or 'Draft' results during Background terms, or people sent to prison as a result of a career event, and of individuals who run out of employment options and end up 'Not Employed' for one term.

Failure to achieve an entrance roll means that the character was turned down. He may attempt another entrance roll (in the same career, or in any other for which he qualifies), with a DM+10 on success. This DM is cumulative, so after ten failures, the DM is +100, and the character has little hope of entering any career. If any failed roll comes up doubles (11, 22, 33, etc.), or if the entrance DM is now so large as to preclude any career entrance, or if the player simply gives up at any time, the character automatically enters the 'Not Employed'



special career.

2.6.5 Career Branches

On first entering a new career (except Special Careers), the player must pick at least one (sometimes two) branches of that career. All careers have a Primary Branch, which represents the main thrust of the character's experience. Most also have a Secondary Branch, which represents further specialization within a given field (or a totally unrelated area of training made available to the character). Hobby Branches can also be chosen, but these are discussed separately in a later section.

Branches correspond to the Skill Pools which were available in the Background steps; each branch has a set of available skills and contacts from which the character makes Benefit Point purchases.

Each branch has a percentage chance of entry; the player picks a branch, rolls 1D100, and enters if the roll is less than or equal to the number shown. Some branches may have other limitations or DMs noted; thus, in the military field, a character can become an astronaut 1% of the time if he has previously served in the Aviation Branch; moreover, the Aviation Branch is limited to officers only and is available only 25% of the time.

Failure to achieve an entry throw causes a character to be assigned to an automatically entered branch, if any are noted in the branch listing. If no such branches exist, submit to a random branch assignment with a roll of 1D100, if any random roll column is shown. If no random roll is noted, the player may simply choose another branch (but not the one in which he was rejected) and try again. In the unlikely event that a character cannot obtain any branch, the Gamemaster can assign one as desired.

Where several automatic choices exist, the player can always choose between them.

Primary Branches, once chosen, cannot be changed unless the character repeats the career entrance process all over again. Secondary (and Hobby) Branches can be changed from one term to another as the player desires (but under the same selection rules). This is the only difference between branch types. Characters are obligated to purchase all required skills each term from each branch held, and may purchase other skills from that branch if they wish.

2.6.6 Service Length

Each career has a 'Minimum Service Length', given in years. When a character joins a career, he will have to continue in that career (unless events dictate otherwise) for as many years as the chart shows. After that many years have been served, the character is free to leave or stay.

John's character has no real choice in his first career field; he must enter one of the three Criminal careers. He can choose between Solitary, Organized, and Terrorist careers within the field, however, so John chooses Solitary Crime.

Ordinarily, John would have a 90% chance of having the character enter this career. The Will Attribute of 12 grants no DM either way. Because a Criminal Career is mandated, however, entrance is automatic.

John's character must select a Primary and Secondary Career. Primary choices are Vice and Thief; John chooses Vice, which covers the entire gamut of drug dealing, prostitution, confidence games, and similar crimes. Because of his character's high Wit, he envisions the character as a small-time con man. For a Secondary Branch, he would like to choose Sales (20% chance of entry), but a roll of 80 makes this impossible. Failure causes entry into one of the automatically open Secondary Branches, either Vice (again) or Thief. John chooses Thief.

The character emerging is a young (15 years old) crook who will try a little of everything in order to get ahead. He must serve at least one year in this Criminal field; now comes the time for actual resolution of a career term.

2.7 RESOLVING CAREERS

Once a character enters a career, a series of career terms are resolved (much the same in nature as the previous Background terms) to acquire additional benefits. These terms continue until the character enters the game, leaves the career voluntarily, or is forced by events to end it.

2.7.1 The Career Cycle

As with the Background Cycle, careers are resolved in 'terms' with variable lengths. As each term begins, the length of the term is set. The character then consults the Lifestyle Chart for Personal Life events, money and hobby cost multiples, and money rolls.

A series of die rolls determine the nature of career-oriented events, give the character a location, grant several random skills, and check for the possibility of promotion within the career. Benefit Points and Available Skill Pools are noted, and purchases of various skills and benefits made. Then the chance of Aging, which causes the reduction of Attributes, is resolved. With the end of the term, the time comes to reevaluate the character's overall position and make a number of decisions regarding continuation or alteration of the career cycle.

2.7.1.1 CAREER TERMS

Where all background terms were 1D3 years in length, career terms may be set in different ways. The Master Chart for each career field determines term length parameters, some are a constant one year, some 1D3, and a few 1D6 years long. At the beginning of the term, calculate the term length and note it on the worksheet. Then add that number of years to the last recorded age of the character and note his age at the term's end.

If this ending age is greater than the game entrance age, reduce term length and ending age to that game entrance age instead.

2.7.2 Career Lifestyle

Career Lifestyle parallels Background Lifestyle in basic procedures, though with fewer steps. The Lifestyle Chart is used as before to resolve these steps.

A. Resolve Personal Life

This step is identical to that described for the Character Background process, using the same rolls and the same table. Results, too, are described previously.

B. Resolve Costs

Once again, cost multiples are taken from the Lifestyle Chart

and noted down. It should be noted, however, that the Lifestyle multiple for money cost is not used by itself; instead, it is averaged (round fractions up) with another such multiple taken from the Career Master Chart. Hobby multiples are treated exactly as before, though available Hobby skills will be somewhat different.

C. Money Rolls

Rolls on the Money Table are made in the same manner as in the background process.

D. Steps Omitted

None of the other steps from the Lifestyle portion of the Background Cycle apply during Careers; there is no roll for Education increase, and benefits (skill rolls, Skill Pools, and Benefit Points) are not calculated from Lifestyle, but rather from career sources.

2.7.3 Career Events

As in the Background Cycle, Random Events may occur. However, the number of event rolls made and the nature of events which occur will vary from one career field to another. The Career's Master Chart gives the number of rolls made per term, while a Career Event Chart is provided for each career. Rolls are made with 1D100, usually applying a modifier plus or minus the character's Luck Attribute, as the player desires.

LIFESTYLE CHART

	Social Class				
	Poor	Low Income	Middle Income	Upper Income	Wealthy
Personal Life	30%	25%	20%	15%	10%
Money Cost	x5	x4	x3	x2	x1
Hobby Cost	x5	x4	x3	x2	x1
Money Rolls/Term	3	2	2	1	1

PERSONAL LIFE TABLE

1D100	Single Adolescent	Single Adult	Married Character
01-05	Marriage*	Marriage*	Child*
06-10	Social Decrease	Marriage*	Child*
11-15	Social Decrease	Marriage*	Child*
16-20	Social Increase	Social Decrease	Social Decrease
21-25	Social Increase	Social Decrease	Social Decrease
26-30	Death in Family	Social Increase	Social Increase
31-35	Death in Family	Social Increase	Social Increase
36-40	Death in Family	Death in Family	Death in Family
41-45	Death in Family	Death in Family	Death in Family
46-50	Money Roll	Death in Family	Death in Family
51-55	Money Roll	Deaths in Family	Deaths in Family
56-60	Money Roll	Money Roll	Money Roll
61-65	Social Increase	Social Decrease	Two Rolls
66-70	Social Increase	Social Decrease	Two Rolls
71-75	Social Decrease	Two Rolls	Child Dies
76-80	Social Decrease	Two Rolls	Spouse Dies
81-85	Two Rolls	Two Rolls	Spouse Dies
86-90	Two Rolls	Child Dies	Divorce*
91-95	Two Rolls	Child Dies	Divorce*
96-00	Child*	Child*	Divorce*

* Pay 50 Benefit Points to ignore this result.

EVENT EXPLANATIONS

The numerous available career events are briefly outlined below.

POW/Hazard: The character becomes a Prisoner of War if the event takes place in time of war. In peacetime, the result is treated as a Hazard. For Prisoners of War, see the Prison event below.

Hazard/Commendation: The character undergoes the Hazard procedure (see below); then roll 1D100 on the career's Commendation table. This will grant a specific type of Commendation with effects as described on the table. Effects can influence the chance of promotion this term, or grant jumps to higher rank, and often carries a bonus in Benefit Points as well.

Hazard: This event is resolved as discussed for Background Events.

Commendation: Roll on the Commendation Table, as discussed above.

Position: The character receives a major increase in rank. Specific position effects, by career, are shown below. If a character does not fit into any of these categories, he does not receive a position. Rank can

never go down through Position Events.

Military Enlisted becomes Military Officer Rank-12.

Criminal (if any) becomes Rank-12 in same career.

Business Employee becomes Rank-12 Business Management.

Espionage Intelligence becomes Rank-12 Espionage Field Agent.

Resistance Fighter follower becomes Rank-12 Resistance Fighter Leader.

Choose Location: Rather than making a random location roll later in this term, the character can choose any location normally available. See Career Locations, below.

Benefit Bonus: The character receives 1D100 extra BPs for purchases this term.

Skill Roll: The character receives an extra skill roll this term.

Auto Promotion: The character gets an immediate increase of one level in Rank, in addition to any other rank increases which might accrue later in this term.

Money Roll: The character may make an extra Money Roll immed-

ately.

Social Decrease: This event is identical to the social decrease result in Personal Life and Background Events.

Social Increase: This event is identical to the social increase result in Personal Life and Background Events.

Prison: The character ends the current career, even if minimum service lengths have not been met. Next term, the character enters the Prison Special Career for a minimum length of 1D10 years.

Prisoners of War are treated the same way, but have access to a different set of Skill Pools.

Dishonorable Discharge: The character ends the current career immediately, even if minimum service length has not been met. On all future entrance rolls to any career except those in the Criminal field, a DM+20 is applied.

Check Scholarship: The student character may lose his scholarship. At the start of the next term, the character must apply for a scholarship again, and recalculate the amount if it is granted, rather than simply receiving it automatically.

Expelled: The character ends the current career immediately, even if minimum service length has not yet been met. No other effects occur.

Fired: The character ends the current career immediately, even if minimum service length has not been met. On all future entrance rolls to any career except those in the Criminal field, a DM+10 is applied.

Status + No., Status - No., Lose Status: See the notes for self-employed characters in the Business career charts and tables.

Lose 1 Money Roll: Make a money roll as usual, but the amount shown is deducted from the cash available to the character.

Escape Attempt: The imprisoned character attempts to free himself. Resolve a Hazard event against the character. If the result is a Disability or Major Injury, the escape attempt fails in addition to other results. Any other outcome allows the character to succeed in the attempt.

Escaped POWs are reinstated in their original career automatically at the start of the next term (or may opt to leave that career). Other escaped prisoners enter the Solitary Criminal career next term automatically, and must resolve at least one term there before attempting any other career.

Special Branch: The imprisoned character has a chance to pick up skills and contacts from an unusual Skill Pool. Roll 1D100 for the 'branch' available, using the section on Special Career branches in the career charts and tables. Unlike normal branch selection, the player has no control over the branch chosen.

2.7.4 Career Locations

During Background terms, the character's Origins (possibly influenced by events) governed where the character lived. This may change as a character cycles through careers.

The Career Master Charts tell how frequently rolls for new locations should be made — usually once per term — and, where necessary, give a 1D100 table and needed die modifiers for determining which of four (as before: Urban, Nonurban, Rural, Foreign) locations the character will travel to during the term. Events may play a part in

determining location for the term.

Foreign locations may be determined with greater accuracy using the Foreign Location Table. The Career Master Chart identifies which of four columns to use in determining a country or area in which the character will be located; this is useful in helping to select foreign language or Culture skills which the character might acquire.

Location plays a major part in determining the nature of random skills rolled for during the term. It is also useful for evolving a good picture of the character's movements. Though locations in the United States are left more vague than those overseas, the player or Gamemaster can easily get as specific as they wish in specifying just where a character has been in the course of his career.

Social Class	Urban	Non-Urban	Rural	Foreign
Poor	01-25	01-18	01-20	01-30
Low Income	26-45	19-35	21-40	31-50
Middle Income	46-85	36-80	41-80	51-90
Upper Income	86-97	81-95	81-96	91-98
Wealthy	98-00	96-00	97-00	99-00

Apply die modifiers from the Ethnic Type Table.

FOREIGN LOCATIONS

Location	Location Code			
	A	B	C	D
Western Europe	01-25	01-10	01-15	01-15
Canada	26-30	11-12	16-25	16-17
Near East	31-45	13-20	26-27	18-30
Middle East	36-55	21-30	28	31-40
Southeast Asia	56-65	31-40	29-30	41-50
Japan	66-75	41	31-40	51-60
U.S.S.R.	—	42-50	41-45	—
China	—	51-55	46-50	—
Eastern Europe	—	56-65	51-55	—
North Africa	—	66-68	56	—
Central Africa	—	69-70	57-58	—
South Africa	—	71	59-60	—
Pacific Oceania	76-80	72	61-75	61-62
Australia/New Zealand	81-90	73	76-80	63-65
South America	—	74-75	81-85	—
Caribbean	91-95	76-80	86-98	66-70
Central America	96-00	81-00	99-00	71-00

2.7.5 Random Skills

As in the Background process, randomly acquired skills are granted in the course of careers to represent those skills picked up over and above the areas of expertise deliberately sought out by the character. The Career Master Charts show the frequency with which these skills are received; usually one skill is received per year of service. (Note that a term of three years' length would thus grant three random skills.)

RANDOM SKILLS

Skill Received	Die Roll to Receive Skill when Location is:			
	Urban	Non-Urban	Rural	Foreign
Animal Handling (Spec.) (Will)	01-02	01-02	01-05	01
Art/Craft (Spec.) (Dexterity)	01-05	03-05	06-08	02-04
Cardsharp (Dexterity)	06	06	09	05
Carousing (Stamina)	07-15	07-15	10-15	06-15
Culture, American (Intelligence)	16-20	16-20	16-20	—
Culture (Spec.) (Intelligence)	—	—	—	16-25
Driver, Small Vehicle (Spec.) (Dexterity)	21-25	21-25	21-25	26-30
English, Spoken (Wit)	26-30	26-30	26-30	—
English, Written (Memory)	31-35	31-35	31-35	—
Gaming (Spec.) (Intelligence)	36-40	36-40	36-40	31-35
Insight (Perception)	41-45	41-45	41-45	36-40
Language, Spoken (Spec.) (Wit)	—	—	—	41-50
Language, Written (Spec.) (Memory)	—	—	—	51-60
Music (Spec.) (Perception)	46-50	46-50	46-50	61-65
Orienteering, Rural (Intelligence)	—	—	51-55	—
Orienteering, Urban (Intelligence)	51-55	—	—	—
Persuasion (Wit)	56-60	51-55	56-60	66-70
Seduction (Appearance)	61-70	56-65	61-70	71-80
Science (Spec.) (Intelligence)	71-75	66-70	71-75	81-85
Subculture, Rural (Intelligence)	—	—	76-85	—
Subculture, Urban (Intelligence)	76-85	—	—	—
Swimming (Agility)	86-90	71-75	86-90	86-90
Trivia (Spec.) (Intelligence)	91-00	76-00	91-00	91-00

Roll 1D100 for each available random skill (including extra skills granted through events). The Career Random Skills Table is located in the Character Background Book for easy reference. Use the column corresponding to location. When a skill is received for the first time, the Initial Score is 1/2 the level of the governing Attribute; if a skill already held is received again, raise the level by one.

AUTOMATIC SKILLS

During each career term, a character may automatically increase one skill by one level. Only a few skills — listed in the Character Background Book — are available to be raised in this fashion, and the specific skill to be raised must already be held by the character (so that a completely new subskill of Service, Profession, or Trivia categories could not be taken, but a previously held skill in one of these categories could be increased by one level). One such increase is made each term, if any eligible skills are available to be raised.

2.8 RANK AND PROMOTIONS

One major new factor in careers not previously covered in Background procedures is the concept of a character's rank within a career. Rank plays a part in granting special benefits, and also helps shape a picture of the character's position, duties, and experience with authority. High-ranking characters may be natural leaders within their careers.

Like most other things, rank is expressed in levels, from 0 to 25; benefit points can be spent to purchase rank increases in a later step, when a character first enters a career, the Career Master Chart will assign an Initial Rank in the career's hierarchy.

Thereafter, promotions to higher ranks are acquired by BP expenditure, by random events, and, most commonly, by promotion rolls. The combination of these methods helps the character rise in the career hierarchy, although progress slows as the character reaches the upper ranks.

Each career has a particular Rank Chart which shows the rank levels, titles or descriptions associated with each rank, and the 1D100 promotion roll needed to rise from one rank to the next. Most of the careers handle promotions and rank in the same way, though there are specific exceptions detailed below.

Basically though, the number of promotion rolls which can be attempted each term is listed on the career's master chart. Some careers allow as few as one per term, though many allow one promotion roll per year within the term. To resolve promotions, note the character's current rank on the Career's Rank Table, roll 1D100, and compare it to the chance of promotion listed on the chart. If the roll succeeds, move up one level and (if allowed) repeat the process. Should the roll fail, rank stays the same, and the next attempt is made against the same chance of success as before.

Automatic promotions take effect before random promotions are attempted. A character may always take fewer promotion rolls than he would normally be permitted, if he does not wish to rise to higher ranks. Keep careful track of the current rank level of each character in each career.

2.8.1 Maximum Rank

Along with Initial Ranks, each Career Master Chart also lists Maximum Ranks characters can aspire to attain. No character can rise above this Maximum Rank by any means — automatic promotion, promotion rolls, or BP expenditure — unless there is a provision for the character to move up via a 'Position' random event. Rank levels may never exceed 25 in any event.

2.8.2 Military Ranks

The Military Rank table includes extra entries to denote the Pay grade associated with each level of rank, and to identify rank titles of each of the four major Armed Forces (although there are no discrete careers for these separate services; Primary Branches are used to determine a character's actual military role).

Ranks of 22–25 represent especially high posts, such as major commands or Pentagon assignments. A Rank-25 officer might be one of the Joint Chiefs of Staff or some other extremely important person.

2.8.3 Self-Employed Ranks

The self-employed career within the business field (which handles everything from Small Business owners to entertainers to sports figures, artists, and even free-lance game designers) does not have true ranks; rank levels are instead used to measure the character's success in his business, (in monetary terms) on a year to year basis.

'Initial Rank' for a self-employed character is set by rolling 1D10

–1, for a 0–9 result. Events (Status + No., Status –No., Lose Status) could modify the result further, as discussed below. During each term, a series of 'promotion' rolls is made; each successful roll increases rank by 1. These rolls continue until the first failed roll occurs, at which point promotion rolls for that term cease. Reading across from the final rank level, the table shows the number of money rolls made to gain — or lose — money. Added money rolls can be resolved at once. 'Social Increase' and 'Social Decrease' results have the usual effects.

At the start of the next term, rank remains at the last point reached. However, the event table might cause some changes. 'Lose Status' resets the rank number to 0 immediately. 'Status –No.' means that the rank drops the indicated number of levels before the 'promotion' process begins again (but never below level-0). 'Status +No.' increases the rank level by the given number prior to the next round of promotion throws.

If by some chance a rank of 21+ is reached by a self-employed character, the business has become so successful that it can be considered a major corporation rather than a private business venture. The character begins the next term by changing to the Management Career with an automatic rank level of 18, and continues from there. This will be a rare occurrence.

Self-employed characters have an excellent chance of making large amounts of money — but also risk losing their shirts. This is quite in keeping with the opportunities and hazards of the real world.

2.8.4 Special Career Ranks

Characters in any of the three Special Careers have no ranks, and cannot receive promotions. Those who spend terms as POWs (only) can reenter their previous service with original rank intact; all others lose all rank upon entering these careers, and must start at the initial Rank of the next career entered.

2.8.5 Scientific and Medical Careers

Scientific and Medical Assistants (only) do not roll for or purchase promotions; they may only move up by way of the Event Table. Such characters may never move higher than Rank-10 in their respective careers.

Medical Assistant Initial Ranks are set by the level of Subculture, Medical skill held by the character at the time he or she enters the career.

Skill Level	Rank Level	Description
0	0	Orderly
1 – 5	1	Paramedic
6 – 10	2	Junior Technician
11+	6	Junior Nurse

2.8.6 Political Ranks

To attain rank in the Political Career, a special procedure is used. A character enters the political career with an initial rank of 0, but does not need to work his way through each rank as he climbs his way to the top. Instead of rolling for promotion, a character may spend the promotion step 'running for office'.

Characters can attempt to move to any rank at any time. The promotion roll gives the basic chance of being elected to a given office.

Each office held (regardless of the number of terms spent at that rank) grants a Political Experience DM equal to the rank level of that office. All of these political experience DMs are combined into a single modifier applied to the roll for entering an office. Thus, a character who has previously held a Local Office (Rank-2), a Top City Office (Rank-8), and a Minor State Office (Rank-13) has a DM-23 when running for a new office.

To win a rank of 21+, the character must first have held a rank of 15+, and must be at least thirty-five years old. Characters may create a further DM of –5 per 10 BPs expended. (These must be saved from a previous term.) Any office on the table can be held automatically if sufficient BPs are invested before the die roll is made.

Once a character gains a rank, he may renew it automatically from term to term (but top national offices can be held for no more than eight years in a row). If the character chooses to run for a new office instead, and fails to win it, rank reverts to 0 at the end of the current term and the process of gaining office begins again.

2.8.7 Resistance Fighter Promotions

Because guerrilla units have more fluid organizations and a greater opportunity to advance, both Initial Ranks and the number of promotion rolls are established randomly. Otherwise, the promotion process follows the normal procedures.



2.9 CALCULATIONS

Once promotions are over, the character is ready to start benefit purchases. To do this, three calculations are necessary: Money cost, Benefit Points available, and Skill Pools available.

Money Cost: Both the Lifestyle and Career Chart carry a money cost multiple. These two values are averaged together to find the cost of 'purchasing' money. Round fractions up, and note the result.

Benefit Points Available: Each Career's Master Chart gives a calculation which determines the number of BPs available per year. These are generally derived from combinations (addition and multiplication) of various given Attributes, particularly Intelligence, Will, and Memory (though others sometimes come into play as well). Calculate the basic number as shown, then multiply by the number of years in the term. This gives the total number of BPs available to make purchases.

Career Skill Pools: All characters can choose from at least one, and more usually, several Skill Pools. The Master Chart identifies a basic Career Skill Pool associated with the career in question. The Primary Branch chosen by the character is another Skill Pool; the Secondary Branch (if any) is a third. Each possible Location carries a small pool of skills as well. Hobbies are also sometimes available.

Hobbies: The Hobby Chart in the Character Background Book gives a list of possible Hobby 'branches' which can be undertaken. Most careers allow the character a chance to select a hobby and pursue it in addition to the normal career Skill Pools; all possible hobbies are listed on this chart.

To enter a Hobby, throw the parenthetical percentage or less on 1D100. Prior to making the throw, a negative DM can be obtained through the expenditure of money, in blocks of \$100.00. Each block creates a DM-5 to the roll. If the roll fails, the money is still lost. A character may attempt to enter several different hobbies, choosing and throwing for a new one after each failure (but one that is failed

AVAILABLE HOBBIES

Career Entering From	Chance of Entry
Investigation	20%
Combat	25%
Outdoorsman	90%
Aviation	20%
Maritime	30%
Foreign	30%
Science	30%
Technical	50%
Thief	30%
Instruction	50%
Vice	30%
Transportation	70%
Entertainment	60%
Arts	80%
Journalism	70%
Martial Arts	10%
Religious	90%
Student Career	90%
Sports	70%

cannot be attempted again this term). Only one hobby can be held at a time.

The Hobby Skill Pool's required skills must be purchased, and other skills and contacts may be purchased. The Lifestyle Chart's Hobby Cost Multiple still influences the price paid for these skills, so lower Social Classes have little to gain from hobbies unless they are truly committed to get access to a certain pool of skills.

2.10 PURCHASING BENEFITS

Benefit purchases change very little from the procedures covered in Background. A few minor changes, plus some additional available benefits, are discussed below.

Skills: Skills must be purchased from one of the available Career, Location, or Hobby Skill Pools. All required skills (marked by an asterisk) must be purchased for the first time, or raised at least one level before any other purchases are made.

It still costs 25 points to receive an Initial Score (1/2 the Governing Attribute) in a skill. Cost to raise skill levels are derived from the cost chart, as before. There are now no limits (except the maximum ceiling of Level-25) on how high a skill may be purchased; any available skill can be raised regardless of Talents and the like. Note, however, that only currently available skills (from presently held Skill Pools) can be increased.

As before, Hobby Skills (those available only through the Hobby Pool) cost more than ordinary skills. There may be some overlap; if a skill is available through both normal pools and the Hobby Pool, the lower BP price may always be used.

Money: Purchase of Money is as discussed for Background purchases.

Contacts: Purchase of contacts is as discussed for Background purchases. Note that contacts available through the Hobby Skill Pool are not subject to the Hobby Cost Multiple; normal purchase costs obtain.

Attribute Increases: Purchase of Attribute Increases is as discussed for Background purchases. Attribute Increases are limited to 1 level per term.

Personality Changes: Purchase of Personality Trait alterations is as discussed for Background purchases.

Tolerance Level Changes: Purchase of Motivation tolerance level changes is as discussed for Background purchases.

Promotions: Promotion to a higher rank may be purchased. Simply use the cost chart normally, cross-indexing initial rank with desired rank to find the BP cost. However, a character may not increase rank by more than one level per term through BP expenditure (though random events and promotion rolls can be combined with purchase to raise rank quickly). Some careers, as noted in the section on rank and Promotions, do not permit purchase of higher rank.

Business: Characters may use Benefit Points to create their own business. Like most things, businesses come in levels. (See the Business Benefits Chart.) Those levels define the initial value of the business, and provide for a weekly income for the character once the game starts, as described in the chapter on 'Characters in the Game'. A character can purchase a new business, or improve an existing one.

Initial purchase of a business assumes a current level of 0 on the cost chart; find the desired business level and multiply the cost shown to reach that level by 10. Thus it costs 2100 BPs to buy a Rank-20 business from a standing start. Existing businesses can also be improved by the same method, again at ten times the given cost.

Characters who are entering the game from the Self-Employed Career should try to purchase a business at a level equal to their final rank if they wish to begin the game with some kind of cover employment. Otherwise, their firm is considered to have folded as a result of the invasion or takeover. Term benefits (see below) may be used towards this end, as well as ordinary BP expenditures.

2.11 AGING

There is a definite advantage in remaining in the career process for a long time — the character can build up a vast backlog of skills and other benefits by prolonged experience. But a disadvantage offsets this advantage in the form of aging effects. The longer a character lives, the more likely he is to suffer a decline in Attributes which may affect his game performance. An increasing portion of the character's BP total may end up being spent to keep the character's Attributes at a worthwhile level. Thus, choice of game-start age must balance the physical abilities of youth against the experience of age.

Each term, after all purchases have been made, Aging is resolved. The chance of suffering aging effects increases from term to term, beginning with the first term in which the character's age will be eighteen or more. In that term, the chance is 10%. The second term has a

20% chance, the third 30%, and so forth. In the tenth term, and thereafter, the chance of suffering aging effects is 100%; aging is then automatic. Depending upon careers and term lengths, aging can become a certainty as early as age 28 or as late as age 78, but even before this point, there is a definite chance of Attribute decline each term.

If aging occurs, roll 1D100 on the Aging Table. Add the character's term-end age, and apply other modifiers as shown. The result specifies one or more Attributes subject to aging effects, or may call for multiple, unmodified rolls.

At first, only Physical Attributes (and Appearance) are effected by aging. Once the character reaches or exceeds age fifty, however, both Physical and Mental Attributes (plus Appearance and Charisma) are exposed to these declines.

An Attribute hit by aging drops by 1D3 (or sometimes 1D6) levels. It may fall to 0 (which indicates a handicap of some kind), but not below. In the next term, of course, losses can be recovered, but remember that on the last career term before entering the game, the character can lose Attribute levels and have no chance to replenish them before beginning play.

AGING TABLE

1D100	Physical Aging	Mental Aging
01-35	Stamina - 1D3	Perception - 1D3
36-65	Agility - 1D3	Memory - 1D3
66-90	Health - 1D3	Wit - 1D3
91-110	Strength - 1D3	Will - 1D3
111-125	Dexterity - 1D3	Intelligence - 1D3
126-135	Appearance - 1D3	Charisma - 1D3
136-150	Roll 2 (w/o modifiers)	Roll 2 (w/o modifiers)
151-175	Roll 3 (w/o modifiers)	Roll 3 (w/o modifiers)
176+	All decline by 1D6	All decline by 1D6

Add current age as a positive (+) modifier,
Apply a -15 die modifier if in Military or Law Enforcement.

2.12 TERM BENEFITS

As a term comes to an end, the character may receive bonus BPs called Term Benefits which are used for the purchase of only a few specified things, such as contacts, money, or businesses. Unlike ordinary Benefit Points, these bonus BPs should be saved from term to term, and are spent only when the character is ready to leave the career (for one reason or another). Additional bonuses may also be awarded at the career's end. All these benefits are used as a reward for remaining in the same career for a long time — as opposed to jumping about from one to another — and help ensure that characters will end up with some non-skill benefits.

2.13 SPECIAL CAREER CONSIDERATIONS

The following are short discussions of various topics of importance that do not fall into other sections of the career rules.

2.13.1 War and Peace

Characters in the military are particularly concerned, at several points, with the question of whether war time or peacetime conditions prevail. This depends largely on the Campaign Background which is used.

Published background booklets (such as *The Red Tide*) contain chronologies spanning the century leading up to the start of the campaign, showing the major conflicts and confrontations involving the United States, as well as other crucial developments in the history that precedes a game situation. Using the character's age as a guideline, the Gamemaster can determine what periods are peacetime, and which ones feed the nation at war.

An 'Undeclared War' noted on the chronology means that wartime conditions prevail for most purposes, but there is no formal draft to threaten the civilian populace (see below).

DRAFT

If wartime conditions prevail, characters whose age falls between 18 and 26 (inclusive) should roll at the end of each term to see if they are drafted. The chance of being drafted is equal to the sum of the character's Physical Attributes. If drafted, a character enters the Military Enlisted Career at the start of the next term automatically.

Criminal characters, Students, and characters in foreign locations are not subject to the draft. A character who is drafted may choose to enter a Criminal career as an alternative to military service.

2.13.2 Genders and Careers

The career tables make no distinction between the sexes in career availability, a state of affairs which is only gradually arising in the real world.

At the Gamemaster's option, various career branches might be denied to female characters, or a DM+20 might be applied to all branch entry throws (which thus excludes many possible branches). This is strictly optional on the Gamemaster's part, and calls for a choice between fairness to the players and accuracy of the game that has to be made on a case by case basis. Exclusion of female characters from combat-oriented branches (at least in the military) should at least be considered for the sake of accuracy.

2.13.3 Continuing the Career Cycle

Once term benefits have been set aside, a career term is over. The next rules section deals with the decisions involved at the end of a term regarding changes in or continuation of careers.

John's character is a Solitary Criminal whose Primary Branch is Vice, with a Secondary Branch of Thief, based originally in New York City. Only 15 years old at the start of the term, the character must go through all the steps of the Career process.

The term is 1D3 — the result is two years in length. This means the character will be 17 at the time the career ends, still under the game-entrance age of 19.

Going to the Lifestyle Chart, the character, still Poor, has a 30% chance of needing to make a Personal Life roll. A 70 means no such roll is made. Money and Hobby cost multiples are still x5. Three money rolls are made — results 1, 3, and 5. A 1D10 (roll 3) x 20 yields \$60.00; 1D10 (4) x 60 is \$240.00, and 1D10 (3) x 100 is \$300.00, for a total of \$600.00. This is added to the \$1500.00 from the background step, giving the character a total of \$2100.00 to work with.

The Master Chart tells John to make one Career Event roll on 1D100. Before rolling, he can choose to add or subtract 15 (Luck) to the roll, either increasing the chance of a Hazard (while lessening the chance of prison), or avoiding the Hazard with a greater chance of imprisonment. Or, if he prefers, no DM need be applied. This is the choice that John opts for. He rolls a 19 — which lands him squarely in prison at the end of the term. Not an auspicious start to the character's career.

One Location roll is made. The result, a 97, puts the character in a foreign setting during the term. Column C of the Foreign Locations Chart, and a 1D100 roll of 90, puts him in the Caribbean area. Could the teenaged Criminal have been involved in drug trafficking? Actually, John decides it is more arms smuggling, perhaps to some Central American power just before the outbreak of the war which will be the immediate backdrop of the campaign. From dreams of being a fast-talking con man, the youngster has found himself involved with other criminals in a game for much higher stakes. Then he was caught, as the event roll showed.

John gets one skill roll per year, for a total of two 1D100 rolls under the Foreign heading of the Random Skills Table. A 51 is Language, Written (spec) — he takes this as a 1-level increase in written Spanish. He then rolls an 86, Swimming, gaining an Initial Score of 7 in the skill. He is entitled to increase Culture, American skill by 1-level, automatically, as well.

Now he gets to resolve two Promotion rolls. He entered the career at Rank-0, with a 80% chance to go up 1 level. A 78 barely makes it. Now, at Rank-1, it takes 75% to go up again. A 93 fails, so the character ends (unless a promotion is purchased) at Rank-1.

John makes some quick calculations. His hobby cost multiple is still 5, but the money cost is only x3 (the average of the x5 for Lifestyle and x1 for Career). Skill Pools available are Criminal Career, Foreign, Vice, and Thief. He will not attempt a Hobby; the cost of Hobby skills are too high. John can spend Int x Will x Years BPs; that is 15 x 12 x 2, or 360 points, which can go a long way towards giving him a useful set of skills.

From the Criminal Career Skill Pool, John must purchase a 1-level increase in Subculture, Criminal (previously a 7, now up to an 8). He must also purchase Initial scores in Deception (1/2 Wit = 13) and Law, Criminal (1/2 Memory = 8), paying 25 points apiece. He has used 58 points, leaving 302.

From Thief skills, he must gain an initial score in Fence (1/2 Intelligence = 8) for 25 BPs. He already increased Criminal Subculture this term, and does not need to again. He now has 277 BPs.

Vice skills require Bargaining, an initial score costing 25 BPs setting the skill at 1/2 Wit, or level-13. Again, no more Subculture,



Criminal skill needs to be bought. Nor are any foreign skills required, fortunately.

Now, 252 points are left to make purchases he wants to make.

Uncomfortably aware that his character doesn't have long to go before entering the game, John decides to forego the luxury of money, contacts, and the like and focus for the moment on skills. First off, he wants to pick up skills that will showcase his exceptional Wit, since initial scores in these will be high.

From the Criminal Career Skill Pool, he makes the following initial purchases, both Wit-governed:

- Acting — 13
- Bribery — 13

He also purchases Insight — 6 (half Perception), since Insight skill aids in the whole process of Verbal Interaction. Now 177 points remain.

Out of the Vice Pool, he adds some more wit-related skills:

- Negotiation — 13
- Questioning — 13

This leaves him with 127 points, and covers all the Wit-related skills he can hope to pick up from the various available skill pools. The remaining points he will spend on purchasing other types of new skills, and improving a few old ones.

New skills purchased are:

- Combat — 6 (half of Will)
- Marksmanship (spec) — 6 (half of Dexterity); John specifies Pistol.

Now he has 72 points left, used to raise skills as follows:

Stealth — 7 becomes Stealth — 10 (27 points).

Insight — 6 becomes Insight — 8 (15 points).

Bribery — 13 becomes Bribery — 14 (14 points).

Marksmanship, Pistol — 6 becomes Marksmanship, Pistol — 8 (15 points).

Six points remain . . . but so do four points from the background term. With 10 points he raises Brawling — 9 to Brawling — 10 to complete the process. His current skill list looks like this:

- Acting — 13
- Bargaining — 13
- Brawling — 10
- Bribery — 14
- Combat — 6
- Culture, American — 9
- Culture, Puerto Rican — 8
- Deception — 13
- Education — 8
- Fence — 8
- Insight — 8
- Language, Spoken, English — 14
- Language, Spoken, Spanish — 13
- Language, Written, English — 8
- Language, Written, Spanish — 9
- Law, Criminal — 8
- Marksmanship — 8
- Negotiation — 13
- Orienteering, Urban — 8
- Persuasion — 13
- Questioning — 13
- Stealth — 10

Subculture, Criminal — 8

Subculture, Urban — 8

Swimming — 7

This term, the character cannot age as he is still only seventeen years old. He also receives 50 bonus BPs (50 x Rank Level of 1) for the purchase of money or contacts; since he will be going to prison next term, he must spend these immediately. He can buy one Rank - 9 Foreign Contact, one Rank -2 Criminal Contact, and two Rank -1 Criminal Contacts, all presumably associated somehow with his smuggling venture. These contacts will be fleshed out later.

This completed, the first career term is at an end, but the cycle of terms continues.

2.14 CONTINUING THE CAREER PROCESS

At the end of each term, decisions must be made by the player which are essential to the turn of the career cycle. This series of decisions proceeds in the order outlined below.

ENTERING THE GAME

If the character has reached the pre-determined game-start age, there is no need for any further decision-making. The Career Cycle is over, and the character is ready to have all final information computed and noted so that he may begin play. Final term benefits are purchased, and then the process of Entering The Game begins.

If this does not pertain, however, go to the next decision, below.

CHANGING CAREERS

At the end of any term, the character may be in a position to start a new career.

If the character has completed the Minimum Service Length requirement for the career, he may freely seek other careers. Certain random events may force a character to leave the current career even if Minimum Service Length has not been fulfilled. Unless required to go to a specific new career, the character is free to pick any other career desired and repeat the process of entering a new career.

Characters who are not required to leave the current career by specific events may automatically renew their present one. This means that a second term in the same career can be resolved; proceed first, however, to the next decision point, below. If the character has not been forced to leave the career, and has not fulfilled minimum service length obligations, another term is mandatory. Proceed to the next set of decisions.

CHANGING BRANCHES

Characters remaining in the same career may be able to change the available branches which govern the skill pools available.

A Primary Branch can only be changed by ending the career and re-entering the same career all over again. This counts as changing a career, as discussed above, and might not be allowed.

Secondary Branches can be changed freely. If a character so desires, he can attempt to enter a different Secondary Branch before the new term starts. If he does so, however, and fails the application die roll, follow the procedures for assigning the Secondary Branch after a failed attempt. Success, of course, gains the character a new branch. A character can always choose to remain in the same branch as last term.

NOTES

Once a decision is made, it is final for that term; a character in the army cannot decide to renew his career in hopes of entering the Commando Branch, then change his mind and leave the Military career when the roll for branch entry fails and he is randomly assigned to a desk job in administration.

After all decisions are made, go back to the appropriate point in the career process and resolve another term, repeating the cycle until the character can enter the game.

John's character is not ready to enter the game. He is, however, required to change careers — entering Prison at age 17. A new term begins with the character in the Prison Special Career; the cycle of steps from the last example is now repeated again.

2.15 ENTERING THE GAME

Once the character reaches the originally designated game-start age, he or she is finished with the process of the Background and Career Cycles. Final term benefits are used up, and the player is now ready to assemble the final picture of the character.

2.15.1 The Character Record Sheet

Up until now, worksheets and/or scratch paper have sufficed to record information on the character. Now a formal Character Record Sheet should be drawn up, filling in all the information essential to the play of the game.

Actually, each character will have several records; the sheet designated the Character Record Sheet handles basic information, but others will also be filled out. The blocks of data that must be covered are sketched out below.

Preliminaries: This includes the name of the player, Gamemaster, and gaming group, and a name for the character.

Character Data: In this block, from appropriate worksheet information, fill out such items as sex, age, birthplace and birthdate, height, weight, size, complexion, hair and eye color, sight and hearing, handedness, and similar essentially descriptive bits of knowledge as called for.

Characteristics: This section covers the character's Attributes, plus a certain amount of derivative information based upon the Attributes. Note that the numbers for Talents and Motivations are not recorded on the record sheet, as these have no bearing on anything now that character creation is done. Motivations are listed in a later part of the sheet.

Derivative information includes the following: Reactions, Speed, Jump (height), Jump (distance), capacities for the character to Carry, Lift, and Drag various weights, Total Hit Points, the Fatigue Limit, the Unconsciousness Threshold, the Fatigue Threshold, and the Recovery Rate. Formulae and procedures for obtaining all this information are discussed in the chapter on 'Characters in the Game'.

When filling in Attributes, note that the record sheet gives space for two numbers after each. The first space is the Attribute Level, the final number for that Attribute as rolled up and later altered through character creation. The second space should have an Attribute Rating filled in. Ratings are obtained by multiplying the Attribute Level by five. In the game, ratings will usually be used to resolve chances of Success in various tasks, but levels are still important for Attribute gains and losses which might take place.

Personality Information: This block contains spaces in which levels and ratings for each of the ten Personality Traits are noted, plus lines where Motivations can be recorded. Motivations are also assigned both levels and ratings. These work in the same way as for Attributes, above.

Skills: The back of the character record sheet is devoted to listing skills. All of the skills available to characters appear on the record sheet (spaces are left to fill in skill names for 'specified' skills which are not limited to an exact selection).

There are skill levels, created through the generation process, and there are skill ratings, but ratings are not created precisely the same way as for Attributes, Traits, and tolerances. Skill ratings are found by multiplying the skill level by five and averaging that number with the rating of the skill's Governing Attribute. This number is the skill rating, which usually governs the Basic Chances of Success using that skill.

It should be noted that, due to this, a character has a skill rating in every possible skill; the rating will be half of the Governing Attribute's rating even when the character has a skill level of 0. Anyone can try to do anything, though trying successfully is another matter! Ratings can be generated for every skill immediately, or can be gen-

erated as they are called for, depending upon the player's willingness to invest time in the process.

2.15.2 The Character Interaction Sheet

A second sheet on which information is recorded is the Character Interaction Sheet, which contains, in one place, all of the material a player will need to conduct Verbal 'Attacks' and 'Defenses' in the course of the game. The chapter on Verbal Interaction later in this booklet discusses how the sheet is filled out and used.

2.15.3 The Character Combat Sheets

These are the reverse sides of the Interaction Sheet and the Money and Possessions Sheet, and is used to centralize all the information needed to carry out combat between characters. The chapter on Personal Combat in Book II discusses the sheets, how to fill them out, and how to use them effectively.

2.15.4 Money and Possessions

This sheet can be used to record a character's money, businesses, and possessions.

At the end of the last career term, total up all money accumulated by the character. Roll 1D100, adding the level of Finance skill held by the character. The result is the percentage of the money that is actually available to the character. The percentage can never be less than 10% (treat lower results as 10%), but it can be higher than 100% (representing investments and the like).

The player may purchase various kinds of possessions, following the rules in the chapter on 'Equipping the Character' in Book II, prior to the start of play. When applicable, note the weight, location, and reliability of possessions.

2.15.5 Contacts

Another sheet of notebook paper can be used to list all of a character's contacts. Family members should be listed first; then, separately, list contacts outside the family.

'Characters in the Game' discusses contacts in detail. For each contact, note career and rank, and an attitude. Optionally, contacts can be fleshed out with names, locations, relationship to the character, and as much or as little information as seems appropriate. The Gamemaster and the player should consult one another on the fleshing out of Contacts, as described later.

2.15.6 Other Character Development

The player is always free to develop the character even further, and should be encouraged to do so. A rundown of his history, with years, locations, and events, can easily be lifted and smoothed out from the worksheets; such a history can allow players to spot common experiences shared by their characters, or can make elements of a Gamemaster's background more vivid.

Players may also want to rationalize, on paper or in their minds, the character's overall attitudes and likely behavior. The various traits and motivations, in combination with the events that shaped his or her life, can make the character's overall personality much more realistic.

2.15.7 Beginning Play

Filling out all these sheets can be time-consuming, and can put some players off. However, these various information sheets are designed to make actual play of the game as easy as possible by concentrating everything a player needs in a given situation in one place. By spending the time now, the player ensures that there will be fewer interruptions in the course of play later. When a whole group is being put together, there will be plenty of time for record-keeping while other players are generating their characters. Use that time, or some spare time between sessions, to get the character data as well organized as possible.

Having completed all of these steps, the character is at last ready to enter the world of *Freedom Fighters*.

The page opposite, front and back, is a copy of the character record sheet for John's character, Juan Hernandez. It includes the additional benefits accumulated during Juan's two-year stay in a Federal penitentiary in Texas, before a battle between advancing Soviets and American National Guard partially destroyed the facility and allowed Juan to escape in the confusion.

Only the basic character record sheet is shown here.

FREEDOM FIGHTERS™

Player: JOHN

CHARACTER NAME: JUAN HERNANDEZ Sex: M Age: 19 Birthdate: 1979 Birthplace: NEW YORK CITY
Height: 5'8" Weight: 147 Size: 19 Complexion: DARK Hair Color: BROWN Eye Color: BROWN

CHARACTERISTICS

Strength (18) (90)	Intelligence (15) (75)	Appearance (15) (75)	Jump (Height): <u>4'</u>	Total Hit Points: <u>42</u>
Stamina (12) (60)	Memory (15) (75)	Charisma (17) (85)	Jump (Distance): <u>16'</u>	UNC Thresh.: <u>24</u>
Agility (14) (70)	Perception (12) (60)	Luck (15) (75)	Carry: <u>84</u>	Fatigue Limit: <u>210</u>
Dexterity (12) (60)	Wit (25) (125)	Reactions (13) (65)	Lift: <u>220</u>	Fatigue Thresh.: <u>150</u>
Health (15) (90)	Will (12) (60)	Speed: <u>X1.2</u>	Drag: <u>260</u>	Recovery Rate: <u>18</u>

PERSONALITY

Ego (18) (90)	Sentiment (7) (35)
Loyalty (15) (75)	Integrity (11) (55)
Stability (14) (70)	Ambition (17) (85)
Independence (15) (90)	Adaptability (18) (90)
Greed (18) (90)	Sophistication (20) (100)

MOTIVATIONS

<u>OUTSIDE</u>	(15) (75)	() () ()
<u>LUXURY / PEACEMAKER</u>	(3) (15)	() () ()
<u>WILDERNESS + NATURE</u>	(10) (50)	() () ()
() () ()	() () ()	() () ()
() () ()	() () ()	() () ()

SKILLS

Acrobatics (0) (35)	Driver, Small (0) (30)	Manufacture	Safecracking (0) (30)
Acting (13) (95)	* () () ()	*Aviation (0) (30)	Science
Animal Handling (0) (30)	* () () ()	*Electronics (0) (30)	* (0) (38)
* () () ()	* () () ()	*Equipment (0) (30)	* () () ()
* () () ()	Education (8) (40)	*Gunsmith (0) (30)	Seamanship (0) (38)
Archery (0) (30)	Electronics (0) (30)	*Locksmith (0) (50)	Search (10) (55)
Art/Craft (0) (30)	Escape Artist (0) (35)	*Machinist (0) (30)	Security (8) (56)
* () () ()	EVA (0) (35)	*Maritime (0) (30)	Seduction (0) (38)
* () () ()	Fence (8) (58)	*Vehicle (0) (30)	Service
Autofire (0) (30)	Finance (0) (38)	Martial Arts	*Barber (0) (38)
Balancing (0) (35)	First Aid (0) (38)	*Dodge/Block (0) (35)	*Butler (0) (38)
Bargaining (13) (95)	Forensic Science (0) (30)	*Hold (0) (35)	*Cook (0) (38)
Boat Handling () ()	Forgery (0) (30)	*Kick (0) (35)	*Tailor (0) (38)
*Large (0) (30)	Gaming (0) (38)	*Strike (0) (35)	*Valet (0) (38)
*Power (0) (30)	* () () ()	*Throw (0) (35)	*Waiter (0) (38)
*Sail (0) (30)	* () () ()	*Weapon (0) (35)	Ship Handling (0) (30)
*Small (0) (30)	Gunnery () ()	Mechanic	Sleight-of-Hand (0) (30)
Boosting (0) (30)	*Air-to-Air (0) (30)	*Automobile (0) (30)	Sports
Brawling (15) (75)	*Air-to-Surface (0) (30)	*Aviation (0) (30)	* (0) (30)
Bribery (17) (105)	*Field Artillery (0) (30)	*Diesel (0) (30)	* () () ()
Bugging (0) (30)	*Naval (0) (30)	*Marine (0) (30)	Stealth (8) (55)
Camouflage (0) (30)	*Strategic (0) (30)	Medical Specialty (0) (38)	Subculture
Cardsharp (0) (30)	*Surface-to-Air (0) (30)	* () () ()	* (0) (38)
Carousing (6) (45)	High-Recoil Firearms (0) (45)	* () () ()	* <u>UAAAN</u> (8) (58)
Clerical (0) (38)	Hypnosis (0) (30)	Melee Weapons (0) (35)	* <u>CRIMINAL</u> (13) (70)
Climbing (0) (35)	Improvisation (0) (30)	*Clubs (0) (35)	Support Weapons
Combat (6) (45)	Insight (8) (50)	*Knives (0) (35)	*Flamethrower (0) (30)
Communications () ()	Instruction (13) (95)	*Polearms (0) (35)	*Grenade Launcher (0) (30)
*Audio (0) (35)	Interrogation (0) (30)	* () () ()	*Machinegun (0) (30)
*Print (0) (38)	Jumping (0) (35)	* () () ()	*Mortar (0) (30)
*Radio (0) (38)	Laboratory (0) (38)	Mimic (0) (30)	*Recoilless (0) (30)
*Telephone (0) (38)	Language, Spoken (0) (63)	Music	*Rocket Launcher (0) (30)
*Television (0) (38)	*English (15) (118)	* (0) (30)	Surgery (0) (30)
*Video (0) (38)	* <u>SPANISH</u> (13) (128)	* () () ()	Surveillance (0) (30)
Conditioning (0) (30)	* () () ()	Navigation (0) (38)	Survival
Construction (0) (30)	Language, Written (0) (35)	Negotiation (13) (95)	*Arctic (0) (30)
Contractor () ()	*English (8) (78)	Orienteering	*Desert (0) (30)
*Carpentry (0) (30)	* <u>SPANISH</u> (9) (83)	*Rural (0) (38)	*Jungle (0) (30)
*Electrical (0) (30)	* () () ()	*Urban (8) (58)	*Wilderness (0) (30)
*Heat/AC (0) (30)	Law	Parachute (0) (30)	Swimming (7) (55)
*Masonry (0) (30)	*Civil (0) (38)	Pathology (0) (38)	Tactics
*Plumbing (0) (30)	*Commercial (0) (38)	Persuasion (15) (100)	*Aerial (0) (38)
Counterfeiting (0) (30)	*Criminal (8) (58)	Pharmacy (0) (38)	*Guerrilla (0) (38)
Cryptography (0) (38)	*International (0) (38)	Photography (0) (30)	*Maritime (0) (38)
Culture (0) (38)	*Military (0) (38)	Pickpocket (0) (30)	*Rural (0) (38)
*American (9) (60)	Leadership (9) (65)	Pilot	*Urban (0) (38)
* <u>Puerto Rican</u> (8) (58)	Lockpick (0) (30)	*Helicopter (0) (30)	Technology
* () () ()	Maintenance	*Large Jet (0) (30)	*Communications (0) (38)
Dance (0) (35)	*Aviation (0) (30)	*Large Prop (0) (30)	*Computer (0) (38)
* () () ()	*Electronic (0) (30)	*Small Jet (0) (30)	*Laser (0) (38)
* () () ()	*Equipment (0) (30)	*Small Prop (0) (30)	*Power (0) (38)
Deception (15) (100)	*Marine (0) (30)	*Space Shuttle (0) (30)	*Space (0) (38)
Demolitions (0) (30)	*Vehicle (0) (30)	*Test (0) (30)	*Weapons (0) (38)
Diagnosis (0) (38)	*Weapon (0) (30)	Profession	Therapy (0) (30)
Disguise (0) (30)	Management	* (0) (38)	Throwing (0) (30)
Driver, Heavy (0) (30)	*Business (0) (38)	* () () ()	Tracking (0) (30)
* () () ()	*Logistics (0) (38)	Programming (0) (38)	Traps (0) (30)
* () () ()	*Organization (0) (38)	Public Speaking (0) (63)	Trivia
* () () ()	*Personnel (0) (38)	Questioning (15) (100)	* <u>LOU GAMES</u> (8) (58)
Driver, Large (0) (30)	Marksmanship	Recon (0) (30)	Wireman (0) (30)
* () () ()	*Pistol (8) (50)	Research (14) (55)	Writing
* () () ()	*Rifle (0) (30)	Running (0) (30)	* (0) (63)

3. NON-PLAYER CHARACTERS

The rules up to this point have dealt with the methods for creating Player-Characters, who of course must be assembled in more detail than any other type of character used in the game. Non-Player Characters, who are usually controlled by the Gamemaster and who represent people the player characters encounter in the course of their activities, are not usually quite so fully developed. Streamlined rules for developing such characters are presented here.

3.1 MAJOR NPCs

Major NPCs are Gamemaster-controlled characters whose role in an adventure or campaign are pivotal. These NPCs sometimes approach player-characters in complexity and importance.

Not all NPCs will be enemies of the player-characters, though some will. Many NPCs will be characters working with the PCs, or could even be neutrals. It is also possible that a crucial NPC, though exerting enormous influence over the flow of the adventure, might never actually come into direct contact with the adventuring group. For instance, a KGB officer responsible for security in a given area might be a constant but remote figure of menace; even if he will never come into the group's immediate presence, he should probably be created in considerable detail so that the Gamemaster knows his capabilities, Motivations, and likely reactions.

3.1.1 Major NPC Creation

Truly important NPCs should be created by the Gamemaster in considerable detail; some may actually be like full-scale player characters themselves. However, steps can be omitted or modified in the design process, both to cut down the time spent, and to give the Gamemaster greater control over the end product.

Some likely modifications to the normal procedure might include selecting ethnic type, age, appearance information, origins and social class, and as many of the 'random' results from the background and career cycles as seem appropriate, rather than rolling dice for these. Steps which can be entirely omitted include Talents, Family information, Personal Life rolls, and detailed things like money or contacts. However, no hard-and-fast rules can be given here, since what can be ignored for one character might be very important for another. Gamemaster's judgement as to the detail involved in creating major NPCs is important.

3.1.2 Using NPCs

There should not be a very large number of pivotal NPCs in the adventure at any given time. These characters are the Gamemaster's window on the game world, and too many of them can force the Gamemaster to play too active a part in the proceedings. This is particularly true when it comes to NPCs who are friendly with the adventuring group, since players may put too much reliance on Gamemaster input through these major characters. The Gamemaster must also remember that, since he is running all the NPCs at once, having too many important ones at the same time could keep him so busy making character-oriented decisions that he has no time left for those involving the game as a whole. There is also the awkward situation, which sometimes arises, of having to have NPCs interacting with one another to the exclusion of the group. Carrying on a conversation with yourself can be disconcerting, to say the least.

Usually, there need only be a handful of major NPCs — one or two major opponents, a friendly character or two, and possibly some neutral figure who is a focus of the current adventure. Most of the time, other individuals who appear in the campaign can be 'extras', rather than full-fledged NPCs.

If the group is a small one, and additional major characters are deemed essential for believability (if nothing else), the Gamemaster should consider allowing the use of multiple player characters by each player. In this approach, have each player roll up two or even three different characters. Where possible, the player should only have to actually run one character at a time; other characters can be split off

into separate operations, so that the player can participate in several different actions, rather than having to leave when his character is not directly involved; alternatively, these backup characters can be treated as NPCs when the player cannot take direct control. This approach to play has the added advantage of allowing a player to keep on playing even after his principle character has perished, thus avoiding the need to find a gap of several hours in which new characters can be created to replace casualties.

3.2 EXTRAS

Not every individual encountered in the course of the game will need to be fully fleshed out. The unfortunate boyhood of a Soviet sentry is of no particular importance if that sentry is going to appear only long enough to be garrotted or shot, and no one is going to care how many siblings the innocent bystander who has been taken prisoner by Cuban shock troops grew up with. Attributes, skills, personality traits, and a minimum of other information are all that a minor character, an 'extra' in the parlance of Hollywood, really needs in the game. Not all of these will be needed all the time, for that matter.

Rather than having to take time out ahead of the game to create every possible NPC, or interrupting the flow of events to create a single guard through rules really meant for player characters, a Gamemaster needs a fast and fairly easy system for quickly deriving the most important aspects of each new 'extra' encountered.

3.2.1 Creating Extras

The steps noted below can be used to create an extra. Not all of them need to be performed in advance; never generate data before it becomes necessary.

Basic Information: When an extra is first encountered, certain things about the individual must be immediately known. These are decided upon immediately.

First, is the extra male or female? The Gamemaster can decide this, or, if appropriate, can pick any way desired to randomly choose gender.

Second, what is the extra's career? Again, the Gamemaster decides this in context with the current situation. Eight specific career types are possible, including Military (most armed services), Elite Military (Marines, airborne troops, rangers, commandos, and the like), Law Enforcement (police of any kind), Criminals, Espionage Agents (field operatives, generally), Science/Medical (these are doctors, professors, and the like, only), Government (bureaucrats, politicians, elected officials, etc.), Citizens (virtually anything, including businessmen, students, Unemployed people, etc.), and Resistance Fighters.

Each extra should be assigned a 'Quality', from Poor to Excellent. Roll 1D100, and read across the Quality Table to find quality as a function of the career chosen.

The Gamemaster should know the extra's Rank Level, from 0 to 25. The various PC careers give descriptions of the various rank levels; these are good outlines in choosing a rank for the extra. (When it doesn't matter, roll 2D10—2).

The age of the extra should also be known. Age Ranges (Teen, Young Adult, Adult, Mature Adult, Middle Aged, Old) are used rather than exact ages. If the Gamemaster simply wants to choose a reasonable age, he may do so; otherwise, roll 1D100 and read across from the career on the Age Table.

Creating Attributes: The extra's Attributes need not be rolled up until a specific Attribute is necessary. Derivatives, such as Hit Points, require the creation of Attributes.

When Attributes are rolled up, roll 2D10 for the specific Attribute needed. Talents and Motivations are never rolled for, but Reactions (normally a derivative characteristic) are. Modifiers are applied to the die rolls, based on Quality, Career, and Age.

All Physical Attributes (Strength, Stamina, Dexterity, Agility, and Health) get the same modifier; a different modifier covers all five of the Mental Attributes (Intelligence, Memory, Perception, Wit, Will). Appearance, Charisma, Luck, and Reactions are never modified.

'EXTRA' CREATION CHECKLIST**I. Basic Information**

- A. Choose Gender (Gamemaster)
- B. Choose Career (Gamemaster)
- C. Choose Rank (Gamemaster)
- D. Determine Quality (Random)
- E. Determine Age (Gamemaster or Random)

II. Attributes

- A. Compute Physical Attribute Die Modifiers
- B. Compute Mental Attribute Die Modifiers
- C. Actual Attributes should be rolled only as needed. Includes Reactions (not derivative), an extra Physical Attribute.

III. Experience & Skills

- A. Compute number of Experience Points.
- B. Buy skills only as needed.

IV. Personality/Tolerance Levels

- A. Roll traits or tolerance levels only as needed.
- B. When needed, roll for Trait Range (Random).
- C. Compute Trait value based on Range.

V. Size

- A. Roll for Build (Random)
- B. Compute Size from Build as shown.

EXTRA GENERATION TABLES**QUALITY TABLE**

Career Field	Quality						
	Poor	Low	Mediocre	Average	Fair	Good	Excellent
Military	01-05	06-15	16-30	31-70	71-85	86-95	96-00
Elite Military	01-02	03-10	11-20	21-50	51-75	76-90	91-00
Law Enforcement	01-05	06-15	16-30	31-70	71-85	86-95	96-00
Criminals	01-10	11-25	26-45	46-80	81-90	91-98	99-00
Espionage	01-05	06-15	16-30	31-65	66-80	81-90	91-00
Science/Medicine	01-03	04-10	11-25	26-65	66-80	81-90	91-00
Government	01-05	06-15	16-30	31-70	71-85	86-95	96-00
Citizens	01-05	06-15	16-30	31-70	71-85	86-95	96-00
Resistance	01-05	06-15	16-30	31-70	71-85	86-95	96-00

AGE TABLE

Career Field	Age Range					
	12-18 Teen	19-29 Young Adult	30-39 Adult	40-49 Mat. Adult	50-69 Middle Aged	70+ Old
Military	—	01-65	66-85	86-110	111-125	126+
Elite Military	—	01-55	56-90	91-115	116-140	141+
Law Enforcement	—	01-50	51-75	76-100	101-125	126+
Criminals	01-25	26-55	56-75	76-90	91-125	126+
Espionage	—	01-60	61-90	91-110	111-125	126+
Science/Medicine	—	01-30	31-70	71-95	96-115	116+
Government	—	01-20	21-50	51-75	76-110	111+
Citizens	01-25	26-50	51-75	76-100	101-125	126+
Resistance	01-25	26-50	51-75	76-100	101-125	126+

Add a die roll modifier of +Rank Level.
Also, +40 if Rank Level is 11+.

ATTRIBUTE MODIFIERS

Quality	For Character Quality	
	Physical Attributes	Mental Attributes
Poor	-5	-5
Low	-3	-3
Mediocre	-1	-1
Average	—	—
Fair	+1	+1
Good	+3	+3
Excellent	+5	+5

Career	For Career	
	Physical Attributes	Mental Attributes
Military	+3	—
Elite Military	+5	+1
Law Enforcement	+1	—
Criminals	—	—
Espionage	+1	+3
Science/Medicine	-3	+3
Government	-1	—
Citizens	-3	-1
Resistance	+1	—

Age Range	For Age	
	Physical Attributes	Mental Attributes
Teen	-1	—
Young Adult	+3	+1
Adult	+1	—
Mature Adult	—	—
Middle Aged	-3	-1
Old	-5	-3

Experience

Calculate Experience at Quality x Age Range.

Poor Quality	25	Teen	2
Low Quality	50	Young Adult	4
Mediocre Quality	60	Adult	6
Average Quality	70	Mature Adult	8
Fair Quality	80	Middle Aged	10
Good Quality	100	Old	20
Excellent Quality	125		

Skills

Buy skills by subtracting desired skill level from Experience total. (Do not use the Cost Chart as for Player-Character generation) Skills should be purchased when the GM feels they are needed.

Levels:

Poor Quality	1D5	Fair Quality	1D10 + 8
Low Quality	1D5 + 3	Good Quality	1D10 + 10
Mediocre Quality	1D5 + 5	Excellent Quality	1D10 + 15
Average Quality	1D10 + 5		

Personality/Tolerance Levels

1D10	Trait Range
1	Low (1D10)
2	Low (1D10)
3	Low (1D10)
4	Medium (1D10 + 5)
5	Medium (1D10 + 5)
6	Medium (1D10 + 5)
7	Medium (1D10 + 5)
8	High (1D10 + 10)
9	High (1D10 + 10)
10	High (1D10 + 10)

These levels can be converted into Attribute ratings by multiplying times five.

Determine Experience: An extra's experience determines the overall number of skills available. Experience is based on Quality and Age Range, and can range from 50 points to 2500 points. This experience can be figured any time.

Skills: Skills should be noted only as they are needed. Each time an extra needs to note a skill level, the Gamemaster can quickly determine the level of that skill. Care should be exercised to make available skills reasonable — a bureaucrat with skill as a pickpocket or test pilot is incongruous, as is a commando who also happens to be a ballet dancer. The PC career skill pools, or the Master Skill List, can be used to draw skills from.

The level of skill held is randomly determined, and depends upon the Quality of the extra, as the Skill Level Table shows. Each time a skill is chosen, the level rolled up is subtracted from the extra's experience. (So a Level-5 costs 5 points, a Level-10, 10 points, and so on.) If there is insufficient experience available for the random level, the skill level equals remaining experience available.

Ratings for skills held by extras are not created in the same way as for player-characters. An extra's skill rating is a flat 5 x skill level, without any averaging of an Attribute involved.

Motivations and Personality Traits: Once again, the personality of the extra is generated only when needed.

For each Personality Trait roll 1D10 on the Personality/Tolerance Levels chart, which gives the range of that trait (Low, Medium, or High) and the roll made to compute the trait.

If desired, specific Motivations may be chosen from the PC Motivation Table. Tolerance Levels for these Motivations are set by the same method as Personality Traits. This is strictly optional, but may be useful in relation to some forms of Verbal Interaction.

Size: For the most part, the appearance of an extra can be made up as the Gamemaster sees fit. Random rolls can, however, be made to establish size, which is important in combat. A formula based on size yields weight.

Size Table

Die	Male		Female	
	Characters	Size	Characters	Size
01-05	Very Light	8 + 2D6	Very Light	8 + 2D6
06-10	Light	10 + 2D6	Very Light	8 + 2D6
11-25	Light	10 + 2D6	Light	10 + 2D6
26-35	Average	12 + 2D6	Light	10 + 2D6
36-55	Average	12 + 2D6	Average	12 + 2D6
56-65	Heavy	14 + 2D6	Average	12 + 2D6
66-75	Heavy	14 + 2D6	Heavy	14 + 2D6
76-85	Very Heavy	16 + 2D6	Heavy	14 + 2D6
86-95	Very Heavy	16 + 2D6	Very Heavy	16 + 2D6
96-99	Massive	18 + 2D6	Very Heavy	16 + 2D6
00	Massive	18 + 2D6	Massive	18 + 2D6

Weight

To find weight, use the formula below:

$$(\text{Size}/100)^3 \times 2.2 = \text{Weight in pounds.}$$

3.2.2 Extras in the Game

Extras should be used any time an NPC is necessary, but a full-scale character is not. Thus, extras can be guards, soldiers, citizens, fellow resistance fighters, or anyone else the characters may have to fight or interact with.

Because the extra can be developed gradually, each new character introduced has the potential to become part of the action; the Gamemaster may want to develop some extras in more detail before they are actually encountered (if it is certain that they will be important), but on the whole can avoid investing too much time up front.

From time to time, the Gamemaster may want to consider expanding the extra into a more important character. This can be done (with a little fudging) by using those facts which have been developed as templates around which other character data can be filled in. There may be some inconsistencies, so such a method is not advised for player-character creation, but the approach does allow for the extra to assume more importance in the campaign if he or she would be a good link to some new plot twist or situation.

Some elements of the game rules affect extras differently from ordinary characters (again, these minor figures need not be handled in as much detail). Such rules are clearly noted in the appropriate places.

3.3 UNITS

Even more abstract than 'extras' are 'units', which are groups of NPCs assembled purely for the purpose of combat. The creation and use of NPC units is described in Book II, among the rules for Large-Scale Combat.

One of Juan Hernandez's contacts was a Rank-9 Foreign contact. The Gamemaster has decided that this contact is actually a senior NCO in the Cuban Army, now stationed with the occupation forces in Galveston. Because the contact, Miguel Garcia, may be a source of black market goods the Resistance needs, Juan agrees to find him. The Gamemaster will need to establish Sgt. Garcia's basic abilities as an extra.

The basics are mostly known or easily established. Garcia is a male in the Cuban Military. His rank level is 9. A 1D100 roll of 51 read across from the Military line of the Quality Table, makes him of Average Quality. Another 1D100 roll, DM + rank of 9, is 63 + 9 = 72, which makes Garcia an adult aged 30 to 39 years. If attributes were rolled up, a +4 would be applied to Physical Attributes, and no DM to any others. Miguel Garcia has 70 x 6 (420) Experience Points for use in regulating available skills.

If Juan approached Garcia using Verbal Interaction to gain his support for the black marketeering the Resistance wants access to, Personality Traits, Motivations, and applicable skills might be rolled up as needed. Should the Cuban turn out to be unfriendly, Combat skills might be created instead. (So would Size, which is useful only in combat).

Finally, if at a later date Miguel Garcia began feeding information to the rebels, and then was caught, he might become the focus of a whole adventure. At this time the Gamemaster might want to consider taking what is already known about the Cuban and using it to develop a major NPC. If the adventure ends in success, perhaps the Resistance has gained a new supporter.

3.4 ANIMALS

Although the majority of interactions in *Freedom Fighters* involve people, cases will arise in which animals can play a part in events. For example, characters may own an animal — possibly even a trained attack dog or other such useful beast — which thus becomes a part of that character's 'equipment'. It is also possible that a group's enemies will have trained animals (attack dogs, bloodhounds, etc.) which must be overcome. Finally, for guerrilla groups in the wilderness, there is always the chance of encountering a wild animal from time to time, just to keep things interesting.

Animals are created in much the same way as 'extras', and share some Attributes (and even some skills) with characters in the game. For purposes of movement and combat, they can interact fully with other characters, but are unintelligent and generally under the control of the Gamemaster at all times (although it is possible for characters to exercise some degree of influence over them).

3.4.1 Creating Animals

A set of tables listing many common animals is included. Animals drawn from this table may have statistics generated by a series of die rolls noted on these tables.

Once a type of animal is chosen, its size is the first thing to be determined. Size is a number related to the size characteristic of human characters, and gives both an idea of how large the animal is and a specific modifier used in the combat rules in judging the chance of hitting a target. A formula with the Animal Table gives the weight of an animal based on size.

Next comes a series of throws for Physical Attributes, which are the same for animals as for normal characters. Actual throws to generate Attributes vary from one animal to another, according to size and type.

A set of five Behavioral Attributes are also generated. Two of these — Perception and Will — are the same as their mental Attribute counterparts in characters. The other three are defined below.

Cunning represents the intelligence of the animal, but this is not the same as a character's Intelligence. The Gamemaster uses the animal's Cunning in any situation where a character might use Intelligence, but in the animal, it represents instinct and experience rather than reasoning power.

Initiative represents the animal's level of obedience. A high Initiative means that the animal is not accustomed to respond to command. Lower Initiatives represent responsiveness or docility. The Attribute is used in training and controlling the animal.



ANIMALS

Animal Type	Size	Strength	Stamina	Dexterity	Agility	Health	Cunning	Initiative	Aggression	Perception	Will	Weapons	Auto Skills	Training
Sm. Dog (Domestic)	1D6 + 6	1D10	1D6	1	2D10 + 20	2D10	1D5	1D10	1D10	3D10	2D10	Claws Teeth	4,5,6,8,9	12
Med. Dog (Domestic)	1D6 + 12	1D10	1D6 + 12	1	1D10 + 20	2D10	1D5	1D10	1D10	3D10	2D10	Claws Teeth	4,5,6,8,9	1,3,7,10, 11,12
Large Dog (Domestic)	1D6 + 15	2D10	2D6 + 15	1	2D10 + 3	2D10	1D5	1D10	1D10	3D10	2D10	Claws Teeth	4,5,6,8,9	1,3,7,10, 11,12
Med. Dog (Guide)	1D6 + 12	1D10	1D6 + 12	1	1D10 + 20	2D10	1D10	1D5	1D5	3D10	2D10	Claws Teeth	4,5,6,9,11	Trained
Med. Dog (Tracking)	1D6 + 12	1D10	1D6 + 12	1	1D10 + 20	2D10	1D10	1D5	1D10	3D10	2D10	Claws Teeth	4,5,6,9,10	Trained
Med. Dog (Attack)	1D6 + 12	1D10	1D6 + 12	1	1D10 + 20	2D10	1D10	1D5	2D10	3D10	2D10	Claws Teeth	3,4,5,6,8,9	Trained
Large Dog (Attack)	1D6 + 15	2D10	1D6 + 15	1	1D10 + 3	2D10	1D10	1D5	2D10	3D10	2D10	Claws Teeth	3,4,5,6,8,9	Trained
Wild Dog	1D6 + 12	1D10	1D6 + 12	1	1D10 + 20	2D10	1D10	2D10	2D10	3D10	2D10	Claws Teeth	2,4,5,6,8, 9,10	3,7,12
Wolf	1D6 + 15	2D10	1D6 + 15	1	2D10 + 3	2D10	2D10	2D10 + 10	2D10	3D10	2D10	Claws Teeth	2,4,5,6,8, 9,10	3,7,12
Cat (Domestic)	1D5 + 3	1D3	1D5 + 3	1	2D10 + 20	2D10	1D5	1D10	1D10	3D10	2D10	Claws Teeth	4,5,6,8,9	12
Cougar	1D6 + 15	2D10	1D6 + 15	1	2D10 + 20	2D10	1D10	2D10 + 10	2D10	3D10	2D10	Claws Teeth	2,4,5,6,8,9, 10	12
Black Bear	1D10 + 20	3D10	1D10 + 20	1	1D3	2D10	1D5	2D10 + 10	2D10	3D10	2D10	Claws Teeth	5,6,8,9	12
Brown Bear	1D10 + 25	3D10	1D10 + 25	1	1D3	2D10	1D5	2D10 + 10	2D10	3D10	2D10	Claws Teeth	5,6,8,9	12
Grizzly Bear	1D10 + 35	4D10	1D10 + 35	1	1D3	2D10	1D5	2D10 + 10	2D10	3D10	2D10	Claws Teeth	5,6,8,9	12
Horse	1D10 + 50	6D10	1D10 + 50	0	2D10	2D10	1D3	1D5	1D10	3D10	2D10	Hooves Teeth	4,6,9	12
Viper	2D6	1D3	2D6	0	2D10	2D10	1	2D10	20	1D10	2D10	Teeth*	2,5,8	None

* Poisonous: see rules on Poisons.

Trained animals cannot be taught additional skills, though skills or Attributes can be altered through further training.

Animal Skill Pool:

1. Animal Handling, Farm (Cunning)¹
2. Camouflage (Cunning)
3. Combat (Will)
4. Jumping (Agility)
5. Melee Weapon (Spec.) (Agility)²
6. Running (Agility)
7. Search (Perception)³
8. Stealth (Agility)
9. Swimming (Agility)
10. Tracking (Perception)
11. Trivia, Guide Dog (Cunning)⁴
12. Trivia, Animal Tricks (Cunning)⁵

Notes:

- (1) Skill applies to herding farm animals (like sheep) only.
- (2) Skill applies to available natural weapons (see table) only.
- (3) Skill applies to discovery of some particular item or substance (narcotics, weapons, etc.) only.
- (4) Animal is trained to lead the blind.
- (5) Tricks will vary with animal; specify one particular ability per level of skill.

Agression measures the animal's temperament, with a high number representing ferocity and a low one a more placid disposition. It is used to determine the likelihood of an attack by the beast in any given situation.

Behavioral Attributes are generated as shown on the table. They can be modified later through training. (see 'Character Improvement' in 'Characters in the Game'.)

ANIMAL SKILLS

Animals can learn some skills. Some, in fact, are granted automatically, while others can be taught through the process of training. The Animal Skill Pool lists twelve skills available to animals; numbers assigned to each correspond to numbers listed under 'Auto Skills' and 'Training' on the tables.

The animal receives an automatic score in each of the 'Auto Skills' listed equal to 1/2 of the skill's Governing Attribute (as given in parentheses in the list of animal skills). The numbers in 'Training' mean that a qualified animal handler could train the animal to learn these skills. (See Character Improvement.)

'Melee Weapons' skills represent the animal's ability to use its own natural weaponry. Separate skills are developed for each of the Weapons listed on the chart. At first these skills will all be the same, but later training could alter them.

3.4.2 Using Animals

Once created, an animal's Attribute and skill levels are multiplied by 5 to produce ratings, as for extras. Derivative information is generated according to the usual rules, giving reactions, jumping distances, speed, and other such data. Carry/Lift/Drag characteristics, however, are halved.

Normally, animals are handled strictly by the Gamemaster. Characters can order animals to obey simple commands; this is resolved as a 'competition' between the character's skill in Animal Handling (for the animal in question) and the animal's Initiative. See 'Characters in the Game' for details on how this process works. Orders are given to animals and must be commensurate with the animal's capabilities and skills (i.e. you can't tell a guard dog to 'man' a machinegun). The Gamemaster must be the final judge of this.

Game rules basically apply to animals in exactly the same way as they do to people. Movement, Combat, Fatigue, and other such rules do not change. The Gamemaster or the players should feel free, where applicable, to flesh out the 'character' of an animal, with items such as appearance, age, special 'personality' quirks, and so forth being particularly nice touches for animals kept in the campaign on a long-term basis.

3.4.3 Creating New Animal Types

Animals listed in the tables are the most common types which may be encountered. The Gamemaster who wishes to introduce new animal types should use these values as a guideline in creating additional table entries. Keep in mind that animals are of secondary importance to the game, and shouldn't be overdone.

Lisa Rogers, another member of Juan Hernandez's group of resistance fighters, has a high level of Animal Handling, Dog Skill, and her player, Judy, decides that she wants to enter the game with a trained attack dog. She specifies that it be a rottweiler, a particularly large and fearsome-looking breed.

Using the Animal Table column for Large Attack Dogs, Tom rolls 1D6+15 for size (a 17 which is nearly the size of average people), then follows the chart directions in rolling for Attributes. Skills from the 'auto skills' line are given values equal to half the Governing Attribute. The final stats for the animal (with ratings in parentheses) are listed below.

Name: 'Bruno' Type: Rottweiler (large Attack Dog)
Size: 17 (weighs 108 lbs.)

Attributes

Strength — 19(95)
Stamina — 16(80)
Agility — 14(70)
Dexterity — 5
Health — 15(75)
Cunning — 45
Initiative — 2(10)
Agression — 20(100)
Perception — 22(110)
Will — 12(50)

Skills

Combat — 7(35)
Jumping — 7(35)
Melee Weapon, Claws — 7(35)
Melee Weapon, Teeth — 7(35)
Running — 7(35)
Stealth — 7(35)
Swimming — 7(35)

Characteristics

Reactions — 12(60)
Speed — x1.08
Total Hit Points — 43
Jump (ht) — 4.125'
Jump (dis) — 16.5'
Fatigue Limit — 213
UNC Thresh — 28
Fat. Threshold — 135
Recovery Rate — 15(75)
Carry — 44 lbs.
Lift — 115 lbs.
Drag — 135 lbs.

'Bruno', as Judy names the dog, is a strong animal with a vicious temperament. He probably has only been through a little bit of training, so the character Lisa Rogers can be expected to put in quite a bit of time improving the dog's various skills and behavioral attributes. In the meantime, her comrades give Bruno — and Lisa — a wide berth.

Note that Carry/Lift/Drag numbers are halved for animals.



4. CHARACTERS IN THE GAME: BASIC MECHANICS

After characters have been created, they enter a game environment based loosely on contemporary America, modified by a particular background booklet and/or the imagination of the Gamemaster. Background data and the Gamemaster's creativity, though, only determine the setting of an adventure; the game also demands solid game rules which can be used to determine outcomes of a variety of situations that arise. A role-playing game must be a blending of structured rules and ingenious creativity if it is to work properly.

But no set of game rules can possibly cover every potential aspect of the game, not if it is to be of any kind of manageable size. Some situations may arise which have no detailed rules provided to handle them, especially when a large and creative group of players begins applying ingenious solutions to the problems their characters are up against. It is for this reason that a Gamemaster is essential to the play of the game; the Gamemaster is responsible for judging how to implement the rules that are provided to cover situations that are not specifically addressed. This chapter is intended to guide the Gamemaster in doing just that. The sections which follow discuss in depth the various abilities available to game characters, along with the basic concepts of how these different abilities can be applied to the resolution of a wide variety of game situations.

The discussion begins with the most basic of building blocks — the character's Attributes.

4.1 USING ATTRIBUTES

Only thirteen of the original fifteen Attributes generated for a character enter into the game itself; Talents and Motivations play no part in anything once character creation is completed. The Attributes which are left are a definition of the individual; basic physical and mental capabilities, and so play a major role in the game. This role may be direct — as when Strength is used to compute the damage a character does when punching someone — or indirect, as in the way that Attributes modify a character's skill ratings or other statistics.

4.1.1 Attribute Levels

During the course of character creation, Attribute levels were rolled up and used. Only in the last set of steps were levels turned into ratings. Both are used, at one time or another, in the game.

Attribute levels continue to be used in measuring gains and losses to a particular Attribute, through things like wounding, age, or character improvement. Levels are also used at various other points in the game; the Gamemaster should pay close attention to what is specified in any particular situation.

4.1.2 Attribute Ratings

An Attribute rating is five times the current level of the Attribute; ratings are modified as levels change, and cannot be altered directly.

Attribute ratings are used in the computations of skill ratings, and in the creation of various factors used in Verbal Interaction. They are also to be found as integral to the process of resolving Saving Throws.

4.1.3 Saving Throws

When a situation arises which seems to the Gamemaster to be directly related to an Attribute, rather than to a specific skill, Saving Throws made against the Attribute become useful tools. For example, a resistance fighter is trying to describe the layout of an enemy security HQ. A throw against Memory might be required to recall the exact position of a video camera covering the entrance — unless detailed notes taken at the time were available. The throw doesn't really depend on any one skill; rather, this is a case where the character's innate mental resources are taxed. Other cases involving other Attributes —

Perception to notice a curious policeman watching the character on the street, Dexterity to keep from dropping a delicate vase after being startled, Agility to avoid falling down when the airliner hits a pocket of turbulence — all have the same thing in common: they rely not on some skill earned through long training and practice, but on some natural ability possessed by the character himself. They are quite independent of normal skill use.

Attribute Saving Throws (ASTs) called for by the Gamemaster are resolved by a roll of 1D100. The player makes this throw himself, comparing the result to the Attribute in question. The Attribute is successfully used if the result is less than or equal to the appropriate Attribute rating. The Gamemaster is free to apply DMs, positive or negative, to the die roll.

If the unmodified result is also below the Attribute's level, the result is a critical success. This might (or might not) have some extra impact on the character's ability to deal with the situation. There is also a chance of **critical failure**, which occurs any time an unmodified throw comes up doubles (11, 22, 33, etc.).

For both critical successes and critical failures, the Gamemaster makes a second, secret die roll and consults the Critical Outcomes Table. The results on this table are limited only to telling the Gamemaster whether or not there is actually any effect, and, if so, whether or not it is immediately noticeable to the character. The Gamemaster must then come up with an actual decision as to the nature of the success or failure. No hard-and-fast rules can be given for this, because there are so many different possible outcomes that depend upon the specific set of circumstances for definition.

Note that it is possible, on rare occasions, for both critical success and critical failure to arise from the same throw. Each is then resolved separately.

Juan Hernandez has just returned from scouting out a POW compound located on the outskirts of Corpus Christi. Unfortunately, the notes he made of the compound's layout and defenses were lost when he had to hide in a swamp on his way back to the guerrilla base, so he must draw his observations entirely from memory. (Note that his information probably derived from the use of Recon skill, but there is no skill that relates to recalling this information). The Gamemaster decrees that a Memory Saving Throw is required before other players can be given a map of the compound. No modifier is to be applied.

John throws an 11 on 1D100, which is not only less than Juan's Memory rating of 75, but is also less than the Attribute's level of 15. Unfortunately, it is also a doubles result. The character has had both a critical success and a critical failure.

This means that Juan can draw a passable map of the compound for his friends. But the Gamemaster secretly rolls, first for the Critical Success, on the Critical Outcome Table. An 81 result means that a noticeable effect is obtained, and at the Gamemaster's behest Juan proudly remembers the small gully which has undermined a section of fence that might be a good way in. Then a roll of 90 for the Critical Failure indicates a unnoticeable effect. When the Gamemaster hands over the map of the compound, he leaves out a any reference to guards with sentry dogs patrolling the inner perimeter of the fence — a detail Juan, the character, has forgotten.

As a side note, it is possible that John, the player, remembers things differently from actually going through the scouting mission. A good role-player will 'play it as it lies', realizing that the critical failure probably influenced the outcome of the map-making. If he decides to argue, the Gamemaster should placate him privately

by explaining the situation. A player who absolutely insists that he could not have made a mistake of this kind should not be allowed to disrupt the whole group (i.e. the Gamemaster should give in, if necessary), but constant dissension should be the grounds for easing the player out of the group.

4.1.4 Attribute Decline in the Game

Once active adventuring begins, there is still a chance for increasing age to force a further decline in Attributes. At the end of each game year, roll 1D100 against the character's current age. If the result is less than or equal to that age, Aging effects take place (handled as discussed in the character generation rules).

4.1.5 Attribute Increases in the Game

The section of the chapter entitled 'Character Improvement' discusses ways in which the character can earn Benefit Points while adventuring. At any time the player so desires, he can use accumulated Benefit Points in any of a variety of ways, including the purchase of Attribute increases. No Attribute may be increased by more than one level in a given game year (even if aging forces a multi-level decline). Remember that levels, not ratings, are used to govern Attribute increase or decrease.

4.1.6 Injuries and Attributes

Attributes can sometimes be temporarily — or permanently — reduced by wounds, injuries, or illness. The rules on wounding and recovery in Book II describe how Attributes reduced in this way recover; where this is allowed, it does not count as ordinary Attribute increase. Such recovered Attribute levels can never be brought up to a level higher than they were before the injury.

4.2 USING CHARACTERISTICS

Characteristics, which are derived from the basic Attributes, include a character's Reactions, Carry/Lift/Drag capacities, Jumping abilities, and so forth. They have a variety of specific uses.

4.2.1 Reactions

Representing the character's speed and coordination, reactions are found by averaging a character's Dexterity, Agility, and Perception. Both a level and a rating are found as Reactions, like Attributes, can be made the subject of a Saving Throw (as when a character must deal with the unexpected quickly and decisively). Modifiers may be applied as the Gamemaster sees fit. Failure of a Reactions Saving Throw can cause hesitation in a crisis.

Reactions are also important in a battle situation, and are covered in more detail in the rules on combat. A Saving Throw is generally required to permit a character to make or change plans during a combat situation, or to undertake certain actions. Finally, Reactions determine the order in which characters move, fire, and resolve other activities in the combat round. See the Book II rules on 'Personal Combat' for details on how Reactions govern many phases of battles on a man-to-man level.

$$\text{Reactions} = (\text{Dexterity} + \text{Agility} + \text{Perception})/3$$

4.2.2 Speed

The Speed multiple is generated by using a character's Size and Agility figures to find, on the Speed Chart, two numbers which are multiplied together. The resulting multiple indicates how fast the character can cover a given distance. For exact rules, see the rules on 'Characters in the Environment' and 'Personal Combat'.

4.2.3 Jumping

Each character is rated for his ability to jump for both heights and distances. These are found using Strength and Agility Levels, according to the formulae. They give the maximum distance a character can attempt to jump (up or down with height, or horizontally with distance) with any degree of safety.

When a character attempts to jump, the Gamemaster should determine the distance to be attempted, and expresses this as a percentage of the character's jump distance. That percentage is the Difficulty Number of the jump (so that a jump distance at half the character's rating — 50% — is a Difficulty of 50, while the full distance would be Difficulty 100 and so on). To make the jump without mishap (i.e. landing on one's feet, grabbing the rope at the far end of the ravine, clearing the obstacle, etc.), the character must roll 1D100, DM + Dif-

ficulty, less than or equal to his skill in Jumping. This roll, a Skill saving Throw, is subject to all the conditions noted in the section (below) on skills. Failure may bring a penalty ranging from mere loss of dignity to certain death, depending upon the exact situation involved in the jump.

Characters who take a running start to a jump can subtract their running skill level from the jump die roll if they can run a distance equal to at least twice the distance to be jumped prior to actually leaving the ground.

Jumping: To determine distances in feet:

$$\text{Height in Feet} = (\text{Strength level} + \text{Agility level})/8$$

$$\text{Distance in Feet} = (\text{Strength level} + \text{Agility level})/2$$

4.2.4 Carry/Lift/Drag

These three figures are based on the character's strength, and are found on the chart. They express the weight, in pounds, that a character can carry, lift, or drag in reasonable comfort.

All items of equipment, people, and other objects appearing in the game should be assigned a weight. The carry/lift/drag numbers show how much weight the character can handle without suffering various penalties. Character weights are determined during the character creation process; items of equipment in Book II's chapters on 'Equipping the Character' and 'Weapons' are given specific weights. The Gamemaster is responsible for coming up with the weight of any new item introduced.

A character who carries (moves while holding) more than his Carry Capacity is considered encumbered. His Reactions, Agility, Dexterity, and Speed are all halved, and he takes one point of Fatigue per 10 percent of excess weight carried per hour. Round fractional effects of weight and time up. Fatigue is more fully explained in the chapter on 'Characters in the Environment'.

A character who lifts (holds without moving) more than his lifting capacity is also considered encumbered, but takes one point of Fatigue per 10 percent excess weight per 3-second combat round.

A character who drags (moves without lifting) more than his dragging capacity is encumbered, with the same kind of penalties assessed as for carrying.

If a character would earn more Fatigue Points through carrying, lifting, or dragging in one time period (hours for carrying/dragging, rounds for lifting) than the character's Strength rating, he cannot attempt to handle the object(s) in question at all.

Characters working together can combine their carry/lift/drag capabilities. If more than one character is contributing to such a job, divide the weight to be handled among all the characters evenly, and inflict Fatigue according to individual loads and abilities.

4.2.5 Hit Point Information

All characters have a Total Hit Points value and an Unconsciousness Threshold. These are based on the levels of the character's Stamina, Health, and Will Attributes. See the rules on Personal Combat in Book II for a discussion of how these characteristics are used.

$$\text{Total Hit Points} = \text{Stamina} + \text{Health} + \text{Will levels.}$$

$$\text{UNC Threshold} = \text{Stamina} + \text{Will levels.}$$

SPEED CHART

Agility Level	Speed Multiple	Character Size	Speed Multiple
0	x 0	1-3	x 0.7
1-2	x 0.5	4-6	x 0.7
3-4	x 0.6	7-9	x 0.8
5-6	x 0.7	10-12	x 0.8
7-8	x 0.8	13-15	x 0.9
9-10	x 0.9	16-18	x 0.9
11-12	x 1.0	19-21	x 1.0
13-14	x 1.2	22-24	x 1.2
15-16	x 1.4	25-27	x 1.4
17-18	x 1.6	28-30	x 1.6
19-20	x 1.8	31-33	x 1.8
21-22	x 2.0	34-36	x 2.0
23-24	x 2.25	37-39	x 3.0
25+	x 2.5	40+	x 4.0



STRENGTH USE TABLE

Strength Level	Carry Capacity	Lift Capacity	Drag Capacity
01	16 lbs.	50 lbs.	90 lbs.
02	20 lbs.	60 lbs.	100 lbs.
03	24 lbs.	70 lbs.	110 lbs.
04	28 lbs.	80 lbs.	120 lbs.
05	32 lbs.	90 lbs.	130 lbs.
06	36 lbs.	100 lbs.	140 lbs.
07	40 lbs.	110 lbs.	150 lbs.
08	44 lbs.	120 lbs.	160 lbs.
09	48 lbs.	130 lbs.	170 lbs.
10	52 lbs.	140 lbs.	180 lbs.
11	56 lbs.	150 lbs.	190 lbs.
12	60 lbs.	160 lbs.	200 lbs.
13	64 lbs.	170 lbs.	210 lbs.
14	68 lbs.	180 lbs.	220 lbs.
15	72 lbs.	190 lbs.	230 lbs.
16	76 lbs.	200 lbs.	240 lbs.
17	80 lbs.	210 lbs.	250 lbs.
18	84 lbs.	220 lbs.	260 lbs.
19	88 lbs.	230 lbs.	270 lbs.
20	92 lbs.	240 lbs.	280 lbs.
21	96 lbs.	250 lbs.	290 lbs.
22	100 lbs.	260 lbs.	300 lbs.
23	104 lbs.	270 lbs.	310 lbs.
24	108 lbs.	280 lbs.	320 lbs.
25	112 lbs.	290 lbs.	330 lbs.

4.2.6 Fatigue Information

All characters have a Fatigue Limit and a Fatigue Threshold. These are based on the character's Stamina, Health, and Will ratings. See the rules on Fatigue in 'Characters and the Environment' elsewhere in this booklet.

Fatigue Limit = Stamina + Health + Will ratings.

Fatigue Threshold = Health + Will ratings.

4.2.7 Recovery Rate

The Recovery Rate, which is based directly on the Health Attribute, is used to heal injuries or to recover from Fatigue. It is discussed in appropriate sections of the rules on Fatigue, and on wound recovery.

Recovery Rate = Health level.

4.2.8 Altering Characteristics

Characteristics can only be changed as a result of changes in the Attributes used to create them. Thus, reactions cannot be altered directly, but a change (up or down) in Agility, Dexterity, or Perception would cause the characteristic's value to be refigured.

4.3 PERSONALITY TRAITS

A character's ten Personality Traits are expressed both in levels and ratings, found in the same manner as for Attributes. Levels are

used almost exclusively in controlling increases or decreases in the trait; ratings are of much greater importance.

4.3.1 Traits and Interaction

First and foremost, personality traits are used in the process of Verbal Interaction, where they figure into a series of 'attack' and 'defense' factors. A separate chapter later in this booklet details the Verbal Interaction rules.

4.3.2 Saving Throws

Trait Saving Throws can be rolled, much like Attribute Saving Throws, under certain circumstances. In essence, these Saving Throws are used to measure the chance that a given character will act or react to a situation in a given manner. If in the Gamemaster's judgement, the character is facing a choice which would be influenced by his personality, a Saving Throw could be called for against the Trait which is being tested. A result less than or equal to the Trait's value would call for the decision to be based on that Trait, while a result higher than the value lets the character make a more balanced, reasonable judgement.

Juan Hernandez and his best friend, another resistance fighter named Sam, have been ambushed by a Cuban patrol. Sam is seriously wounded in the fight, and the two hole up in a ranch house. Sam cannot travel, though Juan has discovered a way down a gully that will allow an escape past the Cubans. He has the choice to stay with his comrade, or abandon him and make good his escape. The Gamemaster calls for a saving throw to be made against Juan's Loyalty Rating, which is a 75. The roll, an 18, means that Juan's loyalty to his friend is the overwhelming factor in Juan's decision, making him very reluctant to leave.

The results of a Trait Saving Throw can be overcome if another Trait is also called into play in conflict to the first. For example, Juan's loyalty to Sam might be in conflict with his loyalty to the resistance group, if he and Sam are the only two people who can save the party from an ambush by getting word through right away. Or perhaps Juan stands to make some money (Greed) by leaving Sam behind. Make a Saving Throw against any such Trait the player or the Gamemaster feels applies (Gamemaster's final decision); if Traits support decisions in either direction, freedom of choice will again be the rule.

Attribute Saving Throws can also offset these results. Intelligence or Will can be rolled against to allow the character to realize that the decision forced by the Personality Trait is not necessarily right, and so allows free choice.

4.3.3 Players and Personality Traits

No player likes to see his character forced into a potentially lethal corner by die rolls for other Gamemaster-imposed game requirements, and the Gamemaster who tries to make the player do something against his will generally finds the game leaning more towards arguments than towards fun. This should not be allowed to happen.

Good role-players will learn to use their Personality Traits as a guide towards character behavior; the very best will make and abide by their own Saving Throws. Others may be willing to let the Gamemaster influence their decisions in this way, and in so doing will learn to role-play the character that they have created. Those who are unwilling to agree to the use of Trait Saving Throws should not be forced, nor should the issue be argued. If a suggestion from the Gamemaster (and all Trait throws should be passed on as suggestions of how the character feels, not as absolute orders) is ignored or disputed, do not make an issue of it. However, good role-playing should be rewarded (and bad role-playing penalized) through the awarding or withholding of Benefit Points, as discussed in the section on Character Improvement. Those who learn to live with their characters' personalities, and use them to advantage in the game, can be encouraged in this fashion.

4.3.4 Special Considerations

A Trait Saving Throw less than or equal to the Trait level (as opposed to the rating) can, if the Gamemaster wishes, be considered to be an especially strong reaction. No Saving Throws are allowed to override it. This is strictly optional, and should be applied only to the very best roleplayers.

A doubles result (11, 22, 33, etc.) is a special form of critical failure — the character is indecisive about his choices. No decisions can be made for at least an hour, unless conditions radically change in the meantime. The Gamemaster should modify this to suit the exact situation. It, too, is optional, and should not be inflicted on those

unable or unwilling to work within restrictions.

NPCs can be guided by Trait Saving Throws to the Gamemaster's content. Argument over this is to be expected only in the case of a schizophrenic Gamemaster.

4.3.5 Altering Traits

Traits can only be altered through the process of Character Improvement, discussed later in this chapter.

4.4 TALENTS AND MOTIVATIONS

Talents are used only during character creation, and play no part in the game itself. (Optionally, the Gamemaster may wish to allow Talents to play a part in character improvement, perhaps by halving the cost of increasing Talent skills.) Special Talents function as described in the character creation rules for as long as the character remains in play.

Motivations function in exactly the same way as Personality Traits, and all the rules and comments described in the preceding section continue to apply when discussing Motivations. They play a part (though less prominent than Traits) in character interaction, and are also used to generate Saving Throws that regulate behavior (within the guidelines given earlier) when a particular Motivation is called into effect.

Motivations cannot be changed outside of Character Improvement.

Special Note: The player, and the Gamemaster as well, should use both Personality Traits and Motivations as guidelines to a character's attitudes and reactions. In most cases, Saving Throws will be used only in the early portions of a campaign (if they are used at all) to remind everyone about the character's unique outlook. As the player gets used to the character, and begins to evolve the personality further, the throws will become less common.

4.5 USING SKILLS

By and large, skills are the most important of a character's many abilities. More than a hundred *Freedom Fighters* skills can come into play to measure success or failure, using many different methods of resolving actions. No characters can expect to be good at everything, but each character can contribute different worthwhile skills to the common good.

4.5.1 Skill Levels

Skill levels are earned and increased (both in character creation and through various methods of character improvement) in levels, which range from 0 to 25. A zero represents a complete lack of training, (though natural abilities may make it possible to use the skill anyway), while a 25 represents the most intensive training possible.

Once character creation ends, skill levels are far less important than skill ratings. Levels continue to be used in character improvement, and play a part in determining the chances of a critical success with a skill, but are otherwise of much less utility in the game than the skill ratings.

4.5.2 Skill Ratings

Ratings in a skill are created by multiplying the skill level by 5 and then (except where otherwise noted) averaging the result with the rating of the skill's Governing Attribute. Thus, a character with a high level of skill but a particularly low Governing Attribute will be handicapped somewhat in his use of the skill rating.

Governing Attributes for each skill are shown in parentheses in the skill descriptions (later in this chapter) and on the Master Skill List. Because skills are influenced by Attribute Ratings, even level-0 skills receive a skill rating, albeit (usually) a low one.

Skill ratings are only recomputed as skill levels are altered; they may never be raised directly, and are never raised and lowered simply because of Attribute changes. In essence, the Attribute contributes to the rating of a skill not so much as a direct influence, but as a factor that is based on the character's experience in using the skill. Even after becoming much faster, smarter, or stronger, applications of a skill will be based on old habits of skill until practice or training helps the character master new aspects of the skill.

4.5.3 Tasks and Task Rolls

Perhaps the most important use of most skills is to perform specific tasks (though there are many skills, such as those used for combat or Verbal Interaction, which use tasks only occasionally). A task is an operation in which the character makes use of some specific skill to perform an action not related to combat or to Verbal Interaction (which work under different rules). Though there are other ways of using skills (such as through Competition or through Saving Rolls),

tasks are the usual route by which a character can undertake long-term or intricate projects and determine not only success or failure, but also the time required to complete the job and the effects one may have on later projects that depend upon the first for completion.

DIFFICULTY

All tasks should have a Difficulty Rating (DR) assigned by the Gamemaster. The Difficulty Rating is a number between 0 and 500; a 0 would represent an absurdly simple task, while tasks with DRs of 250 or more are extremely complex. Such high ratings are assigned only to those tasks which are almost impossible to complete without very high levels of skill and extensive preparations or assistance. An average Difficulty Rating will fall in the range between 50 and 150.

There is no hard and fast rule on the creation of Difficulty Ratings; the Gamemaster must assign them on a case-by-case basis to reflect all of the circumstances relating to the situation at hand. It is considerably easier to disarm an explosive device in a well-stocked workshop under calm, unhurried conditions than it is to do the same work aboard an airplane bucking in heavy turbulence without tools and without protection from the effects of a blast. All physical and psychological factors which can influence difficulty should be taken into account in the assignment of a rating.

Difficulty Ratings are kept secret; no player should ever know exactly how hard a task might be even after the fact. The Gamemaster may even be able to use this secrecy to alter results, either for or against the player, if the outcome of the task is something the Gamemaster would rather control without letting the players know about this control, although such alterations should never be performed capriciously. Even though the Rating is a secret, the visible outcome of the task will be apparent, and a certain degree of consistency in Difficulty Rating assignment is important (a task which a highly skilled character failed should not, under precisely identical circumstances, be successfully achieved by a totally unskilled individual).

ASSESSING DIFFICULTY

Characters can attempt to determine the Difficulty of a task before they actually attempt it, a process that takes a certain amount of time (see 'Time and Tasks', below), after which a Skill Saving Roll (discussed later) can be made. A successful roll results in the character's learning the approximate (within 25 points, plus or minus, as the Gamemaster wishes) rating which has been assigned to Difficulty for that particular task. This allows the estimation of the task's likelihood of success and probable duration, at the cost of invested time and effort.

RESOLVING TASKS

When a task is undertaken, a character announces his or her intention to attempt the task. The Gamemaster then formulates the Difficulty Level and, from that, calculates how long the task will probably take to complete. (See 'Time and Tasks', below.)

When the time allotted to the task has elapsed, the player makes a 1D100 roll and adds the result to his skill rating in the skill to be used in completing the task. This is the character's Performance Number, or PN. Subtract the PN from the Difficulty Rating and consult the Outcome Chart (in the column headed 'Tasks') to determine if the task was successful or not. Various degrees of success are allowed for and explained with the table, which appears on the Game Activities Screen. The numbers in parentheses apply only to 'chain tasks', and are explained later.

If the unmodified result of the character's die roll comes up doubles (11, 22, 33, etc.) a Critical Failure may have occurred. This is much like the Critical Failure of an Attribute Saving Throw, in that the Critical Outcome Table is consulted. If a Critical Failure noticeable or unnoticeable does take place, the Difficulty Rating of the task is immediately doubled; all other factors remain the same. If the result was noticeable, the character knows a mistake has been made and can, in a critical situation where failure could be particularly hazardous, abort the task if a Reaction Saving Throw can be made. (Otherwise the task goes on.) In an Unnoticed Critical Failure, only the Gamemaster knows that the Difficulty Rating has increased dramatically.

There are no Critical Successes, except those bestowed by the Outcome Table, in the Task procedure.

TASK FAILURE

Each time a task roll fails, the visible effects of the failure (only) are reported to the player. The difficulty of the failed task (or even of successful ones) does not become known.

If a character wishes to repeat the task, the Difficulty Rating is reset. Ordinary failures have 1D10 subtracted from the original DR. If there was a Critical Failure, Difficulty returns to the originally estab-

lished value, then increases by 1D10. Difficulty Ratings can never be reduced to less than half of the originally established value through multiple failures, but these reductions do account for the increased insight into a problem that generally accompanies failure.

TASK DIFFICULTY CHART

Difficulty Rating	Completion Time
01-20	1D5 Action Rounds
21-40	1D10 Action Rounds
41-70	1D5 Minutes
71-130	1D10 Minutes
131-170	2D10 Minutes
171-210	1D5 x 10 Minutes
211-240	1D10 x 10 Minutes
241-270	1D5 Hours
271-300	1D10 Hours
301-330	2D10 Hours
331-360	3D10 Hours
361-390	1D100 Hours
391-420	2D100 Hours
421-450	3D100 Hours
451+	5D100 Hours

CRITICAL OUTCOME TABLE

1D100	Critical Success Outcome	Critical Failure Outcome
01-25	No Effect	No Effect
26-35	No Effect	Noticeable Effect
36-75	Noticeable Effect	Noticeable Effect
76-00	Noticeable Effect	Unnoticed Effect

Roll for any Attribute or Skill Saving Throw with a critical success or critical failure result.

TIME AND TASKS

Tasks take time to complete, the time required depending upon the difficulty of the task. The Difficulty Chart shows the method of computing how long a task of given difficulty should take to complete. Normally, this amount of time must pass before a task roll can be made. Tasks can be rushed (less time spent), but the chance of success is reduced. If too much time is spent, the chance of success is increased.

It is up to the individual player to announce how soon he will attempt a Task Roll after announcing the start of a Task. The Gamemaster then compares this amount of time with the time normally required, expressing time spent as a percentage of time required. If the result is less than 100 percent, subtract a modifier equal to the uncompleted percentage of time required from the Performance Number.

Juan's Orienteering, Urban skill rating is 58, and a roll of 1D100 (62) gives a basic PN of 110. The Task at hand, to locate a particular safe house in an apartment complex in an unfamiliar, enemy occupied city, has been assigned a Difficulty Rating of 125. The time to complete this task is set at 15 minutes.

John, though, is in a hurry — Juan Hernandez cannot afford to spend too much time out in the open here. So, ignorant of the exact difficulty or time involved in the task, John announces that he will spend five minutes studying a map. This is 34 percent (with fractions rounded up) of the time needed; therefore, 66 (100 - 34) is subtracted from Juan's Performance Number, which is thus only a 44. The Outcome is 125 - 44, or 81; Juan fails to find what he is looking for.

Before making the task roll, a player should be told whether or not he is rushing the task. He may then choose to go ahead in the hopes of success, or wait and try after more time has elapsed. He never knows how much time is required.

(In the example above, the Gamemaster would have informed John of the fact that he was rushing the task, so that John might have decided to put off the throw until ten or fifteen minutes had elapsed. In the latter case, no PN reduction would have taken place.)

If extra time over and above that which is normally required to attempt the task is spent before rolling, the time has a favorable (but less dramatic) influence on the PN. Divide the excess percentage by 10 and add the result to the Performance Number, rounding fractions up.

Juan spent 30 minutes — 200 percent of the needed time — looking at city maps before venturing out. This is an excess of 100, which makes his final PN stand at 120 (100 divided by 10 is 10, added to his original 110). The result is a +05 on the Outcome Chart.

CHAIN TASKS

There are times when a job is too complex to be solved by a single task, or when players will want to bring several different skills to bear on the same basic problem. As an example, a character who discovers an unconscious NPC suffering from what appears to be poison might first need to use Diagnosis skill to discover the specific problem, then Research to find an antitoxin, and finally Pharmacy skill to create and administer the proper dosage. This is a series, or chain, of tasks



with three distinct steps. The first two steps are largely optional — they could be ignored — but by methodically going through all of them, the character enhances his Basic Chance of Success.

When a chain of tasks is called for, each link in the chain is resolved as a separate task, using all normal procedures. Separate Difficulty Ratings are determined for each phase of the proceedings, and time is computed separately for each. When one link of the chain is resolved, the outcome of that task will include a parenthetical number applied as a modifier to the Performance Number generated for the next link in the chain; see the Outcome Chart. In the example above, a successful Diagnosis task might grant a +10 modifier which is applied to the Performance Number in the Research task — the character's observant and intelligent diagnosis of the problem makes the process of researching the correct antitoxin much easier. But a failed Research roll (despite the modifier) could bestow a -25 to the next task's Performance Number, making successful treatment using Pharmacy skill harder. In this case, some misunderstanding has cropped up in reading up on poisons and antitoxins, and though he correctly spotted the problem, the character is now less likely to obtain a proper solution.

The Gamemaster can freely designate when multiple tasks in a chain are required, and when they are optional. One skill might be needed several times (Mechanical skill to diagnose a problem with an engine, then again to repair it), or multiple skills might be needed as in the earlier example. Divisions should be logical and fairly consistent.

A player may always suggest other skills that can be brought to bear on a given problem. When these are brought forward, the Gamemaster can determine a Difficulty Rating and time, and allow these new tasks to be used. If he feels the task is only of marginal utility, however, the Difficulty set for that link should be high (300 or more), which will lead to a correspondingly high chance that the final result will be an adverse multiplier. Players will soon learn to pick and choose the skills they bring to bear; remember that biases and false confidence that some skill will be reflected, usually, by overconfidence and mistakes.

Link tasks which are, in the Gamemaster's opinion, essential to the task cannot be avoided, but those which are merely helpful can be skipped or, if desired, abandoned before a task roll is made. The Gamemaster's discretion can be used throughout to establish these facts.

In a chain of tasks, failures may not always be detected. This, too, is the Gamemaster's province. Critical Failures, when unnoticed, are never detected, and the character is assumed to have misinterpreted a result entirely. A Critical Failure in diagnosing a mechanical breakdown, for instance, would leave the character thinking that he was successful, when in fact he has set out to fix something that wasn't even broken.

Chain task outcome modifiers are secret; the Gamemaster applies them to the Performance Number without informing the player. He thus has no way to be sure of the precise modifier being applied, and (as always) must rely on what he observes to tell him how he is doing.

In chain tasks, each step is assessed, performed, and resolved separately. They may be broken up between two or more separate characters, but one link in a chain must be completed before another can start. Thus, in the original example, one character could diagnose the poison, a second do the research needed to discover the proper antitoxin, and yet a third could then prepare and administer the cure. But Research cannot begin until a character knows what to research (so Diagnosis must be complete), and Pharmacy skill cannot be brought to bear until the problem (Diagnosis) and the solution (Research) have both been discovered. (But, again, remember that some links are optional if the Gamemaster chooses; a qualified physician probably has no need to research antitoxins unless he wants to be cautious and conscientious).

4.5.4 Competition Rolls

A second way to use skills is in competitive situations involving two or more characters, where it is necessary to determine a winner based on skill and luck. Typical cases include games (poker, chess, etc.) sports (such as running, swimming, and the like), a debate (which uses public speaking and skills which tie in to the topic of the debate), or any other situation involving direct comparison of skills between characters. Although this may, at first, seem to be confined to areas relatively trivial to the typical resistance fighter, there are instances where Competition can be used with great effect, as the examples below show.

For instance, tactics skills are used in the rules for large-scale combat to show, through competition, which side gains the initiative or achieves surprise in a battle. Attempts by several different parties to gain the ear of a neutral in diplomatic endeavors also use competition (rather than the usual Verbal Interaction procedures), as does a

situation where two competitors must abstractly resolve a race or pursuit (be it with Running skill, Swimming skill, a Driving or Piloting skill, or whatever). These are only a few examples of the potential usefulness of Competition between characters.

COMPETITION PROCEDURE

Each player whose character is involved in a given competitive situation should secretly write down the skill or skills that he wishes to apply (the Gamemaster can specify some of these, and can ignore those which are obviously impractical or useless). No more than three skills can be chosen. The Gamemaster does the same for all NPCs involved.

Once these written instructions have been turned over to the Gamemaster, he should compile a list of all skills involved in the situation. Each character's skill rating in each of the skills used should be recorded. Preferably, this should be done in secret — the Gamemaster should have copies of the character record sheets of each character involved, so that ratings can be used without revealing all of the skills actually required. (This is especially important where a 'cheating' skill such as Cardsharp, Forgery, or Deception is in use, but should not be revealed). If necessary, though, players can be asked for scores in each skill, possibly with some unneeded skills requested (but not actually used) to confuse the issue. Each involved character next rolls 1D100, and the Gamemaster adds the skill ratings for each skill designated, plus the character's Luck rating, to this die roll for a Performance Number. On a doubles result, a Critical Failure is suffered (resolved according to the usual procedures); an actual critical failure, noticed or unnoticed, halves the total Performance Number.

The character with the highest Performance Number wins a competition situation. In most cases, the results of a successful Competition will be fairly obvious; specific rules sections later in the rules booklets will discuss outcomes which are less immediately obvious or which have special effects on the game.

In some situations, factors other than skills and Luck may come into play. In an automobile race or a high-speed pursuit, both the speed and the reliability of each automobile involved could play a part, for example, in the computation of individual performance. The Gamemaster is free to introduce such factors any time they seem worth using.

TIME

The time factor in competition situations is strictly up to the Gamemaster. No precise method for calculating the time needed to resolve a competition can be given because of the widely varying uses for the procedure.

4.5.5 Skill and Game Interactions

A number of the most important skills in the game are used most often in the resolution of game interactions quite apart from the processes of tasks or competitions. For example, a whole range of different skills — Brawling, Marksmanship, Melee Weapons, Martial Arts, and so forth — are used to resolve combat, while another set of skills, such as Bargaining, Persuasion, and Insight (among others) play a part in Verbal Interactions. Others are used in relation to other major rules topics.

Each of the various rules sections covered in Books I and II describes the use of skills in areas not covered in this chapter, as necessary.

4.5.6 Skill Saving Throws

The last — and perhaps the easiest and most common — form of skill use is to make a Skill Saving Throw. These are almost identical in nature to the Attribute Saving Throws discussed in an earlier section, with a 1D100 roll compared to the skill rating directly (possibly with situational modifiers applied based on other stats or characteristics). The throw is successful if less than or equal to the skill rating, unsuccessful otherwise. Critical Successes may occur if the 1D100 roll is less than or equal to the skill level (rather than the rating); Critical Failures can become possible when doubles are rolled.

Skill Saving Throws are made when a situation does not call for the kind of time or preparation involved in a task, and when the measurement of relative performance (as in competitions) is equally unimportant. One shot, all-or-nothing situations are where skill saving throws are most valuable.



Juan Hernandez wishes to sneak past a sentry while infiltrating the Soviet prison camp. The Gamemaster decides that a simple Skill Saving Throw against Stealth skill is all he needs to make the attempt; Tom also decrees that modifiers will be applied to the roll — DM + Juan's Size (19) and DM+ the sentry's Perception Level of 12, gives a final result of 81 — more than his Stealth rating of 60. Juan has stepped on a twig and alerted the sentry!

Had the result (50) been unmodified, the saving throw would have been successful.

The time involved in any skill saving throw is never more than one 3-second combat round; this is one of the main criteria the Gamemaster should use in deciding whether a task roll or a saving throw is the better way to tackle a problem.

PICKING MODIFIERS

Modifiers applied to skill saving throws should be based on logic, and on the nature of the situation. The Gamemaster is the only real judge of what modifiers are to be applied, but must be even-handed in his award of these alterations. When in doubt, don't apply a modifier.

Logical modifiers are those based on Attributes or other skills (like the sentry's Perception in the earlier example) which might enter on either side of the question. Such modifiers should equal levels, not ratings of the Attributes or skills involved, and should be applied sparingly. Common sense might also call for using characteristics (like Juan's size) not directly related to a skill or Attribute. Finally, situational modifiers can be applied as the Gamemaster sees fit. Is the ground soft and springy, or covered with crackling twigs and dry leaves? Is it broad daylight, or a drizzly foggy night? Is the sentry wide awake and expecting trouble, or did he spend all last night chasing guerrillas until he's all too close to nodding off on duty? The Gamemaster should again be sparing with this kind of modifier, but should be sure to create and preserve the atmosphere by considering all of these possibilities carefully.

CRITICAL SUCCESSES

If a Critical Success is scored, consult the Critical Outcome Table and then, if applicable, determine the effect of the success. As in Attribute throws, Critical Success in a skill throw can have widely different meanings which depend upon the precise situation and the Gamemaster's imagination to implement. In general, though, a Critical Success will always present the character with some kind of golden opportunity which, if taken advantage of without hesitation, will be worth a lot in the job at hand.

CRITICAL FAILURE

Again, Critical Failure makes use of the Critical Outcome Table, and can introduce some fatal flaw or crisis to be overcome. For instance, in the earlier example, suppose Juan's roll was a 55 instead of a 50, and the Critical Failure was unnoticed by the character. The Gamemaster should rule that Juan, diving for cover as the sentry challenged him, failed to notice the loss of his wallet in the tall grass. Much later, it will turn up missing; meanwhile, the Soviets could find it and realize that Hernandez was one of the rebels who attacked the camp. Had it been, instead, a noticeable failure, Juan might have slipped and fallen in a patch of mud, and so been placed in an untenable position *vis a vis* the Soviet soldier on guard.

4.5.7 Improving Skills

The end of character creation does not mean the simultaneous end of a character's chance to acquire or increase skills. Several methods exist which allow for skill increases once the game begins.

PRACTICE

A character who scores a Critical Success (either on the Outcome Chart or by rolling — on Saving Throws only — below a skill's level) has a chance to increase the skill level. When several skills are all equally part of a Critical Success score, as with Verbal Interaction, any one of those skills can be chosen for improvement. There is no Critical Success in the competition process, so no skills can be increased when competition is attempted.

If a Critical Success situation arises, roll 1D100 and compare the result to the skill's rating. If the roll is greater than (only) the rating, the skill increases by one level. If the roll is exactly equal to the rating, the level goes up by two, instead. A throw less than the current rating does not increase the level at all; if doubles are thrown, the skill level actually decreases by one (in combination with other results; if the current rating is 77, and a practice throw of 77 is made, skill increases

by two and drops by one, for a +1 level gain). This reflects the tendency towards complacency and overconfidence, particularly in highly skilled characters who come to take their abilities for granted.

It will be noted that, by this method, characters with skill ratings of over 100 cannot increase their current skill levels at all.

CHARACTER IMPROVEMENT

In the course of the game, Benefit Points are still accrued, and so skills and skill increases can continue to be purchased. A separate section on 'Character Improvement' is presented later in this chapter.

INSTRUCTION

A character may undertake to instruct another character in any skill, provided that the teacher initially holds a higher level (not rating) in the skill to be taught than does the student.

Instruction is a task with a Difficulty Rating equal to 200 minus the student's Intelligence rating. The teacher must specify the skill to be taught in advance; when the task is to be resolved, he rolls 1D100 and adds his Instruction skill to compute the Performance Number, which is then subtracted from the Difficulty Rating in the usual way. A successful outcome increases the skill level in the student's skill by one. (An unnoticed critical failure should be noted by the Gamemaster; the player should believe that the skill level has increased, but the Gamemaster should keep a separate record of the skill showing that it has not. This could get the character into serious trouble down the line).

Time for Instruction is handled in the usual fashion. Blocks of time (hours are best) should be set aside for instruction, with the student character deciding when the task roll will be made. Penalties or bonuses to Performance based on time spent are applied in the usual manner.

RESEARCH

Characters can attempt intensive self-study of various topics in an effort to increase a skill. Any skill can be studied in this fashion so long as the current skill level is less than the character's current level of Research skill (which means that Research skill cannot itself be improved in this fashion). The Gamemaster must also judge whether or not the character has access to adequate reference sources of study for the topic, which generally means having several books (one will rarely do) on tap.

Research is a task handled in exactly the same way as Instruction, with two noticeable exceptions. Difficulty is set at 250 minus the Student's Intelligence Rating, and the Performance Number is computed by adding 1D100 to the student's Research skill rating. Success increases the skill level by one; failure leaves the skill level as it was, while a Critical Failure makes the character think that the skill has increased when, in fact, it has not.

One-hour blocks of time should be set aside for Research, with all the usual considerations of time and tasks holding true for these attempts at skill increases.

LIMITS ON SKILL INCREASES

No procedure can raise a skill to a level higher than 25. Where a skill can be reduced (Practice), it cannot drop to a level of less than 0 under any circumstances. After a skill level is increased, recompute the skill rating and note it on the character record sheet.

4.6 SKILL DESCRIPTIONS

All of the skills available to characters in the basic *Freedom Fighters* rules are defined and discussed in this section. Each entry includes a brief definition of the skill, plus some guidelines on how the skill may actually be used in the game. These are by no means exhaustive; the Gamemaster is encouraged to find other ways to apply the skill as new situations arise.

GOVERNING ATTRIBUTES

The Attribute listed in parentheses after each skill is the Governing Attribute used to set an Initial Level in the skill, and to determine the skill's actual rating.

DOUBLED SKILLS

Some skills in the list, notably Language skills and certain others with a more vivid impact on the game than most ordinary skills are referred to as doubled skills. The skill rating for doubled skills is computed differently from what normal skills receive; for doubled skills, multiply the skill level times ten, add the Attribute rating, and divide by two. This gives more weight to the skill level than to the Attribute, and makes the skill ratings for these skills much higher, on the average, than normal skills.

SPECIFIED SKILLS

Some skills are noted as being 'specified skills' — the notation '(Spec)' appears with the skill name on all the tables and skill lists, and in the descriptions. These are skills which require the player creating the character to make a further choice of some subsidiary skill within a broad category. For example, 'Marksman (Spec)' requires a choice between Pistol or Rifle Marksmanship.

Each specified skill has either a set of defined choices (a precise and unchanging set of subskills), or is open-ended, allowing virtually any skill to be selected that the player or Gamemaster feels would fit under the category in question.

When subskills are defined, all are listed under the skill description and on the back of the character record sheet. Open-ended categories contain examples of possible subskills in the descriptions, and have several blank spaces under each Specified Skill listed on the character record sheet to allow various skills to be filled in. (If there aren't enough lines, note other subskills on an attached sheet of paper.)

Levels acquired in a specified skill must be applied to a particular subskill within the category. Skill in one area has no effect on skill levels assigned to other areas. When filling out the character record sheet, note the levels of each named subskill; where there are blanks, note a level and rating next to the name of the basic specified skill that refers to all subskills in that category not otherwise assigned skill levels or ratings.

Acrobatics (Agility)

A measure of the character's ability to dive, roll, and perform other acrobatic maneuvers successfully.

For the most part, Acrobatics skill will be used only with Skill Saving Throws, each one made to determine the character's success in making a particular maneuver. The Gamemaster should assign situational die modifiers based on the complexity of the maneuver attempted and on other factors which have a bearing on the action. It would also be possible (but not likely in the normal course of the game) to use Acrobatics in a competitive situation.

Acting (Wit)

A measure of the character's ability to convincingly copy or create mannerisms, produce expressions or emotional responses at will, and otherwise imitate or generate physical facets of behavior different from his customary demeanor.

Acting skill is used in some of the specific 'attacks' discussed in the rules on Verbal Interaction. The Gamemaster may, if he wishes, to introduce other skill uses.

Animal Handling (Spec) (Will)

A specified skill which measures the character's ability to care for, train, and otherwise work with a specific animal or type of animal. The category is open ended; choices are open, but the most typical subskills are Dog, Horse, Farm, Laboratory, and so forth.

The skill is used in a modified form of competition to determine success in controlling an animal, by comparing the skill rating + 1D100 with the animal's Initiative rating + 1D100; if the character's Performance is better, the animal obeys a command. Tasks using animal handling skill allow the animal to be trained. (See Character Improvement). Skill Saving Throws can be used to regulate success in simpler matters, such as proper care for an animal of the type described.

Archery (Dexterity)

A measure of the character's skill in hitting a target with a bow and arrow.

This skill is one of several skills used for (and described in the rules covering) ranged combat. It covers all forms of bows, including simple bows, compound bows, and various types of crossbow.

Art/Craft (Spec) (Dexterity)

A specified skill which measures the character's ability to produce works of art in one specific area or category. Open-ended, the subskills available are almost infinite; typical choices include Painting, Sculpture, Calligraphy, Leatherworking, Model-making, and a wide variety of others.

Task rolls regulate the actual creation of works of art, basing Difficulty on the size, quality, and complexity of the intended final product. Skill Saving Throws can be used to represent knowledge of the history of individual techniques used in the artform. Competition

could be used when the relative merits of two art works must be compared.

Though not an obviously useful skill for a guerrilla fighter, artists might be able to take on undercover work or maintain a cover career, fake art masterpieces (with the aid of other skills) to deny the originals to the enemy, or otherwise apply the skill in interesting ways.

Autofire (Dexterity)

A measure of a character's ability to handle automatic (as opposed to single-shot) weapons fire.

Autofire skill is used almost exclusively in conjunction with the combat rules, and is discussed there in more detail.

Balancing (Agility)

A measure of the character's ability to maintain his balance under a variety of conditions.

To avoid a fall while subject to narrow or uncertain footing, a Skill Saving Throw must be made. A constant DM + character size would be applied; other DMs should suit the specific situation. Competition rolls are also conceivable, though unlikely in the usual context of the game; develop other applications as needed.



Bargaining (Wit)

A measure of the character's ability to reach business agreements or compromise prices for goods or services when dealing with other individuals.

The skill is used at certain times in the Verbal Interaction rules, and is explained further there. Other applications are up to the Gamemaster to devise.

Boat Handling (Spec) (Dexterity)

A specified skill which measures the character's ability to control one of four specific types of water vehicle: Small (rafts, rowboats, kayaks, canoes, etc.), Sail (sailboats smaller than 50 feet in length), Power (powerboats smaller than 50 feet in length), or Large (sail or powercraft between 50 and 150 feet in length).

Skill Saving Throws are required (with situational modifiers as the Gamemaster sees fit) each time the character must operate the vessel in a delicate maneuver or dangerous condition. See also rules on Vehicles in Book II. Competition rolls could also be applicable; the Gamemaster could designate others as required.

Boosting (Dexterity)

A measure of the character's ability to break into and steal an automobile or other vehicle.

Task rolls are used to determine the results of an attempt to break into, and then start, a car which is locked and left without keys. Difficulty should be set equal to the vehicle's Reliability. Situational factors can further influence the DR, representing the place and time of the theft, the surroundings, how noticeable or well-guarded the ve-

hicle is, and so forth. Other applications may be examined as necessary.

Brawling (Agility)

A measure of the character's ability to engage in conventional hand-to-hand combat. The skill does not include the handling of any type of weaponry (covered instead by Melee Weapons skills).

Rules for the application of this skill are presented in Book II rules on personal combat. It is conceivable that Brawling could be used in competition, to show abstractly the results of a boxing match or other, non-lethal, sport-oriented fight. Introduce other uses as seems desirable.

Bribery (Wit)

A measure of the character's ability to use graft as a tool for winning the cooperation of others.

Bribery skill is covered as one of the factors in Verbal Interaction; the Gamemaster may introduce other applications.

Bugging (Perception)

A measure of the character's ability to plant concealed surveillance devices effectively.

To attempt to thoroughly bug a location in a way that would be hard to detect, and yet fully cover the area, resolve a Task. Difficulty should take into account the size of the area to be covered, the degree of detectability involved, and so forth. In this case, the task will always be successful (in that bugs are planted); the percentage of time spent is the percentage of chance of overhearing or watching some particular activity taking place in the bugged area, while the chance of avoiding casual notice of any particular bug placed is regulated by Skill Saving Throws against the Bugging skill used. A determined effort to discover bugs involves a competition using Bugging and Security skills. Skill Saving Rolls can be used in cases where the success of planting an individual surveillance device unnoticed is of importance.

Camouflage (Perception)

A measure of the character's ability to conceal items or people from view. The skill is not to be confused with Stealth, which deals with quiet movement as opposed to camouflage's application to immobile people, objects, or structures.

To conceal a large object or structure on a long-term basis, Task rolls apply; base Difficulty on terrain, the size of the thing to be camouflaged, and other such factors. Skill Saving Throws can be used by individuals attempting to conceal themselves or some small object on a short-term basis, applying DM + Size to the roll. Other applications can be introduced where necessary.

Cardsharp (Dexterity)

A measure of the character's ability to cheat during games of chance. Though the name implies cheating at cards, the actual skill includes rigging almost any kind of game successfully.

Cardsharp skill can be used in combination with skill in some particular Gaming category any time the character intends to cheat in a competitive situation. The opponents would also receive their own Cardsharp skill ratings (even if they are not cheating) in such a situation, so the skill is only valuable when the character's Cardsharp skills are significantly higher than those of anyone playing with him. A character who suspects cheating can make a Skill Saving Throw to spot cheating in progress, with a DM minus the character's Perception Level and a DM plus the cheater's Cardsharp skill level. The roll is made whether someone is cheating or not; success in the throw means that the character will be able to detect cheating if it is going on, while failure leaves the character uncertain whether there is cheating taking place or not.

A Critical Failure will inevitably lead to an erroneous conclusion. To look for cheating, a character must specify the intent to scrutinize an exactly designated part of the game in progress (so detection is not automatic; it must be actively sought by the player).

Carousing (Stamina)

A measure of the character's ability to avoid intoxication while consuming alcohol or narcotics.

Staying sober while consuming such substances is a Task of sorts. The Difficulty of this task is based on the amount consumed (a base DR of 50, plus 5 per glass of beer, 10 per glass of wine, 15 per glass of distilled liquor, and almost anything beyond that for various types of

narcotics. A joint of marijuana might be 10, a gram of hashish might be 25, etc.). Instead of determining Difficulty and Time in advance, keep a running total of the DR built up over the course of an hour, and make a task roll at the end of that hour. If the character stays sober (successful outcome), roll the accumulated total over to the next hour and repeat the process. If the roll fails, the character is drunk (or stoned), with a temporary halving of all Attributes and skills. If the character continues to drink, a second failed task causes the character to lose consciousness. The effects of being drunk wear off after twice the number of hours spent getting drunk; a character who spends at least two hours without drinking has all previously accumulated consumption wiped out and starts from the original base of 50 the next time he takes a drink.

It is possible to use the skill in other ways. A competitive situation could arise if there was a desire to determine who could keep drinking the longest without passing out (but without the 'blow-by-blow' approach of the task rolls. The Gamemaster is free to come up with other uses as well.

Clerical (Intelligence)

A measure of the character's ability to perform a wide variety of office functions, such as typing, shorthand, filing, and the like.

Tasks (with Difficulty set through a Gamemaster interpretation of task complexity) can be used in the preparation of manuscripts; Saving Throws can be used to measure the ease of locating a specific file or of accurately following rapid dictation. Other applications may also arise.

Though Clerical skill may not be very glamorous, it does have uses. The character might be in a position to gain a job or undercover role through the possession of Clerical skill, and the skill could be used (perhaps in combination with a Subculture skill) to locate information in someone else's files or office.

Note that Clerical skill automatically presumes a degree of familiarity with the operation (but not programming) of computers.

Climbing (Agility)

A measure of the character's ability to ascend sheer surfaces under his own power. The skill involves not only the techniques of mountaineering, but also the sort of climbing skills a burglar might be expected to learn.

Usually, Climbing Saving Throws are made as a character engaged in climbing (at least once per climb, and perhaps more often as danger threatens) to avoid a mishap that could result in a fall. However, a major climb could also be represented abstractly, through the task process, with the DR set according to the height and quality of the surface to be assaulted, amount of gear available, and so forth. If so, multiply all times by a factor of 600, so that times given in rounds are treated as hours. Competition could also be used if the climb involves a 'race' between two or more parties, and other concepts for skill use could certainly be explored.

Combat (Will)

A measure of the character's ability to function under battle conditions. Thus, Combat skill shows the degree to which the character can deal with the battlefield environment, and to a certain extent represents experience under fire.

Saving Throws against Combat skill arise on a regular basis, as discussed in the rules on Personal Combat, during any kind of fighting. The skill represents the effects of experience and 'morale' on the character's overall effectiveness. Combat skill should also be averaged with other skills when those skills are to be used while under fire; thus, Piloting skill could be altered by Combat skill when a character gets involved in a dogfight, or Construction skill when building field fortifications under attack. However, averaging should not apply to any skill normally a part of the Combat process, such as Marksmanship or Tactics; basically, if the skill appears on the Character Combat Sheet it should not be influenced by Combat skill under any circumstances. Other applications are up to the Gamemaster to introduce at need.

Communications (Spec) (Intelligence)

A specified skill which measures the character's ability to make use of a particular communications medium effectively. Choices are limited to Audio (covering sound recording equipment), Video (covering audio-visual equipment), Radio (covering sound transmission and reception equipment), Television (covering audio-visual transmission and reception equipment), Print (covering equipment for the

reproduction of printed material), and Telephone (covering phone, telex, telegraph, and similar land-line transmission equipment). Skill represents familiarity with the operation, maintenance, basic repair, and proper use of the equipment in question.

Skill Saving Throws handle the character's ability to operate the equipment properly, recognize something that is out of place (a bug in a telephone, for instance), and so forth. Tasks using the skill permit simple repairs; to handle maintenance of such equipment, see the rules on 'Equipment Maintenance' in 'Equipping the Character'. Other uses may be applied as necessary.

Conditioning (Will)

A measure of the character's ability to make use of various brain-washing techniques.

Conditioning skill is almost always used as the basis for tasks in which the DR is equal to a multiple of the subject's Will rating; the exact multiple should depend upon the conditions and personalities involved. Mental Conditioning should be a protracted and very difficult process, and will probably be used most often against, rather than by, the player-characters. The completion of the Conditioning task should result in a major, but possibly undetected, personality change, as when a character is 'programmed' to assassinate or betray a comrade under specific circumstances. Other applications will be extremely rare.

Construction (Dexterity)

A measure of the character's ability to supervise or work on large-scale engineering projects.

Tasks using Construction skill can simulate major building projects, with Difficulty depending on the size of the job, the number of workers available, equipment used, and quality of building plans from which the work is guided. Multiply all times by a factor of 600, so that one round becomes one hour. Saving Rolls against the skill can be used to pinpoint weak spots for purposes of demolitions or otherwise evaluate information on an existing structure. Other applications can be freely developed.

Contractor (Spec) (Dexterity)

A specified skill that measures the character's ability to perform specialized (as opposed to general) construction work involving one of five specific fields: Electrical, Heating/Air Conditioning, Plumbing, Carpentry, or Masonry.

Task rolls for various jobs using one of these subskills should have Difficulty generated according to the size and complexity of the project. Skill Saving Rolls could be used to recognize weak spots, spot potential problems or ways of subtly causing problems, and so on. Other applications may suggest themselves.

Though not obviously useful skills, the Contractor subskills could be essential in gaining a job or faking an undercover position; moreover, they would be very useful to characters who need to sabotage sub-systems of an installation. Also, of course, guerrilla fighters could use contractor skills in their own construction work to build a wall, install plumbing, or steal electricity unnoticed by a power company.

Counterfeiting (Perception)

A measure of the character's ability to duplicate official documents and papers of all kinds, including (but not limited to) currency. Though it does not cover the duplication of handwriting or signatures (see Forgery), it does handle most other forms of documentation.

Skill rolls are used to detect a Counterfeiting skill level of the person who created it. Task rolls cover the actual creation of counterfeit materials, with Difficulty dependent upon the complexity of the duplication, the quality sought, and the equipment available, all factors only the Gamemaster can judge. Other applications could also be possible.

Cryptography (Intelligence)

A measure of the character's ability to encode or decode messages in unusual or unfamiliar code patterns.

Skill Saving Rolls are used to attempt to recognize specific known or classical codes; if a character is familiar with the code being used, it is a task of low to average Difficulty to actually decode it. Encoding a message in a known code is also a moderately easy task. To crack a brand new code, or to create a code of a previously unknown type is a much more complex task, and Difficulty Ratings can be further

increased by the use of foreign languages, technical terminology, and so forth. Other applications of the skill are also possible.

Culture (Spec) (Intelligence)

A specified skill which measures the character's ability to recognize and/or move about in the culture of a specific nation, region, or widespread group. The skill shows the character's familiarity with the mores, ideals, history, and acceptable patterns of behavior that characterize the nation or group. Open-ended in nature, the choice of available cultures is almost without limit. Specific examples include American, Russian, Latin American, Black African, Catholic, Jewish, and so on. If 'Native' culture is specified as the skill available, the character must designate the national culture (only) that corresponds to his birthplace or place of current residence.

Skill Saving Throws are used to recognize unusual patterns of behavior or early warning signs of trouble (DM — character's Perception Level), or to avoid giving accidental offense in dealing with foreigners. A character who was attempting to pass himself off as a foreigner among others of the same nation would need to make similar Saving Throws from time to time. Other applications might be developed by the Gamemaster.

Dance (Spec) (Agility)

A specified skill which measures the character's ability to perform a specific class of dances. Open-ended, Dance includes subskills such as Ballroom, Ballet, Interpretive, Folk, Break, Contemporary, or any other general dance form (or even specific dance types, such as waltzes or tangos) the player wishes to choose.

The skill is primarily used in competition, especially in attempts to impress another character. (Described in the rules on Verbal Interaction). Saving Throws could also be used to recognize legitimate dances or dance moves and be able to perform them properly.

Deception (Wit)

A measure of the character's ability to lie convincingly.

Deception skill plays a prominent part in the Verbal Interaction Process, which set of rules contains details on the use of the skill. Other applications may also be possible, though unlikely.

Demolitions (Dexterity)

A measure of the character's ability to handle and set explosive charges for maximum effectiveness.

Task rolls use Demolitions skill at a base Difficulty Rating of 75 (modified as the Gamemaster sees fit to suit circumstances). The Outcome of the task determines the effectiveness of the placement, and the Outcome Number (usually used only in chain tasks) is applied as the percent change in the Blast Rating (see the rules on Explosives in Book II) of the explosion. Skill Saving Throws can be made to avoid mishaps when building, handling, transporting, placing, or disarming explosives; it would also be possible to create tasks for the construction or disarmament of more sophisticated types of bombs, with the DR varying with Size, complexity, available material, and so forth. Other applications are certainly a possibility.

Diagnosis (Memory)

A measure of the character's ability to recognize and identify the symptoms of disease and other physical problems in other characters, including with this a basic knowledge of anatomy, physiology, and other essential medical concepts.

Diagnosis skills use Tasks, with difficulty varying according to how common the problem is, how obvious the symptoms, and so on. It does not include the use of laboratory analysis, but relies entirely on observable damage or symptoms as a basis for prescribing treatment. Usually, Diagnosis is only the first link in a chain of medical Tasks that might go on to include Laboratory, Surgery, Pharmacy, and/or Therapy skills; thus, a good Diagnosis helps increase the chances of ultimate success in applying treatment. Other applications could, of course, also come into play.

Disguise (Dexterity)

A measure of the character's ability to temporarily alter his appearance. While Acting concentrates on the adoption of mannerisms and behavior, Disguise skill is focused around the actual use of makeup and the like to change features, posture, and other externals.

Disguise skill is discussed in the rules for Verbal Interaction. Over and above its applications there are certain other possibilities. When a character merely wishes to pass unrecognized through the use of the skill, make a Skill Saving Throw to avoid detection each time there is a chance of being recognized; DMs could reflect the type of materials used in the disguise and the character's relationship to the potential discoverer. A Saving Throw could also be made to recognize the fact that someone else is disguised; apply a DM+ the disguised character's skill level. Finally, tasks can be used to determine how long a disguise takes to adopt (DR based on the completeness of the disguise, the similarities or differences between the impersonator and his subject, and so on); in this case, when figuring the 'attacker's' Performance Number in Impersonations, use the Outcome Number of the Disguise task as an extra modifier. (See Verbal Interaction rules).

Driver, Heavy Equipment (Spec) (Dexterity)

A specified skill which measures the character's ability to operate a specific type of heavy equipment. Open-ended, the subskills available include things like Bulldozers, Tanks, Cranes, Tractors, and so on.

The skill is used in Saving Throws when a character must avoid a danger or threat; conceivably it could also be used in competition when two or more vehicles were involved. Saving Throws would also be needed to operate a vehicle in which no skill level is held; when the skill level is one or higher, routine operation does not require rolls of any kind. See also the Book II rules on Vehicles.

Driver, Large Vehicle (Spec) (Dexterity)

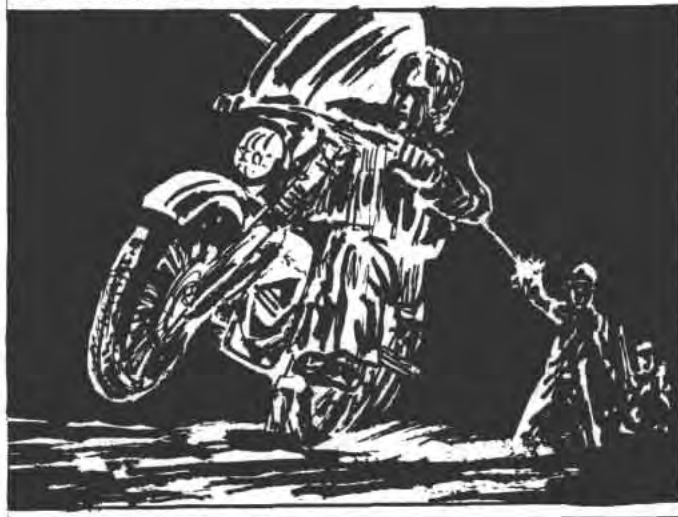
A specified skill which measures the character's ability to operate a specific type of large vehicle. Open-ended, the subskills available under this skill include Trucks, Buses, and similar large vehicles.

Saving Throws are used to avoid or overcome specific dangers encountered while driving; if no skill level is held, a Saving Throw would be needed to operate the vehicle at all. Normal, routine operation does not require throws if the character has any skill at all. Competition is a possible form of skill use, as well. Book II (Vehicles) contains additional information of note.

Driver, Small Vehicle (Spec) (Dexterity)

A specified skill which measures the Character's ability to operate a specific type of small vehicle. Open-ended, the subskills available include Automobile, Van, Small Truck, Motorcycle, ATV, and many other possibilities.

Saving Throws are used to avoid or overcome hazardous conditions encountered while driving; though routine operation requires no rolls if the skill level is one or higher, a skill level of 0 requires saving throws to operate the vehicle at all. Competition is another possible way the skill might be used. The Book II rules on Vehicles contain additional information on the skill's uses.



Education (—)

A measure of the character's basic schooling and general knowledge.

Education skill is unusual in that it has no Governing Attribute. The skill rating is always set at five times the skill level, without further modification.

Saving Throws against Education would be called for any time

the character needs to recall general 'book learning', at the direction of the Gamemaster. Primarily, however, Education plays little role in the game once character creation (where it can be very important) is complete.

Electronics (Dexterity)

A measure of the character's ability to assemble, troubleshoot, and repair electronic equipment, from digital watches to calculators to computer circuits or sophisticated range finders.

Tasks are performed to troubleshoot and repair electronic equipment, usually in a chain of linked tasks. Given adequate equipment and a much higher Difficulty Rating, tasks could be used to construct new electronics systems from available parts. Saving Rolls would be required to understand electronic components or linkages, as in a bomb with an electronic detonator. The skill can also be used in place of the appropriate Maintenance skills when maintaining equipment. Other uses can be added as they arise.

Escape Artist (Agility)

A measure of the character's ability to escape from various forms of restraint.

Task rolls can be made when a complex escape is attempted, using the number and nature of restraints to judge the DR that should be assigned. Saving Throws are used when a character wishes to attempt some simple escape trick (such as holding his wrists in a way that will leave ropes loose around the hands) in order to increase his chances of getting loose later; the Perception Level and Escape Artist skill level of the opponent in this situation are added to the roll. Other applications will no doubt suggest themselves.

EVA (Agility)

A measure of the character's ability to handle himself in outer space.

This is a very rare skill, limited to astronauts and a few others. Saving Throws are used most often to attempt to maintain control in Zero gravity conditions, avoid mishaps while wearing a space suit, and so on. If other applications were to arise — unlikely as that might be — they could certainly be added.

Fence (Intelligence)

A measure of the character's ability to locate markets for black market transactions.

Saving Throws using the skill allow a character to recognize (by reputation) individuals who commonly buy or sell stolen goods or traffic in other illicit products. Tasks would be used to locate or unload a particular piece of merchandise, with the DR depending upon the scarcity of the product, the current condition of local law enforcement, and similar factors. Other uses can be created as needed.

Finance (Intelligence)

A measure of a character's ability to handle money.

The Finance skill level is applied as a DM when calculating a character's initial money. Tasks are used to plan personal investments or major business deals, setting the Difficulty according to the safety of the investment, the speed of the desired return, current market conditions, and so forth. Time for the task represents the time taken to analyze and plan the investment, not the time until it pays off. The Outcome Number is the percentage of the initial investment gained or lost when the transaction is completed. Skill Saving Throws using Finance skill indicate the ability to quickly analyze a company or investment prospectus, know details of financial history or theory, or be familiar with some particular corporation or business person. Other applications may also be developed.

First Aid (Intelligence)

A measure of the character's ability to apply correct lifesaving medical aid under emergency conditions.

The actions taken within the first few minutes of an injury can make the difference between life and death. The sections of the Combat rules, and the rules on wounding and recovery, discuss the types of wounds that can occur and the methods by which First Aid can be used to treat an injury. Other applications of the skill can be introduced if the Gamemaster wishes.

Forensic Science (Perception)

A measure of the character's ability to gather evidence and make deductions while involved in criminal investigations.

A task using this skill, with the DR depending upon the complexity and ingenuity of the crime, would allow a character to gather available evidence at the site of a crime and deduce all available facts about what happened. It could also be part of a chain of tasks that would include Laboratory skill for the analysis of bloodstains, hair, or other interesting deposits, and perhaps other skills as well, leading eventually to the Gamemaster's assembly of all available clues so that the player can solve the crime (perhaps, an Intelligence Saving Throw could be made, with DMs to reflect the information gathered, to allow the character to learn the answer even if the player hasn't the foggiest notion). Saving Throws could be used to spot subtle clues or pick up inconsistencies in evidence gathered or presented.

The skill is of little immediate importance to characters waging a guerrilla war; it is useful to characters involved as government operatives trying to suppress freedom fighters. Also, unusual adventure situations — ferreting out a traitor, for instance, or exposing or creating a fraudulent crime — could depend heavily upon skill in this area. Gamemasters are encouraged to find other applications as well.

Forgery (Dexterity)

A measure of the character's ability to duplicate handwriting or other highly characteristic individual styles of visual communication. Counterfeiting is used to copy official documents; Forgery would be used to copy a signature or, in connection with other suitable skills, forge a painting or other work of art.

Task rolls are used in attempts to forge handwriting samples, with the DR depending upon the length and complexity of the forgery, the number of available samples to copy from, how well-known the writing is, and so forth. Time invested reflects practice time as well as final execution. Sometimes, Forgery skill will be averaged with another skill to carry out the task. This would be the case with forged documents where the signature is particularly important, or in the forgery of art works. Skill Saving Throws are made each time a character attempts to forge a signature or short sample of writing of someone whose handwriting has already been mastered through past tasks; and to detect forgeries. (Here, apply a DM + Forgery skill level of the forger.) Other applications can also be introduced.

Gaming (Spec) (Intelligence)

A specified skill which measures the character's ability to play a particular game or group of games, generally of a sedentary nature (sports are handled under a separate skill). Gambling on various sports can also come under the heading of Gaming skill. It is open-ended; examples include either specific games (Poker, Roulette, Chess, etc.), categories of games (Wargames, Role-Playing Games, Trivia Games), or gambling on specific sports (Football Betting, Horse Race Betting).

Gaming skill is used primarily as a form of competition; skills such as Cardsharp, Deception, Insight, even Tactics might, depending on the exact game involved, be invoked as well. Gaming might also be used to 'Impress', as described in the Verbal Interaction rules. Other applications are also possible.

Gaming skill should not be discounted as something useful to know about. Many a revolutionary has kept himself alive by gambling, for instance, and a wargamer might easily be in a position to use a game to simulate some upcoming raid or fight to look for weak spots in a plan (a Task; successful resolution might apply the Outcome Number of that task as a temporary increase to the Tactics skills of characters leading in the battle later — as long as it conformed to the gamed situation).

Gunnery (Spec) (Dexterity)

A specified skill which measures the character's ability to handle a specific type of heavy weapons system. The exact subskills which may be chosen are: Air-to-Air, Air-to-Surface, Surface-to-Air, Field Artillery, Antitank, Naval Bombardment, and Strategic.

A skill saving roll is necessary to even operate a weapons system if the skill level for that type is 0. Otherwise, Gunnery is handled according to the rules given in Book II.

High-Recoil Firearms (Strength)

A measure of the character's ability to effectively use small arms with especially powerful recoils.

Weapons of this type, including shotguns and various high-calibre

magnum pistols, are harder to aim accurately than most guns. The skill is used in combination with ordinary Marksmanship skills, as explained in the combat rules in Book II.

Hypnosis (Will)

A measure of the character's ability to use mesmerism on others. This is a doubled skill.

To hypnotize a subject, a special form of competition is used. The 'attacker' adds 1D100 to the Hypnotism skill rating, while the target adds 1D100 to twice the character's Will rating. Success for the attacker leaves the target under hypnosis.

While under hypnosis, a target's Will rating is 0, as is his rating in Insight skill. Verbal Interaction conducted while a subject is under hypnosis (limited to Questioning and/or Interrogation 'attacks') is conducted with these modified ratings, increasing the chance of discovering useful information. Attempts to probe subconscious or suppressed memories are subject to Skill Saving Throws against Hypnotism skill, with Critical Failures carrying the risk of bringing to the surface buried traumas that could do the target great psychological harm. Saving Throws are also used in connection with post-hypnotic suggestions. A hypnotist can plant fairly simple commands in the target's subconscious during a session of hypnosis, the exact intent and complexity allowable being limited by the Gamemaster's discretion. After the target is revived, when conditions arise in which the suggestions might become operable, make a Hypnosis Saving Throw with a DM+ target Will to have the target obey the suggestions.

Post-hypnotic suggestions by themselves will not cause the target to do something completely foreign to his nature (such as killing a friend or robbing a bank, unless the individual would normally be inclined this way). They can, however, distort sensory impressions, bring certain emotions to the surface, release some inhibitions, and so on. If a Hypnosis Saving Throw fails when checking the results of a suggestion, the target has thrown off the effects of the hypnosis permanently.

Improvisation (Intelligence)

A measure of the character's ability to 'make do'. This skill might be used to create weapons from the contents of a workshop, recognize the makings for a bomb in common household supplies, or turn simple home electronics into a useable radio.

Use of this skill relies heavily on the Gamemaster's own ability to spot the possibilities of improvising in various situations. Where it is to be used, average the Improvisation rating with the skill rating of some normally applicable skill (for weapons, use Manufacture, Gunsmith; for building a radio, use Electronics, and so on), Saving Throws are used to spot the possibilities; the averaged rating can also be used in tasks to actually make the improvised device work.

The Gamemaster must be very careful to keep the use of the skill from becoming completely silly, but done properly, it helps simulate the ability for ingenious characters to turn slim resources to good advantage.

Insight (Perception)

A measure of the character's ability to judge the personality and motivations of others. This is not the formal science of psychology, but a rather basic, largely instinctive human ability to divine the intentions, loyalties, honesty, and desires of others.

Insight is one of the most important skills used in the process of Verbal Interaction, where it is used in various types of 'attacks' and 'defenses' to show how the ability to 'read' people can help in making or resisting an argument or point. The rules on Verbal Interaction cover this aspect of the skill's use thoroughly.

In addition, it is a task for a character to determine certain strengths or weaknesses in others. The character should choose whether he is interested in the target's Personality Traits or Motivations, and further chooses whether he is looking for high or low values. The DR is determined by adding the target's Insight and Deception skill ratings. The task is resolved as usual, with success revealing which Traits or tolerances are highest or lowest (but not any of the specific numbers involved). Alternatively, the same process could be used to learn the exact rating of any one Trait or Motivation. These tasks have applications to Verbal Interaction as well.

Finally, Skill Saving Throws using Insight will inform a character of any one target's current Attitude (also part of Verbal Interaction) at any given time. Other applications could also be introduced at need.

Instruction (Wit)

A measure of the character's ability to teach others.

The use of Instruction skill was already presented in the rules on improving skills. Other applications are at the Gamemaster's discretion.

Interrogation (Will)

A measure of the character's ability to extract answers from an unwilling subject, and to fit these answers into a coherent picture.

Interrogation skill has a direct application in the rules on Verbal Interaction, and is discussed there. After a subject or group of subjects has been interrogated, a Task using Interrogation skill should be performed to determine the nature and reliability of conclusions which can be drawn; the Gamemaster presents these conclusions to the characters as their best estimate of what they have learned. The DR of the task should reflect the outcomes of individual sessions of interrogation, questioning, or torture, the amount and variety of available information, the completeness of independently gained confirmation, and so on. Success — and particularly the degree of success — should guide the Gamemaster in deciding how much to tell the group, while failure means that they are unable to draw any coherent conclusions, and Critical Failure can bestow major information. Naturally, the Gamemaster must take into account the precise situation when determining the outcome of individual or group interrogations, and may find other uses for the skill beyond these.

**Jumping (Agility)**

A measure of the character's ability to succeed in different jumping attempts.

The primary use of Jumping Skill is as a Saving Throw when the character is attempting to make a jump of a given distance. See the rules section on 'Using Characteristics' (Jumping) earlier in this chapter. Failure of a Saving Throw means that the character does not complete the jump perfectly (though he might travel as far as desired, he could lose his balance, hurt himself on landing, or otherwise fail). Competitions involving Jumping skill are also possible.

Laboratory (Intelligence)

A measure of the character's ability to perform laboratory experiments and analyses, use lab equipment, and otherwise function in a laboratory environment.

Laboratory skill is used in Tasks, and particularly in chain tasks that may also include skills such as Pharmacy, Diagnosis, Pathology Research, or some Sciences. Difficulty depends on the Gamemaster's view of the complexity and nature the job involves. Other applications may be introduced at will.

Language, Spoken (Spec) (Intelligence)

A specified skill which measures the character's ability to converse in a given language. The skill is open-ended, with virtually any language or language dialect being a possible choice for a subskill. Typical

would be English, French, Russian, Spanish, Chinese, etc.. When 'Native' language is specified, the character receives the language of his birthplace (English for the majority of Player-characters).

The skill is considered doubled if an Initial Score was received during any Background term; skills received later in life are treated normally.

Generally, spoken language skills are used during Verbal Interaction when one side of the interaction possesses a skill rating of less than 50; in such cases, language skills are added to the usual Social Interaction factors on each side to account for potential problems in communication. If the skill rating is over 50 for both sides, this is not necessary. A skill rating over 100 indicates an accentless speech that reveals neither national nor regional origins.

Skill Saving Throws may also be required to understand a specific word, phrase, or sentence, or to communicate specific information. This is normally limited to the use of foreign tongues alone, but could, from time to time, be required to understand highly technical or specialized jargon in one's own language. Other applications may also occur.

Language, Written (Spec) (Memory)

A specified skill which measures the character's ability to understand the written form of a language.

This skill is virtually identical to the spoken language in subskills available and possible uses, but is used to understand or reproduce written rather than spoken words. It represents familiarity with the alphabet, spelling, sentence structure, and other rules which govern the written form of the tongue in question.

Law (Spec) (Memory)

A specified skill which measures the character's ability to recall, interpret, and make use of the legal codes in a specific field. The subskills which are available are Civil (laws governing the private rights of individuals), Criminal (laws governing the punishment of wrongdoers), Military (laws governing the conduct of military personnel), International (laws dealing with the conduct of nations or representatives of nations), and Commercial (laws governing mercantile and financial transactions).

Skill Saving Rolls are made to allow a character familiarity with specific legal precedents or loopholes. To actually appear as counsel in a court of law, Law skill can be used to perform a task, possibly as part of a chain that could include Research, Public Speaking, Forensic Science, and other skills, with the Difficulty Rating of the task dependent upon the opposition's position and skill. Alternatively, legal skills could be matched in competition. Skill in Law does not necessarily make a character a true attorney; this takes a proper education and position in the Legal career.

The skill's actual applications in a game situation are limited, but familiarity with Military law could be important for characters in the Armed Forces, while a knowledge of International Law could be useful in winning rights from foreign conquerors. Other branches of the law may come to the fore in other situations.

Leadership (Charisma)

A measure of the character's ability to inspire others in crisis situations. Leadership skill represents the relative ability of the character to give orders other people will respond to in an emergency or a dangerous situation; they might not be the right orders, but they are the most convincing.

The uses of Leadership skill are covered in the rules for Verbal Interaction, and in sections of the Book II Combat rules. Other applications can be created as the Gamemaster sees fit.

Lockpick (Dexterity)

A measure of a character's ability to open standard key locks.

Picking a lock is a task with a Difficulty Rating of no more than 150 (and then only for extremely good locks). In addition to task rolls, other applications could certainly be developed.

Maintenance (Spec) (Will)

A specified skill which measures the character's ability to care for a specific type of equipment. Six subskills are available: Electronic (covering all forms of electronic gear), Weapon (covering small arms and support weapons), Aviation (covering aircraft engines and systems), Maritime (covering boat engines and systems), Vehicle (covering land

vehicle engines and systems), and Equipment (covering general non-electronic gear of all kinds).

Maintenance skill represents a knowledge of how to keep a given piece of gear at maximum reliability over long periods of time. It includes the ability to clean, store, lubricate, and otherwise work with gear in a way that prolongs service life. Specific rules for the use of Maintenance skills are given in the chapter entitled 'Equipping the Character'. For resistance fighters cut off from normal channels of supply and repair, reliability and maintainance of equipment can be extremely important.

Management (Spec) (Intelligence)

A specified skill which measures the character's ability to understand or perform administrative duties. Four subskills are available: Business (which involves Management aimed at turning a profit), Organization (which involves Management on a bureaucratic or non-profit level), Logistics (the Management of supplies, resources, parts, and the like), and Personnel (the Management and correct utilization of manpower).

Management within a business setting is used to determine the overall success of that business, as described in the rules section on businesses later in this chapter.

Organizational management skills apply to dealing with or within a military/paramilitary unit, government agency, non-profit group, and so forth. Saving Throws might be required to properly file or fill out forms, find the correct persons to deal with, or anticipate possible problems. Tasks could be implemented to analyze the structure or weaknesses of an organization, overhaul it, and so on.

Management of Logistics is a skill which frees players the need to concern themselves too much over exact requisition of supplies, while Management, Personnel ensures that characters can pick the right people for the right jobs. The rules in the chapter entitled 'On Being a Resistance Fighter' show how tasks and Saving Throws against these two skills can be used in the course of an ongoing campaign.

Manufacture (Spec) (Dexterity)

A specified skill which measures the character's ability to construct specific types of equipment. The skill is open-ended, but certainly includes categories such as Gunsmith (to build weapons), Locksmith (to create locks), Electronics (to construct electronic equipment), and so forth.

Manufacturing requires the availability of parts and tools; Tasks are then created to produce equipment of the indicated type. Difficulty relates to the size of the job, the complexity of the assembly, the number of workers, and so on. In general, Difficulty Ratings will be high, but within reach of multiple task rolls. If a mass production technique is used, Difficulties should drop. The skill rating used in Manufacture is also the initial Reliability (see 'Equipping the Character') of the item.

Skill Saving Throws could be used if characters needed to know information on specific parts of the manufacturing process, as when some kind of subtle sabotage becomes desirable. Other applications are possible.

Marksmanship (Spec) (Dexterity)

A specified skill which measures the character's ability to hit a target while using standard small arms. Two subskills may be chosen from: Pistol, and Rifle. (Note also that subskills such as Autofire, High Recoil Firearms, and Support Weapons add to the lost of weapons-oriented skills.)

The use of Marksmanship is covered in the rules on Combat in Book II.

Martial Arts (Spec) (Agility)

A specified skill which measures the character's ability to perform in one of six specific areas of unarmed combat training. These are Strike (using hands, arms, head, and body), Kick (using knees and feet), Dodge/Block (avoiding opposing attacks), Hold (applying leverage to immobilize or damage an opponent), Throw (applying leverage to knock down or dislodge an opponent), and Weapon (combining the use of various specialized close-combat weapons with the movements of martial arts). These skills are considered doubled for increased effectiveness.

Martial Arts skills are difficult to obtain, and it takes a major commitment of Benefit Points to give a character mastery of a full range of the skills. The Gamemaster is encouraged to keep these skills

scarce but potent. Their uses are explained in the rules for combat.

Mechanic (Spec) (Dexterity)

A specified skill which measures the character's ability to repair engines. Four specific subskills are open: Automobile, Diesel, Aviation, and Marine.

Tasks are used any time an engine must be repaired, basing Difficulty on the extent of damage and the availability of tools, parts, etc.. Mechanic skills can also replace Maintenance skills in the rules covering equipment. They cannot be used to manufacture engines, however. Other applications of the skill to specific situations are allowed.

Medical Specialty (Spec) (Memory)

A specified skill which measures the character's ability to work in some specialized medical field. Open-ended, the skill encompasses virtually any field of Medical specialization imaginable, including Neurology, Cardiology, Radiology, etc.. Specialization in General Medicine duplicates the effects of Diagnosis skill, while specialization in Psychology duplicates Insight skill, but all Medical Specialties are doubled skills, giving the latter two subskills the chance of considerable advantage over their more common equivalents.

Medical Specialties are most often used for tasks, especially links in a chain of medical tasks where the disorder is covered by the specialty. General Medicine and Psychology specialties allow the character to undertake any of the applications discussed for their more common equivalents previously. Saving Throws against Medical Specialty skills are used to recall specific bits of information, recognize equipment or techniques from that specialty, and so forth.

Melee Weapon (Spec) (Agility)

A specified skill that measures the character's ability to fight with close-combat weapons. Choices available under this skill are Knives (all short-bladed weapons), Clubs (all bashing weapons), Polearms (all long, point-tipped weapons, including bayonets), and Special Weapons (which requires the open-ended specification of some one weapon, such as bullwhip, nunchaku, and so on).

The use of Melee Weapons skill is discussed in the rules on Combat. Other applications are up to the Gamemaster.

Mimic (Perception)

A measure of the character's ability to imitate sounds and voices effectively. It is not to be confused with Acting (which deals with behavior), or Disguise (which deals in appearance); Mimic skill deals strictly in vocal impersonations.

The skill is used in some forms of Verbal Interaction, and is explained there. A Task could be set up, with Difficulty based on circumstances, to allow a character to study some subject in hopes of mimicking him properly; apply the Outcome Number gained as a further modifier to the appropriate Verbal Interaction factors. Skill Saving Rolls can be used to imitate certain animal calls or other noises. The Gamemaster is free to apply the skill in other ways.

Music (Spec) (Perception)

A specified skill which measures the character's ability to perform a specific type of music. Open-ended, the subskills available take the form of any musical instrument imaginable (guitar, drums, piano, organ, etc.). Vocal Music can also be specified, representing Singing skill.

Music skills can be used to 'Impress' (see Verbal Interaction); they could also be used in certain kinds of competition. To compose music, tasks (with fairly high difficulty ratings) can be used to represent familiarity with types of music, specific songs, musical history, and so forth. Other uses may be introduced.

Music skill can be used as a cover for other activities; conceivably, Music skill could be coupled with Cryptography to create codes embedded in a musical piece; or the skill can simply be a way to earn a living.

Navigation (Intelligence)

A measure of the character's ability to locate positions or to determine a travel path on a regional or continental level. Where skills in Orienteering reflects the ability to find one's way in cross-country or urban situations, Navigation skill is used to permit a vehicle, boat,

or aircraft to travel long distances, often through the use of navigational instrumentation of various types.

Skill Saving Throws are used to determine whether or not the character can stay on a well-known, established route, such as one that connects two cities. Tasks are used when the character has become lost. Other uses may be developed as well.

Negotiation (Wit)

A measure of the character's ability to engage in the give-and-take of diplomacy. Where Bargaining covers business and commercial transactions, and Persuasion is the art of making someone else change his position or point of view unilaterally, Negotiation is used to arrive at a mutually beneficial agreement on almost any subject, in the course of which both sides may be forced to give up some of what they want.

Negotiation skill is applied in certain forms of Verbal Interaction, or it may be used in a form of competition when several different people are trying to offer the best deal to a single target. After completing an agreement using Negotiation skill, a Task should be performed (but ignore considerations of time) to determine how successful, from the character's point of view, the negotiation actually was; the Outcome Number represents the percentage of important elements originally desired which were actually embodied in the deal. Add the opponent's Negotiation skill and Will ratings together to determine the difficulty of this task. Other applications are also possible.

Orienteering (Spec) (Intelligence)

A specified skill which measures the character's ability to move about without becoming lost. Two specific subskills are available: Rural (cross-country travel) and Urban (travel in a large city). The skill is not the same as Navigation, which covers longer journeys with more sophisticated methods of keeping on course.

Skill Saving Throws are used to keep to a predetermined course or to travel through familiar terrain. Plotting a trip or finding a specific place in unfamiliar territory, or finding one's position while lost, are the subject of Tasks, with Difficulty based on the conditions and current situation. Competition is not beyond the realm of possibility, either, and other applications are certainly possible.

Parachute (Will)

A measure of the character's ability to jump safely from high altitudes with the aid of a parachute.

When jumping, Skill Saving Throws are required to perform the jump properly, to guide the parachute to a given target (if using a glider parachute that gives such control), and to land without injury. Modifiers can be added to the various rolls as the Gamemaster sees fit. Other skill rolls might be called for to don, pack, or remove a parachute under dangerous conditions, or as the Gamemaster feels necessary.



Pathology (Memory)

A measure of the character's ability to recognize diseases.

Skill Saving Throws would be used to recognize the pathogens which cause a given disease, to predict the virulence or spread of illness, and so forth. Tasks — probably including other medical skills such as Diagnosis, Laboratory, Research, and the like — would come into play when it was necessary to isolate the cause of some previously unknown disease, a situation that might arise as a result of bacteriological warfare or other outside contamination.

Persuasion (Wit)

A measure of the character's ability to induce others to cooperate or agree with him. Persuasion differs from Bargaining and Negotiation, in that there is no give-and-take; the character does not alter his point of view, but does seek to change how others feel.

Persuasion is a major factor in the rules on Verbal Interaction, and is explained there. Other applications may also arise.

Pharmacy (Memory)

A measure of a character's ability to prescribe, prepare, and administer drugs.

Saving Throws are used to match an appropriate drug to a particular medical problem, once Diagnosis, Pathology, or other skills have identified the problem. They are also used to determine how well the character can actually administer drugs (with DMs to represent unusually risky compounds); failure would mean that the drug had no effect, while critical failure would be life-threatening (an allergic reaction, overdose, etc.). Tasks come into play when it is necessary to prepare a drug, with the DR based on the availability of its constituent substances, the drug's familiarity, and so on. The Task could also be part of a chain. The Gamemaster may wish to develop other uses.

Photography (Perception)

A measure of the character's ability to take, develop, and work with pictures, both still and motion.

Skill Saving Throws are used to take clear pictures; Tasks come into play to develop photographs or to work with them (through enlarging, doctoring, adding special effects, and so on). DRs are based on the size and complexity of the project, available equipment, and other factors. In the game, Photography skill can be very handy when gathering information, or to fake pictures designed to mislead the opposition or create a propaganda effect.

Pickpocket (Dexterity)

A measure of the character's ability to surreptitiously remove items from another individual's possession.

For the most part, use a Skill Saving Throw (DM + victim's Perception Level) to remove small items (wallets, keys, pistols, etc.) from another person. Failure of a roll would not lead automatically to discovery, but would give the victim a Perception Saving Throw to notice the attempt. Critical Failure would lead to immediate discovery.

Other applications can be developed as the need arises.

Pilot (Spec) (Dexterity)

A specified skill that measures the character's ability to handle a specific type of aircraft. Five subskills are available, two of them requiring further specification: Small Aircraft (specifically either Prop or Jet; this covers private planes, fighters, and other planes using a single crewman for operation), Large Aircraft (specifically either Prop or Jet; this covers commercial and/or transport aircraft with a crew of two or more, including bombers), Helicopters (covering all rotary-wing aircraft), Test (used when the character attempts to fly an unusual or unfamiliar type of aircraft), and Space Shuttle (used for orbital spacecraft; the skill is available only through the career branches where it is specifically listed, and cannot be chosen as a subskill under normal conditions).

Skill Saving Throws are made to avoid or overcome crisis situations; if the character has a skill level of 0 in a particular subskill, he must either use Pilot, Test or make a Skill Saving Throw against the subskill rating to operate the aircraft at all. Routine operation does not require Saving Throws if the skill level in the specific subskill is 1 or higher. See also the rules on Vehicles in Book 11.

Profession (Spec) (Intelligence)

A specified skill which measures the character's ability to perform some job not otherwise covered by these rules. The skill is open-ended, and capable of wide variety (and even a degree of overlap with other skill areas). Some Profession examples might include Accountant, Architect, Farming, Oil Exploration, or Mailman.

In general, Profession skills will have little impact on the game, except in specialized situations. They do, however, suggest the kinds of careers that may be maintained by covert guerrillas, or could be used in undercover operations where knowledge of a particular job might gain access to an objective. Use the skill in terms of Tasks, Competition, or Skill Saving Throws is up to the judgement of the Game-master, using other skills as guidelines.

Programming (Intelligence)

A measure of the character's ability to create, use, or penetrate software designed for computers.

Saving Throws may be called for to use a specific program, but most often the skill is applied to Tasks to create new software or to break into someone else's security programs. The Difficulty of the Task should depend upon the Programming ability of the person who created it, and on the program's general accessibility. It should be very hard, though not impossible, to break into computers at the Pentagon or other Federal agencies, and impossible to access a program unless there is a way of gaining a connection to the computer where it is stored (either physically, at the terminal in question, or via phone lines). Some Tasks may call for the use of a chain involving a Subculture skill or other specialized knowledge.

Public Speaking (Wit)

A measure of a character's ability to sway a crowd.

Public Speaking can play a part in the Verbal Interaction process where more than ten people are involved; see the Verbal Interaction rules. It is a Task to write a speech, basing the DR on the message, local attitudes, and so on. The Outcome Number of a speechwriting task would be applied to the 'attack' value of the Interaction when the speech is actually made. Other uses can also be created.

Questioning (Wit)

A measure of the character's ability to gather information without obviously revealing his intent or interest. Interrogation skill is used in an adversary relationship with the subject, while questioning skill is used by journalists, detectives, and spies who need to ferret out bits of useful information through casual conversation.

The skill is used almost exclusively as a form of Verbal Interaction, but other applications may also arise on occasion. The results of Questioning should be analyzed through the use of Task rolls, as discussed for Interrogation skill.

Recon (Perception)

A measure of the character's ability to estimate information of a military nature by personal observation. It is distinct from Surveillance skill in that Recon is concerned with general data on numbers, positions, and organization, rather than a specific attempt to follow an individual subject or observe his actions.

Tasks using Recon skill allow estimates on the size and quality of enemy forces. To establish the Difficulty, the characters must first determine the accuracy of the data that they seek, expressed as a percentage. For instance, an estimate which is 75% accurate means that the actual numbers of enemy troops will be within 25% of the predicted number, and there will be a 75% chance that any particular unit's position, nationality, quality, or equipment will be accurately noted. The DR for the task is found by tripling this percentage figure. Use the same process when scouting to create a map; positions, features, and distances shown will be right in proportion to the percentage of accuracy desired. Skill Saving Throws are used to attempt to spot specifics, such as the location of a particular unit or structure, a weak spot in the enemy's dispositions, and so on. Other applications are also possible.

Research (Will)

A measure of the character's ability to learn through studying.

The skill improvement rules presented earlier discussed one principal use of Research skill. The skill can also be a link in a chain of tasks on almost any subject which provides an increased chance of

success through an intensive study of the field in question. On its own, a Research Task can be attempted to acquire incidental knowledge not related to any specific skill, such as a familiarity with the background or history of a specific person, group, locality, or region. Difficulties in such tasks reflect the detail and accuracy sought, the amount of data available on a subject, and similar factors.

Running (Stamina)

A measure of a character's ability to cope with hazards during a run, and to handle Fatigue over prolonged periods of time.

'Characters in the Environment' presents rules on fatigue, and how skill in running can reduce Fatigue effects. To avoid obstacles or deal with hazards, a Saving Throw against the skill is required. Other applications, including competition, should also be considered.

Safecracking (Dexterity)

A measure of the character's ability to penetrate complex locking systems using tumbler or electronic locks.

Normally, breaking through such a lock is a Task in which the Difficulty reflects the complexity of the combination, the tools at hand, and other such factors. Other uses can be introduced as the need arises.

Science (Spec) (Memory)

A specified skill which measures the character's ability to recall and use information from a specific branch or field of science. Open-ended, the skill encompasses numerous possible subskills, including Archaeology, Chemistry, Biology, Mathematics, Linguistics, and literally hundreds of others.

Tasks (often coupled in a chain with Research, Laboratory, and other skills) are used to analyze situations, conditions, or discoveries which relate to the field, with the DR varying according to the obscurity of the information sought. Making new discoveries or coming up with new theories in a field are tasks whose Difficulty is off the normal scale, taking years of observation, experimentation, cross-referencing, and deduction. Skill Saving Throws are used when a character needs to recall basic information, techniques, or research projects connected with the field in question.

At first glance, Science skills may not seem particularly important, but the scientist can be of some value in some situations. In particular, Science skills are useful in campaigns which deal with alien invasions of the Earth; in these, scientists may well spearhead the research into the origins, intentions, and weaknesses of the foe.

Seamanship (Intelligence)

A measure of the character's ability to operate in a maritime setting. Seamanship does not concern itself with the piloting or navigation of boats or ships — these are covered by other skills — but instead focuses on other abilities needed by crew members. These include handling lines, recognizing nautical signals, being familiar with emergency procedures, and survival at sea.

For the most part, Skill Saving Throws are used to cope with unusual situations, and particularly to function properly in an emergency. Other uses may be developed as well.

Search (Perception)

A measure of the character's ability to find hidden items.

With DRs set to reflect the area of the search, the size and recognizability of the item to be found, camouflage skill used to hide the item, and other factors, Tasks using Search skill are undertaken to locate people or objects that have been concealed. The task can either focus on a specific target (finding a person in a wilderness area), or it can be used to look for anything out of the ordinary (searching a room for clues to the occupant's involvement with the Resistance, or examining luggage for evidence of smuggling). The skill is particularly useful to burglars, law enforcement agents, spies, MPs, or resistance fighters.

Security (Intelligence)

A measure of the character's ability to create or recognize various security measures or devices. The skill does not apply to security software protecting computer files, which is in the realm of the Programming skill.

Skill Saving Throws are used to attempt to identify the security

measures protecting a given point, such as determining if a door is connected to an alarm. Tasks are used to discover the complete security system defending an area, or to devise a security system to protect an area. DRs are based on the available equipment, sophistication of the overall system, and so on.

Security skill is not used to breach security measures, only to spot them. The skill of Wireman is connected with the elimination of alarms.

Seduction (Appearance)

A measure of the character's ability to entice others into sexual liaisons.

The use of Seduction skill is covered in the rules on Verbal Interaction. Other applications, within the limits of good taste, are left to the Gamemaster to introduce.

Service (Spec) (Intelligence)

A specified skill which measures the character's ability to perform specific service-related jobs. Six subskills are available, each reflecting a distinct area of personal service: Cook, Butler, Valet, Barber/Hair Stylist, Waiter/Waitress, Tailor/Seamstress.

These skills are much like the various Profession skills, except that they specifically relate to common jobs which involve service to others. Some could be especially useful to a band of resistance fighters — Tailor/Seamstress to create or alter uniforms or other special clothes, Cook to keep party members alive, and so on. Other skills could be useful to land a character a particular job, and these service-oriented jobs are often ideal covers for resistance agents, either because many people come in contact with the character every day, making message delivery easy, or because the position places the character in the employment of rich and powerful people who may be good sources of information.

Actual use of the skill depends upon the situation. Tasks are well suited to Tailor/Seamstress, Cook, and Barber/Hairstylist skills, while Skill Throws could be useful at various points in almost any job.

Ship Handling (Dexterity)

A measure of the character's ability to pilot large watercraft. The largest craft covered under Boat Handling is 150 feet in length; Ship Handling is used to operate larger vessels. The skill represents not only the ability to operate controls, but to actually command a vessel while others push the buttons or turn the wheels.

Skill Saving Rolls are made to avoid particular hazards as they arise. Ships cannot be handled at all without adequate crew; even with a crew, it would take a Saving Throw to even know the commands to give if the character had a level-0 Ship Handling skill; at higher levels, routine operations are not subject to die rolls. See also the rules on vehicles in Book II.

Sleight-of-Hand (Dexterity)

A measure of the character's ability to perform feats of prestidigitation. The skill is a doubled skill.

Skill Saving Throws are used to perform almost any form of trick. All functions of Pickpocket skill are also allowed through Sleight-of-Hand, and the skill can be used in efforts to Impress. (See Verbal Interaction.) Other applications could also be introduced by the creative player or Gamemaster.

Sports (Spec) (Stamina)

A specified skill which measures the character's ability to compete in a given team or individual sport. This skill is open-ended, with almost any sport imaginable possible through the acquisition of the skill. Some examples include: Football, Baseball, or Hockey, Fishing, Hunting, Hang-Gliding, or Surfing, SCUBA, and many others.

Certain types of sports are not allowed through this choice: Horsemanship (covered by Animal Handling, Horse); Swimming (covered by Swimming); Fencing (covered by Melee Weapons, Special Weapons — sword, rapier, epee, etc.); Archery (covered by Archery); and any other skill which is obviously covered in some other area.

Usually, Sports skills are used in Competition, or Skill Saving Throws can be made against the skill rating to cover responses to specific problems or hazards (especially in individual sports like Hunting, Hang-Gliding, or SCUBA). Some Sports skills will actually prove quite useful in the game, as with SCUBA; others will only be useful in a very limited or specialized way.

Stealth (Agility)

A measure of the character's ability to move silently and avoid detection.

Skill Saving Throws are used to determine a character's chance of moving quietly and avoiding the unwanted attention of guards or other potential enemies. DMs appropriate to the situation, usually including the DM + the Perception Level of an opponent, should be added. Other applications of the skill may be developed as the situation warrants.



Subculture (Spec) (Intelligence)

A specified skill which measures the character's ability to operate convincingly or effectively in a particular segment of society. The skill is not quite open-ended, but does have a large number of subskills; these are listed on the Subcultures List. For the most part, the character will be awarded a particular subskill rather than being permitted a choice, unless his career is one that brings him into contact with a broad cross-section of society.

Subculture skills represent a knowledge of how a particular part of society works, the specialized languages it employs, the people, places, and things which are important to it, and the best sources of information within it. In some instances, subculture skills are necessary to achieve certain ranks or enter certain careers during character generation. Skill would also be used in Saving Throws to know something about that subculture, such as who the best man in a given field is, or how people are most likely to behave in a given setting.

Tasks using subculture skills are used to discover information or rumors, with the Difficulty of the task reflecting the detail and availability of the information. Rumors could also be handed to characters who succeed in a Saving Throw, to represent situations where the individuals are not looking for information, but happen to hear it, through their sources anyway.

Subculture skills can also apply in the Verbal Interaction process. When a character is attempting to operate unnoticed in a given setting, Subculture skill shows the likelihood of the character's being marked — and treated — as an outsider. The skill rating is applied in addition to other factors in computing the character's Performance Number in the interaction, while the character(s) on the other side of the interaction add 100 to their Performance Number(s).

When working in a foreign culture, average the character's Culture and Subculture skills before using them in any of the ways discussed above, or in any other applications the Gamemaster may see fit to introduce.

Support Weapons (Spec) (Dexterity)

A specified skill which measures the character's ability to accurately fire a specific type of heavy support weapon. Six specific subskills are available: Machinegun, Mortar, Flamethrower, Rocket Launcher, Grenade Launcher, and Recoilless Rifle.

The use of these weapons in battle are discussed in the rules on combat.

Surgery (Dexterity)

A measure of the character's ability to make use of surgical techniques.

Surgery skill should be used as a Task, possibly alone or possibly as a link in a chain of tasks, to enable a character to use surgical intervention to help an injured individual begin healing. Rules covering wounding and recovery are presented in Book II, which expands upon this process; the DR for such a task would be based on the extent of damage, the surgical instruments at hand, and other factors. Additional applications of the skill may also be introduced.

Surveillance (Perception)

A measure of the character's ability to conduct personal surveillance operations without being detected.

Skill Saving Throws are used to keep a particular subject under observation; failure means that the subject is lost, while critical failure leads to the discovery of the character. If preferred, a surveillance job might be compressed into a single task; rather than using the usual process to determine time spent in the task, base Difficulty on time to be spent. A competitive situation would arise when the quarry discovers the tail, and the two attempt to achieve their mutually exclusive ends of escape versus further pursuit. Other applications would also be possible.

Swimming (Agility)

A measure of the character's ability to move in the water, and to overcome hazards while doing so.

Skill Saving Throws are used to avoid mishaps while in the water. The skill is also used to determine how quickly the character becomes tired while Swimming; Fatigue rules are found in the chapter on 'Characters in the Environment'. Competition using Swimming skill is also allowed, and other ideas can be tried as the Gamemaster sees fit.

Tactics (Spec) (Intelligence)

A measure of the character's ability to deploy units in battle effectively. Five subskills are available: Guerrilla, Rural, Urban, Aerial, and Maritime.

Guerrilla Tactics come into play in the rules on Personal Combat in Book II. Rural and Urban Tactics are used almost exclusively in the rules on large-scale actions elsewhere in that booklet. The uses of Aerial and Maritime Tactics are also covered in the large-scale combat rules.

Applications not covered in these chapters can be developed if the Gamemaster finds them necessary.

Technology (Spec) (Memory)

A specified skill which measures the character's ability to work with high-technology systems or equipment on the leading edge of contemporary hardware. Open-ended, the skill can take in such subskills as the Gamemaster feels worth including, such as Communications, Computer, Weapons, Surveillance, Power, Laser, or Space. The skill is doubled at all times.

Skill Rolls are required to recognize the purpose of advanced equipment, to be familiar with recent inventions and capabilities, and so on. Any other game skill which the Gamemaster wishes to pronounce as being related to the area of technology familiar to the character can have the Technology skill used instead of normal skill in any roll or Task allowed. (This should be kept to a minimum, however; very few such 'related' skills should be recognized as valid.)

Tasks are needed to understand the purpose of high-tech equipment which is not familiar to the character. Much more difficult Tasks would be called for to actually build high-tech systems, and it would take a Task with an extremely high DR to even hope to achieve some new breakthrough or invention. Other applications may be introduced at need.

Technology skills are beyond the needs of most resistance fighters, but characters who possess them (especially NPCs) can be important to the game. In some campaigns, skill in Technology will be a valuable commodity to the powers that be. (Think of the importance of the German rocket scientists late in WW II.) It may be that skilled technicians will be the only hope for freedom in campaigns where the opposition is more advanced technologically than the freedom fighters themselves.

Therapy (Will)

A measure of the character's ability to oversee the recovery, through prolonged care and/or special therapy techniques, of injured or ill patients.

The primary use of Therapy skill is covered in the rules on Wounds and Recovery in Book II. Other applications are up to the Gamemaster.

Throwing (Dexterity)

A measure of the character's ability to throw an object accurately. The distance of the object can be thrown is based on the character's strength and the weight of the object in question. This skill determines Accuracy.

The rules on combat discuss the principal uses of this skill; others are developed as they are needed.

Tracking (Perception)

A measure of the character's ability to follow the trail left by an individual, animal, or vehicle. This is a doubled skill. Tracking is a Task, in most instances; determine difficulty based on the age of the trail, the nature of the ground, the amount of traffic in the area, and similar factors. Alternatively, require a series of Skill Saving Throws to identify individual clues along the trail, thus resolving the process in greater detail and with more chances for errors and hazards along the way.

The Sport subskill of Hunting can be used in much the same way, but the skill is somewhat less effective. Tracking should not be confused with Surveillance skill; Tracking takes place long after the quarry has passed by.

Traps (Perception)

A measure of the character's ability to create, detect, and disarm booby traps of all kinds.

Skill Saving Throws are permitted to detect the presence of a trap; the Traps skill level of the person who set a trap is applied as a positive DM. To create or disarm a trap, use the Task process, setting Difficulty according to the complexity or subtlety of the trap. When disarming a trap, an alternative to a Task Throw might call for a series of Skill Saving Throws to avoid setting it off as the work of disarmament proceeds. Other uses are also possible.

Trivia (Spec) (Intelligence)

A specified skill which measures the character's ability to master some unusual or uncommon area of knowledge, generally outside the scope of the other skills presented in these rules. Trivia skills are much like Profession skills in nature, but are mostly associated with hobbies or special interests rather than careers. Open-ended, subskills can range from Comparative Religion to Classical Movies, Genealogy to Existentialist Philosophy, World History to Stamp Collecting, and anything and everything in between.

Use of Trivia skills varies with the nature of the skill itself; some are entirely useless, save as a source of extra color and depth for the character. Sometimes, the skill can be used to Impress; more rarely it can be actually applied through Saving Throws, Tasks, Competition, or as a link in a chain of Tasks. The exact possibilities are up to the Gamemaster; even more, though, it is up to the player to recognize how the skill might contribute towards the character's performance, or at least his behavior, in the game.

Wireman (Dexterity)

A measure of the character's ability to deal with security systems.

Tasks are used to circumvent alarms and defense mechanisms, with Difficulty based on the complexity of the system, the Security skill of its designer, the conditions under which the attempt to enter is made, and so on. Saving Throws against the skill might be called for to avert the effects of failure of such a Task. (There is no Saving Throw if the failure is critical.) Other possibilities may also be explored.

Writing (Spec) (Wit)

A specified skill which measures the character's ability to compose effective written works. The skill is open-ended; examples include Poetry, Technical, Business, Creative, and such other areas of skill as player or Gamemaster sees fit to use. Note that skill in Writing Speeches is possible, and could be used to prepare a speech (but not

to give it) according to the procedure discussed for Public Speaking skill.

Writing skill can be used to Impress. A Task could be created to allow a character to actually write material for publication or dissemination; an example applicable to the game would be the composition of propaganda tracts or pamphlets meant to spread the cause of the Resistance. Other applications are also possible; moreover, the skills can be used to establish a career (though writers, and particularly those who write adventure games, are a poorly paid lot at best), or a cover identity.

Invader Special Skills (Spec) (various Attributes)

A specified skill which measures the character's ability to pick up skills unique to the enemy. Available only to Resistance Fighter characters, this open-ended set of subskills is designed to allow characters with Resistance experience to master some of the arts and abilities an enemy brings with him to U.S. soil.

Invader Special Skills always include the culture and spoken and written languages of each invading group. Thus, after an invasion by Soviet/Cuban/Nicaraguan/Mexican forces, Resistance Fighters have the chance to absorb knowledge of their cultures and languages as they interact with them on an ongoing basis.

Moreover, there may be other skills unique to the invaders which could give them an edge until resistance groups begin acquiring them. An example would be the skills associated with weapons, vehicles, and technical know-how of a race of advanced alien invaders. Each Background Booklet (such as the *Red Tide*) includes a list of skills which come under this heading. The Governing Attributes and exact uses of the skill in question is also detailed in the Background Booklet.

4.6.1 Additional Skills

The *Freedom Fighters* skill list is long and fairly complete. Provision has been made (Profession, Trivia, Invader Special Skills, etc.) to accommodate a variety of new skills as the player or the Gamemaster think of them. Other new skills can also be introduced directly into the available skill lists if the Gamemaster feels they are necessary.

4.7 CONTACTS

A character has the opportunity to acquire a variety of contacts over the course of character creation and in the game itself. Each character should maintain a list of contacts, which represents people the character knows who may have a particular impact on the adventures or campaigns in which he participates.

Contacts are purchased through the payment of Benefit Points. Initially, all that is known about the contact is a career or general field (Military, Government, Criminal, etc.), and a rank level from 0 to 25. Family members created by the character are also contacts, and should have this same information developed as well. (See the section on 'Family Background' in the character creation rules.)

All contacts, including family members, should be listed on a sheet of notebook paper. It is suggested that time be taken into developing these contacts as individuals, with a name, a specific career, and an exact rank (so that Military-Rank 13 becomes Captain Billy Wendover, USAF, a fighter pilot). This is optional, but adds flavor to the game. The Gamemaster should make some or all of the decisions of this nature, because the careers and positions of contacts can be of considerable importance as the Gamemaster sets out to create a campaign or scenario.

An Attribute should be established for each contact in advance, and noted on the record. Attitudes describe the contact's feelings toward the character, and are used in the process of Verbal Interaction. Not all contacts will necessarily be cooperative; some may be old and bitter enemies. The Contact Attitude Table is used to roll up these attitudes, which can only be changed according to the rules on Verbal Interaction. Using attitude and other factors, it is usually worth taking time to sketch out just how the contact knows the character, and why he feels as he does.

Finally, a location for the contact would be established. Not everyone the character knows will necessarily be just down the street when disaster strikes, and access to contacts may prove difficult. Normally, the Gamemaster should determine contact location to suit the needs of the adventure. If a random method is preferred, use the Birthplace Table in the Character Creation charts and tables.

Family members and contacts can also, if the need arises, be expanded into 'extras', major NPCs, or even player-characters.

4.7.1 Using Contacts

Contacts can be very useful to the character. More importantly, the Gamemaster can often put contacts to good use as a way of stimulating new adventure situations or otherwise smoothing the Gamemaster's job in creating and supporting the adventure or campaign. Some specific applications appear below.

INFORMATION OR ASSISTANCE

Contacts who can be persuaded to a helpful frame of mind can be approached (through the Verbal Interaction process) to provide information that falls within their field of expertise. A Law Enforcement contact might know about a police raid the characters will want to avoid, or a Military contact might know the location of a cache of arms in the mountains.

Active assistance may also be available. Again, the contact might have to be convinced to help, but could be approached to provide supplies, shelter, or other short-term help, or even recruited as an active part of the Resistance. The Gamemaster might want to develop such contacts into fairly complete characters if their Attributes or skills would be particularly important to the scenario.

Making use of a contact in this way requires the players to interact with the person. See the Verbal Interaction rules.

ONGOING ENEMIES

Contacts are not always friends; even members of the same family may have attitudes which are unfriendly or actively hostile. A hostile contact, and particularly one in an important or powerful position, can be a source of trouble for a group of characters. They might be actual opponents — collaborators working in concert with the enemy — or they could be placed so as to make life miserable. For instance, a hostile contact in charge of local military forces defending against a Communist thrust could be in a position to order guerrilla forces — the characters — into an area which is sure to be in the thick of the fighting. (He could also just be uncooperative in sharing intelligence information — hostility doesn't always have to be overt.) One way or another, hostile contacts can keep the adventure pot boiling.

ADVENTURE FOCAL POINTS

Wherever a character has a contact, he has an automatic lead-in to an adventure. This is something the Gamemaster must guide and foster, with the possibilities limited only by the imagination. A missing friend or relative serves as the object for an adventure 'quest'; so would an old comrade in danger. Contacts with authority can, perhaps, order characters into an adventure, while those without power can still make discoveries or set out on personal quests that the characters feel honor-bound to become involved in. The Gamemaster should always look for ways to develop scenarios out of the relationship between a character and his contacts.

PLAYER CHARACTER CONTACTS

One of the hardest things to do, sometimes, is to justify how a group of characters with totally disparate backgrounds and skills have managed to come together into an adventuring group. One recourse the Gamemaster may wish to make occasional (but sparing) use of is to create some Contacts as other player-characters in the group.

To do this, find a contact whose career and rank correspond to that of a specific player-character. The two characters then become acquaintances of old. Attitudes can set the tone for interaction between the players; characters could be old friends or bitter rivals. A few such links can do a lot to make the group seem to be more than a simple collection of cardboard characters. The existence of pre-determined relationships is a big boost to the quality of the game, too, particularly in the early stages of the campaign.

4.7.2 New Contacts

The rules on Character Improvement allow for the purchase or improvement of contacts. In addition, the Gamemaster may wish to have NPCs encountered in the course of the campaign to remain as possible contacts. Not every character met in each adventure will become a contact (because contacts don't cover all of a character's acquaintances, just those who for some reason or other are important). A few such extra new contacts do help preserve an air of continuity in an ongoing campaign setting.

4.8 MONEY

The money acquired through the course of character generation represents the assets available to the character. A roll of percentile

dice (DM + Finance Skill Level) determines the amount of money and other assets actually in the character's possession at the start of the game; the amount retained may range from 10% to 125% of the cash obtained through BP expenditure and money rolls prior to the character's entrance into the campaign.

Money may be used to purchase equipment, as described in 'Equipping the Character'. It is spent not only on guns, ammo, and other obviously useful items, but also on more mundane matters, such as food, clothing, transportation, and shelter. Anything a character wishes to own at the start of play must be purchased, using the available supply of money.

No item should be purchased if, in the Gamemaster's opinion, the character lacks a skill needed to use it. For instance, a car should not be purchased if the character has no skill level in Driver, Small Vehicle, Automobile; he should not purchase a gun (or paraphernalia associated with a gun) without Marksmanship skill, and so forth. This is designed to keep every stockbroker, accountant, and lawyer entering the game from coming in armed like Rambo.

After the game begins, money can still be spent if the Gamemaster indicates that there is an economy surviving to spend it in. The equipment rules and the chapter 'On Being a Resistance Fighter' touch on this. The nature of the enemy and their invasion will determine whether or not the characters can still hold jobs, buy equipment, and pay expenses each month; in some situations, the Freedom Fighters will be hunted fugitives cut off from the old, familiar world, but not in others.

Whenever it can possibly be done, the Gamemaster should not reveal the exact conditions to be faced until after the character has had initial equipment purchased. This won't always be possible (particularly when the character is replacing one killed in a previous encounter), but when the players don't really know what is expected of them, the use of money in preparation for the game will be much more realistic.

4.9 BUSINESSES

A character may own a business as the result of purchases made during character creation. Ownership of a business can have many advantages; it can be a source of income, and it can also be an excellent cover for Resistance activity (if the campaign background makes it possible for businesses to continue operating effectively in the wake of upheaval). The usefulness of owning a business depends on how a character uses it.

Businesses are received in levels, from 0 to 25. The Business Table shows what these levels mean in terms of assets and income. The assets of the business are generated prior to the start of the game by using the formula shown on the table. This represents (like the character's money) not only cash on hand, but also equipment, stock, supplies, and other investments made by the company. If the player or the Gamemaster so desires, the player should designate an amount (probably no more than 10%) of assets which form the cash reserves of the company; the remainder can be used for equipment purchases if the Gamemaster feels these purchases are legitimate for the company to make. (Using business assets to buy weaponry isn't practical unless The company has been designated as being in the business of manufacturing or brokering arms.)

Income for the business is generated on a weekly basis. All incomes are considered to be net, rather than gross. Each week, roll 1D10 and multiply it as shown on the chart to get a cash value. This value is modified by adding together the Management, Business, and Finance skill ratings and applying the sum as the percentage of money retained. Thus, the money actually received could be as much as 250% of what was rolled up originally.

The same procedures can be used, incidentally, to start up a new business after the game begins. The investment necessary to place the business at a given rank is found by rolling for assets; this much money must be placed into the company to acquire assets in order to start the business up. It then receives income according to the Business Rank each week.

The net income generated each week does not take into account money taken out by the owner or owners, either in salaries or in profits. Business owners can draw money from the business as they see fit. If money generated as income is not drawn out, it shifts over to increase the cash reserves and/or assets of the company.

Should the Gamemaster so desire, the business can be simulated in even more detail, perhaps using Management Skill Task Throws to represent weekly business operations. A Task would have to be successful in order to generate any income (and instead of a random income roll, the money received is found by taking 1/10 of the outcome number and using that as the die roll result). A failed Task would cause a loss of cash reserves, the amount figured in the same manner but deducted

from, not added to, money available. This more detailed simulation is somewhat more realistic, but the Gamemaster should never let the players become so involved in profit and loss that they start neglecting the real purpose of the game, which deals in bullets, not stocks and bonds.

Other permutations — using assets to determine how much money can be brought in by selling the company, for instance — can be explored as the Gamemaster feels the need. Remember that businesses will play a part only in those scenarios where civilian life carries on fairly smoothly; in those scenarios, characters who own businesses will have a considerable advantage if they choose to make good use of their position.

BUSINESS BENEFITS

Level	Assets to Start	Weekly Income
01	1D10 x 4 Hundred dollars	1D10 x 10 dollars
02	1D10 x 6 Hundred dollars	1D10 x 20 dollars
03	1D10 x 8 Hundred dollars	1D10 x 40 dollars
04	1D10 x 1 Thousand dollars	1D10 x 60 dollars
05	1D10 x 2 Thousand dollars	1D10 x 80 dollars
06	1D10 x 4 Thousand dollars	1D10 x 100 dollars
07	1D10 x 6 Thousand dollars	1D10 x 200 dollars
08	1D10 x 8 Thousand dollars	1D10 x 400 dollars
09	1D10 x 10 Thousand dollars	1D10 x 600 dollars
10	1D10 x 20 Thousand dollars	1D10 x 800 dollars
11	1D10 x 40 Thousand dollars	1D10 x 1000 dollars
12	1D10 x 60 Thousand dollars	1D10 x 2000 dollars
13	1D10 x 80 Thousand dollars	1D10 x 4000 dollars
14	1D10 x 100 Thousand dollars	1D10 x 6000 dollars
15	1D10 x 200 Thousand dollars	1D10 x 8000 dollars
16	1D10 x 400 Thousand dollars	1D10 x 10,000 dollars
17	1D10 x 600 Thousand dollars	1D10 x 20,000 dollars
18	1D10 x 800 Thousand dollars	1D10 x 40,000 dollars
19	1D10 x 1 Million dollars	1D10 x 60,000 dollars
20	1D10 x 10 Million dollars	1D10 x 80,000 dollars
21	1D10 x 20 Million dollars	1D10 x 100,000 dollars
22	1D10 x 40 Million dollars	1D10 x 250,000 dollars
23	1D10 x 60 Million dollars	1D10 x 500,000 dollars
24	1D10 x 80 Million dollars	1D10 x 750,000 dollars
25	1D10 x 100 Million dollars	1D10 x 1 Million dollars

4.10 CHARACTER IMPROVEMENT

Characters do not remain static once play begins; they have a continuing chance to advance in skills and other benefits. The earlier section on skills contains rules for increasing skills through practice, instruction, or research; it is also possible for the Gamemaster to allow individual adventures to pay off in terms of material benefits, contacts, and the like. But in addition to these methods, the character can continue to earn and use Benefit Points in much the same way as before.

4.10.1 Acquiring Benefit Points

At the end of each game month, the character receives a number of Benefit Points equal to the sum of his five Mental Attributes (Intelligence, Memory, Wit, Perception, and Will). If he can make a Luck Saving Throw, this value is doubled. The Gamemaster may also wish to give bonuses (equal to some one selected Attribute) each time an adventure is completed, with the possibility of slightly higher bonuses if the character's part in events was particularly important or heroic. These points are accumulated as usual, and can be used at any time to purchase benefits.

4.10.2 Benefit Point Expenditures

Anything that could be bought in the course of a career — Attribute increases, Trait or tolerance level changes, skills, contacts, rank, money, businesses — can be bought during the game as well. There are no automatic skills, skill rolls, or other non-purchased methods of acquiring benefits, and there are no 'term' benefits. All purchase prices on the cost chart are doubled when making purchases during the game. All other procedures, limitations, and standard rules outlined previously continue to apply.

4.10.3 Training Animals

Animal 'characters' may be trained in the course of the game. Training can alter behavioral attitudes (Cunning, Initiative, Aggression, Perception, and Will), or it can be used to increase old skills or acquire new ones.

Training is accomplished through a series of Tasks using an appropriate Animal Handling skill. The DR of the training task is set by adding 100 plus 10 times the animal's Initiative. If the task is successful, the trainer chooses the result. Any Behavioral Attribute can be increased or decreased by one; alternatively, a skill the animal already possesses can be increased by one level, or a skill not yet possessed

but listed as a trainable skill in the animal information can be received with an initial score set at half the Governing Attribute.

Obviously, animal training takes a great deal of time and attention. As with instruction and research, regular hourly periods should be set aside for the training process, and the Gamemaster may feel free to penalize trainers who fail to train as a regular, ongoing process.

5. CHARACTERS IN THE ENVIRONMENT

The various Attributes, skills, and other facets of the characters created for *Freedom Fighters* help measure how the character can affect the game world. This chapter deals with the effects of the game world on the character. Included is a broad spectrum of topics, from movement and time scales through fatigue, effects of weather and climate, requirements for survival, the stopping power of obstacles and other barriers, and the general effects of a variety of hazards which can impede, injure, or even kill a character.

Not all of these environmental considerations will always be important to the game, and the Gamemaster is free to treat many of them (such as Fatigue, which requires considerable amounts of book-keeping) as optional. They are all touched on, however, to give the Gamemaster the chance to handle almost any possible situation that might arise in an adventure or campaign.

5.1 GAME TIME SCALES

Different scales of time and distance are used at different points in the game; the Gamemaster must decide the scale to adopt to best resolve a particular situation. Where the action is hot and heavy, and the Gamemaster feels that extreme detail will be best for the game, a mere 3 seconds will pass between decision points. But where there is less action, the passage of time might be measured by anything from minutes to days or even weeks.

The various scales are delineated more thoroughly below.

Action Rounds

An 'action round' is 3 seconds in length. This scale is adopted any time the characters are engaged in some intense, probably dangerous or important activity, including Verbal Interaction, Personal Combat, and the completion of Skill Saving Throws. When a task is being performed which has a high risk attached (disarming a bomb, starting a tank before the Nicaraguans bring up the rocket launchers, etc.) the action round is the best to use.

Basic Turns

A 'basic turn' in the game is one minute (20 combat rounds) in length. Turns are good for easing into action rounds; they handle well, for instance, the passage of time during the period leading up to contact with the enemy on a raid or ambush. The Gamemaster should also keep track of minutes passing during the more detailed resolution of action rounds; basic turns can be used to determine how soon reinforcements arrive or other events take place.

Tactical Turns

Tactical turns are 10 minutes (or 200 rounds) in length. This is a good compromise between going minute-by-minute or waiting a full hour between decision points. Many tasks can be resolved using tactical turns, and this scale makes a good bridge between periods of intense action and those which are quieter and calmer.

Hourly Turns

Prolonged Tasks, cross-country travel, and other activities which require little in the way of detailed resolution but still demand fairly close attention to the passage of time are well-suited to the use of hourly turns. One hour is equal to six tactical turns, sixty basic turns, or 1200 action rounds. It is probably the largest possible scale that should be used for operations in which time plays any part at all.

Operational Turns

A block of six hourly turns (36 tactical turns, 360 basic turns, or 7200 action rounds) constitutes an operational turn. This scale

is ideal when resolving long journeys, periods of research, or intensive 'legwork'. It is also good for the resolution of random encounters' (See Book II.)

Daily Turns

Four 6-hour blocks make up a day of 24 hours. Daily scale should come into play only during periods of enforced activity or extended rest.

Strategic Turns

There will be times when the characters are unable or unwilling to do anything for long periods of time, so that even day-by-day resolution is impractical. The Gamemaster is free to adopt any transition time desired. ('Two weeks later, after your supplies run out, you come down out of the mountains')

Any time daily or strategic scales are used, the Gamemaster should (in advance) have each player draw up a schedule of daily activities. Deducting suitable amounts of time for eating, sleeping, and other essentials, the character can fill available time with a variety of actions — research, instructional periods (as teacher or student), task attempts, and so on. As the Gamemaster sees fit, these actions can be resolved during the lulls in the adventure's activities, prior to the next more intense period of play.

Extended Down-Time

It is perfectly reasonable for characters in an ongoing campaign to have extremely long periods of time elapse between adventures, particularly if a group wins a really telling victory (and the war moves away from them) or suffers a major defeat (which cripples the Resistance and forces the survivors to wait for better days). The Gamemaster might decide to play through one set of adventures during an invasion, then allow a period of years to elapse before the same characters have a chance to get involved once more.

If characters are to be out of action for a month or more, they can re-enter the ordinary character creation process, but on a month-by-month basis. Each month, 1/12 (round up) of the normal number of BPs are awarded; in the last month before re-entering the game, or after a year, other career rolls and decisions are resolved.

Characters out of action for a year or more resolve the intervening years according to the normal career procedure. This permits ongoing campaigns to cover a much longer period than would otherwise be possible, and leaves open such intriguing possibilities as showing two or more generations of Freedom Fighters at work, with continuing characters aging and progressing as the campaign unfolds.

5.1.1 Choosing Scale

The Gamemaster has many different time scales open to him, and must learn to adjust and shift between them. He must neither skimp on important detail nor become bogged down in trivia, and it is scale that will dictate how he — and the characters — will experience the game.

With practice, the choice of appropriate scale for any condition will become easy. Action rounds or basic turns handle the high-intensity activities before, during, or after key game confrontations, with 3-second action rounds being used for the most important periods of action. Tactical and Hourly turns lead into and out of the more important actions, while the Operational turn (and perhaps the Daily turn) can be used for those times when nothing much is likely to happen. The longest scales are reserved for situations when a character or group is unable to take much action, for whatever reason, and will not usually be invoked except between discrete adventures in an ongoing campaign setting.

5.2 MOVEMENT

When a character (or animal) must move from one place to another under his own power, the distance traveled in a particular period of time becomes very important. This is true whether travel is being calculated for a long cross-country journey, or when movement during a particular action round is the only concern . . . and for all ranges of time or distance in between.

5.2.1 Movement Modes

When moving without the aid of a vehicle, a character will be in one of eight specific movement modes. These regulate the character's ability to cover distance over a given time period, determine the degree to which Fatigue builds up, and can (during Combat) grant certain defensive modifiers that alter the chance of hitting or being hit.

The basic function of movement modes is to measure the distance covered by the character while moving. This is found by using the four Movement Charts. These charts are graded according to the increasing difficulty of terrain, as discussed in the next section. Once terrain is known, cross-index the movement mode currently in use with the Gamemaster's chosen time scale. For higher time scales, a movement mode must be adopted for the entire period of time, which makes very slow modes unlikely or impractical, and very fast ones impossible over sustained periods. The longest period that should be adopted for regulating character movement is the 6-hour Operational Turn; when dealing in scales longer than this, it is likely that the distance which can be covered will be seriously warped by the need for food, rest, or sleep.

The eight movement modes are explained below. They are named to correspond with paces set on foot, with parenthetical names, where applicable, for the equivalent speed adopted when swimming.

Hold (Float)

The character is not moving. Characters in this mode are allowed to rest to recover from Fatigue; they are also able to perform Tasks and undertake other actions freely.

Slow Crawl (Slow Swim)

A character on land is considered prone and creeping with great caution; swimmers are merely moving slowly. Exertion in either case is low, and some tasks (at the Gamemaster's discretion) can be undertaken, but only on land.

Crawl (Swim)

Characters on land are considered to be prone but moving fairly rapidly; this is the standard mode for swimming travel, a slow but steady pace. Again, some tasks can be undertaken as the Gamemaster sees fit, but only on land.

Walk (Sprint Swim)

Characters on land move at a moderate pace maintained without undue exertion. Swimmers can go at no faster pace than this under any circumstances. A character on land can still undertake some tasks or actions.

Trot

This is a jogging pace, faster than a walk, which has a higher cost in Fatigue. No tasks are permitted while in this mode, and there is no swimmer's equivalent.

Run

This is a fast running pace, twice the speed of the average walk, but also very costly in terms of exertion. No tasks are permitted, and no swimming mode matches it.

Sprint

A flat-out run, this pace can only be maintained for short periods of time, and then only at a high Fatigue cost. No tasks are possible.

5.2.2 Speed

The movement charts give distances covered in various movement modes over each terrain type for the hypothetical 'average character'. However, both Agility and Size will tend to alter a character's ability to cover ground effectively, and these two factors are taken into account by the Speed characteristic. Multiply the distances shown on the Movement Charts by the Speed Number to show how far the character can move in a given period of time.

The Character's Combat Chart includes an abbreviated version of the Movement Chart, showing distances traveled in a single action phase over various terrain types; this data is important to combat situations. The values are filled in from the standard movement charts,

as modified for the Speed of the character in question.

Optionally, players may wish to invest the time to make up a complete set of individualized movement charts for their characters. This extra investment in time will save effort later on. However, it is not absolutely necessary; distances traveled can be determined easily enough on a case by case basis. When a group of characters are moving together, they must either move in the same movement mode at the Speed of the slowest character present, or move a certain distance in whatever movement mode is necessary to travel that far, with slower characters racking up more Fatigue by adopting a more demanding pace.

5.2.3 Encumbrance and Movement

The distance that can be covered by a character who is Encumbered (see the information on carry/lift/drag characteristics in the preceding chapter) is always halved.

5.2.4 Riding

Characters riding horses or other animals figure movement based on the speed of the animal, and the animal takes Fatigue, worries about Encumbrance, and so on.

Characters riding vehicles of any kind should see the Book II rules section on Vehicles for all necessary rules on speeds and travel times.

5.3 TERRAIN

Movement depends not only on scale and movement mode, but on the type of terrain to be crossed. All forms of variable terrain have been grouped into four basic classes. The same terrain class can represent a variety of different conditions, which are discussed below. The Gamemaster is free to come up with new types of terrain that can be fitted into each class, or to modify existing classifications to suit more difficult or less demanding local conditions.

Where conditions from two or more terrain classes apply (deep snow on a 45° slope in light woods), apply the worst class represented.

5.3.1 Terrain Classes

The following are the various terrain types, grouped into the four commonly used terrain classes.

Class I Terrain

Easy conditions. This terrain type includes open, level ground; lightly wooded areas; all room interiors; pavement (including level roads, parking lots, etc.). For swimmers, Class I Terrain represents calm water conditions.

Class II Terrain

Moderate conditions. This terrain type includes slightly rugged ground, plowed fields, hard-packed sand, tall grass or moderate underbrush, slopes of up to 10°, and any of the Class I Terrain types in a light storm. For swimmers, Class II Terrain represents choppy water with waves of up to one half foot.

Class III Terrain

Difficult conditions. This terrain type includes rocky or broken ground, dense woods, climbing stairs or slopes up to 45°, loose-packed sand, light ground covers of mud, snow, or ice, wading in water up to three feet deep, or moving across any of the Class II Terrain types in a light storm. Movement across a Class I Terrain type in a moderate storm is also classed here. For swimmers, this terrain type represents moderate waves of up to two feet.

Class IV Terrain

Very difficult conditions. This terrain type includes the most uncertain and troublesome kinds of movement conditions, such as rubble, heavy underbrush, jungle conditions, slopes up to 75° (for greater slopes, the character must use Climbing skill), wading in water three to five feet deep, crossing deep mud or snow, or moving across any terrain in a heavy storm. Swimmers find Class IV conditions when the waves are more than two feet high.

5.3.2 Determining the Terrain Type

It is up to the Gamemaster to designate the terrain or conditions which dictate the terrain class used in a given area. In combat situations, terrain should be laid out in as much detail as possible, even to the creation of maps which show the actual obstacles. When using hourly or operational turns to regulate movement, exact terrain is not so important as the average difficulty of the terrain over long distances, which should be fairly obvious from the Gamemaster's description of the region being used.

MOVEMENT CHARTS

Class I Terrain

Movement Mode	Action Round (3 seconds)	Basic Turn (1 minute)	Tactical Turn (10 minutes)	Hourly Turn (1 hour)	Op. Turn (6 hours)
Hold	0	0	0	0	0
Slow Crawl	1	20	200	1200	7200
Crawl	2	40	400	2400	14,400
Slow Walk	3	60	600	3600	21,600
Walk	6	120	1200	7200	43,200
Trot	9	180	1800	NA	NA
Run	12	240	2400	NA	NA
Sprint	18	360	NA	NA	NA

All distances are in yards. For miles, see the Distance Conversion Chart. Multiply distances covered by speed. Encumbered characters move half the distances normally allowed by these charts.

Class II Terrain

Movement Mode	Action Round (3 seconds)	Basic Turn (1 minute)	Tactical Turn (10 minutes)	Hourly Turn (1 hour)	Op. Turn (6 hours)
Hold	0	0	0	0	0
Slow Crawl	1	20	200	1200	7200
Crawl	2	40	400	2400	14,400
Slow Walk	3	60	600	3600	21,600
Walk	6	120	1200	7200	43,200
Trot	9	180	1800	10,800	NA
Run	12	240	2400	NA	NA
Sprint	15	300	NA	NA	NA

Class III Terrain

Movement Mode	Action Round (3 seconds)	Basic Turn (1 minute)	Tactical Turn (10 minutes)	Hourly Turn (1 hour)	Op. Turn (6 hours)
Hold	0	0	0	0	0
Slow Crawl	1	20	200	1200	7200
Crawl	1	20	200	1200	7200
Slow Walk	2	40	400	2400	14,400
Walk	3	60	600	3600	21,600
Trot	6	120	1200	7200	NA
Run	9	180	1800	NA	NA
Sprint	NA	NA	NA	NA	NA

Class IV Terrain

Movement Mode	Action Round (3 seconds)	Basic Turn (1 minute)	Tactical Turn (10 minutes)	Hourly Turn (1 hour)	Op. Turn (6 hours)
Hold	0	0	0	0	0
Slow Crawl	1	20	200	1200	7200
Crawl	1	20	200	1200	7200
Slow Walk	1	20	200	1200	7200
Walk	2	40	400	2400	14,400
Trot	3	60	NA	NA	NA
Run	6	NA	NA	NA	NA
Sprint	NA	NA	NA	NA	NA

DISTANCE CONVERSION CHART

To find yards from miles:

.10 miles =	176 yards
.20 miles =	352 yards
.25 miles =	440 yards
.50 miles =	880 yards
.75 miles =	1320 yards
1.0 miles =	1760 yards
2.0 miles =	3520 yards
3.0 miles =	5280 yards
4.0 miles =	7040 yards
5.0 miles =	8800 yards
10.0 miles =	17,600 yards
20.0 miles =	35,200 yards
25.0 miles =	44,000 yards

To find miles from yards:

120 yards =	.068 miles
180 yards =	.102 miles
200 yards =	.114 miles
240 yards =	.136 miles
360 yards =	.205 miles
400 yards =	.227 miles
600 yards =	.341 miles
1200 yards =	.682 miles
1800 yards =	1.023 miles
2400 yards =	1.364 miles
3600 yards =	2.045 miles
7200 yards =	4.091 miles
10,800 yards =	6.136 miles
14,400 yards =	8.182 miles
21,600 yards =	12.273 miles
43,200 yards =	24.545 miles

5.3.3 Weather Conditions

The terrain descriptions note the shift in terrain class brought about by each of three types of storms (which can be rainstorms or snow showers).

Basically, weather can be calm (including not only fair and sunny weather, but also conditions of mist, drizzle, very light rain, or snow flurries — any thing that would not overly handicap movement), or it can fall into the category of light, moderate, or heavy storms.

Light storms include any kind of rain or snow storm which has a noticeable impact on movement and visibility, or fog which reduces visibility to a quarter mile or more.

Moderate storms include fairly violent rains or thunderstorms, snow with an accumulation of up to an inch per hour, and fog which reduces visibility to a hundred yards or so.

A heavy storm is the kind of rainfall associated with hurricanes, tornados, or very heavy local downpours; blizzards; fog so thick that visibility is literally zero, or any other weather condition that makes movement extremely slow at best.

As the terrain classifications show, light storms make the terrain class one worse than usual, moderate storms cause a shift or two, and heavy storms a shift of three. However, Class IV is as rugged as conditions ever get.

5.4 FATIGUE (OPTIONAL)

Experience has shown that the use of 'Fatigue Rules' is generally not necessary in a campaign and often needlessly adds record-keeping and complexity to the flow of the game. In most cases a Gamemaster can simply remind players of Fatigue when they attempt to 'overload' themselves with equipment or supplies.

For those cases where a hard and fast rule is required or characters are burdened with wounded or unconscious comrades, the following rules section is included.

Characters are limited in the degree to which they can exert themselves. Keeping up a difficult pace or performing tiring activities over long periods of time will eventually cause the character to reach a point where he must either rest, or pass out from exhaustion.

Characters accumulate Fatigue Points to represent the effects of heavy exertion, lack of sleep, and other tiring factors. Eventually, these points will accumulate through various means to a critical level known as the 'Fatigue Threshold'. A Characteristic found by adding the character's Health and Will Attribute ratings together. If the sum of all the accumulated Fatigue goes above this Fatigue Threshold, the character is considered to be tired. All Attribute, skill, and Trait ratings are halved until some form of rest reduces the accumulated points back below the threshold.

However, tired characters can continue to function if they so desire, and so could earn even more Fatigue. If the accumulated points rise above the 'Fatigue Limit' (a characteristic based on the sum of the character's Stamina, Health, and Will ratings), the character becomes exhausted, and must make an Attribute Saving Throw, against either Stamina or Will (which are, of course, already reduced because the character is tired) to avoid passing out on the spot. A character who collapses from Fatigue remains unconscious until the character is no longer considered to be 'tired' (i.e. Fatigue recovered to below the Threshold).

5.4.1 Fatigue Points

There are two types of Fatigue Points, 'temporary' or 'permanent'. Temporary Fatigue Points represent the effects of exertion, and are earned by such activities as running, fighting, carrying heavy loads, and so on. Temporary fatigue can be recovered quickly, by resting.

Permanent Fatigue is built up more slowly, and is earned based on the character's overall level of activity (which includes, but is not limited to, the movement mode adopted over a period of several hours). It can be reduced only through sleep; ordinary rest has no effect on a character's permanent fatigue.

Earning Temporary Fatigue

The Temporary Fatigue Chart lists the ways in which Temporary Fatigue points are suffered, and the number of points taken under each set of conditions.

Most forms of Temporary Fatigue are awarded from action round to action round. In a given round, a character may move, move and attack, or move and defend, according to the actions undertaken in the round. (See the Combat rules.) Even characters who are in the 'Hold' mode are, for these purposes, treated as 'moving'. Characters who do nothing but move take Fatigue Points as shown on the first line of the chart, from 0 (if Holding, Crawling, or Walking) up to 4 (if Sprinting). Characters who combine movement (or hold) and defend in melee use the third line.

Characters who lift an amount of weight greater than their lifting capacity are encumbered, and take 1 point of Fatigue per round per 10% of excess weight lifted. Lifting can be done only while holding, and cannot be combined with an effective attack or defense.

A character who becomes immersed or soaked in water when the temperature is below 65°F takes temporary Fatigue at a rate of 1 Fatigue Point per 10°F below the 65°F mark. Round fractional times and temperatures against the character. (Going for 1 minute 15 seconds at 49°F costs a total of 4 FPs.)

Recovering Temporary Fatigue

In any action round in which the character does not suffer any loss of Fatigue, roll a Saving Throw against Health to recover 1 point of Temporary Fatigue. If a character is asleep or unconscious, 1 point is recovered per round automatically, without the need for a Saving Throw.

Earning Permanent Fatigue

The Permanent Fatigue Chart shows the number of Fatigue points that are accumulated each hour as a result of mixing various conditions and various movement modes.

The Gamemaster must decide the movement mode which prevailed over the course of a given hour. Characters can maintain a trotting mode over an entire hour only if they first make a saving throw against Running skill. Entries for Trots are in parentheses as a reminder of this fact. Characters are never permitted to run or sprint for an entire hour; these modes are allowed only when using the lower-level time scales and temporary fatigue.

The Gamemaster must also decide whether the character's level of exertion was normal or high. High exertion activities would include significant periods of combat, travel over unusually difficult (Class III or IV terrain) and other conditions which would compound the usual difficulty of ordinary movement. Separate FP penalties are assessed for each movement made for normal or high exertions.

Other conditions can cause additional Fatigue. Characters who

Temporary Fatigue Chart

Activity or Situation	Movement Mode					
	Hold	Slow Crawl	Slow Walk	Trot	Run	Sprint
Move	0	0	0	1	2	4
Melee Attack	2	2	2	3	4	6
Melee Defense	1	1	1	2	3	5
Lift*	+1*	—	—	—	—	—
Immersion	See Below	See Below	See Below	See Below	See Below	See Below

* Lifting: When Encumbered (only), add 1 Fatigue Point per 10% excess weight lifted per round.

Immersion: Add 1 Fatigue Point per minute per -10°F below 65°F. (Thus, at 55°F, add 1 Fatigue Point. At 45°F, add 2 Fatigue Points. At 5°F, add 6 Fatigue Points per minute.) Immersion includes characters in the water, and those who are wet but out of water. These effects are in addition to all others being applied.

All Fatigue Point awards except immersion are assessed once per action round. Immersion is assessed once per minute (basic turn).

Permanent Fatigue Chart

Activity or Situation	Movement Mode					
	Hold	Slow Crawl	Slow Walk	Trot	Run	Sprint
Normal Exertion	2	3	4	(6)	NA	NA
High Exertion	3	5	6	(9)	NA	NA
Carrying*	+1*	+1*	+1*	(+1*)	NA	NA
Dragging*	+1*	+1*	+1*	(+1*)	NA	NA
Heat 100-110°F	+4	+6	+8	(+10)	NA	NA
Heat 111°F+	+8	+12	+16	(+20)	NA	NA
Cold (Below 65°F)	+3/-10°F	+2/-10°F	+1/-10°F	(+0)	NA	NA
Alertness	10-AL	10-AL	10-AL	(10-AL)	NA	NA
Water ½ Rations	+2	+2	+2	(+2)	NA	NA
Meager Rations	+4	+4	+4	(+4)	NA	NA
No Water	+8	+8	+8	(+8)	NA	NA
Food ½ Rations	+2 per day	Food requirements assessed on a daily, not hourly basis, regardless of modes used. See Survival Rules.				
Meager Rations	+4 per day					
No Food	+6 per day	Fatigue Points from food shortage not recoverable by sleep.				

* Carrying and Dragging: When encumbered (only), add 1 Fatigue Point per 10% excess weight moved per hour.

Alertness: See Visibility and Sighting rules.

Water: See Survival Rules. Degree of rations refers to amount consumed on the previous day.

Fatigue Points are assessed on an hourly basis.

carry or drag more than their usual capacities are encumbered, suffering 1 Fatigue point per 10% excess weight per hour. Heat causes extra exertion, with specific penalties levied each hour, depending upon the temperature and on the movement mode. Travel at temperatures below 65°F causes fatigue; assess 1 FP per hour per -10°F below 65°F, rounding against the character as for immersion.

Characters must also meet certain food and water requirements, or they will suffer Fatigue penalties. A separate section on survival requirements later in this chapter deals with these Fatigue penalties.

Recovering Permanent Fatigue

Permanent Fatigue is recovered only while the character is asleep or unconscious. At the end of each hour, a number of Fatigue points equal to the character's Recovery Rate are deducted from the accumulated total. Ordinary rest does not reduce the Permanent Fatigue points built up.

5.4.2 Fatigue Point Effects

Running totals of Permanent and Temporary Fatigue should be tracked for each player-character. In general, if the scale is such that Permanent Fatigue is being increased, Temporary Fatigue will not go up, and vice versa. If a character is currently working on an hourly or greater, scale, assume that enough rests can be taken to recover all Temporary Fatigue within the first hour. The converse, however, is not true; when a character shifts to the action round scale, all permanent Fatigue built up to that point remains in effect.

To find out how tired a character is at any given moment, add the accumulated Permanent and Temporary Fatigue levels together. A bookkeeping phase is provided in each action round to handle these quick calculations.

Should the combination of these two Fatigue levels exceed the character's Fatigue Threshold, the character becomes tired. All Attributes, skills, and Traits are halved, as are all characteristics except Hit Point and Fatigue data. 'Attack' and 'defense' factors for Verbal Interactions are also halved.

Once accumulated Fatigue exceeds the Fatigue Limit, any subsequent addition of any kind of Fatigue points causes the character to make a Saving Throw against his choice of Stamina or Will. These Attributes are, of course, already halved. If the Saving Throw is successful, the character continues normally. If it fails, the character faints. Unconscious, he begins recovering Temporary Fatigue on a round-by-round basis, or Permanent Fatigue once each hour.

When accumulated Fatigue drops below the Fatigue Threshold, the character recovers consciousness. The character may sleep longer, recovering more Fatigue, if conditions allow it. If he does not, he wakes up with the unrecovered Fatigue points held over. Only by sleeping until all Fatigue is recovered can a character begin a new day completely fresh. Characters cannot sleep longer than is necessary to recover all Fatigue accumulated.

5.4.3 Special Fatigue Considerations

Certain special aspects of Fatigue are discussed below.

Skills and Temporary Fatigue: When characters spend an action phase trotting, running, or sprinting, they may attempt a Skill Saving Throw against Running skill in an effort to reduce the Fatigue penalty normally assessed. If the roll is successful, the Fatigue taken in that round is reduced by one point.

Swimming: Regardless of movement made, 3 points of Temporary Fatigue are assessed each round while a character is swimming. A Saving Throw against Swimming skill reduces this assessment by 1 point. Two Saving Throws are allowed per round when in Hold mode, one per round at a slow swim or swim, and no throws at a fast swim or sprint swim pace. If two rolls are allowed and achieved, 2 points would be dropped from the usual Fatigue accumulation.

Damage and Fatigue: Certain forms of damage caused by combat may be taken as extra Fatigue points applied to the character. These are discussed in the combat rules.

In addition, characters who are exhausted (Fatigue above the Fatigue Limit) suffer 1 point of General Damage for every point of Fatigue above the Fatigue Limit. See the combat rules in Book II for more details.

5.5 WEATHER

The Gamemaster has considerable latitude when it comes to determining weather conditions during the course of a given adventure. Weather is, of course, important, both for the effects of various types of storms, and for the Fatigue penalties associated with extremes of temperature.

Any method the Gamemaster desires can be adopted for determining the weather during the adventure. The Gamemaster can simply

pronounce an appropriate set of weather conditions. Alternatively, he can draw up random weather tables so that weather can be generated by a die roll. One particularly good way to establish the weather, if the game is set in an area the Gamemaster knows well and can find weather reports for, is to record weather conditions on a day by day basis and then, on equivalent days, use these same conditions in the game; a local campaign's weather might be determined by having a player look out the window and report what he sees, assuming the campaign is set during the same general time of year as the game is actually being played.

As it is assumed that most campaigns will be set initially in the Gamemaster's home area, weather will match that of the home locale. In a similar fashion, daily weather can be determined by use of a *Farmer's Almanac* or *Weather Almanac* or the records of past years' weather.

5.5.1 Using Weather

No matter how weather is determined, three main constituents are necessary.

Temperature is used in conjunction with the rules on Fatigue. If the temperature is below 65°F, a character takes Permanent Fatigue at up to 3 points per hour per 10°F below 65°F. If he is wet, he takes 1 point per minute per 10°F below 65°F in Temporary Fatigue. See the rules on 'Equipping the Character'.

If the temperature is above 100°F, there is also a chance of taking extra Fatigue, as the Permanent Fatigue Chart shows. As temperatures will rarely get above about 120°F, the penalties shown will suffice to regulate Fatigue in hot weather.

Storms: Knowing the intensity of storm conditions (calm, light, moderate, or heavy) gives the Gamemaster control over movement conditions, as discussed in the rules section on movement earlier in this chapter.

Visibility: Storms also have a strong impact on visibility. (See the section that follows.) Other factors, such as the phase of the moon, the degree of overcast, and the time of day will have additional effects on visibility, and several of these will be determined by the weather.



5.6 VISIBILITY AND SIGHTING

A character's ability to spot or watch people and objects at a distance can prove important during many crucial periods of the game. Rules for visibility and sighting regulate this important game element.

Sighting is a special form of competition in which a Performance Number (based on the size of a given target and the Perception of the observing character) is compared to a number based on the range in yards to the target. Various modifiers, plus a random element, are also applied to the process.

To determine whether or not a character can spot a given target, calculate the range in yards separating it from the observer. The Sighting Chart is used to establish a 'Defensive' Performance Number. The 'Attacker's' Performance Number is calculated by taking the observing character's Perception Rating, plus twice the target's Size number, plus a roll of 1D100 and plus or minus various modifiers which reflect specific conditions of weather or visibility (day or night, clear or fog, etc.).

Any time a character announces an intention of looking for something, go through the sighting process. The process is also invoked

at the Gamemaster's option, either to give the characters a chance to see that they might have a chance of noticing, or to keep the players off guard by having them go through the process even when there is nothing to be spotted.

The Sighting Modifiers Chart gives a complete list of the various factors that could influence sighting. These can be applied as the Gamemaster sees fit.

Gamemasters will learn, with experience, that most uses of this rules section can be handled by 'common sense'. The actual die rolls and measurements called for in this section can usually be dispensed with once the basic concepts are understood.

5.6.1 Standard Visibility

By taking a character's basic Perception rating and all conditional modifiers from the chart, a character can derive a minimum sighting range determined at any given time. This is the range at which the character is certain to notice anything of Size 1 or greater.

A character can always spot any person or object automatically if the Performance Number for sighting prior to the 1D100 die roll is greater than the Defense PN. Thus, a character with a Perception rating of 60 can spot a Size-20 man at anything up to 50 yards if all other conditions are ideal and no adverse modifiers are applied. These simple facts make it possible for the Gamemaster to determine automatic sighting conditions quickly, without having to repeat the sighting process continually in circumstances where it is not warranted.

5.6.2 Large and Multiple Targets

Sizes range from 1 (a ball less than six inches in diameter) up as high as the Gamemaster wishes to go; large vehicles and structures described in the equipment section are given size figures which can be used as standards under almost any situation.

Multiple targets add up the sizes of constituent parts, so that ten men in a line have a total size of 200. However, if those men are moving in single file and are seen head on, the size would only be 20. Multiple target sizes are cumulative only if the targets are separated by a distance no larger than the individual target sizes, so that those ten men would not form a cumulative Size-200 target if the intervals separating them were wider than a man.

Nonetheless, a marching column of men will be much easier to spot than an individual, and will be visible at much longer ranges.

5.6.3 Camouflage and Stealth

An object or person that is camouflaged and not moving should have sighting rolls resolved normally. Even if the object is in sight, however, a second throw is made; this is a Camouflage Skill Saving Throw against the skill of the person who created the camouflage, with a DM plus the potential observer's perception, and DM plus the size of the moving character.

If one of these Saving Throws fails, the hidden object or character is spotted. If the rolls are successful, the targets are not spotted unless the observer announces the desire to launch a Task using Search skill.

5.6.4 Alertness

The use of Perception in all the rules on visibility and sighting above has assumed that the characters involved are actively attempting to spot an enemy — in other words, they are fully alert and aware at all times. This will not always be the case, however.

In actual fact, no character can be fully alert all of the time; those who are tend to rack up extra Fatigue. Therefore, a measure of a character's degree of alertness is used to modify Perception in various situations.

An alertness level from 1 (intensely alert) to 10 (asleep) should be assigned to characters and to NPCs or extras (or to units — see the large-scale combat rules) at all times. Players can set alertness at any desired level; the Gamemaster should roll 1D10 to set an initial level of alertness for randomly encountered characters (or pick an appropriate number to fit the situation); that number should drop by 1 per hour unless the NPC receives some stimulus (such as an attack) to increase it. Player-character alertness drops only as the players decide to reduce it.

During a combat situation, once both sides recover from the effects, if any, of Surprise, alertness is automatically set at 1. When the bullets fly, everyone tends to take notice. The alertness level has no particular impact on a character's accumulation of Fatigue when using low-level movement scales (action phases, etc.). But Permanent Fatigue does accumulate on an hourly basis according to the Alertness Level adopted for the majority of the hour in question, and a character who has adopted a particular level of alertness bases all attempts to use Perception during that hour on the Alertness Level he has specified. If there is an encounter or battle of some kind, the chosen Alertness

SIGHTING CHART

Target Range (in yards)	Defensive Performance Number
0-10	+50
11-50	+100
51-250	+150
251-500	+200
501-750	+250
751-1000	+300
over 1000	+500

'Attack' PN = Perception Rating + (2 x Target Size Number) + appropriate modifiers (see listing below).

Target is sighted if 'Attack' Performance Number is greater than 'Defense' Performance Number.

Sighting Modifiers Chart

Condition	Day	Night
Overcast	—	-100
Mist	-50	-200
Light Storm of Fog	-100	-300
Moderate Storm or Fog	-200	-400
Heavy Storm or Fog	-300	-500
Bright Moonlight (Full Moon)	—	-25
Dim Moonlight (¼ or ½ Moon)	—	-75
Smoke at Density 1	-50	-100
Smoke at Density 2	-100	-150
Smoke at Density 3	-200	-200
Smoke at Density 4	-300	-300
Smoke at Density 5	-400	-400
Observer at Higher Elevation than Target	+50	+50
Observer at Lower Elevation than Target	-25	-25
Target in Rough Terrain	-10/-25	-10/-25
Target in Light Vegetation	-20/-50	-20/-50
Target in Moderate Vegetation	-30/-75	-30/-75
Target in Dense Vegetation	-40/-100	-40/-100
Target in Light Woods	-25/-50	-25/-50
Target in Dense Woods	-50/-100	-50/-100
Target in Jungle	-100/-200	-100/-200
Target using Small Arms fire	+10	+50
Target using Automatic fire	+25	+100
Target using Support Weapon fire	+50	+175
Target using Artillery	+50	+200
Target using Flame Weapon	+50	+250
Target showing Lights	—	+250
Pointed out by another character*	+125	+20
Making noticeable noise*	+75	+20
Target is prominently visible*	+100	+50

Note that those modifiers with two entries (—100/—200, for example) indicate 'target standing/target prone' differences for purposes of visibility and sighting.

* These are special modifiers applied at the Gamemaster's whim. Pointed out by another character: Target has been spotted by one character, who indicates its position to another.

Making noticeable amount of noise: Target is making loud sounds. This is a Gamemaster's judgement call.

Target is prominently visible: The target is taking no precautions at all to avoid sighting; includes brightly dressed characters, garish paint jobs, etc. at the Gamemaster's judgement.

Level remains in force until the possibility of Surprise has been resolved, so alertness plays a crucial part in setting the stage for trouble.

Every hour, the current Alertness Level is subtracted from 10, and this number of Permanent Fatigue Points are taken in addition to all others for that hour. This means that a character with a Level-1 Alertness will take 9 Fatigue Points per hour, while one who is asleep (AL=10) takes no extra Fatigue.

Alertness Effects on Perception

When Perception or a Perception-based skill is called for in the game, the current level of alertness is divided into the character's Perception or skill rating. Fractions are rounded up. Thus, a character with a Perception Rating of 75 and an Alertness of 1 keeps the 75 rating. If alertness is 2, the rating is 38; AL-5 gives Perception rating 15, and AL-10 (asleep) gives a Perception rating of 8.

The character's Perception level is divided in the same way. The

character in the previous example, with a Perception level of 15, would have a level of 2 while asleep. If someone used Stealth to approach the sleeping character, the Perception DM applied to the Stealth Saving Throw would be +2, not +15, making it more than likely that he would be taken by surprise.

Using Alertness

Players should be given a fairly complete control over shifting levels of awareness, except where the chance of walking into a trap or ambush exists. (Here, if the player wants to change awareness prior to the resolution of surprise, allow a Luck Saving Throw to determine success.)

For Non-Player-Characters, alertness is a good way for the Gamemaster to help or hinder players in their efforts to mount an ambush. Drowsy sentries (Alertness Level-9) or bored soldiers on the march (AL-5 or so) can be taken by surprise more easily than a nervous patrol (AL-1) or others who have reason to be on their toes.

Unconsciousness

A character who is unconscious (as opposed to sleep) has Perception ratings and levels treated as if they were 0. He has no Alertness level and no chance of using Perception (or any other Attribute, skill, or Trait) until he recovers. Other logical interpretations should also apply, i.e. a character at AL-10 cannot attempt to sight any target, though a failed Stealth Saving Throw within a certain radius (reduced Perception Rating + twice target size + conditional modifiers + 1D100 yards) could still disturb the sleeping character and cause him to become alert enough to make a sighting attempt. The Gamemaster must regulate all these special or unusual circumstances as they arise.

5.7 SURVIVAL REQUIREMENTS

Characters forced to live off the land, or those subjected to sieges or other enforced shortages will find that lack of food and water will carry a heavy toll. Lack of food can cause death within a space of days; lack of water can kill in hours.

5.7.1 Water

Water must be consumed on a regular basis; a character (or animal) must drink a number of quarts of water per day equal to one-tenth his Size Number. The average human male thus needs roughly two quarts of water per day to avoid the Fatigue penalties that accompany fluid loss.

In very warm climates, however, fluid requirements increase dramatically. The day's high temperature determines just how much water is actually required.

Day's High	Water Required
91-100°F	x2
101-110°F	x4
111-120°F	x8
121°F or higher	x10

An average character in Death Valley on a 123°F day would require nearly twenty quarts of drinking water.

A character can consume up to half his basic water requirement in any given half-hour period. Thus, the desert-bound character in the example could drink about a quart of water at a time, and would have to drink twenty times over the course of the day in order to fulfill his water requirement.

LACK OF WATER

A character who drinks at least as much water as he requires per day suffers no Fatigue penalties.

If a character's consumption is less than the full requirement, but more than half of the requirement, he will suffer the Fatigue penalties associated with 'half rations' throughout the following day. Hourly Fatigue assessments are suffered whether the character is moving or still, awake or asleep. Thus, a character's water intake always determines his next day's performance.

If a character takes in some water, but less than half the requirement, he is on 'meager' rations, and suffers the indicated Fatigue from the Permanent Fatigue Chart through every hour of the next day. A character who has had 'No Water' at all uses that line of the chart, instead.

In extreme conditions, such as the Death Valley example already used, the Gamemaster may wish to begin to apply penalties sooner than a full day after water is consumed. This is a more intricate, but also more accurate approach to the problem.

5.7.2 Food

A person's requirements for food are also based on size; one-tenth the size number is the number of pounds of food (of all types) that should be consumed each day.

If a character eats this amount of food, he suffers no penalty in Fatigue points, and no damage of any kind.

If a character eats between half and all of his normal requirement, he is on 'half rations'. On the next day, he begins the day with two points of permanent Fatigue, and suffers two points of 'general damage'. (see the rules on wounding and recovery.)

If a character eats, but consumes less than half his daily requirement of food, he suffers 4 points of Permanent Fatigue at the start of the next day, and takes 4 points of General Damage.

A character who eats no food at all suffers 6 points of Fatigue, and of General Damage, at the start of the next day.

Fatigue suffered as a result of a lack of food is accumulated, and cannot be erased by rest or sleep. This special Fatigue is reduced only by eating at least the full requirement (or more); for each day on full rations, reduce the buildup of Fatigue by lack of food by 1D5 points. Medical care is required to reduce the damage taken at the same time.

Nutrition

These rules do not take into account the balance of a character's diet. When food is adequate, the character is likely to take in a properly balanced diet anyway. When food is short, he will probably die of hunger long before the nutritional deficiencies of a poor diet become a major factor.

Gamemasters who wish to worry about the relative merits of various foods are free to develop their own approaches to handling such questions.

5.8 BARRIERS AND BARRIER VALUES

Throughout the course of the game, obstacles of various kinds may help (by protecting) or hinder (by blocking or trapping) the characters in several different ways. All such obstacles have their effects quantified by a Barrier Value, which reflects the strength, structure, and thickness of various materials, and thus determines the overall resistance of that barrier to various forms of attack. In combat, Barrier Values are also the basis for 'Armor Factors' which provide protection against various types of attacks. Usually, the Barrier Value and the Armor Factor for a given substance are the same, except when dealing with special types of armor which provide protection all out of proportion to actual thickness of material.

5.8.1 The Barrier Factor

The Barrier Value assigned to a given obstacle is based on its composition and thickness; identical thicknesses of concrete and wood will have radically different Barrier Values, but a thick enough barrier of wood could have the same effects as a smaller concrete obstacle.

The Barrier Value Chart lists the Basic Barrier Value of a variety of substances. This basic value is for a quarter-inch thickness of the listed substance. To find an actual Barrier Value, determine the actual thickness of the barrier and multiply the given values by the number of quarter-inches of material present. Some barriers may be composed of more than one substance; determine the thickness and total value of each component and add the various parts together for a final Barrier Value.

A list of Common Barrier Values is included on the Gamemaster's Screen to provide typical Barrier Values for frequently-encountered obstacles. This saves the Gamemaster the need to calculate on many occasions. Vehicles in the equipment lists have Barrier Values given for various portions of the vehicle body.

5.8.2 Barriers as Armor

In combat, barriers can protect people from some forms of attacks. The Barrier Value assigned to any obstacle is also its Armor Factor (unless noted otherwise). See the rules on combat for armor effects on combat.

5.8.3 Penetrating Barriers

Barriers are considered to be penetrated (pierced) when the 'Penetration Factor' of a weapon exceeds the Barrier Value of the obstacle. This is mostly important for purposes of combat, when the penetration of a barrier may lead to a hit on a character hiding behind it. However, other considerations may be important when penetration occurs. For instance, penetration of a boat's hull below the waterline will cause a leak that could, under the right circumstances, sink the vessel. The Gamemaster should keep such possibilities in mind when dealing with combat and barriers.



BARRIER VALUES

Substance	Barrier Value 1/2 Inch Thickness	Flammable?
Sand	2	No
Soil	3	No
Stone	8	No
Wicker	3	Yes
Wood, Veneer	2	Yes
Wood, Solid	3	Yes
Wood, Tough	4	Yes
Plywood	5	Yes
Cloth	2	Yes
Leather, Light	4	Yes
Leather, Heavy	5	Yes
Metal, Veneer	5	No
Metal, Light	8	No
Metal, Heavy	10	No
Metal, Hardened	15	No
Plastic, Light	2	Yes
Plastic, Medium	3	Yes
Plastic, Heavy	5	Yes
Glass	2	No
Safety Glass	6	No
Shatterproof/Bulletproof Glass	7	No
Concrete	20	No

Common Barriers

Barrier Type	Barrier Value	Flammable?
Human Body	.75 x Size	Yes
Wooden Partition	12	Yes
Wooden Wall	60	Yes
Plaster Wall	30	No
Brick Wall	300	No
Thick Brick Wall	900	No
Concrete Wall	500	No
Reinforced Concrete Wall	1500	No
Interior Door	25	Yes
Exterior Door	50	Yes
Window	3	No
Tree Trunk	150	Yes
Thick Tree Trunk	300	Yes
Sand Bag (each)	60	No
Boulder	750	No

5.8.4 Breaching Barriers

Holes can be created in an obstacle in hopes of creating a breach, a hole large enough to move through. To breach a barrier, damage capable of penetrating the barrier must be applied. The Penetration Factor is important because it dictates whether or not a hole of any kind is created. The number of damage points (see the combat rules) inflicted by the weapon is also important, however, because this is the factor that dictates the size of the hole created. Divide the damage points

inflicted by the Barrier Value of the obstacle (round fractions down) to find the hole's Size Number.

This Size Number corresponds with the sizes generated for characters and objects. Thus, a person with a Size of 18 could comfortably pass through a breach of Size 19 or higher. A person or object can squeeze through a hole up to half (round up) of the size of that individual or thing, but a character does so at a movement rate equivalent to a crawl.

5.8.5 Breaking Down Barriers

Holes can be created by the application of brute strength, as well as by penetration weapons, but this is much harder. If damage is inflicted by a blow (a punch or kick, a strike with a club, a body blow, etc.), compare the Strength level (or levels, when several characters are combining their efforts) of the 'attacker' to the Barrier Value of the obstacle. If the Strength applied is higher than the Barrier Value, the barrier will give way at its weakest point. (A door can be forced open, for instance, or a weak section of wall knocked down.)

The Gamemaster should use logic to determine when multiple characters are capable of bringing their Strengths to bear. Also, characters who attempt to break down barriers must make a Stamina Saving Throw to avoid taking hits to the target locations making the 'attack' equal to the Strength they are applying. This roll is made whether the barrier is successfully broken down or not, but if the barrier is broken down, the roll is followed by an Agility Throw to keep from falling, and if it is not broken down, two rolls against Stamina, and two chances to take damage are resolved.

5.8.6 Locks and Doors

Typically, a door is the weakest part of the barrier in a wall, and breaking down a door depends less on the strength of the door than upon the strength of the lock.

Locks have a rating between 2 and 20, and so can have the rating generated quickly by rolling 2D10. This rating is used instead of the Barrier Value when a character seeks to break down the door. The lock rating is also doubled to determine the Difficulty Rating for the Task of picking the lock.

More sturdy locks could be available, particularly for high-security doors or extremely well-constructed buildings. These can be assigned as the Gamemaster sees fit.

5.9 ENVIRONMENTAL HAZARDS

There are a variety of situations and dangers that can confront the character that are more a result of the environment than they are associated with combat or other major game rules (though weapons may make use of the principles behind these threats). For game purposes, these are grouped together under the heading of Environmental Hazards.

5.9.1 Fire

Intense heat and flame can inflict damage on characters, consume or melt various substances, and produce smoke. Fires can be caused in a variety of ways, and are frequently important in combat situations.

There are three basic types of fire, grouped into categories designated A, B, and C. A Category A fire burns at a fairly low temperature;

Category B is the 'typical' fire, while Category C fires are extremely hot, burning at temperatures in excess of 500°F. While most fires are Category B, use the guidelines below to choose appropriate fire conditions.

Category A: Alcohol, Gasoline, Kerosene, etc. flames.

Category B: Wood, Charcoal, Paper, etc. flames.

Category C: Fires caused by Napalm, White Phosphorus, etc.

When a fire starts, it causes damage against any location or barrier hit according to the Intensity of the flames. On the first round, inflict 1D10 points of damage for Category A fires, 2D10 points for Category B fires, and 3D10 points for Category C fires. However, this is only initial damage; add 1D10 to the total rolled on each subsequent round of exposure, until the damage destroys the object in question.

Damage points inflicted by fire are handled in the usual fashion for characters, who take damage as described in the rules on wounding and recovery, while barriers are 'attacked' as if the number of dice rolled was the Strength level of a character attempting to break down a barrier. In addition, if the damage points actually resulting from a die roll exceed the Barrier Value of the obstacle, it may catch on fire itself (if flammable), or may lose some of its Barrier value through melting, if it is a nonflammable substance.

If the substance is flammable, it will catch fire on any round that the total Barrier Value is exceeded by the die throw. A flammable substance impregnated with gasoline, napalm, alcohol, or other flammable liquids will catch fire automatically. Nonflammable barriers do not burn, though flammable liquids on them will burn until the liquids are consumed; but when damage exceeds the total Barrier Value of the obstacle, the Barrier Value will be reduced by 1D100 points.

Smoke created by fires is discussed separately.

Fires:

Type A	Initial Damage = 1D10
Type B	Initial Damage = 2D10
Type C	Initial Damage = 3D10

Increase damage caused by 1D10 per round. Flammable substances ignite when the number of dice rolled equals the Barrier Value of the structure.

Burns

Characters exposed to fire take burn damage. Hit Points caused by burns are in a category apart from the more common Impact and Penetration damage caused by most weapons, and have an entirely different set of Critical Hits associated with them. See the rules on wounding and recovery.

5.9.2 Electricity

Contact with uninsulated electrical conductors, such as an electric fence or exposed wiring, can be extremely hazardous to a character's health.

To determine the damage suffered in an 'attack' by electricity, divide the voltage of the current by 100, rounding fractions down. This gives the number of 1D10 rolls made to determine damage received. This is considered to be General Damage of a temporary nature, which means that it is applied against the character's Total Hit Points, not against some specific location (but see below); there is no chance of a 'critical hit', and, due to the temporary nature of the damage, it is recovered from as soon as the source of the attack is cut off.

Obviously, if the voltage being delivered is so high that the number of dice rolled will exceed the Total Hit Point figure for the character in a single round, there is no point in rolling at all. Since characters die when the Total Hit Points figure is passed, there is no reason to make such a series of die rolls when the minimum possible damage will kill the character anyway.

Electrocution 'attacks' take place on each round that a character remains in contact with an electrical current, and for as long as that contact is maintained, damage is cumulative. Characters cannot move while in contact with current, and cannot free themselves. Thus, a character 'attacked' by ordinary household current (110 volts) takes 1D10 damage points per action round, until the current source is cut off or removed. Once the current source is no longer 'attacking' him, however, the damage caused by electrocution is immediately recovered.

Keep in mind the fact that the human body is an electrical conductor, as are most forms of metal. A hasty attempt to aid an electro-

cution victim can result in a chain reaction that subjects the newcomer to similar problems. Insulated or non-conducting items (such as a wooden broom handle) can be used to push live wires away from a victim.

Electricity causes damage of this kind only to living things, and so by itself has no effect on barriers.

Electricity and Burns

For every ten points of general damage caused by electricity, one point of burn damage is generated. Burn damage can also effect barriers; treat this as identical to a fire (including the chance that flammable structures will ignite, or nonflammable structures melt, if the burn damage exceeds the Barrier Value on any one round).

5.9.3 Disease

Characters may, from time to time, be exposed to the dangers of disease, both those with natural origins and those that result from biological warfare. The introduction of disease into the game is largely something the Gamemaster must decide upon, but certainly even in the absence of biological warfare there is an increased chance of disease in the wake of battle.

Basically, it is up to the Gamemaster to decide when there is a chance for characters to contract a disease. Certain major types of disease appear on the Disease Chart; others — particularly diseases 'tailored' for bio-warfare — can be created by the Gamemaster following the format shown on the chart.

The diseases all share a common format through which information is conveyed.

DISEASE DATA

The first entry in the description of a disease is for vector, which is the means by which the disease is transmitted. If the Gamemaster wishes to introduce a disease, only those characters who are exposed to the proper vectors will be infected; thus, only those characters who drink from a contaminated water source have a chance of contracting the dysentery the Gamemaster has decided on placing there.

If characters are exposed to a disease, there is a Base Contagion Chance which determines how likely exposed characters are to actually contract the disease. Roll 1D100 less than or equal to this number, with a DM + the character's current Health Level, and a DM -1/10 of the character's current accumulation of Permanent Fatigue Points. (Round fractions up.)

The contagion throw is made by the Gamemaster, and the results kept secret. There follows an Incubation Period of random length during which the character appears healthy, prior to the first onset of symptoms described for the disease.

The appearance of symptoms begins the First Stage of the disease. Permanent Fatigue is immediately raised to a level equal to the Fatigue Threshold, and cannot be lowered below this point by any means until the character has fully recovered. The First Stage lasts a random number of days, and on each day, the character takes an amount of General Damage given in the disease description. The First Stage ends when the appropriate number of days have passed, when the character's disease has been successfully treated (see below), or when the General Damage suffered exceeds the Character's Hit Point Total.

If the character reaches the end of the First Stage period without successful treatment or damage above the Hit Point Total, the Second Stage of the disease begins. This is handled in the same way as the first. A character who receives successful treatment in either stage has the ravages of the disease stopped immediately, and enters a recovery phase. Recovery is in accordance with the rules on Wounding and Recovery in Book II.

When the Hit Point Total is exceeded, the character may die, and even if he does not, he is likely to take a sharp turn for the worst. When the damage points first go above the total, a 1D100 roll is made (as discussed in Book II's wounding and recovery rules). The chance of death is 10% for each point of General Damage suffered above the Hit Point Total. If the character survives the throw at the end of the First Stage, he enters the Second Stage, but must make another throw each time additional damage is taken, until successfully treated, dead, or at the end of the random length set for the Second Stage.

Survival through the whole of the Second Stage allows the character to begin normal recovery.

While a character is suffering from a disease, he cannot recover any General Damage taken, either from the disease or from other sources. Only after he begins to Recover can damage be healed, proceeding at the usual rates given in the chapter on Wounding and Recovery. The Fatigue effects of the disease are reduced by the same amount as the General Damage each week, and are likely to linger longer than the actual damage.

TYPICAL DISEASES

Bubonic Plague

Phase	Duration	Damage Taken	Treatment DR	Recovery
Incubation Period	1D6 days	None	NA	NA
First Stage	1D10 days	15 per day	175	NA
Second Stage	2D10 days	30 per day	225	NA
Recovery	—	None	None	Standard

Symptoms: Abdominal pain, fever, swollen lymph nodes.

Diagnosis: DR = 150. Often mistaken (Critical Failure) for pneumonia (DM—20) or a minor disease (DM—40).

Notes: Transmitted by flea bites (fleas often, but not always, carried by rats). Very rare.

Cholera

Phase	Duration	Damage Taken	Treatment DR	Recovery
Incubation Period	1D3 days	None	NA	NA
First Stage	1D5 days	15 per day	150	NA
Second Stage	1D5 days	30 per day	175	NA
Recovery	—	None	None	Standard

Symptoms: Abdominal pain, diarrhea, fever.

Diagnosis: DR = 150. Often mistaken (Critical Failure) for Dysentary (DM—10).

Notes: Transmitted by contaminated food or water supplies. A fairly common disease.

Dysentary

Phase	Duration	Damage Taken	Treatment DR	Recovery
Incubation Period	1D3 days	None	NA	NA
First Stage	1D6 days	3 per day	125	NA
Second Stage	2D6 days	3 per day	150	NA
Recovery	—	None	None	Standard

Symptoms: Abdominal pain, diarrhea.

Diagnosis: DR = 150. Often mistaken (Critical Failure) for Cholera (—10) or a minor disease (—20).

Notes: Transmitted by contaminated food or water. A moderately common disease.

Food Poisoning

Phase	Duration	Damage Taken	Treatment DR	Recovery
Incubation Period	2D10 hours	None	NA	NA
First Stage	1D3 days	6 per day	225	NA
Second Stage	2D6 days	9 per day	250	NA
Recovery	—	None	None	Standard

Symptoms: Abdominal cramps and pain, fever (30% chance).

Diagnosis: DR = 150. Often mistaken (Critical Failure) for Cholera (—10).

Notes: Transmitted by contaminated or spoiled food. A common disease.

Hepatitis

Phase	Duration	Damage Taken	Treatment DR	Recovery
Incubation Period	1D6 weeks	None	NA	NA
First Stage	1D6 days	9 per day	125	NA
Second Stage	1D10 days	15 per day	150	NA
Recovery	—	None	None	Standard

Symptoms: Fever, general pain.

Diagnosis: DR = 275. Often mistaken (Critical Failure) for a minor disease (—20).

Notes: Transmitted by contaminated food or water, or through physical contact with a victim. An uncommon disease.

Minor Diseases

Phase	Duration	Damage Taken	Treatment DR	Recovery
Incubation Period	1D3 days	None	NA	NA
First Stage	1D6 days	3 per day	150	NA
Second Stage	2D10 days	0 per day	175	NA
Recovery	—	None	NA	Standard

Symptoms: Fever, general pain, vomiting possible.

Diagnosis: DR = 125. Usually mistaken (Critical Failure) for some similar minor disease (—10).

Notes: Represents various forms of influenza and other non-fatal diseases. Very common.

DIAGNOSING A DISEASE

When a character begins to display symptoms, characters can attempt a Diagnosis Task. Each disease is assigned a basic Diagnosis Difficulty Rating which is used in connection with the usual Task process. If they so desire, characters can attempt to make use of Pathology, Laboratory, Research, or appropriate (in the Gamemaster's opinion) Medical Specialty Skills as other links in a chain occurring before the Diagnosis is resolved.

When the Diagnosis is rolled for, a successful Task resolution allows treatment to begin with Performance DMs according to the Outcome Number obtained. A failed Diagnosis Task results in a uncertain diagnosis; the characters can begin treatment with the negative Outcome Number hampering their Performance, or can attempt to repeat the Diagnosis Task to be sure of their ground and avoid the penalty.

A Critical Failure leads to a completely false diagnosis; the characters should be told that the disease is one of the ones listed in parentheses after the Diagnosis DR. A negative DM is shown for each possible wrong diagnosis, which is applied in addition to the normal Outcome Number obtained. (A success coupled with a Critical Failure would mean that the treatment undertaken for the incorrectly determined disease has enough in common with the actual disease to do some good, while failure coupled with Critical Failure means the character is so completely baffled by the disease that he cannot take any correct measures.)

TREATING A DISEASE

Once a diagnosis is made, an illness can be treated by performing a Therapy Task. The DR for this task is based on the stage of the disease; up to the end of the First Stage, use the First Stage DR; then use the Second Stage DR thereafter. Only one attempt at treatment can be made per day.

The Therapy Task for disease treatment is modified by the Outcome of the Diagnosis (including special modifiers for Critical Failure), and can be further modified by performing a chain which includes Pharmacy skill and (optionally, and only in combination with Pharmacy) possibly Laboratory and Research skills.

Treatment prior to the end of the First Stage leads directly to recovery, as does treatment prior to the end of the Second Stage. Once recovery begins, medical aid has no further effects.

NEW DISEASES

The Gamemaster should give a lot of careful consideration to the question of whether or not to introduce new diseases. For the most part, these will be biological agents, or, in the case of an alien invasion, they may be mutated or imported diseases not found on Earth. In either case, they should be introduced sparingly, if at all.

To develop information for a new disease, base its effects fairly closely on those listed, particularly in the case of tailored pathogens or mutated viruses based on existing disease-causing agents.

Too heavy a reliance on disease as a danger to be faced in the game tends to shift attention away from the primary game situation. Guerrillas must face the threat of medical crises, but the game should not become warped to the point where medical problems are more prevalent, or more important, than other aspects of the game, such as combat, character interaction, or the actual concerns of waging a resistance campaign.



Pneumonia	Vector: Contact/Airborne		Base Contagion: 85%	
Phase	Duration	Damage Taken	Treatment DR	Recovery
Incubation Period	1D6 days	None	NA	NA
First Stage	2D6 days	9 per day	150	NA
Second Stage	2D10 days	15 per day	175	NA
Recovery	—	None	None	Standard

Symptoms: Coughing, fever, fluid in lungs, general pain.

Diagnosis: DR = 150. Often mistaken (Critical Failure) for minor disease (—15) or pneumonic plague (—30).

Notes: Transmitted by physical contact with a victim, or through airborne particles around a victim. A common disease.

Pneumonic Plague	Vector: Contact/Airborne		Base Contagion: 95%	
Phase	Duration	Damage Taken	Treatment DR	Recovery
Incubation Period	1D6 days	None	NA	NA
First Stage	1D6 days	18 per day	225	NA
Second Stage	2D6 days	36 per day	250	NA
Recovery	—	None	None	Standard

Symptoms: Abdominal pains, chills, coughing, fever, swollen lymph glands.

Diagnosis: DR = 150. Often mistaken (Critical Failure) for pneumonia (—20) or a minor disease (—40).

Notes: Transmitted by physical contact or close proximity to a victim. A very rare disease.

Rabies	Vector: Injected		Base Contagion: 50%	
Phase	Duration	Damage Taken	Treatment DR	Recovery
Incubation Period	1D6 weeks	None	NA	NA
First Stage	1D3 weeks	6 per day	150	NA
Second Stage	2D6 weeks	30 per day	250	NA
Recovery	—	None	None	Standard

Symptoms: First Stage — fever, sore throat. Second Stage — fluid loss through salivation, sweating, etc.; severe pain.

Diagnosis: DR = 150. Often mistaken (Critical Failure) for a minor disease (—50).

Notes: Transmitted by animal bites from rabid animals, or by any introduction fluids from the animal into the character's bloodstream. Relative rarity of the disease varies by geographic region (Common in some areas, virtually unknown in others).

5.9.4 Chemical Agents

Chemical agents include poisons, drugs, lethal or non-lethal gases, and other chemicals which can have an effect on the character. In some ways, the rules for chemical agents are very close to those for disease, except that they are much more immediately effective than diseases, and have a wider range of possible game applications.

DESCRIBING CHEMICAL AGENTS

Like diseases, chemical agents have a specific format which is used to describe their effects.

Each chemical agent has a Vector, just as diseases do. The vectors in this case describe the ways in which the chemical agents attack the body, whether this is Airborne, Ingested, Contact, or Injected.

Unlike diseases, no 'Base Contagion Chance' is provided for chemical agents. Characters exposed to the agent will suffer the effects of an agent is a typical amount to which the character might be exposed at a given time (one injection, one pill or standard liquid measure, or the amount of a gas breathed or a gas or liquid absorbed through skin in a single 3-second action phase).

The Dosage Value of a chemical agent is the number of doses of the agent taken in by the character during the agent's Incubation Period, which is given in the description of the drug or chemical. The Incubation Period begins when the first dose is taken; the Dosage Value is the same, no matter how many dosages were spread through the period. If additional doses are taken after the end of the Incubation Period, their effects are felt at the start of the next stage of the agent's effects. (See below.) If doses are taken during the Third Stage of a chemical's progress, go back to a new First Stage instead of beginning to recover.

After the incubation Period, the chemical agent produces symptoms which continue through three distinct stages of progress. Stages last according to the Dosage Value accumulated by the character. Symptoms vary according to the nature of the chemical.

When all three stages have run their course (except as noted above), the effects of the drug or agent cease. If the chemical produced damage or Fatigue, the process of Recovery can begin. (See the Wounding and Recovery Rules.) Special effects are dealt with in the 'Notes' on that agent.

OVERDOSES

If the Dosage Value taken in by the character at any point exceeds the character's Size number, the character has taken an overdose of the chemical. General Damage equal to the Dosage Value is suffered once each hour until treatment or death intervenes, or until the character enters the Recovery phase.

TREATMENT

During the Incubation Period (only), a First Aid Task can be attempted. (DR= five times the Dosage Value to the point when the Task commenced.) The Outcome number is the percentage by which the Dosage Value is reduced; a Critical Success reduces the Dosage Value to zero and thus averts all effects. A failure does nothing to the chemical's dosage, while a Critical Failure doubles the apparent dosage after other effects are applied.

Once the Incubation Period ends, treatment requires a Pharmacy Task (possibly supported by Laboratory and/or Research) to counteract the effects of the agent. Treatment moves the character directly to the Recovery process, but only one Pharmacy Task can be attempted per stage, and then only if there is sufficient time to complete the Task during a given stage.

If the nature of the chemical agent is unknown, Diagnosis (using the given DR for a Task) must be performed. Apply the Outcome Number of the Diagnosis Task, for good or ill, to the treatment Task Die Roll. On a Critical Failure, apply a DM -50 to the roll in addition to other modifiers. Treatment DRs are equal to the Diagnosis DR plus ten times the Dosage Value.

USING CHEMICAL AGENTS

Chemical agents cover a wide variety of possible game applications. Tear gas, Mace, and other gases used in combat situations are covered by these rules. So are poisons, stimulants or sleeping drugs, narcotics, and 'truth serums'. Some of the more common or well-known chemical agents covered by these rules are given as examples. The Gamemaster is free to classify or invent others as he sees fit, under the same general caveats as for diseases.

5.9.5 Smoke

Smoke is treated as a form of chemical agent, and is described as such. In addition to its effects as a gas, however, smoke can influence visibility.

There are five densities of smoke, from 1 to 5. A random 1D5 roll can determine the density of smoke during a given round or in a given area; use that dosage level for characters who are exposed to the gas, and also use that same number to represent smoke density to obtain a modifier to visibility from the Sighting Modifiers Chart.

5.9.6 Acid

Acids are rated as toxic chemical agents, except that they produce a special kind of damage. Acid causes damage equivalent to Penetration Damage against barriers (and so can eat through substances); against characters, acids cause burn damage.

The acids begin giving damage at the Dosage Value; on each successive combat round, reduce the damage given by one point. Unlike normal penetration attacks on barriers, acid simply reduces the Barrier Value by the amount equal to the applied damage each round. The size of the hole created is found by taking the damage caused on the first round (only), and divide by the Barrier Value of the obstacle, rounding fractions down.

5.9.7 Radiation

If your *Freedom Fighters* game involves massive nuclear exchanges, you are probably playing the wrong game; FGU's *Aftermath!* may be more the style for you. Still, nuclear weapons are not outside the bounds of an invasion/resistance fighting situation, and so the problem of radiation may arise from time to time.

If a character is in the immediate vicinity of a nuclear blast, exposure to radiation won't be much of a problem — he'll be dead soon anyway. A Nuclear Weapons Effects Chart shows the effects of nuclear weapons of various sizes, in terms of ordinary damage (burns), and in terms of radiation (measured in rads) received by persons at various distances from ground zero. These and other details on nuclear weapons are discussed in the rules in Book II.

Burn damage from nuclear weapons is not limited to specific body parts; all parts of the body receive the number of points of burn damage shown, which makes it possible for a character to receive several Critical Hits as a result of the blast. See the rules on Wounding and Recovery for more information.

Radiation exposure occurs at the time of detonation; there are lingering effects (at the parenthetically given levels of radiation from the chart) around the blast site for several years (at least) thereafter.

SAMPLE ACID

Sulfuric Acid		Vector: Contact	
Phase	Duration	Damage	Other Symptoms
Incubation Period	1D3 rounds	None	None
First Stage	1D5 rounds	25 x DV	None
Second Stage	1D10 rounds	—	Fumes do 9 x DV damage per round.
Third Stage	2D10 rounds	—	Fumes do 15 x DV damage per round.
Recovery	—	Standard	Standard
Diagnosis: DR = 125.			
Notes: Initial burn/barrier reduction damage is found by taking 25 x DV. Thereafter, reduce the damage by one per round until it reaches 0, or until treated. After 1D5 rounds, fumes appear which do 9 x DV points of General Damage per round if breathed. This lasts for 1D10 rounds; for the remainder of the acid's working time, damage is 15 x DV per round from fumes.			

TYPICAL CHEMICAL AGENTS

Amphetamines

Phase	Duration
Incubation Period	30 minutes
First Stage	1 x DV hours
Second Stage	1 x DV hours
Third Stage	1 x DV hours
Recovery	—

Diagnosis: DR = 125.

Notes: Continue to record earned Permanent Fatigue. When Third Stage effects wear off, all Fatigue originally reduced and all Fatigue earned since are added to Fatigue Total.

Vector: Ingested/Injected

Symptoms
None
Permanent Fatigue reduced by 15 x DV.
Permanent Fatigue reduced by 10 x DV.
Permanent Fatigue reduced by 5 x DV.
At end of 3rd Stage, Fatigue returns.

Arsenic

Phase	Duration
Incubation Period	60 — DV minutes
First Stage	20 — DV hours
Second Stage	20 — DV hours
Third Stage	20 — DV hours
Recovery	—

Diagnosis: DR = 225.

Notes: Available as a powder, or as a liquid. Character is Fatigued, as per disease rules, from the symptom onset.

Vector: Ingested

Symptoms
None
3 pts. General Damage per hour. Nausea.
3 pts. General Damage per hour. Vomiting.
6 pts. General Damage per hour. Coma.
Standard Recovery.

Mace (standard)

Phase	Duration
Incubation Period	1D3 rounds
First Stage	5 — DV rounds
Second Stage	5 — DV rounds
Third Stage	5 — DV rounds
Recovery	—

Diagnosis: DR = 150.

Notes: Delivered by an aerosol spray which hits a specific location of a target up to 3 yards away on an Agility Saving Throw. At out to 6 yards, a Critical Success on the throw is needed to hit. If hit in the face, take 10 x DV points of Temporary Fatigue each round until recovery. Until victim makes a successful Health Saving Throw, a maced character continues to suffer Third Stage symptoms. Mace only affects locations which are exposed to the attack.

Vector: Airborne

Symptoms
None
Will Saving Throw to take any actions.
As above, but two rolls needed.
As above, but three rolls needed.
Recover only on a Health Saving Throw.

Mace (persistent)

Not

Notes: As standard mace, but duration of each stage is 50 DV minutes, not rounds. All other factors are the same.

Vector: Airborne

Mustard Gas

Phase	Duration
Incubation Period	1D3 rounds
First Stage	1D3 rounds
Second Stage	1D6 rounds
Third Stage	1D10 rounds
Recovery	—

Diagnosis: DR = 200.

Notes: Damage is taken while actually in a cloud of mustard gas. After leaving the cloud, the stages continue, but rounds become hours instead. Character who survive has a percentile chance equal to final General Damage score of contracting Pneumonia. Mustard gas clouds persist for 1D5 hours after being released.

Vector: Airborne

Symptoms
None
6 x DV pts. General Damage per round.
12 x DV pts. General Damage per round.
18 x DV pts. General Damage per round.
Standard

Pepper Gas (CN)

Phase	Duration
Incubation Period	1D3 rounds
First Stage	1 x DV rounds
Second Stage	2 x DV rounds
Third Stage	3 x DV rounds
Recovery	—

Diagnosis: DR = 175.

Notes: A form of tear gas containing mace. A character in a cloud will always be affected. (No hit location is checked.) Cloud will persist for 2D10 minutes.

Vector: Airborne

Symptoms
None
Will Saving Throw to take any actions.
As above, but two rolls needed.
As above, but two rolls needed.
Recover only on Health Saving Throw.

Retch Gas (CL)

Phase	Duration
Incubation Period	1D3 rounds
First Stage	5-DV rounds
Second Stage	5-DV rounds
Third Stage	5-DV rounds
Recovery	2 x DV rounds

Diagnosis: DR = 175.

Notes: A form of tear gas. Recovery begins as soon as the character is out of the cloud, but the effects last through the recovery time shown. Gas cloud will persist for 1D5 hours.

Vector: Airborne

Symptoms
None
Will Saving Throw to take any actions.
As above, and Stamina ST also required.
As above, but only action allowed is movement out of gas cloud.
Recover only after shown time.

Sarin		Vector: Airborne/Contact
Phase	Duration	Symptoms
Incubation Period	1D10 rounds	None
First Stage	2D10 minutes	Fatigue. 10 x DV pts. General Damage/min.
Second Stage	2D10 minutes	Halve Attributes. 15 x DV pts. General Damage per minute.
Third Stage	2D10 minutes	As Second Stage, but see notes.
Recovery	—	Standard

Diagnosis: DR = 250.

Notes: A nerve gas. Death occurs automatically if the character does not receive treatment by the end of the Third Stage. Cloud will persist for 2D10 minutes.

Smoke		Vector: Airborne
Phase	Duration	Symptoms
Incubation Period	1D3 rounds	None
First Stage	20-DV rounds	Coughing
Second Stage	40-DV rounds	Will Saving Throw to perform actions.
Third Stage	60-DV rounds	As above, and 6 x DV points of General Damage per round.
Recovery	—	Standard

Diagnosis: DR = 150.

Notes: Effects of smoke end when a character leaves the cloud, and recovery can begin. Note that 1–5 doses of smoke can be taken per round, depending upon density. Smoke clouds persist for 2D10 minutes.

Snake Venom		Vector: Injected
Phase	Duration	Symptoms
Incubation Period	1D5 minutes	None
First Stage	1D5 minutes	6 x DV pts. General Damage per minute.
Second Stage	1D5 hours	15 x DV pts. General Damage per hour.
Third Stage	1D5 hours	3 x DV pts. General Damage per hour.
Recovery	—	Standard

Diagnosis: DR = 175.

Notes: Injected via snakebites. Basic dosage varies from 1 to 3, according to the type of snake.

Sodium Pentathol		Vector: Injected
Phase	Duration	Symptoms
Incubation Period	1D5 minutes	None
First Stage	1D5 minutes	Character answers questions truthfully.
Second Stage	1D10 minutes	15 x DV pts. Permanent Fatigue/minute.
Third Stage	2D10 minutes	3 x DV pts. General Damage per minute.
Recovery	—	

Diagnosis: DR = 175.

Notes: Necessary dosage value to enter Stage One varies. Each dose is followed by a Will Saving Throw (+10 modifier per dose) for the victim to ignore First Stage effects and use normal Interrogation/Questioning rules. (Stages Two and Three follow as usual.) Once the Saving Throw fails, the character must answer questions truthfully, but information is gained only when the questioner succeeds in a Questioning Saving Throw. (Other questions are confusing or badly phrased, and hence elicit no useful information.)

Tear Gas (C)		Vector: Airborne
Phase	Duration	Symptoms
Incubation Period	1D3 rounds	None
First Stage	10-DV rounds	Will Saving Throw to take any actions.
Second Stage	20-DV rounds	Will Saving Throw to remain in cloud.
Third Stage	30-DV rounds	Will Saving Throw to control movement out of cloud.
Recovery	2 x DV rounds	Stage One effects last for time noted after leaving the cloud.

Diagnosis: DR = 150.

Notes: Recovery begins when the character leaves the gas cloud, but actions are limited for a period of time, as shown. In Stage 1, the character can take actions only by making a Will Saving Throw. In Stage 2, the character cannot take any action except to move out of the cloud, unless the Will Saving Throw is successfully made. In Stage 3, the character must leave the cloud, and needs to take the Saving Throw to control where (direction) he moves. Once out of the cloud, and until recovery is complete, treat as First Stage. Tear gas persists for 1D5 hours after release.

Tranquilizers		Vector: Injected/Ingested
Phase	Duration	Symptoms
Incubation Period	30 minutes	None
First Stage	1 x DV hours	+15 x DV Permanent Fatigue.
Second Stage	1 x DV hours	+10 x DV Permanent Fatigue.
Third Stage	1 x DV hours	+5 x DV Permanent Fatigue.
Recovery	—	Fatigue recovery normal.

Diagnosis: DR = 125.

Notes: Fatigue additions shown are in effect throughout each stage. Characters do recover other sources of Fatigue normally, but never recover drug-induced Fatigue until treated, or until the Third Stage is over.

Each time a character is exposed to radiation contamination, whether through blasts or by entering a blast site later, he adds the number of rads indicated to a cumulative total tracked by the player somewhere in the character information. In general, all characters should start the game with 0 rads, though the Gamemaster may wish to alter this according to the precise background of the campaign in question.

Exposure is given in terms of rads per minute. When certain levels of exposure have been accumulated, there is a chance of contracting some form of Radiation Sickness. When such exposure levels have been accumulated, see the Radiation Sickness Chart for the possible effects of the exposure. The chart is checked again at the end of any day that the character accumulates additional rads.

The degrees of Radiation Sickness are laid out in the chart. Initially, a character contracts Radiation Sickness if he has suffered over 50 rads exposure and fails in a Competition of (Health + 1D100) vs (Rads + 1D100). Failure places him with first degree sickness. 'Onset' tells the time before symptoms manifest themselves, and 'Duration' the period of time that they last. As soon as Symptoms appear, roll 1D100 against the chance of Advance; if an advance occurs, Symptoms of the next degree of sickness will manifest themselves when that degree's Onset time has passed. Symptoms are described by degree separately from the table itself.

RADIATION AND THE GAME

In general, the introduction of nuclear weapons and nuclear contamination in *Freedom Fighters* is to be discouraged. This is a game of conventional and guerrilla warfare, not of survival in a post-holocaust era, and tossing bombs around robs the game of much of its flavor. Moreover, most of the background situations postulated for the game assume that the enemy — the invader or government forces — wants the resources of an intact United States to control at the end of the war. Dropping nukes under these conditions is like using a flamethrower to clear out ants from a desirable picnic site. Nor will the U.S. Army be too ready to use nuclear devices against an invader for similar reasons . . . at least not on U.S. soil, and bombing the enemy home country tends to invite an 'anything you can do, we can do better' sort of reaction.

So use nuclear weapons sparingly, if at all. The rules are here for the sake of completeness, but just because they are included, there's no reason to assume that they are essential to the play of the game.

5.10 APPLYING THE ENVIRONMENT RULES

As a matter of fact, it isn't just the rules on radiation that can be considered largely optional. Most of the rules discussed in this chapter can probably be ignored under all but a few special circumstances, especially if the Gamemaster wants to simplify his existence.

Rules on Fatigue are certainly optional; they entail a lot of book-keeping that many players and Gamemasters would probably rather ignore. Use the Fatigue rules for player-characters when dealing with long journeys, exhausting battles, or other situations where the characters are likely to grow tired; they can also be used when players begin to get an exaggerated idea of their capacity for activity. Fatigue rules should never be used for NPCs; the Gamemaster need only exercise common sense for them.

Survival rules are similar. Only when rations are in short supply (a siege, or a prolonged period in the wilderness without rations)

Nuclear Weapon Effects Chart

Weapon Size	Damage Area (in yards)			
	Total	Heavy	Moderate	Light
.2 KT	250	500	1000	1500 (2250)
.5 KT	350	700	1400	2100 (3150)
1 KT	450	900	1800	2700 (4050)
2 KT	600	1200	2400	3200 (5000)
5 KT	750	1500	3000	4500 (6750)
10 KT	1000	2000	4000	6000 (9000)
50 KT	2000	4000	8000	12,000 (18,000)
1 MT	4000	8000	16,000	24,000 (32,000)

Total Destruction: All buildings destroyed, all vehicles destroyed, all trees and foliage destroyed, all characters killed instantly, roads impassable to vehicles. Residual radiation lingers at 1D10 rads per minute.

Heavy Destruction: 50–80% of all buildings are destroyed, all others damaged. 80–95% vehicles destroyed. All trees and foliage knocked down and set on fire. Exposed characters take burn damage (2D10 points each exposed area, 1D10 points to each covered area); also take 1D100 rads. Residual radiation lingers at 1D5 rads per minute. 50–90% roads impassable to vehicles.

Moderate Destruction: 20–50% buildings destroyed, 30–60% of remaining buildings damaged. 30–60% vehicles destroyed. Trees and foliage knocked down. Exposed characters suffer burn damage (1D10 each exposed location, 1D5 each covered location), plus 1D10 rads. Residual radiation lingers at 1D3 rads per minute. Roads impassable only in wooded areas.

Light Destruction: 5–20% buildings destroyed, 10–30% remaining buildings damaged. 10–30% vehicles destroyed. Trees and foliage knocked down. Exposed characters suffer 1D5 points of burn damage to each exposed location and take 1D5 rads. No residual radiation. Roads impassable only in wooded areas.

Notes: For airbursts, use parenthetical distances for Light Destruction area. Halve residual radiation amounts.

For Neutron weapons, triple initial radiation suffered. Neutron weapons are available in .2 and .5 KT sizes, and do negligible blast damage. Radiation deteriorates to safe levels in 1D6 hours. Any electronic equipment within any of the bands of destruction caused by a nuclear weapon is disabled due to electromagnetic pulse effects.

should food or water become a concern. In ordinary game situations, eating and drinking can be taken for granted.

Diseases, chemical agents, acids, and radiation may, or may not, have a place in the campaign. There is one good rule of thumb, however — players should always be more concerned about things they can do something about (Verbal Interaction, Combat, etc.) than with situations that threaten them without giving any real chance of fighting back (disease, radiation sickness). As long as this balance is properly struck, it's up to the Gamemaster to decide how much to inflict on

RADIATION SICKNESS

Accumulated Rads	First Degree			Second Degree			Third Degree		
	Onset	Duration	Adv.	Onset	Duration	Adv.	Onset	Duration	Adv.
50	1D6 hours	1 day	0%	—	—	—	—	—	—
100	1D6 hours	1 day	5%	2D6 days	1D6 weeks	0%	—	—	—
300	1D6 hours	1 day	25%	2D6 days	1D6 weeks	5%	Immediate	Same	—
400	1D6 hours	1 day	75%	1D6 days	1D6 weeks	25%	Immediate	Same	—
600	1D6 hours	2 days	100%	1D6 days	1D6 weeks	75%	Immediate	Same	—
800+	1D6 hours	2 days	100%	1D6 days	1D6 weeks	100%	Immediate	Same	—

Same = Third Degree symptoms set in instead of Second Degree symptoms.

First Degree Radiation Sickness: Character becomes fully fatigued, as with other diseases. Nausea, vomiting, and headaches occur.

Second Degree Radiation Sickness: Character is fatigued, as above. Nausea, vomiting, diarrhea, and body discoloration occur. Chance of Infection doubled. After these symptoms pass, First Degree symptoms remain in effect for 1D6 months thereafter.

Third Degree Radiation Sickness: As Second Degree sickness, but the character takes damage every week thereafter until the main symptoms of the Second Degree sickness have run their course. Damage is set at Rads/10, minus the character's Health level, assessed each week. If the character does not die during this period, damage begins to recover normally when the Second Degree effects wear off.

them. But every one of these rules will increase the complexity of the game, as will every battle and every verbal confrontation, and it is a

wise Gamemaster who avoids making his own job impossible and settles for a game that doesn't try to do everything at once.

6. VERBAL INTERACTION

Although it is important to know how characters move, fight, recover from wounds, and generally interact with their environment, another very important aspect of character activities is how characters interact with one another in ways that do not involve violent confrontations. Most roleplaying games overlook Verbal Interaction as a segment of game play, leaving it to the Gamemaster to resolve such matters through pure role-play as opposed to the use of actual game rules. In *Freedom Fighters*, however, this is not the case.

Experienced Gamemasters may find it easier or faster to run games without use of this section of rules. As the rules are primarily designed to assist in the accurate portrayal of NPCs, they structure an area of roleplay gaming most often simply left to the Gamemaster's discretion.

Verbal Interaction rules allow the act of 'convincing' to be treated as a competitive skill use and allow room for the player-character's Attributes, Talents, and skills to play a part.

These rules should not be employed to needlessly slow down routine discussions or conversations where the Gamemaster has predetermined a likely response for plot purposes. They are designed to be used in critical or important situations where the players have determined upon a plan of action not anticipated by the Gamemaster as a means of assisting the Gamemaster to accurately and fairly handle Verbal Interaction with NPCs.

Characters can interact with one another in a variety of ways, and for any of a number of purposes. Verbal Interaction rules are designed to cover everything from gathering information in a bar to formal interrogation of prisoners, bluffing guards, spreading false information, impersonating a well-known politician, or using one of several techniques to convince someone to cooperate with a particular plan. It includes haranguing a crowd and recruiting fellow guerrillas, stopping — or starting — a fight and bargaining over prices, asking for favors or seducing members of the opposite sex — virtually anything, in fact, that a player or a Gamemaster may wish to have a character do in the course of a game. And the rules can work as well between player-characters and NPCs, NPCs and player-characters, or player-characters with each other, to simulate the way individual characters (as opposed to players who run them) might actually react to various approaches, arguments, or tactics used in the politely disguised warfare that is the essence of modern society.

6.1 THE CHARACTER INTERACTION SHEET

At the core of the Verbal Interaction process is the Character Interaction Sheet, one of the separate pieces of paper which is a part of the overall record of the character's abilities and accumulated benefits. Although it is not absolutely essential, it is strongly advised that each player-character and each major NPC have one of these sheets filled out before the game begins; this saves a lot of time later when it would not be a good idea to interrupt the flow of the game to calculate some specific bit of needed Verbal Interaction information. If a minor NPC or extra is to be used heavily in a given scenario, a separate sheet might be filled out for him as well, but by and large, a simpler system may be used for quickly figuring out how such characters react.

The Character Interaction Sheet repeats some of the information found on other character sheets, mostly to make quick reference more practical. Other blocks of information to be filled out are completely new. An example, for Juan Hernandez, is provided on the page opposite.

Attributes

Some (though not all) of a character's Attributes are important in Verbal Interaction. The level and rating of each listed Attribute should be transferred to the Character Interaction Sheet.

Personality Traits

Each of the ten Personality Traits plays a part in these rules. Levels and ratings for each are recorded where indicated.

Motivations

Each of the character's Special Motivations, with tolerance levels and ratings, should be noted on the sheet.

Skills

Some skills which are used in Interaction situations are listed on the sheet. Levels and ratings should be noted, as well.

The Interaction Values

Most of the Interaction Sheet is devoted to a listing of 21 forms of Verbal Interaction. For each of these, a character will have an Attack Value and a Defense Value, which are used to create Performance Numbers when the character is involved in an interaction situation.

These values are determined by using the Guidelines which show the specific skills, Attributes, Personality Traits, and other modifiers which are applied to create the values. For the most part, ratings are added together to form a single number. The rules in this chapter show how these numbers are manipulated in the game to represent the byplay of Verbal Interaction.

Special Ratings

There are a handful of special numbers which must be generated in the course of Verbal Interaction that are not used in any other situation. These are based upon known values or other character information.

Rank Rating: Multiply the highest rank number held by the character in any career by 5. If the character served in the Military, in Espionage, or in Government, use that rank (even if it is not the highest), and multiply by 10 instead of 5. The rank rating is used in certain types of interaction; if by chance the character never held any rank in any career, substitute the Social Rating (below) for rank rating any time rank is called for in the guidelines.

Social Rating: Social Ratings are based on the character's original Social Class, as rolled up prior to entering the first Background Term. A Poor character has a Social Rating of 20, Low Income 40, Middle Income 60, Upper Income 80, and Wealthy 100. Remember that only the original Social Class counts in this determination.

6.2 THE VERBAL INTERACTION PROCESS

Verbal Interaction is the means whereby a player-character can gain cooperation, information, assistance, or loyalty from the NPCs encountered in the course of the game. Special rules in a special section of this chapter discuss the application of the same rules to player-characters as well, but these are strictly optional and should be used only with particularly good role-playing groups.

Unlike combat, Verbal Interaction is, for the most part, a peaceful process, relying on words rather than bullets to gain a particular objective. It is designed to be used when a player-character attempts to deal verbally with an NPC on some important game-oriented matter. Using Verbal Interaction in a trivial encounter with a deliveryman bringing pizza to the character's house would be a waste of time, but using it to talk the deliveryman into lending the character his uniform and truck for a few hours would make sense. The process is used anytime the Gamemaster feels that the encounter should pit the abilities of a character against those of an NPC; it is up to the Gamemaster to judge which situations will benefit from, and which are decidedly unsuitable for the Verbal Interaction rules.

In some ways, Verbal Interaction parallels the rules for combat. There are 21 different 'attacks' — like weapons — that can be used, some of them (Blackmail, Interrogation, etc.) highly specialized, others with very broad applications. Just as characters have different levels of skill with different weapons, and each weapon does a different amount of damage, so each verbal attack will be rated differently according to the character's particular abilities. Moreover, each NPC has a different ability to resist various forms of verbal attack. Thus, the permutations that can arise in the Interaction process can be as complex as dealings between people in the 'real world'.

CHARACTER INTERACTION SHEET

Character Name: JUAN HERNANDEZGamemaster: TCM

ATTRIBUTES

Strength (18) (90)
 Stamina (12) (60)
 Dexterity (12) (60)
 Agility (14) (70)
 Health (18) (90)
 Intelligence (15) (75)
 Memory (15) (75)
 Perception (12) (60)
 Wit (25) (125)
 Will (12) (60)
 Appearance (15) (75)
 Charisma (17) (85)

Rank Rating: _____

TRAITS

Ego (18) (90)
 Sentiment (7) (35)
 Greed (18) (90)
 Ambition (17) (85)
 Loyalty (15) (75)
 Independence (18) (90)
 Integrity (11) (55)
 Adaptability (18) (90)
 Stability (14) (70)
 Sophistication (20) (100)

Size () ()

Social Rating: _____

MOTIVATIONS

OUTSPOKEN (15) (75)
HUNGRY FOR COMBAT (3) (15)
WILDERNESS + NATURE (10) (50)
 _____ () ()
 _____ () ()
 _____ () ()
 _____ () ()
 _____ () ()
 _____ () ()
 _____ () ()
 _____ () ()

SKILLS

Acting (13) (65)
 Bargaining (13) (65)
 Brawling (15) (75)
 Bribery (17) (85)
 Combat (6) (45)
 Culture
 * American (9) (40)
 * PUERTO RICAN (8) (58)
 * _____ () ()
 Deception (15) (100)
 Disguise (0) (30)

Education (8) (40)
 Insight (8) (50)
 Interrogation (0) (30)
 Language, Spoken
 * English (15) (138)
 * SPANISH (13) (128)
 * _____ () ()
 Leadership (9) (65)
 Medical Speciality
 * Psychology (0) (38)
 Mimic (0) (30)

Negotiation (13) (65)
 Persuasion (15) (100)
 Public Speaking (0) (68)
 Questioning (15) (100)
 Seduction (0) (38)
 Subculture
 * URBAN (8) (58)
 * CRIMINAL (13) (70)
 * _____ () ()
 * _____ () ()
 * _____ () ()

INTERACTION VALUES

Interaction Type

Attack Value

Defense Value

Threaten		
Dominate		
Lead		
Appeal		
Reason		
Channel		(-)
Insult		
Flatter		
Dazzle		
Charm		
Negotiate		
Bribe		
Blackmail		
Physical Torture		(+) (-)
Psychological Torture		(-)
Interrogate		
Question		
Deceive		
Impersonate		
*Seduce		
Haggle		

6.2.1 Verbal Interaction Overview

Basically, all Verbal Interaction follows the same pattern. The player initiating an 'attack' describes to the Gamemaster what his character intends to say or do — preferably without actual reference to verbal attack types, but rather, tailored to the exact situation. The Gamemaster determines which of the 21 attacks best fits what the character is describing. The person who initiates this 'attack' finds the 'Attack Value' from his Character Interaction Sheet, applies any modifications the Gamemaster wishes to add or subtract due to the exact situation, and rolls 1D100.

The target of this Verbal Interaction has a 'Defense Value', which is combined with his 'Attitude' towards the attacker and another roll of 1D100. The Attack Value is subtracted from the Defense Value on the Outcome Table to yield a result, either 'success' or 'Failure', plus an Outcome Number in parentheses. This Outcome Number is added to another 1D100, a Response Chart is consulted, and the degree of success or failure is determined in this way. But the table results are not relayed directly to the players; the Gamemaster uses them to spin out a response along the lines suggested by the table. The players must interpret the results for themselves based on the Gamemaster's actions.

Combining these procedures with a modicum of creativity and imagination, the Gamemaster can create intricate responses, even multiple exchanges and discussions, between player-characters and NPCs. The differing attack and defense values should help give a feel of a true interplay between differing emotions, prejudices, and viewpoints.

6.2.2 Attitude

A measure of an NPC's willingness to listen to a particular character, Attitude is a very important part of the Verbal Interaction process. Every time an NPC is to be dealt with, his Attitude will play a part in resolving the interaction; a friendly NPC being much more likely to respond favorably than one who is hostile.

Attitudes are determined in advance for a character's Contacts, using the Contact Attitude Table. For NPCs encountered in a given adventure or campaign, a different Attitude table is used; the same table is used any time an Attitude shifts during the course of play.

Attitudes are highly individual; NPCs will have a unique Attitude towards each character that they deal with. The Gamemaster should keep track of this for each of the major NPCs. Where an extra or minor NPC is in use, the Gamemaster can choose between tracking individual Attitudes or treating a group of player-characters as a unit (and so creating only one Attitude used with any of them).

Attitudes are described in the tables (i.e. 'Friendly', 'Neutral', etc.). However, each possible Attitude also has a rating, from -100 to +100, which is used to modify the Defense Value of an NPC in any form of Verbal Interaction. Negative ratings mean that the NPC is much more likely to respond favorably, because they lower the Defense Values of all of the Attack types. Both Attitude descriptions and ratings are fairly constant, changing only as the Verbal Interaction process dictates. Though it is possible to win someone over to a different Attitude, this is usually a difficult thing to do.

When assigning initial Attitudes for NPCs encountered for the first time (as opposed to contacts), the Gamemaster may apply a die modifier to the roll on the Attitude Table to reflect a particular situation or relationship. For example, it is unlikely that a KGB officer, when met for the first time by a guerrilla fighter character, will have a Very Friendly Attitude towards this natural enemy. Contrariwise, a fellow partisan saved from certain death is more likely to be friendly. The Gamemaster can assign a DM of up to 25 points in either direction, as the circumstances warrant, but this large a modifier should be fairly rare. Smaller die modifications should be the more general rule.

Once Attitude has been generated, it is used for the actual Verbal Interaction situations outlined below, and can be a guide to the Gamemaster on the NPC's likely behavior with regard to the character.

ATTITUDE TABLE

1D100	Attitude Description	Attitude Number
Less than 05	Very Friendly	-100
06-15	Friendly	-67
16-30	Favorable	-33
31-70	Neutral	0
71-85	Unfavorable	+25
86-95	Dislike	+50
96-00	Hostile	+75
Greater than 00	Very Hostile	+100

When rolling, base die modifiers on Response results, or as directed by the Gamemaster.

6.2.3 Verbal Attacks

All Verbal Interaction is based on the 21 possible 'attacks' on the Character Interaction Sheet. Each is directed towards a different specific goal, or against a different aspect of the NPC's personality. What might work well against one NPC could be a resounding failure against another.

The Gamemaster should take care to keep the players from falling into the habit of paying more attention to numbers than to role-playing. While it would be possible for a player whose character faces an uncooperative NPC to tell the Gamemaster 'I'm going to Reason with him' and then start resolving the purely mechanical aspects of Verbal Interaction, this approach takes much of the creativity out of the game. The Gamemaster should demand more involvement from the players, using the mechanics of the game to translate their intentions into game results in the same way that the rules on combat regulate a character's combat actions, but still leave room for creativity and planning.

The proper approach to Verbal Interaction is to make the player tell the Gamemaster exactly what his character is going to do or say. Some talented role-players will do this brilliantly, with accents, gestures, and a fine demonstration of acting ability. Others will be less expressive, but can still convey details of their character's approach that are more precise than merely invoking one of the attack types. What arguments are to be used? What is the general tenor of the character's words and demeanor? The Gamemaster must encourage the players to consider these, rather than fall back on pure game mechanics.

To urge players towards creativity in Verbal Interaction, the Gamemaster should be prepared to modify Attack or Defense Values in accordance with the amount of details the players provide. Thus, good role-playing can be rewarded with an increased chance of success, while those players who rely too much on picking attacks by the numbers without giving any thought to how those attacks can actually be applied should suffer large penalties. This need only be done when it is necessary to remind the players that they should be role-playing, not simply rolling dice.

Based on the approach adopted by the players, the Gamemaster is responsible for deciding what sort of 'Attack' is at hand. The player making the attack calculates his character's Performance Number from the appropriate Attack Value, plus or minus any modifiers the Gamemaster orders applied. He rolls 1D100 and adds this to the other factors. Meanwhile, the Gamemaster adds the 'Defender's' Attitude, Defense Factor, and other modifiers (if any) to a roll of 1D100. The attacker's Performance Number is subtracted from that of the defender, and the outcome Chart is consulted.

6.2.4 Outcomes and Responses

The result of the attack is either Success or Failure; in addition, the chart carries a set of parenthetical Outcome Numbers that determine the degree of success or failure.

When success or failure has been established, the Gamemaster consults one of two other possible tables, rolling 1D100 plus the Outcome Number of the actual attack. These rolls on the two Response Tables determine just how the outcome of the Interaction is expressed by the target.

The Response-Success Table determines the degree of cooperation obtained, and notes the possibility of shifts in the NPC's Attitude towards the character. Failure also carries a chance of Attitude shifts (mostly unfavorable), but, more importantly, each result tells the kind of response the 'defender' might make. He could 'counterattack', attempting some specific form of Verbal Interaction to argue his own point of view; he could decide to end the discussion immediately, or could even decide to resort to physical violence.

Responses, like attacks, cannot be resolved in a purely mechanical manner. The burden is on the Gamemaster to translate the result from the table into words or actions directed at the characters. For instance, 'Counterattack: Deceive' can have many different applications, according to the situation and to the whim of the Gamemaster. The NPC could give false information, or stall the characters while he waits for help to capture them, or pretend to cooperate while actually leading them into a trap. In any event, though, the Gamemaster is not going to say, 'Well, your attack failed, and now he's trying to Deceive you'. Instead, the Gamemaster spins out a specific response to the original attack which reflects the situation and the Response obtained. It is up to the players to decide whether or not the cooperative guard had fallen for their line, or is merely feigning cooperation.

The Gamemaster is also responsible for modifying Responses that are simply not practical in a given situation.

RESPONSE TABLES

SUCCESS

1D100*	Response
Less than 01	Grudging Cooperation or Response.
01–50	Limited Cooperation or Response.
51–100	Full Cooperation or Response.
101–150	Willing Cooperation or Response.
151–200	Active Cooperation or Response.
201–250	Eager Cooperation or Response.
251 or Higher	Enthusiastic Cooperation or Response.

FAILURE

1D100*	Response
Less than 26	No Response.
26–50	Counterattack: Negotiate.
51–75	Counterattack: Reason.
76–100	Counterattack: Appeal.
101–125	Counterattack: Dominate.
126–150	Counterattack: Deceive.
151–250	End Discussion.
251–275	Counterattack: Insult.
276–300	Counterattack: Threaten.
301 or Higher	Physical Violence.

* Add die modifiers as outlined in the descriptions below.

Limited: No change in previous Attitude. Defender cooperates, but will do so to as small an extent as possible (responding to only part of an order or question, for instance). Attitude result is rerolled (DM+10) under provocation, or as a result (with no DM) of later interaction.

Grudging: Reroll Attitude, with a DM+15; result cannot make Attitude any more friendly than previously. Defender cooperates to the smallest extent possible (Responding to only part of an order or question, for instance). Attitude result may be rerolled at any time thereafter (as circumstances allow it), including the results of later interaction, always with a DM+10.

No Response: The defender makes no response whatsoever. Attitude remains constant.

Counterattack: Reroll Attitude, with a DM+30. In addition, the 'defender' attempts a Social Interaction attack of the type named on the original attacker. (See Player Characters in Social Interaction). This may result in further exchanges.

End Discussion: The defender refuses to talk further. If approached on the same subject again, reroll Attitude with a DM+45.

Physical Violence: The defender resorts to an actual attack on the verbal attacker, but this attack makes use of Combat, rather than Verbal, Interaction procedures.

Enthusiastic: Reroll Attitude, with a DM–75; result cannot be less friendly than previously. Defender cooperates, doing more than was asked. Attitude result remains until changed by later interaction.

Eager: Reroll Attitude, with a DM–60; result cannot be less friendly than previously. Defender cooperates, and may (GM's discretion) do more than was asked. Attitude result remains until changed by later interaction.

Active: Reroll Attitude, with a DM–45; result cannot be less friendly than previously. Defender cooperates, and may (Game-master's discretion) do more than was asked. Attitude result remains until changed by later interaction.

Willing: Reroll Attitude with a DM–30. Result can make Attitude less friendly. Defender cooperates, and may do more than was asked (Gamemaster's discretion). Attitude result is rerolled (with no DM) under later provocation (any interaction with a positive Attitude modification attempted), or as a result of later interaction.

Full: Reroll Attitude, with a DM–15; result can make an Attitude less friendly. Defender cooperates to the exact extent requested, no more, and no less. Attitude result is rerolled (with no DM) under provocation, or as a result of later interaction.

AVAILABLE ATTITUDES CHART

Attitude Mod.	Attitudes Available
DM–75	Very Friendly, Friendly, Favorable
DM–60	Very Friendly, Friendly, Favorable, Neutral
DM–45	Very Friendly, Friendly, Favorable, Neutral
DM–30	Very Friendly, Friendly, Favorable, Neutral
DM–15	Very Friendly, Friendly, Favorable, Neutral, Unfavorable
DM of 0	Very Friendly, Friendly, Favorable, Neutral, Unfavorable, Dislike, Hostile, Very Hostile
DM+10	Friendly, Favorable, Neutral, Unfavorable, Dislike, Hostile, Very Hostile
DM+15	Favorable, Neutral, Unfavorable, Dislike, Hostile, Very Hostile
DM+30	Neutral, Unfavorable, Dislike, Hostile, Very Hostile
DM+45	Neutral, Unfavorable, Dislike, Hostile, Very Hostile.

6.2.5 Counterattacks and Exchanges

Because NPCs can 'counterattack', Verbal Interaction may lead to a series of exchanges between character and NPC. It might take several attacks to reach a final result (for good or ill); even after that final result is achieved, the character could conceivably continue the discussion in hopes of winning a more favorable outcome – if the NPC will allow him to do so.

The descriptions of individual attacks, and the Character Interaction Sheet, contain various codes which describe limits for the use of the attacks. While it would be possible to attempt to reason with someone all day, a character whose attempt to Blackmail someone isn't likely to have a second chance. Use the key below to interpret the codes for each attack.

M: A Multiple Attack is allowed. The attack can be attempted any number of times, regardless of the success or failure of each try.

F: The attack can be made as many times as the player desires until and unless a failure result occurs. Once failed, the attack cannot be renewed unless the player comes up with a different approach that falls into the same category. An example would be when a failure to blackmail an NPC by revealing his dereliction of duty occurs – the NPC is then immune to future repetitions of that attack. But it wouldn't be out of the question to bring up the affair he's been having with his boss's wife.

S/F: The attack is made one time, win, lose, or draw. Either the target accepts what is said or he doesn't, but in either event, no further interactions need be resolved using that form of attack unless some new approach is attempted which fits into the same category. For instance, an Impersonation is an all-or-nothing proposition which either fools the target or fails. In either case, no further attempts to attack need be made against that character.

6.2.6 Time

Most Verbal Attacks take only a single action round to resolve. A few take longer. The descriptions, and the Character Interaction Sheet, show the frequency with which these attacks can be made. In Combat, the staging of a Verbal Interaction attack or counterattack takes up the whole of the action round, so that characters are limited in their ability to talk and fight at the same time. Treat Verbal Interaction as the resolution of a Task or Saving Throw.

6.2.7 Interacting with Extras

Although it is possible to generate individual attack and defense values and Attitudes for each minor or 'extra' NPC encountered, this can be disruptive to the even flow of the game (since, by nature, extras are not developed in detail in advance). If the extra is particularly important or will be used with any kind of frequency, values can be developed normally. For more incidental encounters, however, a simplified system is used.

The extra's Interaction Data shows a streamlined way to generate an attack or Defense Value for each attack. These are purely random in nature, and hence much less accurate but will generally do quite well for the types of situations that will usually involve interaction with extras. Generate the value (and note it down for future reference); Attitude is still added in separately along with a 1D100 roll when the time comes to determine Performance. The Gamemaster should feel free to modify results for extras where this will more accurately reflect known skills, Attributes, or Traits, or where the generated result simply doesn't jibe with the game situation at all.

6.2.8 The NPC As Attacker

There are times, especially when a Counterattack Response is obtained, when the Gamemaster may be tempted to use the Verbal

INTERACTION VALUES GUIDELINES

Interaction Type	Attack Value	Defense Value
THREATEN (Attack = 4x1D100) (Defense = 4x1D100)	+ Strength Rating (Attribute) + Size Rating (Special) + Ego Rating (Trait) + Brawling Rating (Skill)	+ Will Rating (Attribute) + Size Rating (Special) + Independence Rating (Trait) + Combat Rating (Skill)
DOMINATE (Attack = 4x1D100) (Defense = 4x1D100)	+ Will Rating (Attribute) + Social Rating (Special) + Sophistication Rating (Trait) + Rank Rating (Special)	+ Will Rating (Attribute) + Social Rating (Special) + Independence Rating (Trait) + Rank Rating (Special)
LEAD (Attack = 3x1D100) (Defense = 3x1D100)	+ Social Rating (Special) + Leadership Rating (Skill) + Rank Rating (Special)	+ Social Rating (Special) + Ego Rating (Trait) + Independence Rating (Trait) + Rank Rating (Special) + Loyalty Rating (Trait)
APPEAL (Attack = 3x1D100) (Defense = 3x1D100)	+ Charisma Rating (Attribute) + Adaptability Rating (Trait) + Persuasion Rating (Skill) - Stability Rating (Trait)	+ Will Rating (Attribute) + Sophistication Rating (Trait) + Insight Rating (Skill) - Sentiment Rating (Trait)
REASON (Attack = 1D100) (Defense = 1D100)	+ Intelligence Rating (Attribute) + Education Rating (Skill) + Persuasion Rating (Skill) - Ego Rating (Trait) - Adaptability Rating (Trait)	+ Will Rating (Attribute) + Ego Rating (Trait) + Sophistication Rating (Trait) + Independence Rating (Trait) - Adaptability Rating (Trait) - Intelligence Rating (Attribute) - Education Rating (Skill)
CHANNEL* (Attack = 2x1D100) (Defense = 3x1D100)	+ Intelligence Rating (Attribute) + Insight Rating (Skill) + Leadership Rating (Skill) - Integrity Rating (Trait)	+ Intelligence Rating (Attribute) + Independence Rating (Trait) + Insight Rating (Skill) x2 - Loyalty Rating (Trait)
INSULT (Attack = 2x1D100) (Defense = 3x1D100)	- Wit Rating (Attribute) - Insight Rating (Skill)	+ Ego Rating (Trait) + Integrity Rating (Trait) - Stability Rating (Trait) - Independence Rating (Trait) - Intelligence Rating (Attribute)
FLATTER (Attack = 2x1D100) (Defense = 2x1D100)	+ Intelligence Rating (Attribute) + Ambition Rating (Trait) + Deception Rating (Skill) - Independence Rating (Trait)	+ Independence Rating (Trait) + Sophistication Rating (Trait) + Insight Rating (Skill) - Ego Rating (Trait)
DAZZLE (Attack = 2x1D100) (Defense = 2x1D100)	+ Wit Rating (Attribute) + Deception Rating (Skill)	+ Intelligence Rating (Attribute) + Education Rating (Skill)
CHARM (Attack = 3x1D100) (Defense = 3x1D100)	+ Charisma Rating (Attribute) + Wit Rating (Attribute) + Persuasion Rating (Skill)	+ Will Rating (Attribute) + Sophistication Rating (Trait) + Insight Rating (Skill)
NEGOTIATE (Attack = 1D100) (Defense = 1D100)	+ Wit Rating (Attribute) + Insight Rating (Skill) + Negotiation Rating (Skill) - Ego Rating (Trait) - Will Rating (Attribute)	+ Will Rating (Attribute) + Ego Rating (Trait) + Negotiation Rating (Skill) - Intelligence Rating (Attribute) - Adaptability Rating (Trait)
BRIBE (Attack = 3x1D100) (Defense = 3x1D100)	+ Sophistication Rating (Trait) + Bribery Rating (Skill) + Insight Rating (Skill) + Money Rating (Special) - Integrity Rating (Trait)	+ Will Rating (Attribute) + Social Rating (Special) + Integrity Rating (Trait) + Loyalty Rating (Trait) + Independence Rating (Trait) + Insight Rating (Skill) - Greed Rating (Trait) - Ambition Rating (Trait) - Sophistication Rating (Trait)
BLACKMAIL (Attack = 2x1D100) (Defense = 2x1D100)	+ Sophistication Rating (Trait) + Greed Rating (Trait) + Ambition Rating (Trait) - Integrity Rating (Trait)	+ Will Rating (Attribute) + Independence Rating (Trait) + Integrity Rating (Trait) + Greed Rating (Trait) + Ambition Rating (Trait) - Ego Rating (Trait)
PHYSICAL TORTURE* (Attack = 2x1D100) (Defense = 3x1D100)	+ Will Rating (Attribute) + Insight Rating (Skill) + Interrogation Rating (Skill) - Sentiment Rating (Trait)	+ Will Rating (Attribute) + Stamina Rating (Attribute) + Loyalty Rating (Trait) + Total Hit Points (*)
PSYCHOLOGICAL TORTURE* (Attack = 4x1D100) (Defense = 4x1D100)	+ Will Rating (Attribute) + Insight Rating (Skill) + Interrogation Rating (Skill) + Psychology Rating (Skill) - Sentiment Rating (Trait)	+ Will Rating (Attribute) + Loyalty Rating (Trait) + Stability Rating (Trait) + Insight Rating (Skill)

Interaction Type	Attack Value	Defense Value
INTERROGATE (Attack = 3x1D100) (Defense = 4x1D100)	+ Intelligence Rating (Attribute) + Insight Rating (Skill) + Interrogation Rating (Skill)	+ Will Rating (Attribute) + Loyalty Rating (Trait) + Integrity Rating (Trait) + Deception Rating (Skill)
QUESTION (Attack = 3x1D100) (Defense = 2x1D100)	+ Intelligence Rating (Attribute) + Wit Rating (Attribute) + Questioning Rating (Skill)	+ Intelligence Rating (Attribute) + Sophistication Rating (Trait) + Insight Rating (Skill) - Ego Rating (Trait)
DECEIVE (Attack = 3x1D100) (Defense = 3x1D100)	+ Intelligence Rating (Attribute) + Wit Rating (Attribute) + Acting Rating (Skill) + Deception Rating (Skill) - Integrity Rating (Trait)	+ Perception Rating (Attribute) + Sophistication Rating (Trait) + Insight Rating (Skill)
IMPERSONATE (Attack = 3x1D100) (Defense = 3x1D100)	+ Acting Rating (Skill) + Mimic Rating (Skill) + Disguise Rating (Skill)	+ Perception Rating (Attribute) + Sophistication Rating (Trait) + Insight Rating (Skill)
SEDUCE (Attack = 3x1D100) (Defense = 2x1D100)	+ Wit Rating (Attribute) + Charisma Rating (Attribute) + Appearance Rating (Attribute) + Sophistication Rating (Trait) + Seduction Rating (Skill) - Integrity Rating (Trait) - Ego Rating (Trait)	+ Integrity Rating (Trait) + Sophistication Rating (Trait) + Independence Rating (Trait) + Insight Rating (Skill) - Sentiment Rating (Trait) - Ego Rating (Trait)
HAGGLE (Attack = 2x1D100) (Defense = 2x1D100)	+ Adaptability Rating (Trait) + Bargaining Rating (Skill) - Greed Rating (Trait)	+ Greed Rating (Trait) + Bargaining Rating (Skill) - Adaptability Rating (Trait)

* Channel: Channel attacks decrease the target's Defense Value by the rating of the chosen trait or motivation tolerance.

Physical Torture: The target of physical torture should have the total hit points characteristic added to his defense value. The number of hit points of damage (General or to a specific location) taken by the character is then subtracted from the defense value.

Psychological Torture: Decrease the defense value by the rating of any one Phobia tolerance if the torture incorporates that particular phobia.

6.4 SPECIAL VERBAL INTERACTIONS

Several special topics are related to, but not specifically covered by, the verbal interaction rules already given.

6.4.1 Impress Attacks

Characters may attempt a special form of Interaction attack designed to Impress a target. The usual interaction procedures are not, however, followed.

An attempt to Impress can be announced at any time. A specific skill (for example, Dance, Social) is selected. A 'Competition' between the character and the target using that skill (only) is resolved. If successful, the character may ask the Gamemaster to reroll the Attitude of the target with a DM -10. An unsuccessful attempt requires a rerolled Attitude with a DM +10.

Attitudes will not necessarily change for the better after success, or for the worse with failure. Even a successful try can brand the character as an arrogant 'showoff', and a character who tries and fails might still be regarded favorably because of the attempt. On the whole, however, the tendency is to shift in accordance with a character's mastery of a given skill.

The Gamemaster may rule an attempt to Impress inappropriate to a particular set of circumstances (but the player is always free to perform it — it's just that such an inappropriate attempt will have an unfavorable result under such circumstances by its virtue of being out of place). There will be situations when it won't help to choose certain skills to make an Impression — six thugs in an alley are unlikely to react well to the character's mastery of the Art of Flower Arranging, however good he is, but a show of Marksmanship or Karate might be just the thing to change their point of view before the trouble starts.

The time taken to resolve an Impress attack varies with the situation, from a few seconds to several hours. The Gamemaster must regulate this aspect of the attack.

6.4.2 Public Speaking

In situations where a character is attempting to deal with more than 10 NPCs at a time, he may add his Public Speaking skill rating to the attack values of any of the following attacks:

Dominate	Lead	Reason	Dazzle
Appeal	Channel	Flatter	Charm
Negotiate	Deceive		

This represents the fact that large groups, and especially mobs, are more easily swayed than most individuals.

6.4.3 Subcultures

Some situations may arise in which a character depends upon knowledge of a particular career or area of expertise to get across his attempts at Verbal Interaction. The Gamemaster may rule that the relative knowledge of a specific subject is important to the interaction attempt, and require that each side of the Interaction apply an appropriate Subculture skill taring to their Performance Numbers. The following attack forms are most influenced by such a modifier:

Dominate	Lead	Reason	Dazzle
Deceive	Impersonate	Question	Haggle

Others can be effected as necessary. The Subculture modification should only be invoked when one side or the other would be handicapped by a lack of technical knowledge in the area being discussed, so that buzzwords and allusions to well-known conditions within that field could be an important factor to keep in mind.

6.4.4 Foreign Languages

When attempting Verbal Interaction involving a foreign language, the language skill ratings of characters on each side of the interaction should be added to the Performance Numbers used. See also the description of Language skills in 'Characters in the Game' for other effects of attempting to speak or understand a foreign tongue.

6.4.5 Insight and Interaction

In addition to being a very important element in computing attack and defense values for almost all of the 21 attack types, Insight skill on its own can play a major part in Interaction.

An Insight Saving Throw can be made to determine which single Personality Trait or tolerance rating is highest or lowest in a target NPC. This has obvious uses in preparing a 'Channel' attack. A Saving Throw can also be made to determine the exact rating of any one specified Trait or Motivation tolerance. Tasks using Insight (DR = target's Insight + Deception + Will ratings) can allow the character to successfully estimate all of the Trait and Motivation tolerance ratings.

Interaction process to 'attack' a player-character. In many cases the character's personality is vulnerable to certain types of attacks, though the player is not, and there is certainly good reason to want to bring this out in the game.

A separate section later in this chapter outlined procedures for Verbal Interaction attacks against player-characters. This is not recommended for everyone, but the better role-players in a group should be encouraged to use this set of optional rules to enhance the realism of Verbal Interaction even further.

6.3 THE ATTACKS

The basic attacks open to the Verbal Interaction process are described below, together with codes for the frequency and limitations imposed on each and an example of the kind of approach the attack is intended to cover. It is up to the Gamemaster, however, to make the final interpretation of which attack covers a player's chosen approach.

Threaten (1/round M): An attempt to win cooperation by offering the alternative of physical violence.

Example: Big Jim Hanrahan looks down from 6'6" of pure muscle at a weasely collaborator just taken prisoner by the Resistance. "You can get us past those guards," Jim growls, "Or I'll use your head for a punching bag."

Dominate (1/round F): An attempt to win cooperation through non-physical threats, or through the projection of moral superiority.

Example: Lt. Welles, USAF, is confronting a handful of deserters running from a Russian breakthrough. "You men are still working for Uncle Sam," he tells them. "I need a detail to load some weapons on that truck, and you've just volunteered — unless you want to spend the rest of the war in Leavenworth."

Lead (1/round M): An attempt to win cooperation by example and sheer force of personality.

Example: A squad of partisans is pinned down by Cuban snipers. Billy Drake slaps another clip into his salvaged AK47, fires a burst, and leaps out of the ditch. "Come on, you heroes!" he yells. "You wanna live forever?"

Appeal (1/round M): An attempt to win cooperation by inspiring sympathy.

Example: Tony Daniels falls through the door of the farmhouse, panting. He looks up at the woman who let him in. "Please," he pleads. "You've got to help me. There's a patrol out there looking for me, and I can't run any further!"

Reason (1/round M): An attempt to win cooperation through plain facts and logical arguments.

Example: Marie Bonet sighs at the Mayor's obstinacy and musters her strength for one more try. "Look," she says quietly. "If you'll just let us try, we can hold the enemy long enough for the Army to get here. We can't do it alone, but your people can turn the trick."

Channel (1/round F): An attempt to win cooperation by making use of the target's own prejudices. This form of attack requires that a specific Personality Trait or Motivation be singled out as the focal point of the attack. For instance, a call on Patriotism might use Loyalty, a promise of a rich pay-off targets Greed, while a mention of a good fight in the offing might center on the Motivation of Fighting. Since Traits and tolerance ratings are rarely known (except through the use of Insight, described later), the character making the attack must use his knowledge of the defender's behavior and background to pick an appropriate focal point.

Note that the Defense Value for this attack will vary according

to the chosen focal point, and so must be calculated differently for each new approach.

Example: Roger Delgado puts his hand on the grieving father's arm. "I was there when it happened," he tells the older man. "It wasn't even a Russian who did it . . . it was a damned collaborator! Won't you help us track him down now — for your son?" (The appeal could be directed at the father's sentiment, or, if appropriate, the motivations for Children or Close Family Ties, as the Gamemaster feels best.)

Insult (1/round M): An attempt to goad the target into violence. This is the kind of attack a character wants to have 'fail', because in failure lies the chance that the Response will cause an attack. (Good for luring an opponent out of position or making a fight look like self-defense.)

Example: Their plan is ready — all they need to do is get the guard into the cell. While Walter Schmidt gets set behind the door, Juan Hernandez starts his end of the fun. "Hey, guard," he shouts. "Bet the sergeant left you here 'cause you're such a good fighter, right? You're such a brave man, they leave you here to guard us prisoners with nothing but that gun, si? I heard one of them say you're almost as good a fighter as his sister, and almost as pretty, too!"

The door swings open and the angry Mexican soldier charges in, brandishing the rifle to hit Hernandez with the butt. Schmidt jumps him as Hernandez ducks aside, and the escape attempt is on!

Flatter (1/round F): An attempt to win a favorable response through an appeal to the target's vanity.

Example: Christina Donovan is having trouble getting cooperation out of the regular Army. "Look, Lieutenant," she tells the liaison officer, "My team needs supplies to be effective. Now I know it isn't by the book, but I'll bet somebody with your brains and your connections could help me."

Dazzle (1/round F): An attempt to win cooperation by throwing up a smokescreen that sounds reasonable, but in fact has no substance.

Example: Captain Henry Stovell, U.S. Army Intelligence, is working with resistance fighters behind Russian lines, but he wants to keep some of them out of the fighting in tomorrow's raid. "Now Jody's group has to avoid contact with the enemy," he tells them. "Their function is to be our tactical reserve, which means that they are to establish an FOP to provide overwatch deterrence that will secure the main body's LOC while keeping open our main line of retreat." (By using military buzzwords that the partisans only vaguely understand but won't question, Stovell makes it sound like Jody's group has an important role, when, in fact, he merely wants them to keep out of the way.)

Charm (1/round F): An attempt to win cooperation by creating a favorable impression on the target. Not the same as Seduction or Flattery.

Example: Juan Hernandez is uncomfortable in a business suit and tight shoes, but he knows how much the partisans need to win support inside the town. He flashes his best smile. "Thank you for taking the time to meet with us, sir," he tells the owner of the town's largest factory. He continues to be particularly polite, striving to make and maintain a favorable impression.

Negotiate (1/round M): An attempt to reach a meeting of the minds through the give and take of diplomacy. Unlike most forms of Verbal Interaction, this attack assumes a willingness on the part of the 'attacker' to compromise. Thus it is used any time the player offers something (other than money or material benefits, which come under the headings of Bargaining and/or Bribery) in exchange for the target's

cooperation.

Example: Roger Delgado faces down the angry partisans. "We won't get anywhere by fighting amongst ourselves," he tells their leader. "Let's try getting along, instead. My unit needs the plans you have to get inside that prison camp. Give us those, and we'll help you capture the renegades who robbed you."

Bribe (1/round F): An attempt to win cooperation by a naked offer of money, power, goods, or other benefits. Bribes offered should be reasonable in view of the circumstances (the difficulty of the cooperation being asked for, the position and wealth of the target, etc.). Where money or material goods are concerned, the Gamemaster should take the amount of money offered and find the nearest value on the Money Chart (always use the base values, not the die multiples). That level of money, multiplied by 10, is the Money Rating mentioned in the Guidelines for this attack. Where money cannot be offered, the Gamemaster should choose some number between 1 and 250 to represent the relative value of the bribe; this is a judgement call that cannot be too closely regulated.

Example: The Nicaraguan sergeant doesn't care that much about partisans; he's interested only in his bank account. Juan Hernandez has picked him out as an ideal subject. "All you have to do," Juan insists in an ingratiating fashion, "is to leave the loading dock door open. Those supplies, they will fetch a lot of dinero on the black market. Here's a hundred . . . and there will be more for you tomorrow night if everything goes well."

Blackmail (1/round S/F): An attempt to win cooperation through a threat to expose some shameful secret about the target. This presupposes that a secret actually exists (or can be plausibly manufactured) and is in the attacker's hands. The same blackmail secret can only be used on a character once each day, but guarantees cooperation for the entire day. An NPC being blackmailed will never apply an Attitude change in favor of the blackmailer, though in other respects, success continues to have the usual effects.

Example: Anne Blackworth displays the pictures her scouts took of the clandestine meeting. "You've been playing both sides against the middle, Major," she says. "If I showed these to General Campbell, you'd be in the stockade so fast your court martial papers would still have wet ink on them. But I'm not in the military . . . and you do know how to get into that Russian compound . . . and I might not have to hang around the General's HQ all day with these pictures in my pocket if I thought I could scare up some action inside that Russian compound . . ."

Physical Torture (1/round M): An attempt to gain cooperation by causing the subject physical pain. Though most commonly used to extract information, it has other applications as well.

Example: Big Jim Hanrahan straightens up and surveys the damage. "All right, Dmitri," he says ominously. "Are you going to sign this security pass, or am I going to have to break the other leg too?"

Psychological Torture (as task M): An attempt to win cooperation by doing violence to the target's psyche. This could include sensory deprivation (or constant stimulation to deprive the subject of sleep), the use of phobias, 'reverse psychology', the physical torture or execution of people the target cares for, or other approaches. Use the subject's Defense Value (before die roll) as the Difficulty Rating of a Task; this determines how frequently the attack can be tried. (Shorter times increase, and longer times decrease the Defense Value in the same way as described for Tasks, too.)

Example: Captain Stovell looks at the bedraggled Russian captive. "I'll be glad to help you, Yuri," he assures the other. "Just tell us what we need to know, and you won't have to go back into that dark closet any more."

Interrogate (1/round M): An attempt to gain information by direct questioning. This kind of information-gathering does not rely on torture of any kind, but rather focuses on thorough cross-examinations, the relentless pursuit of inconsistencies, and a general 'bullying' tone to badger answers out of the subject.

Example: Lt. Welles puffs on a cigarette as he studies the notes taken from the prisoner's last batch of answers. "All right," he says to the Cuban lieutenant. "Again — what's the designation of your unit? Who's in command? How many men? No, you said two hundred the last time! Now how many is it? What're your orders?"

Question (1/round): An attempt to gain information by subtle, round-about methods. The object of Questioning, as opposed to Interrogation, is to draw the target NPC out without letting him realize how much he is revealing.

Example: Juan Hernandez takes a sip of Scotch, and signals the waiter to refill the Russian soldier's glass. "It must have been something to come here after fighting around Amarillo . . . oh," he says, seemingly surprised at the Russian's response. "Oh, your unit's been operating around El Paso . . . I thought you said something about Amarillo. Well, they're all a bunch of dry desert towns. So how long has this Colonel — what did you say his name was? — of course, Rudenski . . . how long has Rudenski been making things so rough on your platoon?"

Deceive (1/round F): An attempt to gain cooperation by telling an outright lie. If the attempt fails, that lie is not believed, but different lies could be told instead. The attack is also used to measure the success of simple disguises (where the character merely wants to look like someone other than himself, as opposed to impersonating a specific person).

Example: Juan Hernandez wants to lead the Cuban patrol into a trap. He rushes up to the leader of the squad. "Soldiers! American soldiers, coming up the road!" He hopes that his Cuban uniform will help in the deception and bring the patrol down the road to check his story.

Impersonate (1 S/F): An attempt to convince the target that the character is some specific other person. A single roll is made for each NPC encountered on first meeting, with no further attacks allowed.

Example: David Martin adjusts the cigar in his mouth and reviews everything he knows about KGB official Major Khorsakov. As the limousine stops at the security checkpoint, he rolls down the window and glares out at the soldier there. "Have you seen any sign of the rebels, soldier?" he asks in Khorsakov's gruff tones, hoping his imperfect accent doesn't betray him.

Seduce (1/round M): An attempt to gain cooperation through the use of sexual attraction.

Example: Marie Bonet looks at her watch, and realizes that she has to buy the men searching Colonel Garcia's room another few minutes. "Wait," she says. "Don't go. I was hoping you'd . . . help me forget the war. Won't you stay?"

Haggle (1/round M): An attempt to negotiate a price on goods or services. This form of attack is used only in mercantile situations, in which cases it replaces the Negotiate attack.

Example: Juan Hernandez shakes his head. "A hundred and fifty. It's all I have." The big black man frowns. "If you really want the medicines that bad, Chico," he tells Juan, "You'll come up with the two-fifty. I know I can get that much uptown." Juan exchanges glances with Lisa Drake, who nods reluctantly. "Okay," Juan agrees. "Two-fifty for the lot."

6.5 VERBAL INTERACTION AND PLAYER-CHARACTERS

As was mentioned previously, the Gamemaster may be tempted to introduce the use of Verbal Interaction against, as well as by, the player characters. This is an excellent way of helping to keep character actions in line with character backgrounds, personalities, and abilities; it is an aid to more effective role-playing, in that it lessens the ability of player knowledge and prejudice to dictate how a character with totally different patterns of behavior might function at any given time. For gamers who are up to the challenge, this can open interesting horizons. But it can also bring problems as well.

In general, players do not like to feel that they have no say in character reactions. If a player is totally convinced that his character is being led to certain death, he will not take kindly to a Gamemaster who forces him to obey the dictates of mechanical die rolls and walk blindly into a trap. Nor is this desirable; if the players are reduced to nothing more than ciphers controlled by the game, there is no reason for the players to be there at all. Gamemastering an adventure without any players is not quite what was intended for this game!

The Gamemaster (and the players) may be more comfortable letting players have total control over character responses and reactions in Verbal Interaction. If so, there is no need for players to even calculate Defense Values for their characters; they can speak and act for the characters without reference to abilities and skills. For those who wish to experiment with Verbal Interaction that influences player-characters as well as NPCs, the special rules below should be used.

6.5.1 Attitude

Players should be fairly free in their ability to pick an Attitude towards any NPC or another player-character. (If a player-character has another player-character designated as a Contact, Attitudes should initially correspond to what is rolled up on the contact Attitude Table.)

When Interactions call for a rerolling of Attitudes, the player should still be allowed to select rather than roll the new result. However, the modifier given for rerolling should guide the player in choosing an appropriate new Attitude from those listed for that modifier on the Available Attitudes Chart. All other limits on Attitude shifts remain in effect.

6.5.2 Attacks

Attacks by player-characters function exactly as outlined previously. The same basic system is used when a player-character is the target of an NPC's verbal attack, but the burden of describing what is said (and what type of attack this is) is entirely on the Gamemaster.

When the attack is resolved, the Gamemaster consults the Outcome and Response Tables normally. But these results should be relayed to the player as what he feels or thinks about the verbal attack, not as a description of what the character actually says or does. For instance, if a 'Limited Cooperation' response is obtained, the Gamemaster might tell the player, "Well, you think that you should do it, but you aren't exactly wild about the idea." For a 'Physical Violence' result, the player is told, "You'd like to break his neck."

The player should generally act on this feeling, but always has the option of attempting a Saving Throw against any one Attribute, Trait, or Motivation which the Gamemaster rules can pertain to the situation. The Gamemaster can also decide whether it is success or failure of the throw which releases the character from following the table responses. In general, the wide variety of potentially applicable Saving Throws means that players will almost always be able to override dictated responses if they so desire, and the Gamemaster should not hinder this. Responses do give the players a feel for how the character should be reacting (and thus how he should be played); a good role-player will follow these results naturally, a potentially good player can use them to improve his grasp of role-playing, and a player unwilling to work within the guidelines should not be too much imposed upon — so (hopefully) everyone remains happy.

6.5.3 Counterattacks

When a Counterattack Response is mandated by the tables, the player may choose the form of counterattack to be attempted rather than being forced to obey the specific type on that table result. He must let the Gamemaster know if the counterattack is to involve attempts to Dazzle or Deceive (the Gamemaster has to know if information is false; the players don't have that luxury).

6.5.4 Special Considerations

Most attacks can be resolved openly, with the player furnishing Defense Values at the Gamemaster's request. If the player-character is attacked by a Deceive, Impersonate, or Question approach, the player should not be told; the Gamemaster should note these Defense Values from the player's sheets and consult them secretly. Successful attacks resolved in these areas mean that the character is unaware of the deception; failure is announced in the same kind of terms as ordinary outcomes — feelings, rather than the actual result, are paramount here. For these attacks, no Saving Throw to avoid the result is allowed, unless the player has good reason to believe there is a falsehood at work. A Saving Throw can then reveal the actual result.

6.55 Questioning

A player subjected to a questioning attack should not have the conversation resolved blow-by-blow. The Gamemaster should describe the encounter as a friendly conversational session; his secret roll for the attack should yield an Outcome which will generally guide the Gamemaster in deciding how much he has learned. After the fact (unless the player penetrates the truth and makes an appropriate Saving Throw), the Gamemaster should allow the player to make a memory Saving Throw, which, if successful, leads the character to realize just how much he spilled in this casual conversation.

Do this not only for encounters with enemies, but also for unimportant meetings. Characters should never be sure when they've talked to people who can do them harm, and when they've been lucky.

6.5.6 Player vs. Player

It is also conceivable that players can indulge in Verbal Interaction attacks on other player-characters, if the Gamemaster decides to allow it. This would make it possible for one character to talk other characters into adopting some particular plan or idea, even when the players involved would rather argue about it.

The same general procedures as for NPC vs Player attacks are followed, with one addition. Prior to making an attack of this kind on another player-character, the player should secretly pass on a note of his intended attack type to the Gamemaster. He should still spin out a more elaborate approach in words, but this note will make it clear when a player is using Deceive, Question, Dazzle, or similar attack types without letting the target player know. Impersonations should be carefully arranged with the Gamemaster, or with the player whose character is to be impersonated, so that the source of any Verbal Interaction is consistent with what the character would perceive.

6.5.7 Secrecy

No player should ever be aware of the Personality Traits, Motivations, Mental Attributes, skill levels or ratings, or Attack or Defense Values of any NPC encountered, unless these are discovered through inference or through the use of Insight skill.

Equally, if player vs. player interaction is to be allowed, no player should be aware of any of these same facts for another player's character. However, characters can discover one another's abilities through inference and observation, through the use of Insight, or as a result of revelations made by that character ("I hate heights").

6.5.8 Gamemaster's Warning

The decision to use interaction attacks against player-characters should only be made with the consent of all the players involved. It is better not to use these rules at all if the alternative is the outbreak of disruptive arguments over interaction results in the middle of the game. Players should be made familiar with all the relevant rules before the decision is made.

If the players do consent to adopt this set of rules, and a fight still breaks out, the Gamemaster should stop the fight at once and discontinue use of the rule. The result which started the fight should not be enforced; this only leads to bad feelings. Reinstitute the rule only at the insistence of all the players (especially the original offender). Never ruin a game for the sake of one minor rules system.

Here ends Book I of Freedom Fighters. For rules on resolving combat between individuals and groups, recording injuries and wound recovery, equipment, vehicles, and the other factors crucial to operating a Resistance band, see Book II, The Resistance.

NORTH AMERICA INVADED!

FREEDOM FIGHTERS™

Book 2

The Resistance



Design: J. Andrew Keith

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Book 2

The Resistance

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INTRODUCTION

This second booklet of rules for *Freedom Fighters* furnishes game procedures on a variety of different topics. Where Book I dealt primarily with the creation and use of individual characters in the game, this book is intended to deal with the techniques and concerns of resistance fighting, from rules on combat to equipment, demolitions work, encounters and events, and general subjects of interest to players and Gamemasters participating in *Freedom Fighters* adventures or campaigns. Though these rules are somewhat less unified than those in Book I, each of the many subjects covered has an important place in the game as a whole.

All of the general procedures and rules introduced in Book I remain in force in this Book as well, and reference to previously introduced rules will be made regularly here. Terminology, die roll applications, and notations, and other basic aspects of the game presented in Book I are carried over in this second *Freedom Fighters* rules booklet, as well.

Most of the charts and tables referred to in this book are contained herein. Some are found, instead, on the separate Gamemaster's Screen; these are the charts which are used with particular frequency, such as the essential Outcome Table which resolves so many crucial aspects of the game.

7. PERSONAL COMBAT

Sooner or later, characters involved with a resistance group are almost certainly going to be required to fight in order to achieve their goals. When such a situation arises, the rules in this chapter (and several others in this booklet) can be used to determine the results of a confrontation. This chapter covers detailed battles involving small numbers of people, and so handles most cases where the player-characters are facing a roughly equal number of opponents. When the total number of characters or NPCs engaged rises to more than 15 or 20 participants, it is usually best to shift to the more abstract rules given for 'Battles' later in this booklet.

Personal Combat requires that an encounter be resolved in a series of action rounds. Each character will be able to perform one or more Activities during each of these rounds; Activities include Melee Combat Attacks and Defenses, Movement, Fire Combat, and various special actions such as reloading weapons, throwing weapons or grenades, making Saving Throws or attempting task rolls, and so on. The sequence by which combat is executed imposes certain limitations on what characters can do, how much and how often they can try, and how effectively they will perform. The engagement continues through several rounds until one side or the other cannot (or will not) fight any further, or until the Gamemaster determines that something else has caused the confrontation to come to an end.

7.1 THE COMBAT INTERACTION SHEETS

Two sheets contain all the information needed to enable a character to resolve Personal Combat situations. The first is the Character Combat Sheet; the second is the Combat Action Sheet. To make combat encounters run smoothly, with a minimum of interruptions, these two sheets should be filled out in advance. As much information as possible ought to be recorded prior to even beginning the adventure or campaign, so that only a few minor additions will be needed when a specific battle starts to handle currently available weapons, armor, reductions in Attributes, and the like.

The two sheets contain a number of blocks of information which will be important to the resolution of battle. The Character Combat Sheet (CCS) and Combat Action Sheet (CAS) entries are explained below.

Attributes and Skills (CCS)

Four columns contain lists of character Attributes and skills which might be useful to have on tap for combat situations. Both levels and ratings should be filled in for each. Reactions, Size, and Recovery Rate are also filled in from the sheet.

Hit and Fatigue Data (CCS)

Entries for Hit Point Total, Unconsciousness Threshold, Fatigue Limit, and Fatigue Threshold are filled in directly from the character

Record Sheet. The entries labelled General Damage Permanent Fatigue and Temporary Fatigue are filled in (in pencil) only as fatigue and damage points are suffered. They provide a running record of the character's declining facilities in battle.

Target Value (CCS)

A character's Target Value is a measure of how easy he is to hit with firearms or other ranged weapons. Target Value is equal to five times the character's Size Number.

Actions Allowed

The number of Actions Allowed regulates the number of shots, strikes, or defensive actions a character can make each round. It is found by dividing Reactions by 10, rounding fractions down.

Combat Modifiers (CCS)

The list of Combat Modifiers is purely informational; no data need be filled in here.

Melee Weapons Data (CCS)

This chart has room to fill in information on 20 different weapons which might be used in melee combat. Five of these (hands, elbows, knees, feet, head) are constants; others can be listed (pencil is best) as the character acquires them or needs to use them. The information needed to fill these in is listed in the Melee Weapons Listing in the Charts and Tables booklet. The chapter on 'Quantifying Weapons' discusses the use of this listing in filling out the information called for. Chart entries give the following data for each weapon:

Weapon Name: The name of the weapon in question. The entries in the Charts and Tables are by no means exhaustive; other weapons can be extrapolated as the Gamemaster desires.

Reach: This is the distance, in feet, at which the character can initiate melee combat. It does not so much reflect the length of the weapon as it does the size of the character and his ability to lunge or strike as he closes to attack.

Accuracy: The to-hit modifier applied to attempts to hit a target with that weapon in melee combat. This is always equal to the character's Skill Rating in an appropriate skill. (See the Melee Weapons List.)

Pen: The Penetration Factors determine whether or not a weapon has any effect on armor or barriers.

Damage: The basic damage done by the weapon when it hits is found by consulting the weapons listings, which give an Attribute (Strength or Dexterity) Level and a multiple. By multiplying as shown, the number of damage points inflicted by a full blow of the weapon can be found and noted.

Rel: This entry is taken straight from the weapons listing, and shows the likelihood of having a weapon break during combat.

Melee Combat Data (CCS)

Where the previous chart gave basic values for each weapon, this chart shows how those rules change as a result of specific forms of attack and defense. A set of attacks and defenses are listed on the chart, with data filled in by the player where it is not already given. The uses of all this information will be covered in the appropriate rules section of this chapter. The four entries for each attack and defense are discussed briefly below.

Attack or Defense Name: The specific type of move chosen. There are nine attacks and nine forms of defense, though some are appropriate only under specific circumstances.

Weapons: This gives the types of weapons (from the Melee Weapons List) which can be used to make the attack. 'Any' means just that — any weapon can be used. Specific weapons, such as 'feet', might also be listed. In some cases, instead of a type of weapon, the entry will contain a skill which can be used to make that attack. See the Melee Combat rules section for details. This column is always fully filled out; the player need not enter anything.

Modifier: This column gives a number that modifies the to-hit Accuracy number for the weapon or skill. Those entries that are related to specific weapons or skills (as opposed to one that says 'any' under 'Weapons') should have the Accuracy + Modifier value calculated and noted in advance. Where 'any' weapon applies, the value must be calculated on a case by case basis, as the attack or defense is attempted.

Damage: This gives the method by which damage points are modified or (for some attacks) calculated. Any entry that says 'WPN' means that damage is as given for the weapon on the previous chart, possibly modified as shown here. Other entries give the method of calculating damage when the attack is of a special nature (holds, throws, etc.). See also the descriptions of each maneuver in the melee combat rules.

Character Movement Chart (CAS)

This chart is used in conjunction with the rules on movement to show how much ground the character can cover each round. The values on the Combat Movement Chart are multiplied by the character's speed to determine how fast he can move over different terrain types. A set of Defensive Modifiers is also provided which modify the chance of a character's avoiding a hit in various modes of movement.

Activities Allowed (CAS)

The material on this portion of the Combat Action Sheet is purely informational, serving as a reminder of what the character can and cannot do in a given round. Activities are more fully explained in appropriate sections of the rules.

Fire Combat Data (CAS)

This chart is used to show the character's ability to use firearms and other long-range weapons. Information is gathered from several different tables covering firearms, small arms ammunition, support weapons and ammunition, and so on. The entries given on the chart are discussed below.

Weapon: The name or type of weapon, and its caliber where applicable, should be filled in here. Thus, a player with a character carrying an M-16 should fill in '.223 Autorifle' or, if he is familiar enough with the nature of the weapon can simply use 'M-16'.

Ammo: There are three types of ammo available for most small arms — ball (standard bullets), JHP (for Jacketed Hollow Point, a round which does more damage but with less ability to penetrate armor), and AP (Armor Piercing, which has superior penetration but causes less damage). When a character carries more than one form of ammo, separate lines should be used for each. Some support weapons use different types of ammo, as explained in the writeups on support weapons later in this book.

Accuracy: This is filled in from the skill appropriate to the weapon: pistols of all kinds use Marksmanship, Pistol, rifles firing single rounds use Marksmanship, Rifle, automatic weapons use Autofire skill averaged with one of the marksmanship skills (Pistol for submachineguns, Rifle for autorifles). Some weapons (shotguns or high-caliber rifles or pistols) have Marksmanship averaged with High-Recoil Weapons skill, and Support Weapons have an appropriate subskill used to establish accuracy. Archery skill is used for bows and the like.

Range Bands: Six entries bearing numbers from +50 to +300 are found on the chart. Under each of these entries, the player fills in two lines, range (in yards, which is based on the overall type of weapon) and Damage (Penetration), factors which depend upon the Ammo used and which decrease with range.

ROF: This is the number of shots which can be fired per combat round, used when engaging in automatic fire.

Shots: This is the number of bullets in the weapon's magazine;

when this number of shots have been fired, the weapon must be reloaded.

Reload: This is the number of rounds it requires to reload the weapon.

Rel: This is the reliability of the weapon, which regulates the likelihood of having the weapon jam or malfunction. Weapons must be maintained to keep reliability from declining, as discussed in the rules on 'Equipping the Character'.

Hit Location Data (CAS)

The Hit Location Table is used to determine where a character takes damage when hit during combat. Three columns must be filled out.

Hit Points: Next to each location, the player enters a number to show how many hit points the area can take before being seriously damaged. The Hit Points Chart shows the percentage of the character's Hit Point Total (round fractions up) applied to each separate location.

Size: This entry represents the relative size (and hence, ease of hitting) a given body part. The Hit Point Chart is again consulted, with the size percentages shown applied to the Target Value (round fractions up) of the character to determine the size/value of each part.

Damage: This column is left blank. As damage to a location is taken, it can be recorded here.

Armor Data (CAS)

This final set of combat statistics should be filled in only as a battle is likely to begin, and only in pencil. The Area Covered column has numbers entered which correspond to hit location die results: opposite these, the Armor Value of a character's protective gear can be entered. See the section on armor, and the Armor Chart, for details.

7.2 COMBAT PARAMETERS

Though complex, the *Freedom Fighters* combat system is intended to be used with a minimum of support material. As long as each character has combat sheets showing his weapons and abilities, and there are dice available, combat can be resolved. It is generally wise, as well, for the Gamemaster to provide sketch maps to show the area in which a fight is taking place, so that the relative positions, movements, ranges, and opportunities that shape the fight can be visualized more easily. More ambitious Gamemasters can use square-grid maps, perhaps with reusable acetate overlays for marking terrain, in conjunction with cardboard counters which can be shifted as individuals move. For the ultimate in visual realism, metal miniatures can be substituted for counters, and various scale models and modelling equipment can be used to show buildings, vehicles, terrain, and so on. But these are for those who have the time, money, and desire to create detailed fields of battle; ordinary papers and pencils are quite sufficient for most situations. Where possible, square-grid graph paper is best for map-making, since it allows maps to be drawn to scale.

The basic unit of distance used for movement and ranged combat is the yard; with a square grid, one yard per square is the ideal scale. Where this is impossible, a scale of two, three, or even five yards per square is permissible, but will be much less accurate. If a grid is not being used, treat one centimeter (about .4 inches) as one yard.

Each action round is three seconds in length. This severely curtails the amount a character can do in one round (especially under combat conditions), but three seconds is still long enough to execute several shots or blows, move up to about ten yards at a dead run, or attempt most basic tasks or Saving Throws.

7.3 ENTERING COMBAT

Combat encounters begin at the behest of the Gamemaster, or when players make the decision to launch an attack. It is usually up to the Gamemaster to judge exactly what the initial situation in a battle will be, based on circumstances. Are characters expecting trouble, or caught unprepared? Do they already have weapons loaded, drawn, and ready, or not? What is the exact deployment of each side when the battle starts, and what are their surroundings like? These are all factors that will vary widely from one case to another. They depend mostly on Gamemaster judgement, as modified by what he has described, and what the players have said their characters were planning to do, prior to the start of the fight. No hard and fast rules can be given.

Some guidelines should be noted. If characters make an attack according to a pre-arranged signal or plan, they will be much better prepared for action than those who are on the defensive or not expecting a fight. Where possible, the Gamemaster should lead the group into the combat slowly enough that details of deployment and preparedness can be established up front; encourage a thorough description of a group's dispositions and preparations even when nothing is likely

to happen, so that this information is always available — and so that requests for such information do not arouse undue expectations or tip off a surprise in the making. Finally, it is generally best to give characters the benefit of the doubt, but the rules on Alertness can also be a good guide to how well-prepared a character is.

7.3.1 Surprise

As each battle begins, each of the characters, major NPCs, and groups of extras should have a 1D100 rolled for a Reaction Saving Throw. Subtract the character's current Alertness, and subtract the levels of Tactics, Guerrilla and Combat skills. Under some circumstances, other modifiers might be applied, too. For instance, characters walking into an ambush might add the Tactics, Guerrilla skill level of the enemy commander to the roll, representing the quality of ambush preparations.

Each character who fails the Reactions Saving Throw is considered Surprised. Those who achieve the throw are not surprised. Characters who are surprised may take no action whatsoever in the first round of combat — no movement, melee or fire combat, or action rolls. After the first round, the characters who were surprised function normally.

Surprise can occur later in a battle, too, at the Gamemaster's option. Any time new combatants join the fighting for the first time, or some other major change in the situation arises which could distract or startle some of the participants, the Gamemaster can have any or all of the characters reroll for surprise; a failed Saving Throw means they lose the next action round in a Surprised State.

7.4 THE COMBAT SEQUENCE

Combat proceeds in a rigid sequence repeated each round from the start of the fight until its conclusion. Each 3-second round is broken down into ten distinct steps. All characters must have a chance to participate, if they are eligible, in one step before play proceeds to the next segment. These segments are briefly described, in order, below. Later rules sections expand upon the mechanics of each step.

1. Melee Segment

During this segment, each character has the option of declaring whether or not he wishes to participate in melee combat, which includes all hand-to-hand and hand-held weapons fighting. Declaration is made in Reverse Reaction Order, which means the character with the lowest Reactions declares first, followed in turn by each character up through highest Reactions. In case of a tie, lowest Agility goes first, then Dexterity, then Perception, and if all these are tied, players should roll dice to see who has priority. To be eligible to engage in melee combat, a character must have an opponent within Reach of at least one Readied melee weapon.

A character who declares an intention to melee may freely attack and defend in melee combat up to the number of Allowed Actions. However, the character is automatically giving up the chance to engage in any other activities in later steps, such as movement, firing, or resolving other actions in the Action Segment at the end of the round. Note that a character who is out of Reach of an opponent cannot attack, even if his opponent can attack him.

Characters who have not chosen to attack in melee combat must make a Reaction Saving Throw. If successful, the character cannot make melee attacks, but may choose one of three options — Active Defense, Break Off, or No Defense — to apply to the melee. A failed Reaction Saving Throw means that the character has no choice; he is saddled with the 'No Defense' option.

An 'Active Defense' offers the best chance of avoiding damage, and even a chance for using defense moves to cause damage to the attacker, but as with the Attack option, the character is thoroughly committed to combat and cannot undertake other activities later. A character who chooses to 'Break Off' has no flexibility in his defense, since he is concentrating on escaping. If the attacker's first blow misses, the melee ends and the defender can still attempt other actions, but if the first blow hits, the defender is committed for the round and cannot attempt later activities. A 'No Defense' option means that the defender ignores the attacker, taking damage (if any) without defending himself in hopes of being able to carry out other activities (which he can do unless rendered *hors de combat* by the attacker first).

Once the basic decisions concerning melee are made, the attacks are resolved. This is in Reaction Order, starting with the highest Reactions and continuing downward (breaking ties with high Agility, Dexterity, Perception, or, if need be, die rolls). Each attacking character makes one attack, and each actively defending character picks one defense, from the list of available attacks and defenses. Announcement of these choices is also in Reverse Reaction Order. An attack or defense chosen counts as one Action Allowed to the character.

When all first attacks are resolved, each eligible character may make another attack (against defenses chosen by Active Defenders). If an attacker has no more Actions Allowed, he may not attack; if a defender has no more, he must choose 'No Defense' as his option. Some characters may get in more strikes than others. Also, damage is applied as it occurs, so a character may lose his chance to attack or take an active defense in the middle of a segment due to injuries.

The actual resolution of melee combat compares attacker and defender values and die throws, and is discussed in a later section in more detail.

2. Initial Action Declaration Segment

Characters who declared a Melee Attack, an Active Melee Defense, or who were put out of action in melee take no further part in the round (unless they are fired on or otherwise attacked subsequently). All characters who did not do one of these things now make basic decisions about the round ahead.

Basically, characters can do one of five things.

Movement: The character chooses to spend the round moving to another location.

Movement with Random Fire/Throw: The character will move to a new location, but at the same time can fire a weapon (without aiming) or throw a weapon or explosive as he does so.

Fire/Throw: The character chooses to spend the round firing at a specific target or throwing a weapon or grenade.

Random Fire/Throw: The character chooses to lay down randomly directed fire without aiming, or throw a weapon or explosive.

Hold: The character chooses to do nothing for the moment. With the other activities, the character is committed through the whole round, but a character who 'holds' has the chance to change his mind after he sees how the situation is shaping up.

Choices are made in Reverse Reaction Order, and only the intent to do something (not details like a destination or target) are generally revealed.

Next, all characters who have chosen to attempt any form of Fire Combat (aimed, random, or target) must indicate the directions in which they will be shooting. These create Fire Zones in which characters risk being hit by stray fire. These are noted by the Gamemaster for later reference. A Fire Zone can be defined as a particular spot (like a window or door), or on the basis of Facing, as the Gamemaster desires. For the most part, though, Fire Zones should be as vague and broad as possible.

3. Initial Movement Segment

During this step, characters who have announced their intention to move or move with fire have the opportunity to execute a portion of their movements.

Moving characters may announce a change in Facing before starting their move. They may choose any of eight movement modes, and they must designate a direction or destination towards which they will move. When these decisions are made, characters begin to execute movement (in Reaction Order). During this segment, only half of the distance of a given movement mode can be crossed, leaving characters only part-way towards their intended destinations when the segment ends and fire combat intervenes.

Characters who cross Random Fire Zones should note the fact, as they will be subject to attack by Random Fire.

4. Fire Combat Segment

Fire Combat is used when a character wishes to aim at a specific target. A 'target' can be a person, a specific location on a person, an object or vehicle, or whatever. The important thing is that the attacker is firing at something, rather than just firing wildly in a given direction.

Characters who have declared the intent to fire may change their Facing at the start of the segment. Each character may then announce a target and resolve an attack, proceeding in Reaction Order. Each attack — a squeeze of the trigger — is one Action Allowed to the characters. They may fire several times, consuming one action per shot taken. It is also possible to expend an Action Allowed to choose a new target and 'shift fire'. A character would need 3 Actions Allowed to fire at two targets (one for the first shot, one to shift fire, one for the second shot).

As each shot is fired, it is resolved by determining if it hit (by comparing attack and defense values), and where it hit. Damage is applied immediately.

5. Random Fire Combat Segment

Random fire represents shots fired without careful aim; such shots are the most common form of fire combat in any military sit-

uation, particularly with the advent of automatic weapons. This kind of fire also includes missed Fire Combat attacks.

Fire Zones are designated in an earlier step represent areas swept by such random shots. The total volume of fire directed into a given area determines the likelihood of a character in that area being hit. Each character who is moving through or staying in a Fire Zone is subject to being hit by Random Fire in this segment.

Each such character calculates the chance of being hit and resolves these attacks without regard for Action Order. All attacks and hits are regarded as happening simultaneously, so that a character hit in this step may still complete Random Fire — but might be hampered in later segments.

6. Reaction Declaration Segment

When this stage takes place, characters have a new set of choices to make. They have six basic choices they can make.

Continue Previous Action: This is automatically allowed any character.

Abort Previous Action: A character who chooses to call off the activity chosen previously must make a Reaction Saving Throw. If successful, the character ceases the previous activity and can do nothing more for the rest of the round.

Change Movement: Characters who are in the process of moving can attempt to alter any or all of their decisions about the move by making a Reaction Saving Throw. This would be necessary to change facing, destination, or movement mode in any combination.

Attempt Reaction Random Fire: A reaction Saving Throw allows a character who has previously been Moving, Holding, or engaged in Random Fire to lay down Random Fire for the second half of the round. Fire Zones are designated as before, and need not be the same as those adopted previously.

Attempt Reaction Fire: Characters who are Holding (only) can make a Reaction Saving Throw, and, if successful, fire on targets in the second half of the round. Characters who hold back stake their chance of firing on their Reactions, but may have an opportunity to shoot at a much closer range than those who fired before. Fire Zones are designated as before.

Characters who meleed or engaged in ordinary fire combat, or were taken out of action by damage earned before this segment, cannot choose to attempt Reaction activities of any kind. Characters who fail to make the required Reaction Saving Throw continue their previous activity if moving or holding, but cannot continue firing or randomly firing. All Reaction Declarations are performed in Reverse Reaction Order.

7. Second Movement Segment

Characters able to react and change movement announce their new plans in Reverse Reaction Order. Execution is identical to the

Initial Movement Segment, in Reaction Order, with the second half of the movement completed at this time so that characters end at their final destinations. Passage through Random Fire Zones is noted as before, also.

8. Reaction Fire Combat Segment

This is identical to the Standard Fire Combat Segment, but only those people who can perform Reaction Fire are allowed to shoot.

9. Reaction Random Fire Segment

This is identical to the Standard Random Fire Segment, but with the volume and locations of fire based on people engaged in Reaction Random Fire.

10. Action Segment

The last segment of the record is used to resolve a variety of activities that have no real place in any of the other segments. For the most part, only one of the several listed activities can be performed, and then only by characters who have been Holding throughout the round. However, some specially indicated actions can be performed if the character was holding or if the character was in one of three specific movement modes during the second Movement Segment (only). Some of these activities are special melee attacks which are resolved immediately, the only kind of true combat possible in this segment.

Other things take place in this part of the round, too. Explosives due to go off in this round do so at this time, causing damage. Artillery, support weapons, or other attacks coming from somewhere out of the reach of the main battle are handled. Various events — the arrival of fresh troops, radio signals, changes in visibility or weather, and so on — are all announced by the Gamemaster at this time.

Finally, characters must resolve Morale Checks by making a Combat Saving Throw. Those who fail are limited in their ability to take action in the next round of combat, or indeed in any round until a successful roll (with a massive penalty against success applied) is achieved. However, characters can be rallied by the use of Verbal Interaction.

Through all ten segments, performing certain activities in one step generally prevents the character from doing anything else for the rest of the round. These are noted together with an abbreviated sequence of play in the Charts and Tables.

7.5 THE MECHANICS OF MELEE

Melee attacks are for the most part resolved during the first segment of each round. Some special kinds of melee attack may also take place in the round's final segment. Any character may initiate a melee attack when it is his turn to declare melee attacks, provided the character has a weapon Ready and is within Reach of at least one opponent. Readied weapons are discussed in the section on the Action Segment.



Reach: Each weapon is rated for its Reach, the range in feet at which it may attack an opponent. Reach is found from the weapon's Melee Weapon Data, and should be noted on the Character Combat Sheet for easy reference.

Basic Procedure

When a melee attack is made, the attacker picks an opponent to strike. He must also pick an eligible Weapon, and a type of attack which he wishes to launch. Depending on the relative stances of the two characters at the time of the attack, one side or the other may receive the Advantage in the fight.

The Defender, meanwhile, chooses some form of melee defense, and possibly a weapon as well. From the weapon and/or defense chosen, he gets a number, to which a 1D100 roll (and a modifier for Defender Advantage, if available) is added. This is the Defender's Performance Number.

The Attacker's Performance Number also comes from weapon, attack chosen, 1D100, and (if applicable) Advantage. The Attack PN is subtracted from the Defense PN on the Outcome Chart, using the column for Melee Combat to determine if the attack hit or not. The result obtained influences the amount of damage done, and also applies an Outcome Number to the subsequent roll made to determine Hit Location.

An attack either hits, is blocked, or misses. When a hit occurs, determine the hit location and the damage inflicted, as discussed later in this chapter. An attack which is blocked may cause weapons to break or, when one side or the other is unarmed, can still cause an injury.

Melee Attacks

Nine different melee attacks are allowed. Their uses are explained below.

Quick Blow: A rapid strike made with any of the possible melee weapons. Quick blows are less accurate and do less damage, but each one counts as only half of an 'Action' for purposes of the actions allowed to the character.

The Performance Number for a Quick Blow is set by taking the Accuracy of the Weapon, subtracting 25, and then applying the 1D100 die roll and other suitable modifiers. Damage done is half normal.

Full Blow: This is a standard strike with any melee weapon, doing full damage and with full accuracy. The Performance Number of a full blow is equal to the weapon accuracy plus 1D100 and the Advantage modifier, if any.

Grapple: This is a special form of attack designed to immobilize rather than damage an opponent. It may only be performed with Hands as the weapon used.

Subtract 25 from Hands Accuracy to determine the basis from which the attack PN is calculated. If the attack scores a hit, the defender must win a Competition using Strength + 1D100 on each side before he can move or fight; until then, the defender has 'No Defense' and any other attacker (not the one grappling) can get a DM + 50 on all attacks on that defender. If the grapple misses or is blocked, there is no other effect. No damage is ever done by a grapple attack by itself.

Tackle: This is a special form of attack designed to knock down a defender. It is performed only during the Action Segment, not during melee, and can be initiated only if the attacker spends the Second Movement Segment in a trot, run, or sprint mode and winds up within three yards of the target. The defender gets 'No Defense' against a tackle.

The Attacker's Performance Number is equal to Brawling -50 + 1D100 (with no other modifiers). No Weapons are used. If the attack scores a hit, the defender falls prone immediately if he wasn't already prone, and receives 1 point of General Damage (no hit location roll needed) per ten pounds of attacker weight.

The attacker must make a Saving Throw against Acrobatics skill to choose his final stance, or he also ends up prone. If he misses the attack and the Saving Throw, he takes the damage that would normally be applied against the defender.

Throw: This is a special form of attack designed to trip or knock down an opponent from a standing start. No weapons are used, but Reach for the attack is equivalent to Hands Reach.

The Attacker's Performance Number is equal to his Martial Arts Throw skill rating, with the addition of 1D100 and the Advantage modifier where applicable. If the attack succeeds, the defender takes 1 point of General Damage for every ten pounds of defender weight, and ends up prone if he wasn't already. If it misses or is blocked, nothing happens to either fighter.

Hold: This is a special form of attack designed to immobilize and inflict damage on the defender. The attack PN is based either on

Brawling Skill -50 or on Martial Arts Hold skill, whichever the player prefers to use. The usual modifiers (1D100 and, perhaps, Advantage) are also applied.

If the hold attack hits, the results are the same as for Grapple, but in addition, the attacker may also choose, each round, to inflict either 5 points of General Damage or one automatic Major Hit to any location of the defender. If it fails or is blocked, there is no effect to either side.

Flying Kick: This is a special form of attack using momentum and consummate skill to deliver a blow of exceptional power. It is performed only in the Action segment, and only after a Second Movement Segment spent in a trot, run or sprint movement mode that ends within three yards of the defender. The defender gets 'No Defense' against this form of attack.

The flying kick uses the attacker's feet (only) as weapons. A die modifier of -50 is applied to accuracy prior to the usual PN calculation. Damage done, however, is tripled. The attacker must make a Martial Arts Kick Saving Throw to land on his feet; failure leaves him prone and suffering damage as for a missed tackle.

Disarm: A special form of attack which seeks to eliminate a defender's weapon rather than inflict damage. Any melee weapon can be used to make the attack, with an Accuracy DM -50. If the attack is successful, the defender loses one Readied weapon. If blocked or unsuccessful, there is no further effect, and, in any event, no damage is taken.

Melee Defenses

There are also nine forms of Melee Defense which can be attempted. These are explained below.

Quick Blow: The defender can choose to strike his opponent rather than stage some true defensive maneuver. This is an Active Defense, and so cannot be chosen if the defender wishes to Break Off or must use 'No Defense'.

Quick Blows are resolved by the defender as if he were attacking; each side makes a strike as if they were facing an opponent with 'No Defense'. The defender's Quick Blow is resolved during the attacker's turn to attack (and the defender could have an attack of his own at the proper point of the segment, too). Attack and Quick Blow defense land in Reaction Order, and if the Quick Blow lands before the attacker's strike, the attacker does not launch his attack at all. Thus, a fast character can preempt an opponent's strikes, or at least inflict damage on his opponent.

Other characteristics of the defense are the same as those given for the attack. The Quick Blow is the only way for a defender to interrupt the usual sequence of attacks.

Parry: A form of defense, which can be conducted with any weapon, aimed at blocking the attacker without taking damage. It is hard to perform, but, if successful, safer to execute than a Block, the other major form of standard defense.

The Defensive PN is set by taking Weapon Accuracy -50 + 1D100 + Advantage (if appropriate). If the attack hits, the character suffers damage as usual. If it does not hit, it has been blocked, but without a chance of weapons breakage or damage to either side.

Block: A form of defense conducted by any weapon aimed at stopping an attack under any circumstances, even at the risk of some damage. It is easier to perform than a parry, but riskier even when successful.

The Defense PN is equal to Weapons accuracy + 1D100 + Advantage (if applicable). If the attack hits, damage is taken normally. If it does not hit, the attack has been blocked. A roll against Weapon Reliability is made by both attacker and defender, with failed rolls resulting in weapons breakage. If the weapon in question is a body part, normal damage is applied against that body as if the hit had been made (but no hit location throw is resolved). Hands and elbows are arms, knees and feet are legs, and the head is the head for hit location purposes.

Throw: This special melee defense is identical to the Attack of the same name, but accuracy goes towards the defensive PN. If the attacker fails in his attack, the defender succeeds in making the throw: if the attack hits, the defender throw fails. All other characteristics of the throw are as discussed previously.

Hold: This bears the same relationship to an attack hold as the defensive throw bears to the attack throw, with the same intent and results.

Disarm: This bears the same relationship to an attack disarm as the previous two defenses bore to their attack counterparts.

Break Off: This form of defense is adopted when a character wishes to keep from getting involved in combat. The Defensive PN is the character's Agility Rating + 1D100 + Advantage (if appropriate). If the first attack on the character fails, he has broken off melee and

cannot be attacked again this round; he may undertake other activities. If the first attack hits, the defender remains engaged and cannot perform other activities, but retains the same PN.

No Defense: This defense is adopted in the absence of all other possibilities. The Defense PN is $1D100 + \text{Advantage}$ (if applicable). However, the character who adopts this form of defense can undertake activities in other segments if he survives the attack in this one. If the attack hits, damage is taken; if it doesn't, it misses.

Combining Results

Obviously, there are many permutations possible between possible attacks and defenses. The results of a given attack against a given defense should combine the possible outcomes of the two.

For instance, if the attacker tries a throw while the defender tries a hold, the following possibilities occur: a 'hit' means the defender is thrown, but the attacker escapes the hold, while a 'miss' means the defender is not thrown but holds the attacker. Base the outcomes of these attacks and defenses on logical possibilities.

Melee Weapons

The chapter entitled 'Quantifying Weapons' discusses the various aspects of available melee weapons.

Weapons Breakage

When a defender avoids taking a hit as a result of a Parry or Block action, he is presumed to have stopped the attacker by interposing with his weapon. This leads to the chance of weapons breakage.

Melee Weapons (excluding a character's body parts) are each rated for reliability. Unlike some forms of equipment (including firearms) Reliability does not decline or increase according to the rules on Maintenance in 'Equipping the Character', but a weapon's basic reliability does come into play when the possibility of weapons breakage arises.

When a Block or Parry stops a hit, each character involved must roll $1D100$ less than or equal to the weapon's Reliability to avoid breakage. If breakage occurs, the weapon breaks. The Gamemaster should determine how this affects the weapon. An improvised spear made by tying a knife to the end of a pole might break and yet leave the knife useable; a clubbed rifle which breaks might (or might not) still be able to fire for fire combat.

A character who Blocks (only) and prevents a hit while using natural weapons (hands, feet, etc.) takes the full damage done by the attacker's weapon to the hit location used for the defense. Thus, a character who blocks a knife with hands or elbows will suffer a normal knife hit to the appropriate arm (unless otherwise specified, use the more dexterous arm; if ambidextrous, Gamemaster's choice is allowed). This at least keeps the damage from being applied somewhere more vital, such as the head or the upper torso. Blocking weapons should be logical to the situation. (One doesn't use feet to defend against a club, or place one's head in the way of an enemy bayonet.)

A roll for weapons breakage may also be called for by the Fumble procedure, as discussed below.

Fumbles

If either side in a melee rolls doubles (11, 22, 33, etc.) while computing a Performance Number, the attack and defense should be resolved normally. After the damage has been calculated (but not applied), roll $1D100$ on the Fumble Table (using the Melee column) and apply the result shown. Fumble results are fully explained in a later rules section.

Stance and Advantage

In melee combat, a character's Stance can be important. Stance is more fully discussed in the rules on Movement which follow later in this chapter; basically, though, characters are considered to be either Standing, Sitting/Crouching, Kneeling, or Prone.

Stance effects melee combat by dictating which person, if any, has the Advantage in the fight. The character with the Advantage has a DM + 25 in calculating his Performance Number.

A standing character has the Advantage over any character who is in Sit/Crouch, Kneel, or Prone Stance.

A character in a Sit/Crouch stance has the advantage over any Kneeling or Prone character.

A Kneeling Character has the advantage over a Prone character.

Prone characters never gain advantage. If characters are in the same stance in melee, neither will gain the advantage. Fumble results may cause a character to change stance, as can some Major Hits or cumulative General Damage effects; the change in stance occurs after the attack which caused it but before any other melee attack is resolved.

Hit Locations

When a hit is suffered (unless the hit is with a weapon that does nothing but General Damage), the character taking the hit must roll on the Hit Location table to see where the attack lands. In melee, 'aimed' attacks are not possible, but the Outcome Number of a hit is applied as a modifier to the hit location roll. The better the hit, the more likely it is to strike the target's most vulnerable areas.

Hit location is not rolled for if the hit misses or is blocked. A character who blocks with a body part takes damage to that location without rolling.

Effects of damage and resolution of hit location results are covered in later sections of this chapter.

Actions Allowed

Each character has a number of Actions Allowed, which reflects his reactions and speed in a fight. When meleeing, the number of Actions Allowed (Reactions/10 rounded down) dictates the number of attacks and active defenses the character can offer in the round. A character who is concentrating entirely on an active defense, without attacking, can use all of his Actions Allowed for defensive moves, while an attacker may need to divide up his between attack and defense moves.

Most of the named attacks and defenses count as one Action Allowed. Quick Blows count as half of an Action Allowed. 'No Defense' does not count as an Action Allowed, and a character who has run out of Actions Allowed must use 'No Defense' from that point on. (It is also possible to use 'No Defense' even when Actions Allowed remain, to conserve a worthwhile defense for a more dangerous foe.

A character who is breaking off does not extend Actions Allowed during melee (whether the move succeeds or fails). All attacks against such a character are met with the same 'Breaking Off' defense throughout the segment.

No matter how many Actions Allowed are available to a character, only one of the special melee attacks available in the Action Segment can be made in any given round. Note that this special attack can be made (all other conditions permitting) even if the character has used up his Actions Allowed in previous segments (using Random Fire with Movement, the only way such a situation could arise).

Each time a character uses one Action Allowed, he takes 1 point of Temporary Fatigue.

7.6 THE MECHANICS OF MOVEMENT

General rules on movement are covered in Book I in 'Characters in the Environment'. This section deals with those aspects of movement which specifically relate to combat.

The Character Movement Chart

This chart, found on the Combat Action Sheet, is filled out to reflect the character's speed in moving in various movement modes across different classes of terrain. A Combat Movement Chart gives all the standard movement rates; in transferring these to the character records multiply distances shown by the character's Speed (round fractions up). Terrain classes are discussed in detail in Book I; the four chart columns correspond to the four classes of terrain which may be crossed.

Stance

As the melee combat rules indicated, characters will always be in one of four stances, either standing, sitting/crouching, kneeling, or prone. Movement is only possible (over any sort of distance) when standing or prone. Individual modes have certain requirements for starting and ending stances which must be met.

Changes in stance are allowed only during the Action Segment of the round, and in most cases are the only activity the character can engage in. Characters who trot, run, or sprint may change stance as well under appropriate conditions.

Stance not only controls the movement mode which can be adopted, it also determines (as seen previously) the advantage in melee, and has an impact on fire combat as well.

Movement Modes

The eight movement modes are briefly presented below.

Hold: The character is not moving this round. Choice of this mode is required for characters who are attacked, actively defending, or were forced to fight after an unsuccessful attempt to break off in melee combat. The mode must be adopted to perform Fire Combat, some forms of Reaction decisions, or most of the activities in the round's final Action Segment. While in 'hold' mode, one of the four possible stances must be chosen as well.

Slow Crawl: The character is crawling towards his destination

COMBAT MOVEMENT CHART

Movement Mode	Basic Distance Covered Per Round When Terrain is Class				Defense Bonus
	I	II	III	IV	
Hold	0	0	0	0	—
Standing	—	—	—	—	+0
Sitting	—	—	—	—	+10
Kneeling	—	—	—	—	+20
Prone	—	—	—	—	+30
Slow Crawl	1	1	1	1	+40
Crawl	2	2	1	1	+55
Slow Walk	3	3	2	1	+10
Walk	6	6	3	2	+25
Trot* (1)	9	9	6	3	+50
Run* (2)	12	12	9	N/A	+75
Sprint* (4)	18	15	N/A	N/A	+100

* Character can perform marked Actions (see Action Lists and descriptions) in Action Segment if in this mode during Second Movement Segment (only).

Numbers in parentheses represent Fatigue taken (reduced by 1 if Running Saving Throw is made).

Evasion halves distance covered, doubles defense bonus.

All distances covered are multiplied by the character's Speed.

at a slow, steady rate. Characters who adopt this mode must start and end in a prone stance.

Crawl: The character is crawling towards his destination at a fairly fast pace. Characters who adopt this movement mode must start and end in a prone stance. They suffer 1 point of Fatigue (not reduceable) each round, and may not attempt to lay down Random Fire of any kind.

Slow Walk: The character is walking at a leisurely pace towards his destination, he must be standing at the beginning and end of the round.

Walk: The character is walking at a brisk pace towards his destination. He must be standing at the beginning and end of the round.

Trot: The character is moving at a jogging pace towards his destination. The character has to begin the round standing, but may Change Stances or undertake other Special Actions (Jump, Tackle, Flying Kick, etc.) in the final segment of the round. The character takes one point of Temporary Fatigue unless a Running Saving Throw is rolled.

Run: The character is moving at a steady running pace. Characters begin the run standing, but may end with a Change Stance, Jump, Tackle, Flying Kick, or other such Special Action in the final segment of the round. Two points of temporary Fatigue are taken in a round in running mode, although a Running Saving Throw reduces this to one point.

Sprint: The character is moving at a flat-out run. A standing stance is necessary at the start of the move, but special actions — Change Stance, Jump, etc. — can be taken after a sprint. Four points of Temporary Fatigue are taken in a round of sprinting, though a successful Saving Throw against Running reduces the loss to three points. Characters who are sprinting are not allowed to engage in Random Fire with Movement.

Evasion

Characters may choose to evade while moving — running in an unpredictable zig-zag course, taking maximum advantage of cover, exposing as little body area as possible, and so on. While evading, the distance a character can move is halved, but the defensive Modifier for movement (see Fire Combat) is doubled.

Movement and Fire

Characters can engage in Random Fire with Movement, or they can make Throwing Attacks, in combination with movement (except in crawl or sprint modes). No other form of attack is permitted if the character moves in a round.

Movement and Facing

Characters begin each movement segment in a round with the chance to change their current facing. Once facing is set, it remains the same throughout the round, unless reset in a later segment.

Characters move forward (in the direction they face) at normal speeds. The distances covered moving sideways or backwards is halved, and characters may never trot, run, or sprint in any direction but forward.

The rules on facing elsewhere in this chapter give further details.

Movement and Actions

Only actions specially noted in the action Segment description can be performed in combination with movement, and then only when characters are in the proper movement modes. Otherwise, engaging in movement (any mode except 'hold') precludes performance of actions.



Fatigue

Fatigue is gained from melee, and from certain forms of movement. The player should keep track of the rounds in which the character builds up temporary fatigue by moving. Fatigue is only recovered by making a 'Rest' action. Remember that Fatigue rules can often be treated as optional.

7.7 FACING

A character's facing during combat can be most easily regulated when maps are projected onto a square grid; the character is then considered to be facing one side of the square in which he is located. When facing is designated in this fashion, the facing adopted in any given round should be indicated, so that one side of the square is always 'forward'. A 90° angle radiating outward from the center extends this definition of forward further. The first three adjacent squares in that direction are 'in front of' the character, and the five beyond those, then the next seven, and so on. A character may move into or fire forward normally; movement in other directions is limited, and fire is not allowed.

Using miniatures or a free-form system for handling combat, it becomes the Gamemaster's duty to regulate facing, but the same 90° principle can be applied.

Specific facing effects are noted in the rules sections to which they apply.

CHANGING FACING

There are several points in the round where characters may change facing, but generally facing can be altered only during a segment in which the character can act. Thus, moving characters change facing at the start of the Initial Movement Segment (and, if they React, could do so again in the Second Movement segment); characters who are firing change facing in the appropriate fire combat segment, and so on. Characters who do nothing else in a round may still change facing during the final segment.

When a character changes facing, he may adopt any new facing he desires. If a square grid is in use, facing must be towards one side (not towards a corner) of the square.

7.8 RESOLVING FIRE COMBAT

Ordinary fire combat embraces two kinds of attack — those made against a given target (a vehicle, character, animal, etc.), and those directed at a specific part of such a target (a head shot, for instance). They are resolved identically, the only difference between them being the chance of scoring a hit. Fire combat is resolved during the Fire Combat or Reaction Fire Combat segments; no character can fire in both.

Weapons which can be used for fire combat range from bows and arrows up through handguns, rifles, and all the way to heavy support weapons like missile launchers. Even artillery can be fired during this phase, when appropriate. Weapons used have little effect on the process, except that different skills will come into play for different weapons.

To conduct a Fire Combat attack, a character must have a Readied weapon, and must be facing the target.

The defender calculates a Defense Performance Number, found by taking a range factor and combining it with a defensive value based on movement mode. Other modifications are applied if the attacker has shifted fire in this segment or if he is himself exposed to fire or random fire. Range factors range from 50 to 300, and are found in the data on individual weapons. A 50, for instance, is the value given to the defender when fired on by a weapon at point-blank range. . . . but this can be as little as 0 yards (for a snub-nosed pistol) all the way up to 13 yards (for a very heavy machine gun). Support weapons and

Artillery are handled in a slightly different fashion but with the same basic intent. See the chapter on 'Quantifying Weapons' for more information. Modifiers for Movement Modes are given on the Character Movement Chart; they are doubled for characters who are evading.

The attacker's Performance Number consists of his Accuracy with the weapon, plus the Target Size and a roll of 1D100. Additional modifiers may be granted for certain special conditions (Advantage, etc.) or for special forms of equipment (rifle scopes, for instance). Accuracy is a constant which is based on a skill or skills, and will be entered on the character's combat forms.

Generally, accuracy is equal to the skill rating in a specified skill. Most pistols use Marksmanship, Pistol skill, the majority of rifles, Marksmanship, Rifle. Various specific types of support weapons base accuracy directly on the appropriate Support Weapons subskill. There are some weapons, however, that require ratings from two separate skills. Weapons designated as having a high recoil, including high-caliber rifles and pistols, and all shotguns, average the appropriate Marksmanship skill with High-Recoil Firearms. Submachine guns fired in bursts or full-automatic attacks average Marksmanship, Pistol, and Autofire skills. Marksmanship, Rifle, and Autofire are averaged to fire assault rifles in burst or full automatic attacks. (When listing weapons capable of automatic fire on the firearms data block of the CCS, list a single-shot and multi-shot accuracy). The skills used to compute the accuracy of any given type of weapon are listed in the rules on 'Quantifying Weapons'.

When making the attack, the firing character chooses a target. This could be an entire character, a structure, a vehicle, etc., or it could be a particular body part from the Hit Location Table for the target. In either event, the Target Value — which equals the character or object's size rating (size number x 5) or, for body parts, a percentage of this rating as given on the Hit Location Chart — is applied to calculation of the PN. A large target is easier to hit even at longer ranges. Other modifications to the attack are given in later sections describing equipment and special situations. The 1D100 roll is added as usual, and the total attacking PN is subtracted from the defending PN to determine if a hit is achieved. The Outcome Chart will indicate if damage is scored, and will show a damage multiple applied to the attack.

A hit location is rolled for each shot that hits a target, unless that shot was fired at a specific hit location. Thus, a bullet fired at a character (whose Size will range around 20 with a target value of 100) has a better chance of scoring a hit than a bullet fired at that character's head (target value around 9). But in the first instance hit location is random, while in the second case a hit guarantees that the head is hit.

Damage is applied in accordance with rules on Armor and Penetration, and on Damage, later in this chapter.

Misses

Shots that miss their target may be as important as those that hit. Small arms shots which miss the intended target add to the volume of Random Fire in a given fire zone. A miss with a heavier weapon may scatter. These situations are dealt with in later rules sections.

Scattering of support weapon or artillery shots should be resolved immediately. When small arms fire misses, merely note the Fire Zone affected and the number of shots fired.

Automatic Weapons

Some weapons, notably submachineguns, assault rifles, machineguns, and other modern small arms, are designed to fire in more than one way. These guns can have a rate of fire selected, either single-shot, a burst (for game purposes always of three bullets, though in fact this may vary), or full autofire which keeps on firing as long as the trigger is held down. When firing such a weapon, the character must specify which setting is used; it is assumed that the setting remains the same unless a change is announced later.

Single shots are resolved normally. A 3-round burst requires that automatic fire Accuracy be used. Full automatic settings use the autofire Accuracy at half the given number — full autofire tends to be highly inaccurate.

If a burst hits a target, roll 1D3 for the number of bullets which actually hit. When full automatic fire scores a hit, roll 1D10 x 10 for the percentage (round fractions up) of shots fired which hit. Resolve hit locations individually, but all hits share the same damage multiple from the Outcome Chart.

ROF: The ROF stat of any particular firearm shows the maximum number of shots the gun fires with a single squeeze of the trigger. Weapons on full automatic setting use the ROF entry to determine how many bullets are fired. ROF stands for Rate of Fire.

Misses: Each bullet that does not hit from a burst or full-auto attack contributes to the volume of random fire in a given fire zone.

FIREARMS SKILLS

Weapon Category

Revolvers
High-Recoil Revolvers
Autopistols
High-Recoil Autopistols
Derringers
High-Recoil Derringers
Target Pistols
High-Recoil Target Pistols
Submachineguns (any)
Single-shot Carbines
Single-shot Rifles
High-Recoil Single-Shot Rifles
Pump-Action Carbines
Pump-Action Rifles
Lever-Action Carbines
Lever-Action Rifles
Bolt-Action Carbines
Bolt-Action Rifles
High-Recoil Bolt-Action Rifles
Semi-Automatic Carbines
Semi-Automatic Rifles
Autorifles
Shotguns
Riot Shotguns
Automatic Shotguns

Machineguns
Hand Grenades
Grenade Launchers
Flamethrowers
Mortars
Recoilless Rifles
Rocket Launchers

Skill Used for Accuracy

Marksmanship Pistol
Marksmanship Pistol, High-Recoil
Marksmanship Pistol
Marksmanship Pistol, High-Recoil
Marksmanship Pistol
Marksmanship Pistol, High-Recoil
Marksmanship Pistol
Marksmanship Rifle
Marksmanship Rifle, High-Recoil
Marksmanship Rifle
Marksmanship Rifle
Marksmanship Rifle
Marksmanship Rifle
Marksmanship Rifle
Marksmanship Rifle
Marksmanship Rifle, High-Recoil
Marksmanship Rifle
Marksmanship Rifle
Marksmanship Rifle, (Autofire)
Marksmanship Rifle, High-Recoil
Marksmanship Rifle, High-Recoil
Marksmanship Rifle, High Recoil, (Autofire)
Support Weapons - Machineguns
Throwing
SW: Grenade Launchers
SW: Flamethrowers
SW: Mortars
SW: Recoilless Rifles
SW: Rocket Launchers

When two skills are shown, average the ratings (i.e. Marksmanship Pistol is averaged with High-Recoil Firearms skill to determine Accuracy for High-Recoil Target Pistols).

(Autofire) indicates that Autofire skill should also be averaged to calculate Burst or Full Auto Accuracies.

See the Random Fire rules.

Shotguns

Shotguns are high-recoil rifles that fire shells. Most of these, in turn, release pellets — shot — which spread over a wide area. Every time a shotgun is fired, whether it hits or misses a target, it also adds to the volume of Random Fire in a given area.

Support Weapons and Artillery

Heavy Weapons come in various forms, and have various effects.

Machineguns: Machineguns use Support Weapon, Machinegun skill (only) to determine accuracy. They are fired like ordinary weapons, but always use automatic fire (without halving Accuracy). They are thus extremely lethal not only to intended targets, but also to anyone in the same Fire Zone, since their high ROF makes their Random Fire effects devastating.

Grenade Launchers, Mortars: These are indirect fire weapons. They can be fired at a given target, but when they do damage it is through an explosion. The appropriate Support Weapons subskill determines accuracy, with a Miss forcing the Gamemaster to consult the Scatter Table. This tells the direction and distance from the intended target that will actually be hit.

The point of impact of indirect fire weapons is the center of the explosion.

Support weapon ammunition is given a burst radius (which tells how much damage is taken how far from the point of impact), and often a Fragmentation Rating which describes the potential damage done by shrapnel. These effects of explosives are discussed in the chapter covering 'Explosives and Demolitions'.

Indirect fire weapons are given only three bands of range. Minimum range is the shortest distance the projectile can be fired. It cannot be aimed at closer targets. Effective range is the range at which the defender's range is 150. Anything between effective and maximum ranges has a defender range modifier of 300.

Rocket Launchers: Support Weapon, Rocket Launcher skill is used to set the accuracy of portable and semi-portable missile weapons like LAWS, Dragons, TOWs, RPGs, and so forth. These weapons use

SCATTER TABLE			
Die Roll	Scatters	Thrown or Grenade	Support Weapon
2D10	How	Scatter Distance	Scatter Distance
02	Long	1D5 yards	2D10 yards
03	Long, Left	1D5 yards	2D10 yards
04	Long, Left	1D10 yards	3D10 yards
05	Left	1D5 yards	2D10 yards
06	Left	1D10 yards	3D10 yards
07	Short, Left	1D5 yards	2D10 yards
08	Short, Left	1D10 yards	3D10 yards
09	Short	1D10 yards	3D10 yards
10	Short	1D5 yards	2D10 yards
11	Short	1D10 yards	2D10 yards
12	Short	1D5 yards	2D10 yards
13	Short	1D10 yards	3D10 yards
14	Short, Right	1D10 yards	3D10 yards
15	Short, Right	1D5 yards	2D10 yards
16	Right	1D10 yards	3D10 yards
17	Right	1D5 yards	2D10 yards
18	Long, Right	1D10 yards	3D10 yards
19	Long, Right	1D5 yards	2D10 yards
20	Long	1D10 yards	3D10 yards

almost all of the rules for direct fire small arms, with two notable exceptions — they scatter if they miss, and they use three range bands, rather than six, as for mortars and grenade launchers. Please note that weapons like TOWs, Dragons, etc. are guided weapons (i.e. the operator can control the course of the weapon after it has been fired), while weapons like LAWs and RPGs are simple rockets and on their own once they have been fired. Recoilless Rifles follow the same procedure.

Rocket and missile launchers of this type also have a 'backblast' area directly behind the weapon. Any character foolish enough to be in the backblast area (1/4 weapon's minimum range) will receive Burn Damage equal to 3D10 + Size in General Damage.

Artillery: It will be rare for characters in the game to get their hands on really heavy guns. Mostly, they will be on the receiving end of cannon shells, which take their toll in the final Action Segment of the round. However, a character who should get his hands on a tank or artillery emplacement can use such weaponry (with the appropriate Artillery subskill) for either direct fire — resolved as for Recoilless Rifles or Rocket Launchers — or indirect fire (as per Mortars).

Typical support and artillery weapons are given statistics in the section (and supporting charts and tables) on 'Quantifying Weapons'.

Actions Allowed

During fire combat, multiple shots may be possible. The character may squeeze the trigger once for each Action Allowed to him in the round.

A character may shift fire from one target to another by spending one Action Allowed without firing. Each time a character shifts fire a (cumulative) +25 is applied to the Defender's Performance Number. Thus, a character who shifts fire twice is subject to a defending PN modifier of +50.

Facing and Fire Combat

A character may fire only at a target which is forward of his position, as discussed in the section of Facing earlier. The act of shifting fire does not change a character's facing; a character may change facing only at the start of a Fire or Reaction Fire segment, and retains that facing for the remainder of the round.

Advantage in Fire Combat

Advantage is much the same for fire combat as for melee, except that it is not calculated for relative stance but for elevation. A character at a higher elevation (according to the Gamemaster's maps or descriptions) has the Advantage over characters at a lower elevation.

Minor variations in elevations should be discounted. The basic rule of thumb is this: a character is considered to have the Advantage over another character if his elevation above his opponent is more than ten percent of his range in yards. Thus, a character ten yards away must be one yard above his target (measure head to head) to have the Advantage; a character at a range of 500 yards must be 50 yards or more above the opponent to have the Advantage.

The character with the Advantage applies the +25 to his PN.

Fumbles

An attacker has the chance of a Fumble any time he rolls doubles (11, 22, 33, etc.) when computing his PN. Resolve the attack normally,



but do not apply the damage until the fumble has been rolled for, using the Firearms column of the Fumble Table.

A defender must roll for a fumble if the Hit Location roll (below) comes up doubles, using the 'Other Causes' column of the table. If a specific body part is hit, roll 1D100 and apply a fumble on any doubles result.

Hit Location

The location of a hit is automatically known if the shot was aimed at a particular body part. Otherwise, a random hit location must be rolled. Unlike melee combat, there is no Outcome DM applied to the Hit Location roll as a result of Fire Combat.

Hit Location rolls dictate the chance of a defender fumble. More importantly, they tell which body part will take damage, assuming the hit penetrates available armor. More information on these topics is provided later.

7.9 RESOLVING RANDOM FIRE

Random fire covers the shots fired in battle which can wound a character, or at least cause him to keep his head down, even though they were not specifically aimed at him. In most combat situations, and particularly on the modern battlefield with the advent of automatic weapons, Random Fire far outweighs specific shots directed at any specific target.

In this game, characters may opt for either random fire or fire on individual targets freely. The Gamemaster will create several 'Fire Zones' on the field of battle, based on the facings and positions of various characters. Any individual who is in or moved through a fire zone will be subject to Random Fire (or Reaction Random Fire) directed into that Fire Zone.

These characters each simultaneously compute a defensive Performance Number. This is found by taking the range in yards between the defender and the nearest source of random fire, adding the defender's movement mode modifier, and his Combat skill rating. (This represents his coolness under fire and his training in minimizing risks on the battlefield.) The defender's Target Value is subtracted from this total.

In each fire zone, the attack PN is computed by multiplying the number of shots directed into that zone (including aimed shots which missed their target, all shotgun shots whether aimed or random, etc.) by 5, and adding a roll of 1D100.

As always, the attack PN is subtracted from the defense PN to yield a result on the Outcome Chart. The Random Fire column of this chart will either tell the percentage of shots that hit, or an immediate Morale Check (see the Action Segment section), or show a miss.

Each hit is resolved separately by rolling for Hit Location and applying damage to that site. All random fire hits, regardless of range, ammunition used, or other factors, have a Damage Value of 10 and a Penetration of 10. The effects of each hit are resolved normally; each hit automatically does $\times 1$ damage.

Fire Zones

The locations of Fire Zones are determined by the Gamemaster during the segments of the round devoted to action declaration. Each

character who intends to shoot (whether Fire Combat or Random Fire) announces the direction in which his fire is directed. The Gamemaster then designates fire zones which conform with the overall tactical situations.

A really ambitious Gamemaster could make fire zones highly detailed, but this is generally not worth the time it would take to work out. Broad areas where firepower will be directed can be loosely staked out as the Gamemaster sees fit.

In some cases, Fire Zones can overlap. A group of characters that is surrounded might be designated as one Fire Zone, while the surrounding troops are divided up into four more zones. All fire directed at the characters enter the central Fire Zone, but that random fire would also continue in a straight line to sweep the five zones beyond; the surrounding zones would thus receive fire from the characters in the middle and fire from their own comrades on the far side of the characters.

Judgement of fire zones is strictly the Gamemaster's decision. As he designates them, he should somehow mark each zone on the map (or perhaps on a separate sheet of paper). All characters who start, end, or pass within the bounds of a Fire Zone will suffer the effects of Random Fire in the appropriate segments, characters who move through several such zones will be subject to Random Fire in each.

Sources of Random Fire

A character may opt to lay down Random Fire deliberately. Procedures for this are discussed in a later part of this section. This is the primary source of all Random Fire.

When an attack using ordinary fire combat misses a target, all shots which missed contribute to random fire.

Each time a shotgun is fired, whether it hits or not, the shot counts as random fire.

Although attacks with heavy weapons, artillery, or thrown weapons can be made in Random Fire segments, they are handled apart from Random Fire, as is discussed later.

As shots are directed into Fire Zones and become Random Fire, the Gamemaster should note them. The Random Fire attack is based on the number of shots directed into the zone which do not hit a specific target; tracking these is important. However, the Gamemaster should feel free to approximate if this will speed up the flow of battle, especially when conducting Random Fire against NPCs.

Laying down Random Fire

Characters who wish to lay down random fire announce their decisions in the declaration segments. In the next Random Fire segment, the character's Actions Allowed dictate the number of times he may shoot, just as for ordinary combat. There is a Shifting Fire, however, so the character can fire up to the number of times permitted by Actions Allowed freely. Where applicable, the nature of fire — single shot, burst, or full automatic — is also specified.

The player should roll 1D100. This has no effect on the success or failure of the Random Fire, but a doubles result (11, 22, 33, etc.) means that he may Fumble.

Regardless of whether or not there is a Fumble, the full number of bullets fired (according to the number of shots and the type of fire used) is applied against the zone or zones the Gamemaster deems appropriate.

Random Fire with Movement

Characters who move during a round may also lay down random fire, the only case where movement and fire can be combined. Random Fire is not allowed to characters who use Crawl or Sprint modes, but is allowed for Slow Crawl, Slow Walk, Walk, Trot, or Run modes.

Random Fire is handled as noted above, except that Actions Allowed are halved if the character is moving. Round fractions up.

Actions Allowed

As with ordinary fire combat, one squeeze of the trigger consumes one Action Allowed. Thus, a character may fire several times in a round if he so desires, up to the limits of Actions Allowed or Ammunition available.

When moving and laying down random fire simultaneously, halve the Actions Allowed. Round fractions up.

Facing

Characters can only lay down Random Fire in a direction that they are facing, just as with ordinary fire combat. When they have designated a particular Fire Zone, characters must turn to face in that direction at the start of the Random Fire or Reaction Random Fire segment if they are not already doing so. A character laying down

Random Fire with Movement must fire in the direction he faces while moving, and so must adopt a facing during the movement segment which covers the Fire Zone designated.

Advantage

Characters do not calculate Advantage in resolving Random Fire.

Automatic Weapons and Shotguns

The special effects of these weapons on Random Fire calculations were discussed in the previous section on ordinary Fire Combat.

Support Weapons

While it is possible to fire any support weapon or artillery piece during a Random Fire segment, doing so is rarely practical. Weapons of this type do not usually work under the normal Random Fire rules; Machineguns are the only support weapons that follow the standard procedures.

For all others — mortars, missile or grenade launchers, recoilless rifles, or any form of artillery — Random Fire is resolved by designating a specific target, just as if this were ordinary fire combat. However, the shot automatically scatters. No Performance Numbers are calculated, nor is an Outcome checked; simply proceed directly to the Scatter Table (Support Weapon or Artillery Columns) and resolve the scatter accordingly. Of course, even after a scatter takes place, the original target (or some other target nearby) may still be caught in the blast radius and so take damage.

Hits by Random Fire

When a character comes under Random Fire, and the resolution indicates that one or more hits should be taken, hits are resolved with a constant damage value and penetration of 10, without modification. A hit location is rolled for as usual.

The Outcomes for Random Fire which deal out hits are expressed as percentages; this is the percentage of shots fired into the Fire Zone in question which hit the character. Fractions are rounded down, so it is possible to have a 'hit' turn out to be harmless if the volume of random fire was low enough. In such a case, treat the Outcome as a Morale Check, instead.

When a 'Morale' result comes up, the character is called upon to make a Morale check immediately (in addition to any that would normally be called for). Morale Checks are discussed in the rules covering the action segment later in this chapter; they represent, in this context, the use of random fire in forcing opponents to 'keep their heads down'.

If the Outcome of Random Fire is a 'Miss', the character is unaffected by the volume of fire in the zone.

Fumbles

Characters laying down Random Fire roll 1D100 to see if they Fumble. Characters who suffer hits by Random Fire may Fumble according to the Hit Location roll. As always, fumbles occur on a doubles (11, 22, 33, etc.) die throw. Rules for fumble resolution are covered later in the chapter.

7.10 THROWING

Some weapons can be thrown, rather than fired, at a target. In many respects, attacks with these weapons are similar to regular Fire Combat, but with some special exceptions and additions.

Thrown Weapons

Weapons which can be thrown comprise two major groups — melee weapons (especially knives and clubbed weapons) and explosives (most notably the various kinds of hand grenades).

Throwing Data

The basic information on how far and how accurately weapons can be thrown applies to all thrown weaponry equally. Accuracy is based on the character's Throwing skill. There are six range bands, used to determine a range factor (Point Blank = 50, Short = 100, etc., as shown on the chart on the Combat Action Sheet). Distances assigned to these range bands are based on the character's Strength, as shown on the listing of Throwing Ranges. Thus, a character with a Strength level of 12 could throw 6 yards using the Point Blank Column, 12 yards for Short, 24 for Effective, 36 for Long, and so on.

Other Fire Combat data — ROF, Shots, Reload Time, Reliability — is self-explanatory when dealing with throwing attacks.

Throwing at Targets

Instead of making a regular Fire Combat attack, a character with a readied melee weapon or grenade can throw it at a specific target. The usual calculations for Performance Numbers and Outcomes are fol-

lowed. It should be noted that melee weapons can be aimed at specific body parts, but there is no real point in doing this for grenades or other explosives. The latter do not have hit locations determined anyway — they either hit or miss.

Outcomes are read on one of two columns of the chart, either Thrown Melee Weapons or Support Weapons (for explosives only) as appropriate. For thrown melee weapons, hits are followed by the usual process of determining hit location and damage. If the target is not hit, thrown weapons do not count towards Random Fire, but rather scatter to a direction to a direction and distance found by a 1D10 roll on the Scatter Table. Explosives could still do damage to anything, including the original target, inside their blast radius.

THROWING RANGES

Point Blank	Strength Level x ½
Short	Strength Level x 1
Effective	Strength Level x 2
Long	Strength Level x 3
Very Long	Strength Level x 4
Extreme	Strength Level x 5

Random Throws

Throws made during the Random Fire or Reaction Random Fire segments are considered Random Throws. This sort of throw is also allowed in combination with movement. To make such a throw, any point within range can be selected (even in directions to the side or rear of the character) as a target. The thrown weapon automatically scatters; no Performance Numbers or Outcomes are calculated. (A 1D100 throw is still made, with a Fumble on a doubles result which is resolved before the throw is made.) Consult the Scatter Table and resolve the attack accordingly. For obvious reasons, Random Throws using melee weapons are not practical; even if they scatter to another viable target they are assumed to miss automatically.

Actions Allowed

Characters who throw can do so only once, regardless of the Actions Allowed them. They may not combine throwing with any other form of attack.

Facing

Thrown attacks with a specific target can only be made when the character is facing that target. Random throws can be made in any direction.

Elevation

If a character is attempting a throw to a higher elevation, count every yard up as two yards of range. Use the further distance — up or forward — as the range to target. Characters can throw at targets at lower elevations no further away than normal range indicates, but distance down is ignored. A character throwing at short range has the same chance of hitting a target level with him or at short range and thirty stories below.

There is no Advantage with thrown weapons.

Special Melee Weapons Rules

Melee weapons are hard to throw accurately. All attacks are made with half the normal throwing accuracy when ordinary melee weapons are involved.

Specially balanced knives or other weapons designed especially for throwing use the halved Accuracy, but grant a +25 to the attacker's Performance Number. Such weapons are generally up to double the price and a level less available (see Equipment Rules) than ordinary weapons of the same general type.

Weights

Throwing ranges given are for weapons which weigh about a pound. Heavier weapons should have the given ranges divided by the weapon weight. Lighter weapons should have the given ranges multiplied by the given weight. Thus, the 1-pound weight can be thrown furthest under all circumstances.

The Gamemaster need not be too fussy about variations in weights. The difference between .9 lbs., 1 lb., and 1.1 or 1.2 lbs is slight enough to be ignored under most circumstances, but certainly no one is going to throw a rifle as far as a grenade.

When dividing, round fractions down. Where more than one column winds up at the same range, use the highest possible modifier for the defending PN.

Fumbles

Unlike most attacks, Fumbles, when they occur, should be resolved before completing the attack. In this way, a character who drops his grenade while making a throw ends up with a live grenade at his feet — not a nice thing to contend with.

Fumbles come about in the usual ways; note that a defender cannot fumble when being attacked by an explosive that has been thrown, as no hit location roll is made.

7.11 PENETRATION, BARRIERS and ARMOR

Weapons are classified as doing one of several types of damage. Bullets, edged weapons, and shaped charges used by some support or artillery weapons do penetration damage, which has the potential of piercing protective barriers or armor and causing serious damage. To show the relative ability of a weapon to go through such barriers, a Penetration Value is assigned.

Barriers and various types of armor (including clothing, ballistic vests, and so on) are assigned an Armor Value. If a character is protected by armor of some kind, the full effects of penetration-type damage are felt only when the Penetration Value of the attack is greater than the Armor Value which is being hit.

Damage Types

Weapon damage falls into one of four basic types.

Impact (I) damage represents the effects of being clubbed or being punched. Though it has the capacity to break bones or cause other serious wounds, Impact damage rarely causes puncture or bleeding type wounds, and is rarely impeded by armor of any kind.

Penetration (P) damage represents the effects of edged weapons or bullets which do damage by cutting or boring. The potential for wounding is much more severe, but type P damage is often reduced by armor effects.

Burn (B) damage is much like Impact damage in the way armor affects (or rather, fails to affect) its course. However, Burn damage is also associated with the rules for flames, which have a long-term effect on barriers of all kinds.

General Damage is a broad category covering 'hits' taken from gas, disease, bleeding and the like. Armor never stops such damage, but for the most part, ordinary weapons don't cause such damage except as a sidelight anyway.

Armor

Armor is the term applied to personal protective measures such as clothes, bullet-proof vests, helmets, or other garments which provide defenses against penetration-type damage. The Armor Table lists typical Armor Values for various types of personal protection, rating most in three categories — light, moderate, or heavy. Lightweight summer clothing is typical of light clothes; a business suit or a set of work-clothes might be considered moderate; while heavily insulated arctic gear is typically heavy.

The Armor Table also lists the areas covered by each article listed. These are given as a range of numbers which correspond to the numbers given on the Hit Location Table. For example, a shirt protects areas 10–64 — the Upper Torso, Lower Torso, Left Arm and Right Arm. If a hit location roll comes up 19 (Upper Torso), the Armor Value of the shirt, such as it is, would be applied to protect the character.

Armor is cumulative; the Armor Values of all armor protecting a given location are added together. A record of hit location areas and the Armor Values protecting them should be maintained (in pencil, so changes can be recorded) for quick consultation in combat situations. Note that some forms of armor protect only part of a location (only some hit location numbers are included in the area protected).

Hits Against Armor

When a character is hit in combat, roll for a hit location in accordance with procedures for the weapon in question.

If the damage done is Impact, General, or Burn type damage, armor has no effect on the hit. Apply the damage against the character according to the procedures outlined later in this chapter.

With Penetration-type damage, find the Armor Value protecting the hit location number in question. If the Penetration Factor assigned to the weapon or ammunition is greater than the Armor Value, the hit penetrates the armor and the character suffers the full amount of damage. If the Armor Value is greater than or equal to the Penetration Factor, the armor absorbs the force of the hit and prevents it from penetrating. It still does some damage, however — the damage value for the attack is halved (round fractions down) and converted to Impact type damage for purposes of resolution of the hit's effects.

ARMOR CHART

Clothing or Armor Type	Clothing Weight			Area Protected
	Light	Medium	Heavy	
Long Coat	0.25	0.50	1	10-82
Short Coat	0.25	0.50	1	10-64
Parka	0.50	1	2	10-64
Jacket/Blazer	0.25	0.50	1	10-64
Sweater	0.25	0.50	1	10-64
Vest	0.25	0.50	1	10-46
Shirt	0.25	0.50	1	10-64
Long Dress	0.25	0.50	1	10-00
Medium Dress	0.25	0.50	1	10-82
Long Skirt	0.25	0.50	1	28-00
Long Shorts	0.25	0.50	1	28-82
Shorts	0.25	0.50	1	28-46
Coveralls	0.25	0.50	1	10-00
Boots	1	2	3	83-00
Long Socks	1	2	3	83-00
Leather Jacket	1	2	3	10-64
Ballistic Cloth Vest	1	12	16	10-46

Armor Type	Value	Area Protected
Steel Plate Insert	+5	15-40
Hard Steel Plate Insert	+10	15-40
Ceramic Plate Insert	+15	15-40
Helmet	10	01-04
Cap or Hat	0.5	01-04
Ski Mask	0.5	01-07
Gas Mask	2	01-09

If the Penetration Value is five times the Armor Value, or if the Armor Value is exceeded five times on separate shots hitting the same location number (unlikely), the armor covering that location is completely destroyed.

Barriers

Barriers are discussed in detail in Book I. It is important to note, however, the specific applications of barriers to combat.

If a character is fired on but the location which is hit is (in the GM's judgement) obscured by a barrier, the hit must penetrate the barrier before it can hit the character. The Penetration Factor must exceed the Barrier/Armor Value to do this. Barriers are not combined with a character's personal armor; each is attacked separately.

Impact damage never goes through a barrier to affect a character. Burn damage is also stopped, but a fire, if present, may consume or melt the barrier over a period of time. Whether or not General Damage gets past a barrier depends upon circumstances, and must be judged on the basis of the weapon in question and the nature of the barrier.

The rules in 'Characters in the Environment' in Book I deal with opening holes in barriers.

Firing Through Barriers: In some cases, a character may wish to fire through a wall, floor, or ceiling, hoping to hit an unseen target beyond. If this is done, determine if the attack penetrates the barrier first, then designate the room beyond as a Fire Zone and treat the attack as Random Fire. For ordinary fire at a visible target, even ordinary Random Fire, ignore the Barrier Value until hit location is rolled for.

Multiple Barriers: Though barriers and armor are not combined, several different barriers are given a combined Barrier Value to overcome. A bullet fired through a door and continuing through the far wall would have to penetrate the combined Barrier Value to enter the second room.

Coverage: Just what is covered by a particular barrier is largely a matter of common sense. To observe something, a character will have to expose his head from behind the barrier; to fire, head and arms will usually be revealed. Have the player describe how a character is using a barrier for cover, but in the long run, it is up to the Gamemaster to make a judgement of what is or is not protected.

7.12 RESOLVING DAMAGE

Whenever a hit is scored in combat, it causes damage to be taken. Damage can range from a minor annoyance to a severe injury; characters who take a great deal of damage may die.

Calculating Damage

Each weapon in the game is rated for the amount of damage it causes. For melee weapons, damage will be a multiple of either Strength or Dexterity levels. Firearms base damage on the type of bullet and the range; other types of weaponry have damage calculated in other

ways. The chapter on 'Quantifying Weapons' describes the process in more detail.

When a hit is scored, the Outcome Chart will often give a Damage Multiple. The ordinary damage caused by the weapon should be multiplied by this amount to determine the actual amount of damage caused by that hit. When several hits strike at once, the damage for each is calculated separately. Round fractions up.

Types of Damage

The four types of damage — Impact, Penetration, Burn, and General — were defined in the section on Armor. When a hit occurs, determine the type of damage caused, the hit location, and the effects, if any, of armor. Damage Type is important not only in connection with armor and penetration, but also plays an important role in determining just how damage is applied.

Applying Damage

All damage points resulting from a single hit are totalled and compared to the Hit Point Value of the Location that was hit.

If the damage is greater than the location's Hit Point Value, one or more Major Hits are suffered. Each block of damage equal to the Hit Point Value of the area affected creates one Major Hit, so 30 Damage Points against an arm with a Hit Point Value of 10 causes three Major Hits.

Any amount of damage insufficient to cause a Major Hit (including remainders left when blocks of damage causing Major Hits are taken care of) is counted as General Damage and added to the character's running accumulation of damage.

Damage which creates a Major Hit has no other effect. It is not recorded anywhere, has no influence on General Damage, and does nothing else to the character. The Major Hit will have specific effects, but the damage that caused it is ignored once the hit itself has been established.

MASTER HIT LOCATION TABLE

Die Roll	Hit Location:	Die Roll	Hit Location
1D100	Human	1D100	Animal
01-09	Head	01-09	Head
10-27	Upper Torso	10-19	Right Foreleg
28-46	Lower Torso	20-29	Left Foreleg
47-55	Left Arm	30-50	Forequarters
56-64	Right Arm	51-75	Hindquarters
65-73	Upper Left Leg	76-85	Right Hind Leg
74-82	Upper Right Leg	86-95	Left Hind Leg
83-91	Lower Left Leg	96-00	Tail
92-00	Lower Right Leg	Above 00	Hindquarters
Above 00	Lower Torso		

Use table when target is standing and hit from front or rear. All modifications listed below are cumulative.

Modifiers

If prone and hit from front	-36
If prone and hit from rear	+65
If kneeling	-16
Attacker at higher elevation	-20
Attacker at lower elevation	+5
If hit from left side, all 'right' results become 'left.'	
If hit from right side, all 'left' results become 'right.'	

Major Hits

Each Major Hit has a specific set of effects on the character, which can range from minor wounds up to death. For each Major Hit suffered, roll 1D100 on the Major Hits Tables, using the table which corresponds to the hit location and the column which corresponds to the type of damage the weapon inflicted (Impact, Penetration, or Burn — General Damage does not cause Major Hits).

The specific effects of the various Major Hits are dealt with in the chapter on Wounding and Recovery (and in the corresponding Charts and Tables). Individual Major Hits are defined in terms of immediate and long-term effects, recovery information, and specific kinds of treatment that can be applied to assist the victim.

General Damage

When a character suffers General Damage, either directly from a weapon or as a result of 'spillover' or ongoing effects from a Major Hit, this damage is not applied to any specific location and does not create

Major Hits at all. But though it is not as dramatic as a Major Hit, General Damage can be quite dangerous.

As General Damage is suffered, a running, cumulative total is maintained. As the accumulation increases, it has the effects summarized below.

When the damage exceeds the UNC Threshold, the character becomes Weak. This is equivalent to becoming tired through Fatigue effects, and halves all Attribute, skill, Personality Trait, and other characteristic ratings. A 1D100 roll is made immediately and compared to a character's Will Rating. If this Saving Throw is not achieved, the character becomes unconscious. (See 'Wounding and Recovery'.) Any time Temporary or Permanent Fatigue points are applied, reroll this Saving Throw.

When General Damage exceeds the Hit Point Total, the character is Wounded. Roll 1D100 and compare it to the character's Will Level; if this Saving Throw is failed, the character becomes unconscious. The addition of Temporary or Permanent Fatigue causes the character to reroll the Saving Throw.

When General Damage exceeds twice the Hit Point Total, the character is Incapacitated. He falls unconscious immediately. For as long as he remains Incapacitated, the addition of Fatigue or further General Damage will cause automatic unconsciousness. The character is an invalid, unable to exert himself at all.

Damage and Fumbles

Any time a character suffers a Major Hit (only), there is a chance that he will make a costly blunder. Roll once on the Fumble Table, using the 'Other Causes' column of the table, and determine the results of the fumble.

Recovery

Recovery from damage, either naturally or through medical aid,

is discussed in the chapter on 'Wounding and Recovery' later in this booklet.

7.13 FUMBLES

Fumbles take place under a variety of circumstances, as noted throughout this chapter. When they occur, they cause characters to face a variety of unforeseen obstacles.

When Fumbles Occur

Either an attacker or a defender can fumble in Melee Combat if a doubles result is rolled while computing Performance Numbers. Use the Melee Combat column of the Fumble Table to determine the nature of the fumble.

A character firing a gun or making a throw in any segment of the round fumbles on a doubles result on 1D100. Usually this is determined when computing a Performance Number, but even a character whose attack does not require a Performance Number calculation must make a roll. If a fumble occurs, it is resolved on the Firearms column of the Fumble Table for guns or support weapons, the Thrown column for thrown explosives, and, for thrown melee weapons or a bow, crossbow, or other muscle-powered long-range weapon, the Melee column is used instead.

A defender in fire combat or random fire fumbles if the Hit Location roll for any hit comes up doubles, even if the hit location is blocked by a barrier. Use the 'Other Causes' column of the Fumble Table to resolve the fumble. The same column is used any time any character suffers a Major Hit from any type of damage.

One 1D100 roll is made on the Fumble Table each time a character becomes eligible for a fumble. Normally, the fumble effects are determined after damage, penetration, and hit location have been determined. The one exception is a fumbled Throw attack; fumbles take place before the attack is completed.

FUMBLE TABLE

Die Roll	Melee	Firearms	Fumbles Thrown	Other	Vehicle
01-05	No Effect	No Effect	No Effect	No Effect	No Effect
06-10	No Effect	No Effect	No Effect	No Effect	No Effect
11-15	No Effect	No Effect	No Effect	No Effect	No Effect
16-20	No Effect	No Effect	Scatter	No Effect	Passengers
21-25	No Effect	No Effect	Scatter	Stun	Passengers
26-30	Unlucky Hit	Unlucky Hit	Scatter	Stun	Passengers
31-35	Unlucky Hit	Unlucky Hit	Off Balance	Stun	Passengers
36-40	Unlucky Hit	Unlucky Hit	Off Balance	Stun	Passengers
41-45	Off Balance	Hurt Hand	Off Balance	Stun	Check Rel.
46-50	Off Balance	Hurt Hand	Stumble	Stun	Check Rel.
51-55	Off Balance	Hurt Hand	Stumble	Drop Wpn.	Skid
56-60	Stumble	Drop Wpn.	Fall	Drop Wpn.	Skid
61-65	Stumble	Drop Wpn.	Fall	Drop Wpn.	Skid
66-70	Fall	Drop Wpn.	Twist Ankle	Off Balance	Skid
71-75	Fall	Drop Wpn.	Sprain Ankle	Off Balance	1 Major Hit
76-80	Twist Ankle	Drop Wpn.	Drop Wpn.	Off Balance	1 Major Hit
81-85	Sprain Ankle	Wpn. Jam	Drop Wpn.	Stumble	Obstacle
86-90	Stun	Wpn. Jam	Drop Wpn.	Stumble	Obstacle
91-95	Wpn. Breakage	Dud Round	Dud Round	Fall	Obstacle
96-00	Drop Wpn.	Explosion	Short Fuse	Fall	Lose Control

Fumble Descriptions

The following is a summary of fumbles which can occur.

No Effect: The fumble is of a minor nature, quickly corrected, which has no effect on the action.

Unlucky Hit: An attacker suffering this fumble has damage scored by a hit halved. A defender suffering this fumble has damage scored by a hit against him doubled. Effects are cumulative (unlucky hits by each side would cancel each other out; a defender who takes a fumble from Hit Location and two more from Major Hits, and finds all three to be Unlucky Hits, would take six times the original damage, which could lead to more Major Hits, more fumbles, and so on . . .).

Off Balance: The character must make an Agility Saving Throw to avoid falling prone (if he is not prone already). If the character falls, he is stunned and cannot act for the rest of the round.

Stumble: The character must roll a Reaction Saving Throw to avoid falling prone (if he was not prone already). If the character falls, he is stunned and cannot act for the rest of the round.

Fall: The character falls prone immediately (if not prone already), and is stunned; he cannot act for the rest of the round. Prone characters treat Off Balance, Stumble, and Fall results as No Effect.

Twist Ankle: The character's Speed is, for the most part, halved

for the next 1D10 hours. Also, the character is considered Off Balance and must roll to avoid a fall as above if not already prone. Prone characters can twist their ankles. Speed for crawling or slow crawling movement is not halved.

Sprain Ankle: This is identical in effect to the Major Hit of the same name. See 'Wounding and Recovery.'

Stun: The character can take no further action for the remainder of this round.

Weapon Breakage: Roll against the Reliability of one readied weapon. If the roll exceeds Reliability, the weapon breaks and is now unusable. If the character has no Readied weapons other than natural ones, treat this as a Stun result.

Drop Weapon: The character drops one Readied weapon (preferably the weapon he is currently using, if any). It must be picked up to be used again. If the character is unarmed, treat this as equivalent to a Stumble result.

Hurt Hand: The character takes 1D10 points of damage to his more dextrous hand if that hand is holding a weapon. If ambidextrous and using both hands, the Gamemaster chooses the hand to be hurt. If not holding a weapon at the time the fumble occurs, there is no effect.

Weapon Jam: Roll against the Reliability of the weapon. If the roll is higher than the Reliability Number, the weapon has jammed or fouled and must be Readied again before it can be used.

Dud Round: For a firearm or support weapon, the shot just fired does no damage. An explosive, grenade, shell, etc. will not explode.

Explosion: The weapon blows up. Inflict 1D5 x normal point-blank range damage as General Damage against the character immediately. The weapon is useless.

Short Fuse: The thrown weapon explodes one round sooner than expected. If it would normally explode during the same round it was thrown, the explosive goes off in the character's hands as if he was the target.

Scatter: Regardless of other factors, the thrown weapon misses the target. Consult the Scatter Table. If it would have scattered anyway, this has no further effect.

Vehicle Fumbles

The Vehicle column of the Fumble Table is used in connection with the rules on vehicles. Fumbles from this table are explained in that rules chapter.

7.14 THE ACTION SEGMENT

The final segment of the round is reserved for all those activities which involve neither movement nor combat. A wide variety of possible activities are allowed, the most important of which are discussed below. This list, however, is by no means an exhaustive one; the Gamemaster is free to allow other actions in the segment as the situation warrants.

Available Activities

These activities are typically possible in the final Action Segment.

Change Stance: The character may freely change his current stance (Stand, Sit/Crouch, Kneel, Prone) to any other stance if the character has not engaged in any form of melee combat, or fire combat, or random fire. A character who spent the Second Movement Segment trotting, running, or sprinting may Change Stance as well, but ends Prone unless he can make an Acrobatics skill Saving Throw.

Ready Weapon or Item: To use any weapon or item, it must first be Readied (drawn, unslung, picked up, etc.). One action segment must be spent doing this; it is possible only if no melee, movement, or fire was previously undertaken. The same action is used to clear a jammed weapon.

Return Weapon or Item: If no melee, movement, or fire was undertaken in the round, any one weapon or item can be holstered, slung, or stored. Since a character cannot have more weapons Readied than he has hands (and, with weapons larger than a pistol or SMG, must have two hands to hold one weapon), it is often necessary to Return one weapon before a new one can be Readied. Dropping a weapon takes up no time; a character can drop a weapon a Ready a new one all in one round, but a weapon which is dropped won't be carried if the character moves; it must be Readied or Returned on a subsequent round to be picked up.

Note that other forms of equipment may be Readied or Returned, not only guns. A radio, tool, or vision aid is treated the same as a weapon for these purposes.

Reload: Weapons can fire only as many shots as their magazine can hold; when that many shots have been fired, or sooner at the character's option, one or more reload actions must be performed. Weapons statistics give the number of action segments required to reload any given weapon. See the chapter on Quantifying Weapons, and the associated charts and tables.

Jump: The character attempts to jump for height or distance, using the rules for jumping in 'Characters in the Game' from Book I. A character can jump if he held throughout the round, or if he spent the Second Movement Segment in a trot, run, or sprint. In the latter case, the distance covered in the course of the whole round up to the moment of the jump becomes a favorable die modifier on the roll to achieve the jump.

Task Resolution: If nothing else was done during the round, and the character is eligible to attempt to complete a Task, the attempt can be made an action during this segment. See also the rules on Tasks in Book I.

Skill Roll: In similar fashion, a skill Saving Throw can be made during any action segment in a round spent doing nothing else; such throws should be appropriate to the character's situation and activities.

Pass Portal: A character who has done nothing else during the round may open a door, pass through it, and close the door again (or anything up to that) as a single activity.

Observe: Characters who do nothing else in a round may spend the Action Segment questioning the Gamemaster on details of their surroundings. This is useful to get an update on the tactical situation or

to look for some specific item. To spot something, it must be possible to sight it, and it may not be hidden. (Hidden objects are found only through a Search Task.)

Plan: Characters who do nothing else in the round may choose to Plan, which allows that character to attempt, within the next five rounds, to gain surprise over all other characters in the fight in some subsequent Action Segment. Use the normal procedures to gain Surprise.

Talk: Characters who do nothing else in the round may communicate. This might be some form of Verbal Interaction attack, it might be an attempt to pass on information, orders, or requests to other characters, or it could permit a character to alert other characters to a Plan previously made. In this case, presuming the Plan can be shared in a way that will not alert opponents (over the radio or in a code or language the enemy doesn't know), all alerted characters are automatically not Surprised by the implementation of the Plan, and so can act freely that round. Keep communications reasonable; remember that one round is only three seconds long.

Change Facing: A character is always free to change facing in the Action Segment, regardless of previous movement or combat undertaken. However, stunned or injured characters cannot change facing.

Special Melee Attacks: Characters who trot, run, or sprint in the Second Movement Segment may end the round by making a tackle or Flying Kick, as described in the melee combat rules.

Rest: A character who has done nothing else in the course of the round may choose to rest, which allows him to recover 1 point of Temporary Fatigue.

Actions

The various activities possible in the Action Segment are performed (unless otherwise specified) only if the character did nothing else during the round, has not been wounded or stunned, and announces the activity at the start of the Segment. Only one such activity may be performed by any character in a single Action Segment.

Explosions

The detonation of explosives of all kinds is handled during the Action Segment. Grenades, shells, and other explosives which detonate in this round (as a result of a fuse or remote trigger — contact explosives are different) have blast effects and other damage calculated and resolved at this time. The rules chapter on Explosives details how they cause damage, and discusses detonation techniques in more detail.

Bombardments

During the Action Segment, incoming artillery or missile fire from distant (off the field of combat) sources take their toll.

It is up to the Gamemaster to determine when or if characters will face a bombardment. This generally happens only during general fighting, sieges, and the like, when frontline combat forces are directly engaged. If the circumstances do warrant a bombardment, the Gamemaster should also determine the Intensity of the barrage, assigning a percentile chance (in blocks of 10%) from 0 to 100 of having a shell land among the characters in any given round. Most light bombardments (including stray rounds or occasional shellings) will have a 10% or 20% Intensity; only a really determined barrage from a major concentration of artillery would ever approach 90% or 100% Intensity.

During each round's Action Segment, roll 1D100. If the result is less than or equal to the Intensity, an artillery shell will hit somewhere in the midst of the characters that round. Otherwise nothing happens. When a shell does hit, randomly pick a character, NPC, extra, or some other target (Gamemaster's discretion, but the best way is to roll dice to choose among all characters present). Then use the Scatter Table (Artillery and Support Weapons column) to determine the direction and distance of actual impact, with the direction from which the attack is coming being set before making the Scatter roll by the Gamemaster.

Sticklers for accuracy can choose a specific type of artillery shell and resolve the explosion that follows according to that shell's burst radius and other characteristics. A simpler method is to assume that all incoming barrages have a Burst Rating of 40 and a Frag Rating of V E, with Penetration Values of 0.

The rules for Explosives and the data in 'Quantifying Weapons' should be consulted for more information on the effects of bombardment.

Events

The Gamemaster may wish to resolve or introduce other events into the Action Segment. Many different things can take place at this time. New forces can arrive at the scene of the fighting. The intensity of incoming bombardments can change. Messages can be received.



Traps can be sprung. The Gamemaster is free to introduce such events as they are appropriate to the adventure; he may handle them according to applicable rules where rules are provided, or according to common sense in the absence of a specific rule.

Morale

In a combat situation, Morale plays an important part in the character's ability to function effectively. Morale checks must be made by each character or group of extras during each Action Segment. They are also made as called for by the outcomes of Random Fire, during the Random Fire and Reaction Random Fire Segments.

When a Morale check is called for, a Combat Skill Saving Throw is made. Apply a modifier of -100 to the roll in any round in which there have been no attacks of any kind made. A modifier of +25 is applied to the roll if the character has been hit during this round, and another +10 for each character on the checking individual's side who has been killed since the start of the battle. A DM of -Will level and a DM of -Stability level are also applied. All die modifiers are cumulative.

If the Saving Throw is successfully made, the character can function normally in the next round. Failure of the Saving Throw causes the character to suffer a Panic result.

Characters who Panic may suffer one of several reactions; the player has some control over what the character will do, but not total control. Possible Panic Reactions are listed on the Panic Chart. The player (or the Gamemaster for NPCs) should pick three possible Reactions and roll 1D3 to decide which prevails. Choices and rolls are made each time the character Panics.

Once a character Panics, he must obey the dictates of the Panic Reaction for the number of rounds listed on the Panic Chart listing. In some cases, Panic effects last until the character is rallied, which requires either a 1D100 roll by the character of less than or equal to the Combat Skill level, or a successful Verbal Interaction 'attack' on the panicked character using Leadership. (See the Verbal Interaction rules.)

Even while under the influence of Panic, morale checks are still made. A panicked character rallies if the morale roll is a 'Critical Success' less than or equal to the skill level. He remains panicked on other successful Saving Rolls. A failed Saving Throw causes him to panic again, choosing a new set of alternatives (but the current panic reaction must be one of the choices) and rolling 1D3 again.

While panicking, a character is essentially under the control of the Gamemaster, who must decide how best to fulfill the spirit of the panic reaction. The player should continue to make all die rolls and handle all elements of game mechanics for the character. When the panic effects lapse, the player regains total control of the character once again.

Gamemaster's Note on Morale: Although a wide range of options are open which should make it possible for players to keep a measure of control over panicking characters, the morale rule is another instance where the Gamemaster should tread softly when it comes to forcing players to do things they don't want to do.

If a player is upset with a morale result, allow a Will Saving Throw to avoid the reaction entirely. In extreme cases, treat the whole question of morale as an optional rule used primarily for NPCs and only voluntarily by player-characters.

MORALE DATA

Morale Check: Make a Combat Saving Throw

Modifiers:

-Will Level

-Stability Level

-100 if no combat this round

+25 if wounded

+10 per friendly casualty since battle start (character must see or hear about casualties to activate this modifier).

Panic Choices:

Freeze

Drop and Freeze

Move and Freeze

Hold w/Random Fire

Surrender

Drop and Hold with Random Fire

Move and Hold with Random Fire

Berserk Charge

Berserk Charge w/Random Fire

Flee

Discard Weapon and Flee

Feign Injury or Death

To rally, roll 1D100 less than or equal to Combat skill Level or have an unpanicked character make a successful Leadership Verbal Interaction Attack.

Continue Morale Checks, even when panicked.

PANIC CHART

Freeze: The character remains in his present position and stance for the next 1D5 rounds, then resumes normal actions. No actions allowed during period of Freeze.

Drop and Freeze: The character assumes a Prone stance and remains in his current position for the next 1D5 rounds. He then resumes normal actions. No actions allowed during period of Freeze.

Move and Freeze: The character moves (evading) to the nearest barrier or obstacle, takes cover behind it, and remains there. Movement and Freeze together last 1D10 rounds. He then resumes normal actions. No actions allowed during Freeze.

Hold with Random Fire: As Freeze, but the character may lay down Random Fire while holding current stance and position for 1D5 rounds.

Drop and Hold with Random Fire: As Drop and Freeze, but the character may lay down Random Fire after dropping prone, while holding position for 1D5 rounds.

Move and Hold with Random Fire: As Move and Freeze, but the character may lay down Random Fire throughout the 1D10 rounds of panic.

Berserk Charge: The character must Run or Sprint towards the nearest opponent for the next 1D10 rounds. If he reaches an opponent, he must engage in melee. While making the charge, he cannot evade, fire, or take any other action, though he could launch a Tackle or Flying Kick on reaching his target.

Berserk Charge with Random Fire: The character acts as above, but may only Run (not Sprint), and is permitted to lay down Random Fire during each round of the charge.

Flee: The character must Run or Sprint away from the opponent nearest him at the start of the round. He can take no other actions while doing this, and does not recover unless rallied or panicked in a different way later. Note that changing battle conditions can force the character to Flee in a new direction each round.

Discard Weapon and Flee: As above, but any Readied Weapons are dropped when the character begins to Flee.

Surrender: The character drops all Readied Weapons and stands up, moves into the open, and then holds his position, raising his hands or an improvised white flag and proclaiming his willingness to give up. A character must be Rallied to rescind a decision to Surrender.

Feign Injury or Death: The character discards any Readied Weapon, falls prone, and pretends to have been hit in the hopes of being ignored. He must maintain this for 1D10 rounds, after which he is free to continue or not as the player desires.

Bookkeeping

The final aspect of the Action Segment is character bookkeeping. At the end of the round, the Gamemaster or players should update things like damage accumulated from a bleeding wound, Fatigue, ammo supplies, and so on. Where these have some game effect, act on the situations which arise at the time the bookkeeping is handled.

7.15 NPCs IN COMBAT

It is usually necessary for the Gamemaster to handle NPCs in combat in much less detail than is applied to player-characters. Only the most important NPCs are likely to be concerned with all of the detailed rules given here, which are intended primarily for player-character combat resolution.

Extras in Combat

Whenever possible, the Gamemaster should use 'generic' opponents in combat situations; that is, he should create one or more 'extras' and then use the stats and skills created to handle a number of different enemy soldiers. Since the players are unlikely to come into contact with these opponents in enough depth to realize their generic nature, this is an acceptable shortcut. It is far easier for the Gamemaster to keep track of one or two sets of 'generic' stats than it is to handle each individual Russian platoon in battle on an individual basis.

Combat sheets for generic characters should be filled out in advance. Weapons will be those available to opponents of that type; list all reasonable weapons in one place, even though individuals might carry only one or two.

Combat Shortcuts

For the sake of simplicity, the Gamemaster should avoid using Reaction Fire, Reaction Random Fire, or changes in movement for NPCs, except when it would be unreasonable to ignore these. By cutting out NPC Reactions, the Gamemaster's job in resolving the round is made less complex.

NPCs should generally ignore fatigue entirely. Moreover, wounding

can also be considerably streamlined. Rather than go through the usual damage process, NPCs should use a Simplified Hit Table to determine the effects of Major Hits taken. Roll 1D10 and add this to the number of Major Hits for the result shown on the table.

The results of these throws tell the Gamemaster what has happened to the NPC, but also gives an 'observed effect.' This (and only this) is reported to the players at the time the hit is resolved. Only by later examination would the actual condition of the victim be known.

Overall, the Gamemaster should do everything in his power to simplify his own tasks while preserving the depth of detail provided for player-characters and crucial NPCs. Combat is an intricate, complex sequence; despite this complexity, the Gamemaster must strive for a smooth flow to events. Anything he can do to achieve that end — even simplifications beyond those outlined here, such as arbitrarily declaring NPCs to be killed rather than resolving attacks in detail — is worth exploring. It is important to avoid the appearance of too much intervention (roll dice even when arbitrary decisions are made), and it is a good idea to avoid making a big issue of the differences between NPCs and player-characters, but with these guidelines the Gamemaster will find it fairly easy to judge when to develop combat in detail and when to leave it vague.

Larger Actions

Rules for combat involving more than a few opponents on a side are presented in a later chapter in this booklet. These can be used to further streamline Combat situations, and allow for the interaction of player-characters with the events of a much wider battle than is possible using the rules given here.

8. EXPLOSIVES AND DEMOLITIONS

The would be partisan or guerilla needs to know how explosives work, whether he intends to use demolitions to blow up a bridge or merely has to know how dangerous grenades, shells or missiles might be in combat. The same rules cover all aspects of explosives, from a molotov cocktail or a stick of dynamite up through artillery shells, anti-tank rockets, mines, flares, and even nuclear weapons.

8.1 TYPES OF EXPLOSIVES

Explosives fall into many types and categories. Some of the most basic divisions are discussed here.

Simple Explosives

Simple explosives are those used primarily for demolitions work. This category includes plastic explosives, dynamite, and other such compounds. They are designed to produce a blast, but rarely create any more exotic forms of damage.

Shells and Warheads

This class of explosives ranges from simple grenades up to fairly sophisticated artillery shells or rocket warheads of a conventional (non-nuclear) nature. These weapons deliver a variety of different types of warhead that produce different effects, as noted below.

High Explosive (HE): These produce damage through blast effects, sometimes (but not always) combined with fragmentation effects. They are not designed to penetrate barriers, though they can destroy them through the damage they cause.

High Explosive Anti-Tank (HEAT): These are explosives designed to penetrate barriers before releasing the full effects of their blast. HEAT rounds do not normally have any sort of fragmentation effect.

White Phosphorus (WP): Shells or grenades carrying white phosphorus have a blast effect, but also scatter extremely hot burning fragments which can start fires or cause burn damage where they hit.

Smoke: Smoke grenades and shells do not cause any damage or impact, but do release clouds of thick smoke which obscure visibility and act as described in the Book I rules on gas and smoke.

High Explosive Plastic Tracer (HEPT): Shells of this type do not actually penetrate armor, but create a high explosive blast where they hit and cause fragments to break loose on the other side of the barrier hit (if, and only if the Barrier Value is less than the Penetration Factor

of the shell. This effect is known as 'spalling.

Gas: Gas grenades and shells do not cause any damage on impact, but release some specific kind of gas (tear gas, nerve gas, etc.). These act as described in Book I.

Stun: Stun or Flash grenades do not produce damage, but release a bright light and a loud noise which can disorient a character.

Anti-Personnel (AP): Anti-personnel explosives do some blast damage, but are more deadly because they release a spray of buckshot, flechettes, or other small fragments which create a Random Fire Zone of effects around the impact point.

Flares: Some forms of shells are not used as weapons at all, but instead provide illumination within their 'blast radius' that aids in nighttime visibility.

Mines

Mines are explosive devices concealed to defend a given area from intrusion or attack. They come in two basic forms.

High Explosive (HE): This kind of mine is most effective as an anti-vehicle weapon, although blasts can be deadly to characters as well.

Anti-Personnel (AP): This type of mine, typified by the famous Claymore model, releases a spray of deadly fragments over a specific area which can be highly lethal to intruders.

Nuclear Weapons

These devastating horrors will not normally be part of the *Freedom Fighters* environment, but are briefly covered, so that tactical nuclear weapons can be introduced if the Gamemaster feels the need to add such dangerous weaponry to the game. Nuclear weapons all cause damage through a combination of blast, heat, and lethal radiation. Two forms — standard warheads and the less destructive but more deadly neutron warheads — are covered.

8.2 DEFINING EXPLOSIONS

When any form of explosion goes off, the effects of the explosion are categorized by various ratings and codes. The Support Weapons Effects Chart, the Artillery Effects Chart, and the Demolitions Chart each contain basic information which defines how much damage is done, and what kind, by the detonation of the device.

Blasts

All explosives have a Blast Rating which defines the size and intensity of the explosion created by the device.

The Blast Rating is the radius, in yards, of the explosion's initial effects, measured from the center of the explosion. This rating is also used to find the damage caused by the explosion at any given distance from the source. Subtract the distance of a character or object away from the point of detonation (in yards) from the Blast Rating (to find the Effective Blast Rating), and multiply the result by 25. This is the number of points of General Damage inflicted against the character or object by the force of the blast. Characters behind barriers are not affected unless the barrier is penetrated by the blast, as discussed in the section on Demolitions later in this chapter.

Parentetical Ratings: If the Blast Rating given for an explosive weapon is in parentheses, the weapon's blast radius is still the number of yards shown, but there are no blast damage effects. This is usually the case with special explosives which deliver chemicals, smoke, or illumination rather than a true explosive charge. The blast radius defines the area affected by the special attack, but there is no blast damage at all.

Attack Types

The Blast Rating column of any of the explosive tables also contains a code which describes what other types of damage or effects the explosion causes. These are summarized below.

Fragmentation (F): The explosion scatters multiple fragments. Fragmentation information is covered in a separate section, below.

Blast Only (X): No other forms of damage are done by this attack.

Stun Effects (S): The character must make a Combat Skill Saving Throw to avoid being stunned for 1D10 combat rounds. Stunned characters cannot melee, move or fire; they drop prone immediately and remain that way until they recover.

Visibility (V): The explosive contains chemically produced smoke which obscures visibility in a cloud the size of the burst radius. This cloud has an initial density of V. After 1D5 + 5 rounds (DM -1 in a light storm, DM -2 in a moderate storm, etc.), it drops to Intensity IV, and the process is repeated until the smoke cloud disperses. Variant forms produce colored smoke for marking or signalling purposes.

Gas (G): The explosive releases some form of gas, generally specified when making the attack or acquiring the ammunition. A cloud of gas equal in size to the burst radius is produced. See the rules on Gas for more information.

Illumination (I): The explosive produces intense light over the area of the blast radius. This nullifies the adverse effects of darkness for purposes of sighting and visibility. Variant forms produce colored light for signaling purposes.

Shot: Some entries do not contain a burst rating, merely the word 'shot'. Such rounds are specially packaged multiple projectile rounds which turn a grenade launcher or other heavy weapon into an over-sized shotgun. A Fire Zone is established in the direction the firer faces, and all individuals within that fire zone are subject to fragmentation effects as shown.

Fragmentation Ratings

A separate chart column is used to show the fragmentation damage, if any, caused by an explosive. Fragmentation attacks are very similar to Random Fire in the Game, except that each explosion is resolved individually rather than creating a cumulative effect, and the damage values and areas endangered by fragments vary with the type of explosive being used.

The Fragmentation Rating is in two parts. First is a Roman numeral, from I to V, which represents the Fragmentation Range Chart used. This range chart creates six range bands around the point of explosion, which in turn dictate how the volume and potential danger of flying fragments fall off with distance. The second element of the rating is a letter code which corresponds to the codes on the lower portion of the Fragmentation Range Chart. These codes identify the Volume, Damage, and Penetration values of fragments.

Resolving Fragmentation Attacks

When an explosion causing fragmentation takes place, each character within extreme range (as given on the chart) must suffer a special form of Random Fire.

The attack PN is equal to the Volume of fragments delivered at that range, plus the Size number of the character, plus a roll of 1D100. The defense PN is equal to the target's Luck Rating, plus the defensive modifier for his current movement mode, plus his Combat skill rating. The attack PN is subtracted from the defense PN on the Random Fire column of the Outcome Table. The result is treated as normal Random Fire, but the damage and penetration of each hit varies according to the type of fragmentation and the range band used for the attack. All fragment hits do Penetration type damage, resolved in the normal manner.

Penetration Rating

Some explosives have a Penetration Rating. This is used to determine if the shell, grenade, or warhead can pierce armor before the bulk of its damage is caused. A shell which penetrates a barrier does blast and other types of damage on the far side of the barrier. Note that HEAT explosives cause blast damage on the side facing the attacker and fragmentation damage on the opposite side.

Triggers

All explosives have Triggers, which determine how and when they are set off. Trigger types are discussed below.

Impact: The explosive detonates when it strikes a target.

Remote: The explosive detonates when an electrical or radio signal is transmitted to the detonator; this is usually practical only in demolition.

Timer: The explosive detonates at a certain time preset while setting the explosive. Again, this is usually a demolition technique.

Fuse: The explosive detonates a certain number of action rounds after being fired or electronically triggered. The range of possible fuse delays for specific shells or warheads is given in the listings. When

FRAGMENTATION RANGE CHART

Frag Ratings Range Code	Point Blank +50	Range Band				
		Short +100	Effective +150	Long +200	Very Long +250	Extreme +300
I	1	6	12	18	24	30
II	1	9	18	27	36	45
III	1	12	24	36	48	60
IV	2	22	44	66	88	110
V	3	25	50	75	100	125
Damage Code						
A Volume	200	150	100	50	25	13
Dam (Pen)	6 (4)	5 (4)	3 (4)	2 (2)	1 (1)	.5 (.5)
B Volume	300	225	150	75	38	19
Dam (Pen)	10 (6)	8 (6)	5 (6)	4 (3)	3 (2)	2 (1)
C Volume	400	300	200	100	50	25
Dam (Pen)	14 (8)	11 (8)	7 (8)	4 (4)	2 (2)	1 (1)
D Volume	500	375	250	125	63	32
Dam (Pen)	18 (10)	14 (10)	9 (10)	5 (5)	3 (3)	2 (2)
E Volume	600	450	300	150	75	38
Dam (Pen)	22 (12)	17 (12)	11 (12)	6 (6)	3 (3)	2 (2)
F Volume	400	300	200	100	50	25
Dam (Pen)	Flame	Flame	Flame	Flame	Flame	Flame

Readying the weapon a fuse delay is set; if the player does not specify a time, the minimum possible fuse delay is used.

Fuses are considered activated at the moment the explosive is used in an attack. However, a grenade (only) can be armed before it is actually thrown if the character so desires; arming the grenade is an activity equivalent to Readying a weapon. Grenades are designed so that a lever can prevent ignition of the fuse, allowing a character to effectively arm a grenade, and then stop fuse ignition and detonation until the character is ready to release the lever, simply by letting go of it. This creates a 'dead-man switch' effect which can be a dangerous boobytrap.

When an explosive with a fuse-type trigger is used, it can be thrown or fired in any of the fire segments of a round (and an impact trigger's explosion would be resolved in that same segment). A fuse -0 would explode in the Action Segment of the same round. A fuse -1 would explode in the next round's Action Segment, and so on. Longer fuses give the target more time to escape — but a miscalculation with a short fuse (such as a Fumble result of Drop Weapon) can have dire consequences to the attacker.

Other Explosive Data

Other data on explosives, shells, warheads, and the like deals with things like Availability and Size/Weight. These are discussed in the equipment rules.

8.3 DEMOLITIONS

Setting simple explosives to destroy an obstacle or other structure comes under the heading of demolitions. While anyone can plant a charge and watch it blow up, use of Demolitions skill can increase the effectiveness of the explosion by proper placement, exploitation of weak points, and special techniques of explosive handling, that will insure that when the demolition charge goes up, the character doesn't go with it.

The blast rating of the various simple explosives is used any time the explosive is simply set off without any kind of unusual preparations. Through the use of a Demolitions Task, however, it is possible to increase (or, with failure, decrease) the Blast Rating by a significant amount.

Demolition Tasks

The Gamemaster should assign a Difficulty Rating to a Demolitions Task equal to ten times the Barrier Value of the obstacle to be breached or destroyed, plus 1D100.

The Demolitions Performance Number is the sum of the Demolitions skill of the character setting (or planning the location of) the charges, plus the Total Blast Rating used, plus a 1D100 roll. Obviously, a sufficient quantity of explosives will guarantee success, but the whole purpose of the task is to minimize the amount of explosives used, so the player must balance quantity versus quality in deciding how to stage the task. When an Outcome is determined, the Outcome Number is the percentage chance in the Blast Rating of the explosives granted by the task. When an Outcome is determined, the Outcome number is the percentage change in the Blast Rating of the explosives granted by the task. Thus, a +25 Outcome increases the Blast Rating by 25%, while a -10 decreases the rating by 10%.

Creating Explosives

Characters with Demolitions skill can use Tasks to fabricate certain kinds of explosives. These are given the notation 'made' on the appropriate charts, followed by the DR assigned to the manufacture. Use the normal Task procedure each time one bomb or charge of the given type is to be produced. Most of these can also be purchased, but use is frequently restricted.

Detonators

Each explosive listed on the Explosive Chart lists the kinds of detonators needed for triggering the charge. Some, like nitroglycerin, bear a special notation that shows them to be particularly hazardous; when these are exposed to sudden shocks, excessive heat, or other mistreatment, they can explode. In handling these, periodic skill Saving Throws against Demolition should be called for.

Detonators are described in the section covering equipment, as are the various types of explosives.

Demolitions and Barriers

The Book 1 rules on barriers detail the ways by which obstacles are breached by an explosion or other damage. Note that for purposes of breaching barriers (only), the Penetration Value of a blast is equal to the effective Blast Rating at that distance from the center of the explosion, which permits explosions to have some effect on a barrier,



Multiple charges of any explosive combine Blast Ratings.

Barriers have holes created by the blast, according to the usual barrier procedures. In addition, blasts can cause structural damage which can severely weaken a building or other artifact. Take the dimensions of the target in feet (length x width), multiply by the Barrier Value of the thickest portion of the wall (Barrier Value x thickness x 4), and divide the final product by 10,000. Total the blast damage against all portions of the structure in question. Divide the blast damage suffered by the Structural Rating obtained above to determine the percentage chance of having the weakened barrier give way. This is checked once immediately, and again when the Gamemaster feels that other explosions, application of heavy weights, or similar factors might pose a threat to the weak structure. If it does give way, it collapses with results the Gamemaster feels appropriate. Thus are railway bridges or dams reduced to rubble.

On such large structures, assume that only the point of the strongest blast impact takes damage. (Don't figure damage across the entire area within the Blast Radius.)

Flammable structures in contact with explosives when they are detonated are set on fire, and the rules for flames are used to determine additional damage that may be taken.

8.4 MINES AND BOOBY-TRAPS

Mines are simply explosive devices set up defensively to protect a position or area. Some are high explosive (HE) types which can be used to destroy people or vehicles; others are primarily antipersonnel weapons that do most of their damage through fragmentation.

Types of Mines

The following are the basic types of mines usually found.

High Explosive, Small: This is a mine designed to give localized blast effects capable of causing severe damage to a target character. They can damage vehicles, but are usually too small to be really effective in this role. Common triggers used for these mines are pressure plates or remote detonators; tripwires may also be used.

High Explosive, Anti-Vehicle: A larger form of high-explosive mine which is primarily used against vehicles. Usually, they are set up so that ordinary man-sized targets will not detonate them. Pressure plates and remote detonators are most common.

High Explosive, Fragmentation: A small HE mine with a fragmentation sleeve which mixes ordinary blast effects with a spray of shrapnel.

Claymore Mines: This form of mine is not buried; it is a squat rectangular mine with a slightly curved face, which, when triggered, fires a mass of steel balls into a fire zone 5 meters wide and sixty meters long. The mine itself also explodes with a conventional blast effect. Fragmentation damage is confined to the mine's special Fire Zone, however. It is triggered either remotely or by a trip wire.

Bouncing Betty Mines: This type of mine uses a tripwire or remote trigger to cause a propellant charge to launch a small anti-personnel mine 2 feet into the air, where it proceeds to explode. This type of mine attack has double the usual ranges for fragmentation effects.

Foo-Gas: This buried mine uses a charge of explosives to hurl a spray of flammable material (gasoline, for instance) in a pattern not unlike the Claymore mine. The explosion also sets fire to the liquid.

Tripwires or remote triggers are usually used.

Resolving Mine Encounters

Mines can be detonated by pressure plates, tripwires, or remote controls. Remote triggers are set off by an opponent during any Action Segment, if that opponent has the triggering mechanism Ready (or is located near the controls of some more permanent trigger system) and has performed no other activities in the round. It explodes in the same segment.

Pressure plates are designed to go off when somebody actually places a weight on the mine. When the Gamemaster determines that a mine has been stepped on, or run over, the mine will be triggered if (and only if) the weight was sufficient to set off the trigger. In general, pressure plates for anti-personnel mines go off if 50 lbs. or more are applied, while anti-vehicle mines require 500 lbs. to be triggered.

Tripwires are wires strung across a space up to ten yards across. They are hidden with the Camouflage skill of the person who plants the mine. (Roll 1D100 + 25 when skill is not known.) Search or Recon Saving Throws can be used to spot them, but only when a character is moving at a Slow Crawl, Crawl, or Slow Walk pace. Characters on vehicles never spot tripwires. If the character or vehicle moves across the tripwire without seeing it, the chance of triggering the mine is equal to the character's current defensive modifier based on movement mode. Thus, slow moving characters are less likely to set off the mine.

Tripwires can also cause a character to fall down. An Agility Saving Throw is required if a character is in trot, run or sprint modes and triggers a tripwire; failure causes the character to fall prone at once and make a Fumble (Other Causes) roll.

When the mine is detonated, all characters in range of blast and/or fragmentation effects must resolve the attack(s) that result. Resolution follows the same procedures as for other explosives.

Minefields and Mine Placement

If the Gamemaster wants to map out a minefield in detail, he can secretly create a map (1 yard square grid is best) showing precise placement of mines. When characters enter a square containing a pressure plate or tripwire, or when remotely-triggered mines go off, resolve the situation in the usual manner.

As an alternative, crossing a minefield can be made a Task using the character's Combat skill. Difficulty can be set to reflect the dimensions of the field and density of the mines. The character adds Combat skill, a 1D100 roll, and a DM+5 for every extra combat round the character decides to spend making the crossing. Time is not based on Difficulty; the minimum time to cross the minefield is given by distance and movement mode, and the modification which is applied to the Task roll may increase this minimum time requirement.

If the Task succeeds, the character crosses the minefield without incident in the given period of time. A failure requires a resolution of a Luck Saving Throw to cross without triggering off a mine. A Critical Failure means that the character will set off a mine no matter what (unless the roll on the Critical Outcome Table indicates that nothing happens).

Booby Traps

Booby traps include a wide range of improvised, hidden dangers intended to surprise the unwary. They are a common stock in trade of guerrillas. Some booby traps are explosive, while others are less spectacular (pits, pungi sticks, etc.) but often quite as lethal.

Traps involving explosives are created by conducting a Task using the average of Camouflage, Traps, and Demolitions skill ratings. The Difficulty Rating of the Task is any number the character wishes to set. This Difficulty Rating, however, is also used in a Competition with the Perception Attribute (modified by Alertness) of anyone who comes in contact with the booby trap to determine whether the trap is noticed or set off. (Characters taking special precautions to look for booby traps must institute a Search Task under ordinary Task procedures, but combine Perception and Search ratings in the competition with the trap.) If the trap 'wins' the encounter, it is set off; if the character 'wins', he discovers it without triggering it.

Nonexplosive traps work in much the same way, except that Demolitions skill is not used.

The Gamemaster is responsible for determining the type and amount of damage caused by a booby trap, based on the nature of the trap. Thus, a pit would simply cause the character to fall, taking as if he had been attacked with a melee throw. A pungi stick would both cause damage like a spear (the actual puncture), and as a poison (due to the fact that pungi sticks are prepared by steeping them for several days in what the more poetic refer to as 'nightsoil'). A puncture wound from a pungi stick becomes septic immediately, and must be successfully treated within 24 hours or the injured limb will

become gangrenous). Explosives would function under the normal explosion rules.

Improved Traps

By coupling Improvisation skill into the calculations for trap creation, interesting forms of booby traps can be created. For instance, Claymore mines or foo-gas weapons can be created from scratch with an explosive and other appropriate ingredients.

8.5 INCENDIARIES

Some weapons and explosives create flame effects. Most notable, of course, are flamethrowers, but there are also grenades, shells, and mines which cause similar damage.

Incendiary weapons (including flamethrowers) cause fragmentation type damage, creating a Fire Zone in which targets may suffer Random Fire attacks. For flamethrowers or the foo-gas mine, this is directional up to the maximum range given. For shells or grenades, the flame fragmentation is in a circle around the impact point.

Rather than undergoing ordinary damage resolution, a character hit by flame effects takes Class C Burn damage. In addition, most flammable objects in the area attacked will catch fire (according to the Book I fire rules) under such attacks.

Weapons which cause flame attacks of this kind have the notation 'FI' in the description of fragmentation damage caused.

8.6 NUCLEAR WEAPONS

The use of nuclear weapons is so devastating that their introduction would drastically unbalance the game in most situations. In 'real life', the decision to use nuclear weapons in a guerrilla war is somewhat like burning down a house to control cockroaches — effective, but ultimately wasteful. Also, most backgrounds envisioned for *Freedom Fighters* suppose that an invader is interested primarily in adding real estate and resources to his dominion, and fused glass craters are of little value in this connection. A defender, for the same reasons, will hesitate to blow up his own land even in the face of an invasion; scorched earth is all very well, but the use of nukes is more final than most situations warrant.

However, tactical nuclear weapons are deployed by the United States and other nuclear powers for 'limited' use on a battlefield level, and there is always the chance that such small but highly lethal nuclear warheads can be encountered. The rules in this section may be used when the Gamemaster feels that nuclear weaponry should be incorporated, together with the radiation rules in Book I.

Delivery

Nuclear warheads are delivered by large (155 mm or larger) artillery shells, or by missiles. The stats on Artillery weapons and ammunition in 'Quantifying Weapons' include tactical nuclear warheads.

Warheads are described by their yield, in kilotons (the kinds that deliver megatons are entirely outside the range of this game). A 1 kiloton warhead has the same kind of blast characteristics as a thousand tons of TNT. Obviously, such a blast is somewhat hard to resolve under the normal game rules.

Nuclear Explosions

The Nuclear Weapons Effects Chart shows four areas of damage radiating outward from the point of impact. These are fields of Total Destruction, Heavy Damage, Moderate Damage, and Light Damage. The chart shows the radius of each zone around ground zero, and describes the likelihood of damage to buildings, vehicles, vegetation, and characters in the zone. Radiation data is also given.

Special Considerations

A warhead which explodes above the target creates an 'airburst' which 'spreads' the effects of light damage (only) much further while leaving negligible residual radiation. Damage from an airburst is caused by the shockwave created by the airburst.

Neutron bombs cause practically no blast effects, but triple the initial radiation output of the explosion. Neutron bombs are purely anti-personnel, giving off an initial burst of radiation that will penetrate buildings, tanks, etc.. The initial rad dose for a neutron detonation is approximately 100,000 rads, but of a type of radiation that has a half-life of only four minutes. This means that four minutes after the explosion, the rad count is 50,000, and four minutes after that, the rad count is 25,000. Within several hours after the initial detonation, the radiation will have decayed to safe levels and characters may move freely about in the ground zero area of a neutron bomb. Please remember, however, that a rad count of 50 will make one's hair fall out, a count of 60 will cause immediate blistering and skin cancer, and a rad count of 70 will be sufficient to ensure that the character will be dead

within 48 hours.

Electronic gear anywhere inside the blast radius of a nuclear weapon is disabled due to Electro Magnetic Pulse effects. Such equipment must be repaired before it can be used unless it was protected by metal in some way, such as putting the television in the refrigerator, or a transistor radio protected by an oven or even a pair of cake pans with the radio sandwiched inside.

Characters may be killed outright by an explosion. If not, they take burn damage against each body location, and suffer radiation poisoning as well. The chart descriptions show this information.

9. WOUNDING & RECOVERY

When a character suffers damage, various forms of injury may result. Wounds may have any number of effects, complications, and dangers, and can require medical treatment or first aid before the process of healing can begin. Once it does, recovery begins to take place, but can take a long time to complete.

Wounding and recovery may also involve additional problems, such as infection and disease. Guerrilla fighters with poor facilities, lack of qualified personnel, and the other problems that face groups operating without organized support will find problems of this kind especially troublesome.

9.1 MAJOR HITS

Major Hits are caused when a character takes a large amount of damage to a specific hit location, as described in the combat rules. The type of damage taken, and a 1D100 die roll, establish a specific type of Major Hit from the Major Hit Tables.

Major Hits are described below in terms of immediate and long-term effects, and in the application of first aid and/or surgery (plus natural healing) to the recovery of the injured character.

NO EFFECT

The hit causes no appreciable damage.

Immediate Effects: The Character takes 1D10 points of General Damage this turn.

Long Term Effects: None.

Recovery: General Damage is recovered in the manner described later in this chapter. Neither First Aid nor Surgery skill is applied.

SPRAIN

The hit causes a temporary impairment of a joint.

Immediate Effects: The character takes 1 point of General Damage this round.

Long Term Effects: Beginning this round, the Attribute related to the Hit Location (arms = Dexterity, legs = Agility) is halved.

Recovery: Successful application of First Aid skill leaves the Attribute reduced by 1 (rather than halved) until the wound heals naturally. Surgery is not used in recovery. Natural recovery time is thirty hours. (Subtract the Recovery Rate.)

SIMPLE FRACTURE

The character has broken a bone.

Immediate Effects: The character takes 2 points of General Damage this round.

Long-Term Effects: Beginning this round, the Attribute related to the Hit Location (arms = Dexterity, legs = Agility, upper/lower torso = Stamina) is halved. The character must make a Will Saving Throw to use the Attribute for any purpose (including use of skills governed by that Attribute) in any round. Use inflicts 1 point General Damage each time (round).

Recovery: Successful application of First Aid is required to allow recovery to begin. Once First Aid is applied, recovery takes place in fifty days (subtract the Recovery Rate). Surgery is not applied to simple fractures.

COMPOUND FRACTURE

The character breaks a bone; the fracture is exposed by laceration of the tissues.

Immediate Effects: The character takes 3 points of General Damage this round.

Long-Term Effects: Beginning this round, the Attribute related to

the Hit Location (arms = Dexterity, legs = Agility, upper/lower torso = Stamina) is halved. The character may not use the Attribute for any purpose until First Aid has been applied; thereafter a Will Saving Throw is required to use it. If the Attribute is used, the character takes 1 point of General Damage in each round of use.

Recovery: Successful First Aid is needed to restore limited use of the affected Attribute; recovery begins only after First Aid has been used. Recovery takes 75 days. (Subtract the Recovery Rate.)

COMPLEX FRACTURE

A bone has been shattered. Roll once for a Penetration Major Hit, as well.

Immediate Effects: The character takes 5 points of General Damage this round.

Long -Term Effects: Beginning this round, the Attribute related to the Hit Location (arms = Dexterity, legs = Agility, upper/lower torso = Stamina) is reduced to 0. The Attribute (and related skills cannot be used until recovery dictates.

Recovery: First Aid has no effect; the application of Surgery skill (DR = 150) permits recovery to begin. Recovery takes fifty days (subtract the Recovery Rate); the wound is downgraded in effect to a recovering Compound Fracture for 100 days more (again subtract the Recovery Rate). The associated Penetration Major Hit is resolved separately.

SERIOUS WOUND

The character suffers a permanent impairment of the body part hit.

Immediate Effects: The character suffers 10 points of General Damage immediately.

Long-Term Effects: Beginning on the current round, the related Attribute is reduced to zero.

Recovery: First Aid has no effect on a Serious Wound. A successful Surgery Task (DR = 200) restores the Attribute to a level equal to the Outcome Number percentage of the original level. (Round fractions up.) After restoration, ordinary character improvement of that Attribute is at double cost.

STUNNED

The character is disoriented and confused.

Immediate Effects: The character must roll Will or less to avoid falling prone.

Long-Term Effects: The character cannot take any action of any kind during any action round prior to recovery.

Recovery: First Aid and Surgery skills do not apply. During any action segment after the stun result, the character recovers by rolling a Stamina Saving Throw.

INTERNAL BLEEDING

The character has suffered an internal injury which results in an untreatable loss of blood.

Immediate Effects: The character takes 1D10 points of General Damage this round.

Long-Term Effects: The character takes an additional 1D3 points of General Damage at regular intervals. Roll 1D10; on a 1-3, intervals are hourly; 4-6, once per minute, 9-10, once per round.

Recovery: First Aid has no effect on Internal Bleeding. Surgery can be used as a Task (Difficulty = 2 x the number of intervals which have passed since the injury). The character stops bleeding naturally after 1D100 intervals have gone by even without surgery. Recovery

MAJOR HIT TABLES

ARMS

1D100	Impact Damage	Penetration Damage	Burn Damage
01-15	No Effect	No Effect	No Effect
16-40	Sprain	Minor Bleeding	Minor Burn
41-60	Simple Fracture	Major Bleeding	Minor Burn
61-75	Compound Fracture	Torn Muscle/Ligament	Severe Burn
76-90	Complex Fracture	Artery Severed	Severe Burn
91-00	Serious Wound	Major Artery Severed	Serious Wound

LEGS

1D100	Impact Damage	Penetration Damage	Burn Damage
01-10	No Effect	No Effect	No Effect
11-35	Sprain	Minor Bleeding	Minor Burn
36-55	Simple Fracture	Major Bleeding	Minor Burn
56-70	Compound Fracture	Torn Muscle/Ligament	Severe Burn
71-85	Complex Fracture	Artery Severed	Severe Burn
86-00	Serious Wound	Major Artery Severed	Serious Wound

Use 'Legs' Table for animal forelegs and hindlegs, and for animal tails. Use for upper and lower legs of humans.

UPPER TORSO

1D100	Impact Damage	Penetration Damage	Burn Damage
01-10	No Effect	No Effect	No Effect
11-25	Stunned	Minor Bleeding	Minor Burn
26-40	Stunned	Major Bleeding	Minor Burn
41-60	Simple Fracture	Artery Severed	Minor Burn
61-70	Compound Fracture	Major Artery Severed	Severe Burn
71-80	Complex Fracture	Internal Bleeding	Mortal Wound
81-90	Internal Bleeding	Serious Wound	Mortal Wound
91-95	Serious Wound	Mortal Wound	Mortal Wound
96-00	Mortal Wound	Dead	Dead

Use for animal forequarters as well.

LOWER TORSO

1D100	Impact Damage	Penetration Damage	Burn Damage
01-05	No Effect	No Effect	No Effect
06-25	Stunned	Minor Bleeding	Minor Burn
26-45	Stunned	Major Bleeding	Minor Burn
46-65	Stunned	Internal Bleeding	Severe Burn
66-80	Internal Bleeding	Serious Wound	Severe Burn
81-90	Internal Bleeding	Mortal Wound	Mortal Wound
91-00	Mortal Wound	Dead	Dead

Use for animal hindquarters as well.

HEAD

1D100	Impact Damage	Penetration Damage	Burn Damage
01-05	No Effect	No Effect	No Effect
06-25	Stunned	Stunned	Minor Burn
26-50	Unconscious	Unconscious	Severe Burn
51-65	Unconscious	Concussion	Dead
66-80	Concussion	Concussion	Dead
81-95	Dead	Dead	Dead
96-00	Attribute*	Attribute*	Dead

• Attribute Hits — Roll 1D10

01. . . . Perception is reduced to 1 until recovery.
02. . . . Perception is -1D5 until recovery.
03. . . . Perception is Halved until recovery.
04. . . . Perception is 0 until recovery.
05. . . . Wit is -1 until recovery.
06. . . . Wit is -1D5 until recovery.
07. . . . Wit is Halved until recovery.
08. . . . Wit is 0 until recovery.
09. . . . Will is Halved until recovery.
10. . . . Will is Halved permanently.

of General Damage is handled per rules in a later section.

MORTAL WOUND

The character has suffered a severe wound (punctured organ, etc.) which requires surgical intervention to avert certain death.

Immediate Effects: The character suffers 20 points of General Damage this round.

HIT POINT VALUES

Location	(Animal Location)	Hit Points	Size
Head	(Head)	20%	9%(9%)
Upper Torso	(Forequarters)	45%	18%(18%)
Lower Torso	(Hindquarters)	45%	19%(16%)
Right Arm	(Right Foreleg)	30%	9%(9%)
Left Arm	(Left Foreleg)	30%	9%(9%)
Upper Right Leg	(—)	30%	9%(—)
Upper Left Leg	(—)	30%	9%(—)
Lower Right Leg	(Right Hind Leg)	25%	9%(18%)
Lower Left Leg	(Left Hind Leg)	25%	9%(18%)
	(Tail)	40%	— (3%)

Parenthetical data applies to animals only.

Long-Term Effects: The character will die in 1D100 hours without Surgical intervention. Each round prior to the administration of successful First Aid, the character suffers 1D10 points of General Damage (doubled if the character moves, or is moved).

Recovery: First Aid, successfully administered, ends the round by round accumulation of General Damage. A Surgery Task (Difficulty = 300 minus the total number of hours until death) will, if successful, permit recovery to begin. If this happens, recovery requires a number of days equal to the total number of hours until death originally rolled, minus the character's Recovery Rate.

UNCONSCIOUSNESS

The character is knocked out.

Immediate Effects: The character falls prone.

Long-Term Effects: Beginning this round, the character is out of the action. Unconsciousness is a sleep from which the character wakes only with the passage of time; outside stimuli have little effect.

Recovery: The character recovers full consciousness after 1D100 minutes. (Subtract the Recovery Rate from this throw.) Neither First Aid nor Surgery have value for recovery.

CONCUSSION

The character has received a blow to the head which may have pronged effects on his ability to function effectively.

Immediate Effects: The character must roll a Stamina Saving Throw to avoid falling unconscious (as above) this round.

Long-Term Effects: The character continues to roll for possible unconsciousness on the following schedule:

Once per round for (25-Stamina Level) rounds, then . . .

Once per minute for (25-StaminaLevel) minutes. . .

Once per hour for (25-Stamina Level) hours, then. . .

Once per day for (25-Stamina Level) days.

Timing of rolls is up to the Gamemaster, but the character should be most apt to faint after heavy exertion.

Recovery: First Aid and Surgery are useless in concussion recovery. The effects of concussion cease after the schedule has run its course.

DEAD

The character has died.

Immediate Effects: The character is dead.

Long-Term Effects: The character remains dead.

Recovery: Unknown to modern medical science.

MINOR BLEEDING

The character is losing blood at a fairly slow rate.

Immediate Effects: The character takes 1 point of General Damage this round.

Long-Term Effects: Beginning this round, throw a Stamina Saving Throw to avoid suffering 1 point of General Damage.

Recovery: First Aid, successfully applied, stops the bleeding. Surgery is not a viable treatment. If not stopped sooner, checks for bleeding continue for 1D100 rounds.

MAJOR BLEEDING

The character is losing blood freely.

Immediate Effects: The character suffers 3 points of General Damage this turn.

Long-Term Effects: Beginning this round, the character takes 1 point of General Damage until the bleeding stops.

Recovery: Successful First Aid stops the bleeding. Surgery does not apply. In any event, bleeding will stop after 1D100 rounds.

TORN MUSCLE/LIGAMENT

The character has damaged the musculature of the affected

Hit Location.

Immediate Effects: The character suffers 3 points of General Damage this round.

Long-Term Effects: Beginning this round, subtract 1D5 from the Attribute related to the Hit Location (arms = Dexterity, legs = Agility, upper/lower torso = Stamina). The character must make a Will Saving Throw to make use of the Attribute prior to full recovery.

Recovery: First Aid is useless to recovery. Successful Surgery (DR = 200) doubles the effective recovery rate, and so decreases the recovery time necessary. The natural recovery time is fifty days. (Subtract the Recovery Rate.)

ARTERY SEVERED

The character suffers a serious bleeding wound.

Immediate Effects: The character takes 4 points of General Damage this round.

Long-Term Effects: Beginning this round, the character suffers 2 points of General Damage per round.

Recovery: Successful First Aid reduces bleeding; thereafter, damage is suffered only on failure of a Stamina Saving Throw. Successful Surgery (Difficulty = 150) ends all bleeding. Without this, bleeding will continue for 1D100 rounds.

MAJOR ARTERY SEVERED

A critical artery is cut, which causes massive blood loss.

Immediate Effects: The character suffers 5 points of General Damage this round.

Long-Term Effects: Beginning this round, take 4 points of General Damage each hour. General Damage recovery is impossible until recovery begins. The Hit Point Value of the affected location is halved.

Recovery: Successful First Aid reduces the bleeding to 1 point per hour. A Surgery Task (DR = 175) stops all bleeding. Untreated bleeding lasts for 1D100 hours.

MINOR BURN

The character has suffered significant burns over the area affected.

Immediate Effects: The character takes 20 points of General Damage this turn.

Long-Term Effects: The character suffers 1D5 points of General Damage each hour. General Damage Recovery is impossible until recovery begins. The Hit Point Value of the affected location is halved.

Recovery: First Aid halts the accumulation of General Damage and allows recovery to begin. Surgery has no further effects. Recovery is in 75 days. (Subtract the Recovery Rate.)

MAJOR BURN

The character suffers massive burns over the area affected.

Immediate Effects: The character takes 40 points of General Damage this round.

Long-Term Effects: Beginning this round, the character takes 1D5 points of General Damage each round until First Aid is successfully applied. Thereafter, 1 point of General Damage is taken each time the character takes a point of Temporary Fatigue, until full recovery.

Recovery: First Aid halts the most severe damage accumulated through burns. Normal recovery takes 125 days. (Subtract the Recovery Rate.) Successful Surgery (DR = 250) halves the remaining recovery time.

ATTRIBUTE HIT

The character suffers a reduction in a Mental Attribute, as shown on the Attributes Hit Chart.

Immediate Effects: The character takes 30 points of General Damage this round.

Long-Term Effects: Beginning this round, the Attribute effect noted on the table takes place.

Recovery: First Aid and Surgery have no effect on hits of this type. The natural recovery time (if recovery is allowed; some Attribute Hits are permanent) is 75 days; subtract the character's Recovery Rate.

9.2 GENERAL DAMAGE

Characters suffer General Damage through diseases, poisons, chemicals, shock (the General Damage taken as an 'Immediate Effect' of most forms of Major Hits), and bleeding, among other things. Damage caused against a specific hit location which is insufficient to cause a Major Hit is also translated into General Damage. This form of wound reflects the subtle but debilitating progress of injury or illness against the victim; it can kill a person just as surely as any major hit.

A running total of General Damage suffered by the character

should be tracked. It is compared to the character's Hit Point information to determine likely effects of this ongoing damage. When the damage exceeds the UNC Threshold, the character is considered Weak, which is the equivalent of being tired as a result of Fatigue and halves all Attributes, characteristics, Traits, and skills. The character also needs to make a Will Saving Throw to avoid becoming unconscious, which is the same as the Major Hit of that name. This Saving Throw is required on the round the damage exceeds the UNC Threshold, and each round thereafter that a character earns any temporary or permanent Fatigue points.

A character is wounded when General Damage equals the Hit Point Total, which calls for a Saving Throw against the current (halved) Will Level to avoid unconsciousness, under the same procedures as above.

Incapacitation comes about at twice the Hit Point Total, which calls for automatic unconsciousness at the time the damage leads to this result. After recovering consciousness, the character passes out again automatically when any Fatigue or General Damage is accumulated. In essence, the character must remain a complete invalid, able to stay awake for only a limited period of time.

Three times the Hit Point Total is the point at which a character dies.

9.3 RECOVERY

Once a character has taken a specific type and amount of damage, the recovery process begins.

The Recovery Rate

A character's basic Recovery Rate is equal to his Health Attribute level. This shows the relative speed with which a character's system throws off damage.

Recovering From Major Hits

Each Major Hit has a specific set of recovery notes. For the most part, it will take a certain number of rounds, minutes, hours, or days for a character to recover from a particular Major Hit. When such a number is given, always subtract the basic Recovery Rate from this number to show the variance in recovery time for that particular person. The result is the number of recovery days required to get over the injury.

Ideally, a character would recover at the rate of one 'recovery day' each day, so that a character requiring 94 recovery days to fully shake off an injury would, after 94 days, be perfectly healthy. However, differences in conditions, character activity, and available medical expertise make recovery times much less easily definable.

A character should, on a daily basis, have a Healing Factor calculated. The Healing Factor is expressed as a modified Therapy Skill Rating which represents the various aspects of the current situation. A 1D100 roll is made against the Healing Factor, with a successful roll (less than or equal to) indicating that one Recovery Day has passed. Failure means that no Recovery Days have passed. If the die roll is less than or equal to 20% of the Healing Factor (divide the factor by 5), a Critical Success occurs which means that two Recovery Days may have been accumulated. A doubles result (11, 22, 33, etc.) can mean a Critical Failure, which indicates that infection, disease, or something similar now threatens the patient. The Critical Outcome Table is used to determine whether or not Critical Successes or Failures arise, and if they are noticable. Possible Critical Failures are discussed in a later section; so are the specific Healing Factors associated with various levels of care.

When the recovery time shown is modified by the Recovery Rate to 0 days or less, the character must still spend 1 full Recovery Day under the influence of the hit. When the given recovery time is in rounds, minutes, or hours, the Healing Factor never comes into play. Recovery is automatic after that period of time has elapsed. A 0 or less means that the effect was only momentary, so that the Major Hit is indistinguishable from a 'No Effect' result. Aside from this, the effects of a Major Hit linger until the recovery process is complete, and an accurate record of recovery process should be kept.

In some cases, First Aid or Surgery is called for as a prerequisite for recovery; the recovery process cannot begin until such a Task Saving Throw is successfully completed. These instances are noted in the Major Hit descriptions, along with some forms of Major Hits from which Recovery is not possible.

Recovering From General Damage

The Healing Factor is also used in recovering from General Damage. Each day, a Saving Throw is made against the Healing Factor. Success reduces the damage accumulated by an amount equal to the charac-

ter's basic Recovery Rate, while a Critical Success can double this reduction. Failure and Critical Failure act as described previously.

Simultaneous Recovery

Multiple wounds recover simultaneously, and both General Damage and Major Hits can be recovered at the same time. Note that the Recovery Rate is halved (along with everything else) when General Damage is high. The Recovery Rate at the time that recovery begins is used for modifying Major Hit recovery times, but the current Recovery Rate is used when reducing General Damage.

Bookkeeping

When tracking increases and decreases in General Damage or the end of Major Hit effects, use the general rule of thumb that damage is added or subtracted at the end of any given period of time. Daily damage is altered at the end of a day; hourly at the end of an hour, and so on down to damage accumulated or recovered during the Action Segment of a 3-second round. Thus, in theory, a character due to recover from a particular wound does so in the Action Segment of the last round at 11:59 p.m. of the last day of his recovery. In reality, of course, such fine distinctions should not be made, and the Game-master should not have a character miraculously 'cured' simply because his recovery time ends in the middle of a fight!

There may be cases where damage is added and subtracted at the same time (for instance, a character who contracts a disease while recovering from wounds). Handle each 'transaction' separately.

9.4 THE HEALING FACTOR

The Healing Factor is a percentage measure of the character's level of activity and medical care during an illness. It is basically dependent upon the Therapy Skill of a character supervising treatment (this can be the injured character himself, or some other character), combined with the activities of the patient. A new Healing Factor is computed each day and used to Regulate recovery as discussed before.

The Healing Factor is based on one of the five recovery modes discussed below.

Active Character: The character receives no extra rest or medical attention. An active character uses his own unmodified Therapy skill Rating to determine the Healing Factor.

Resting Character: The character receives extra rest, but no medical attention. The active character adds 10 to his own Therapy Skill Rating to determine the Healing Factor. Halve the character's Fatigue Threshold; the character is considered resting if Fatigue never rises above this from any cause, and is otherwise active.

Attended Character: The character does not receive extra rest, but does have supervision from another (presumably better trained) source. The Therapy Skill Rating of the attending character is used,

unmodified, to determine the Healing Factor.

Nursed Character: The character receives extra rest and medical attention in a non-medical environment. The Therapy Skill Rating of the attending character is increased by 25 to give the Healing Factor. The patient may not accumulate Fatigue above half the Fatigue Threshold, or he is merely attended.

Hospitalized Character: The character receives full scale medical supervision on a constant basis. Such care is possible only in a fully-equipped hospital staffed by personnel with Therapy skill ratings of 60 or more. The character is confined to the hospital grounds and is not allowed to accumulate any temporary Fatigue. The Healing Factor is always 95% in a hospital environment.

9.5 COMPLICATIONS

Complications to healing arise through the Critical Failure process, either during First Aid, Surgery, or Therapy. Complications are medical problems such as infection, disease, or trauma which can decrease the chance of a successful recovery.

When Complications Arise

The following are the most probable origins of medical complications.

First Aid: Critical Failure in a First Aid Saving Throw generally leads to an infection. Disease and trauma are somewhat less likely.

Surgery: Like First Aid, Surgery generally leads to infection when a Critical Failure occurs, although trauma is also a strong possibility.

Therapy: When a Critical Failure arises during a roll against the Healing Rate, the usual result is some form of disease. Pneumonia is particularly common.

Resolving Trauma

Trauma is used in these rules to refer to any abrupt shift in the character's condition; the term has nothing to do with the medical use of the word.

When trauma occurs, the Gamemaster should roll 1D100. On 01 - 75, it is an immediate trauma, with systems manifesting themselves within seconds of the Critical Failure. A 76 - 00 result leads to a delayed trauma. This has an 'incubation period' of 1D100 before the symptoms are noticeable.

In either event, trauma has the same effects as a 'Mortal Wound' Major Hit. If the Critical Failure is noticed and a successful Diagnosis Task (DR = 250) is resolved, delayed trauma can be noticed during the 'incubation period'. Surgery undertaken at this time will have a DR of 200, instead of 300.

Resolving Infection

Infection is treated as a form of disease, and follows the usual disease procedures. However, in addition to the effects on General Damage, infection also causes damage to the Hit Location of the infected wound (Gamemaster choice if more than one wound is possible). Damage during each stage of the infection is taken to both General Damage and against the location affected. If the accumulated infection damage exceeds the Hit Point Value of the location, this becomes the equivalent of a Mortal Wound.

Prior to this time, Surgery (DR = 200) to stop the ravages of the infection can be attempted if the wound is in an arm or leg. This necessitates amputation, the equivalent of a Serious Wound to that location. Normal disease treatment procedures can be tried instead, in an effort to control the infection without such drastic measures. If the wound becomes mortal, amputation is still possible, but with a Surgery DR of 400, and no chance of non-surgical remedies.

If infection is detected during the incubation period (requires a chain of Laboratory/Pathology/Diagnosis tasks to do so), it may be treated, unlike diseases.

The 'disease' information for infections is given below.

INFECTION	Vector: Injected		Base Contagion: 100%		
Phase	Duration	Damage Taken	Treatment	DR	Recovery
Incubation Period	1D3 days	None	150		N/A
First Stage	1D10 days	3 per day	175		N/A
Second Stage	2D10 days	6 per day	200		N/A
Recovery	—	None	None		Standard

Symptoms: Swelling and redness in affected areas, pain, fever, swollen lymph nodes.

Diagnosis: DR = 150. Often mistaken (Critical Failure) for Minor diseases (DM -10).

Notes: Contagion occurs only through First Aid or Surgery Critical Failures, and then only as the Gamemaster sees fit.



Resolving Disease

When a disease is deemed to be the outcome of a critical failure, use the rules on disease in Book 1. Only diseases which are appropriate to the situation should be chosen; they should be fairly common, and the character should have a reasonable chance of exposure to the disease in question.

General Notes On Complications

The usual rules for Critical Failures are used; the Gamemaster rolls on the Critical Outcome Table before implementing any result. A DM minus the skill level of the character using a Medical skill at the time of Critical Failure is applied to the Critical Outcome roll. If the Gamemaster so desires, the Luck level of the patient can also be applied, especially if treatment is using adequate equipment and medical supplies.

9.6 ABSTRACTED HEALING

The rules given for daily calculation of Healing Rates are intended for use in conjunction with individual adventures or ongoing campaigns in which daily activities will usually be the rule anyway. As each day passes, injured characters (or a single character acting as a medic) can be responsible for determining the progress of wound recovery.

There will be times, though, when days, weeks, or even months will be skipped in between adventures, and it is impractical to have daily rolls for wound recovery over such long periods. When this sort of situation arises, divide the number of days that it would normally take to recover (at the 'ideal' recovery rate) by the Healing Factor, then multiply by 100. Assume one Healing Factor (something applicable to the situation) throughout this period. The result is the actual number of days spent recovering. If more than that number of days elapses before the next adventure begins, the character is completely healed when the next scenario begins.

If less time passes, divide the number of days which have elapsed by 100, then multiply by the Healing Factor used. The result is the number of Recovery Days which have been earned before the new scenario gets underway. Add this (rounding fractions down) to the number of Recovery Days previously earned so the character can begin the new adventure with an up-to-date record of healing. Revert to the standard procedure for the active campaigning which follows.

9.7 USING MEDICAL SKILLS

Medical skills play an important part at various points in the recovery process.

Skill Use

Some of the most common medical applications of skills are noted below.

First Aid: Saving Throws against First Aid skill are needed to control the damage caused by some of the Major Hits. These are noted in the Major Hit descriptions.

Surgery: Surgery is used in tasks to aid in Recovery from certain Major Hits, as noted in the Major Hit descriptions.

Therapy: Therapy skill generates the Healing Factor. It is also used to determine the chance of treatment (in Tasks) of diseases.

Diagnosis: Diagnosis tasks are needed to detect and identify disease or other complications. Saving Throws are needed to learn the exact extent of each Major Hit.

Pharmacy: Pharmacy skill can be used in conjunction with Therapy as part of a chain of Tasks for treatment (only).

Pathology: Pathology skill is used as part of a chain of Tasks in connection with Diagnosis of diseases or complications.

Medical Specialties: If the Gamemaster designates an injury or illness as falling within a character's Medical Specialty, the Specialty subskill can be used as part of a chain for either Diagnosis, Treatment, or Surgery Tasks.

Other Skills: Research, Laboratory, and various appropriate Science skills can, at the Gamemaster's discretion, be made part of chain Tasks, particularly for Diagnosis.

Tasks

When difficulty Ratings are given for specific Medical Tasks, they assume ideal conditions (a fully equipped and stocked hospital, trained assistants, etc.). When conditions are less than ideal, increase the DR.

When developing chain Tasks, the Gamemaster should set DRs for those Tasks not already rated.

General Notes

All aspects of these rules should follow certain general rules. First, no player should be made aware of the exact nature of any character's injuries — not even his own — until he or someone else makes a Diagnosis Saving Throw. One Throw is required for each Major Hit. Neither First Aid nor Surgery can be begun until this Throw is made, and each throw takes one round (in which nothing else can be done).

Until such throws are made, only the observable effects of a Major Hit are reported. A character with reduced Agility after a Major Hit to the leg won't be sure if he has a Sprain, a Simple Fracture, or a Compound Fracture; a character hit on the head may not be able to tell an Unconscious result from a Concussion until much later.

10. QUANTIFYING WEAPONS

The Combat rules describe how damage is inflicted using a variety of different weapons. But within the general category of weaponry presented in that chapter there are numerous specific weapons, each with unique characteristics, which may appear in *Freedom Fighters*. Charts covering weapon and ammo effects appear in the appendix, quantifying the available weapons. The sections that follow explain the entries on these charts, to enable players and Gamemasters to use them.

When a character decides to use a specific weapon, information for that weapon should be transferred from the appropriate chart, or charts to the character's combat sheets, so that the player or Gamemaster will have a ready source of data on the weapon's range, damage characteristics, reliability, and so on. This saves consultation of game charts during play.

10.1 MELEE WEAPONS INFORMATION

Everything a player or Gamemaster needs to know about melee weapons is contained on a single Melee Weapons Data Chart. Weapons are grouped into several different broad categories; it should be noted that the list provided, though extensive, is by no means exhaustive. This is particularly true of 'improvised' weapons; only a few examples of the kinds of weapons which can appear are actually provided. These serve as examples for the Gamemaster to use when rating unlisted improvised weapons.

Melee Weapons data is transferred to the Character Combat Sheet.

Note that Melee Weapons have their effects modified by the various possible Melee Attacks.

Melee Weapons Data Entries

The following entries appear on the Melee Weapons Data Chart.

Name: The name of the weapon. Bold-face names denote a separate category of weapons, for ease of reference. The Gamemaster can freely add other weapons as desired.

Reach: The Reach of a weapon/character denotes the distance, in feet, from which melee combat can be initiated. Multiply the character's Size Number as shown for the Reach in feet.

Skills Used: Any of the listed skills can be used to determine the character's Basic Accuracy with a weapon. (Base Accuracy is equal to the skill rating; in combat, this is modified by the type of attack or defense selected.) Note that Martial Arts skills can only be used if they are the only listed skill, or if the skill level in Martial Arts is 1 or higher. Untrained characters may never substitute Martial Arts skills for more common alternatives.

'MW' is short for Melee Weapons; use the subskill shown MW Claws, MW Teeth, and MW Hooves are available only for animals. Characters with Martial Arts Weapons skill in the specific weapon can substitute that skill for the listed MW subskill, if it is at level-1 or higher.

Pen: This is the Penetration Value, if any, of the weapon.

Damage Value: This is the standard number of Damage Points caused when the weapon scores a hit; it may be modified by the type

of attack and the Outcome of the hit. 'STL' means that the character's Strength Level is used to calculate the damage done (using the multipliers as shown); when 'DXL' appears, use the Dexterity Level instead. Weapons that cause an electrical shock generate the voltage shown; damage is caused according to the Book 1 rules on electricity.

Damage Type: I stands for Impact, P for Penetration. B/G means both Burn and General Damage will be caused, per the rules on electricity.

Rel: This is the Reliability of the weapon, used in determining weapons breakage.

Size (wt): The Size number and (in parentheses) approximate weight in pounds of the weapon, used (see 'Equipping the Character') to determine how much a person can carry. These figures may vary quite a bit between essentially similar weapons, and should be flexible.

AVL: The availability of the weapon. 'Auto' means the weapon is automatically a part of any character's arsenal (hands, feet, etc.). '(Auto)' is used to denote weapons that an animal would have (accord-

ing to the animal description). 'FND' stands for 'found', and implies an improvised weapon. Obviously, it will be easier to find bottles inside and rocks outside. (Equip' means the information is found in the Equipment data. Regular weapons have availabilities as described in 'Equipping the Character'.

Price: The basic price, in dollars. 'N/A' means the weapon is improvised and thus not given a price; 'Equip' means it is found in equipment listings or references. 'By Wpn' refers to clubbed rifles or pistols; prices are found for individual firearms types.

Recording Data

Reach, Accuracy, Penetration, Damage and Damage Type, and Reliability of each weapon should be noted on the Character Combat Sheet. Size (weight) would be recorded on the list of the character's equipment; price and availability are of importance only when the weapon is first acquired.

MELEE WEAPONS DATA

Weapon Name	Reach	Skills Used	Pen	Damage Value	Damage Type	Rel.	Size (Wt.)	Avail.	Price
Unarmed Weapons									
Hands	.2 x Size	Brawling, Mart. Arts Strike	0	.5 x ST L	I	N/A	N/A	Auto	N/A
Elbows	.1 x Size	Brawling, Mart. Arts Strike	0	.75 x ST L	I	N/A	N/A	Auto	N/A
Knees	.1 x Size	Brawling, Mart. Arts Strike	0	.75 x ST L	I	N/A	N/A	Auto	N/A
Feet	.2 x Size	Brawling, Mart. Arts Kick	0	1 x ST L	I	N/A	N/A	Auto	N/A
Head	.1 x Size	Brawling, Mart. Arts Strike	0	.75 x ST L	I	N/A	N/A	Auto	N/A
Animal Weapons									
Claws	.2 x Size	Melee Weapon: Claws	3	.25 x DX L	P	N/A	N/A	Auto	N/A
Teeth	.1 x Size	Melee Weapon: Teeth	2	.5 x ST L	P	N/A	N/A	Auto	N/A
Hooves	.1 x Size	Melee Weapon: Hooves	2	1.5 x ST L	I	N/A	N/A	Auto	N/A
Clubbed Weapons									
Rock	.2 x Size	Brawling	0	1.25 x ST L	I	100%	2 (1.5)	found	N/A
Wrench	.2 x Size	Brawling, MW Clubs	0	1.25 x ST L	I	95%	1 (1)	equip.	equip.
Hammer	.3 x Size	Brawling, MW Clubs	0	1.25 x ST L	I	80%	2 (1.5)	equip.	equip.
Sledgehammer	.4 x Size	MW Clubs	0	2.5 x ST L	I	75%	7 (10)	equip.	equip.
Pipe	.3 x Size	Brawling, MW Clubs	0	1.25 x ST L	I	90%	3 (2)	equip.	equip.
Shovel	.4 x Size	Brawling, MW Clubs	0	1.75 x ST L	I	75%	7 (7.5)	equip.	equip.
Furniture	.4 x Size	Brawling, MW Clubs	0	2.0 x ST L	I	40%	9 (5)	fnd.	N/A
Bottle	.3 x Size	Brawling	0	.75 x ST L	I	10%	2 (1)	fnd.	N/A
Purse	.3 x Size	Brawling, MW Clubs	0	.75 x ST L	I	50%	4 (1)	equip.	equip.
Briefcase	.3 x Size	Brawling, MW Clubs	0	1.5 x ST L	I	75%	6 (2)	equip.	equip.
Cane	.4 x Size	MW Clubs	0	2 x ST L	I	75%	6 (1)	equip.	equip.
Blackjack	.3 x Size	MW Clubs	0	2.25 x ST L	I	80%	5 (1)	(unusual)	\$20.00
Nightstick	.3 x Size	MW Clubs	0	2.25 x ST L	I	80%	4 (1)	(common)	\$40.00
Cosh	.3 x Size	MW Clubs	0	2 x ST L	I	90%	4 (1)	(imp.)	N/A
Brass Knuckles	.2 x Size	Brawling	0	1.5 x ST L	I	90%	1 (.1)	(unusual)	\$10.00
Clubbed Pistol	.2 x Size	MW Clubs	0	1.75 x ST L	I	85%	by wpn.	by wpn.	by wpn.
Clubbed Rifle	.4 x Size	MW Clubs	0	2.5 x ST L	I	80%	by wpn.	by wpn.	by wpn.
Axe	.3 x Size	MW Clubs	6	4 x ST L	P	75%	2 (2)	equip.	equip.
Hatchet	.2 x Size	MW Clubs	4	2 x ST L	P	75%	5 (5)	equip.	equip.
Pick	.3 x Size	MW Clubs	5	3 x ST L	P	75%	7 (6)	equip.	equip.
Knives									
Table Knife	.1 x Size	MW Knife	2	.5 x DX L	P	30%	1 (.1)	fnd.	N/A
Butcher Knife	.2 x Size	MW Knife	3	.75 x DX L	P	50%	2 (.5)	equip.	equip.
Survival Knife	.3 x Size	MW Knife	4	1 x DX L	P	80%	3 (1)	common	\$45.00
Bayonet (unmtd)	.3 x Size	MW Knife	4	1 x DX L	P	85%	3 (1.5)	Unusual	\$30.00
Switchblade	.1 x Size	MW Knife	2	.25 x DX L	P	25%	1 (.5)	(unusual)	\$35.00
Dagger	.2 x Size	MW Knife	3	.5 x DX L	P	70%	2 (.5)	(Common)	\$30.00
Broken Bottle	.1 x Size	Brawling	2	.25 x DX L	P	20%	1 (.1)	fnd.	N/A
Bayonet (Mtd.)	.6 x Size	MW Polearm	6	3 x ST L	P	85%	3 (1.5)*	(unusual)	\$30.00
Rapier	.4 x Size	MW Special	3	2 x DX L	P	70%	5 (1)	(unusual)	\$25.00
Saber	.4 x Size	MW Special	6	2.5 x ST L	P	80%	6 (3)	(unusual)	\$50.00
Miscellaneous									
Bullwhip	.75 x Size	MW Special	0	1.75 x ST L	I	80%	4 (2)	Scarce	\$30.00
Nunchaku	.5 x Size	MW Special	0	2 x DX L	I	80%	3 (1)	Scarce	\$30.00
Shock Baton	.2 x Size	MW Special	0	2600 volts	B/G	70%	2 (1)	(Scarce)	\$100.00

* Plus weapon.

10.2 SMALL ARMS INFORMATION

Firearms and other personal ranged weapons are by far the most intricately detailed weapons provided in these rules. The wide range of weapons available in this category makes the charts and tables provided lengthy and detailed. Four different charts are used to handle various aspects of Small Arms in the game.

Firearms Data Chart

This chart breaks down basic information on small arms, relating mostly to range, size, price, and the like. These factors are surprisingly constant from one type of gun to another, despite differences in ammunition and hitting power.

Entries on the chart are broken down as follows.

FIREARMS LIST

Weapon	Range in Yards for						Size	Base	Base		Base
Revolvers	PB	S	Eff.	L	VL	Ex	(Weight)	Cost	Rel.	ROF	Availability
Snub	0	1	10	20	30	1500	3 (1.2)	\$250	75	1	Common
High-Recoil Snub	1	5	50	100	150	1800	3 (1.4)	\$300	75	1	Unusual
Short	1	5	50	100	150	1800	4 (1.4)	\$275	75	1	Common
H.R. Short	1	8	75	150	225	2200	4 (1.6)	\$325	75	1	Unusual
Standard	1	6	60	120	180	2100	4 (2.5)	\$300	75	1	Common
H.R. Standard	1	10	100	200	300	2000	4 (2.7)	\$350	75	1	Unusual
Long	1	8	75	150	225	2200	4 (2.8)	\$325	75	1	Common
H.R. Long	1	15	150	300	450	2300	4 (3.0)	\$375	75	1	Unusual
Extra Long	1	10	100	200	300	2400	5 (3.3)	\$350	75	1	Unusual
H.R. Extra Long	1	15	150	300	450	2300	5 (3.5)	\$400	75	1	Scarce
Pistol-Carbine	1	11	110	220	330	2400	5 (3.9)	\$375	75	1	Scarce
Autopistols											
Snub	0	1	10	20	30	650	3 (0.8)	\$90	75	1	Common
H.R. Snub	0	1	12	24	36	900	3 (0.9)	\$100	75	1	Scarce
Short	1	4	40	80	120	1050	4 (1.9)	\$150	75	1	Common
H.R. Short	1	5	50	100	150	1800	4 (2.0)	\$175	75	1	Common
Standard	1	5	50	100	150	2000	5 (2.1)	\$200	75	1	Common
H.R. Standard	2	20	200	400	600	1500	5 (2.3)	\$225	75	1	Unusual
Pistol-Carbine	1	10	100	200	300	2400	5 (3.5)	\$300	75	1	Scarce
Misc. Pistols											
Derringer	0	1	8	16	24	775	2 (0.7)	\$250	75	1	Unusual
Target Pistol	2	30	300	600	900	2000	4 (3.7)	\$500	80	1	Unusual
SMGs - SA											
Snub	1	5	50	100	150	1200	4 (3.0)	\$175	60	1	Unusual
Short	1	10	100	200	300	2000	5 (5.8)	\$200	70	1	Unusual
Standard	2	15	150	300	450	1000	5 (7.9)	\$300	75	1	Unusual
Long	2	20	200	400	600	1500	6 (10.6)	\$350	75	1	Unusual
SMGs - FA											
Snub	1	5	50	100	150	1200	4 (3.0)	\$600	50	S	(Unusual)
Short	1	10	100	200	300	2000	5 (5.8)	\$900	60	S	(Unusual)
Standard	2	15	150	300	450	1000	5 (7.9)	\$1200	70	S	(Unusual)
Long	2	20	200	400	600	1500	6 (10.6)	\$1400	75	S	(Unusual)
Single-Shot Rifle											
Light Carbine	2	30	300	600	900	2000	6 (6.3)	\$275	65	1	Common
Carbine	2	40	400	800	1200	2100	6 (6.6)	\$300	70	1	Common
Light Rifle	3	30	300	600	900	2500	7 (6.4)	\$400	70	1	Common
Rifle	3	40	400	800	1200	2650	7 (7.0)	\$500	75	1	Common
Heavy Rifle	3	60	600	1200	1800	3600	7 (9.3)	\$600	80	1	Common
V. Heavy Rifle	2	15	150	300	450	6000	7 (16.9)	\$850	65	1	Unusual
Sniper's Rifle	5	90	900	1800	2700	5000	7 (9.5)	\$1000	85	1	Unusual
Pump-Action Rifles											
Light Carbine	2	30	300	600	900	2000	6 (6.3)	\$250	60	1	Common
Carbine	2	40	400	800	1200	2100	6 (6.6)	\$300	65	1	Common
Lt. Rifle	3	30	300	600	900	2500	7 (6.4)	\$325	65	1	Common
Rifle	3	40	400	800	1200	2650	7 (7.0)	\$350	70	1	Common
Heavy Rifle	3	60	600	1200	1800	3600	7 (9.3)	\$450	75	1	Common
Very Heavy Rifle	2	15	150	300	450	6000	7 (16.9)	\$525	60	1	Unusual
Sniper's Rifle	5	90	900	1800	2700	5000	7 (9.5)	\$600	80	1	Unusual

Weapon: Bold-face denotes specific categories of weapon — Revolvers, Autopistols, Miscellaneous Pistols, Submachineguns (divided between those limited to semi-automatic fire, which are actually oversized pistols, and the true SMGs capable of full automatic fire only), Single-Shot Rifles, Pump-Action Rifles, Lever-Action Rifles, Bolt-Action Rifles, Semi-Automatic Rifles, Autorifles (capable of selectively firing in either semi-automatic, burst control, or full auto), Shotguns, Machineguns, and Bows.

These categories are further subdivided, generally by the weight, barrel length, and/or accuracy of the weapon.

When choosing a firearm, the category and type of weapon must be specified in order to get an accurate picture of the weapon's characteristics.

Ranges: Each weapon has six range bands specified, from Point Blank to Extreme. Entries give the maximum distance in yards embraced by that range band. A character attacked at a distance within one band (but outside of the distance given for the next closest band) is given a defensive modifier based on that range band.

Range Band	Defense Modifier
Point Blank	.350
Short	+100
Effective	+150
Long	+200
Very Long	+250
Extreme	+300

Thus, a character can be at point-blank for one weapon, but short or even effective range for others.

Size (Weight): Size and weight numbers given for small arms are much the same as for melee weapons. Regardless of make or caliber, guns of a similar type will be roughly the same size and weight, although some flexibility in these factors is certainly present.

Base Cost: This is the cost of a weapon of the given type in dollars. Again, all weapons of the same general type (such as all snub-nosed revolvers) share the same Base Cost. Costs are influenced, however, by Availability, Reliability, and other factors, as discussed in the rules on 'Equipping the Character'.

Base Reliability: This is the overall dependability of the weapon, used in conjunction with the maintenance rules in 'Equipping the Character'.

ROF: This entry shows how many shots the weapon can fire with one squeeze of the trigger. A '1' indicates that one shot per firing is allowed. An 'D' means that ROF is selective, allowing a choice of 1 shot per firing, or a 3-round burst, or full automatic firing which gives off 10 shots per firing.

Semi-automatic SMGs and Semi-Automatic Rifles can be converted to Selective ROF on completion of a successful Manufacture, Gunsmith Task, with a DR of 100.

Note that 12-Gauge Automatic Shotguns are available; these have all the normal characteristics of a standard gun, but have larger magazines and a Selective ROF.

FIREARMS LIST

Weapon	PB	S	Eff.	L	VL	Ex	Size (Weight)	Base Cost	Base Rel.	ROF	Base Availability
Lever-Action Rifle											
Light Carbine	2	30	300	600	900	2000	6 (6.3)	\$200	65	1	Common
Carbine	2	40	400	800	1200	2100	6 (6.6)	\$225	70	1	Common
Light Rifle	3	30	300	600	900	2500	7 (6.4)	\$250	70	1	Common
Rifle	3	40	400	800	1200	2650	7 (7.0)	\$300	75	1	Common
Heavy Rifle	3	60	600	1200	1800	3600	7 (9.3)	\$400	80	1	Common
Very Heavy Rifle	2	15	150	300	450	6000	7 (16.9)	\$450	65	1	Unusual
Sniper's Rifle	5	90	900	1800	2700	5000	7 (9.5)	\$750	85	1	Unusual
Bolt-Action Rifle											
Light Carbine	2	30	300	600	900	2000	6 (6.3)	\$275	70	1	Common
Carbine	2	40	400	800	1200	2100	6 (6.6)	\$300	75	1	Common
Light Rifle	3	30	300	600	900	2500	7 (6.4)	\$325	75	1	Common
Rifle	3	40	400	800	1200	2650	7 (7.0)	\$350	80	1	Common
Heavy Rifle	3	60	600	1200	1800	3600	7 (9.3)	\$400	85	1	Common
Very Heavy Rifle	2	15	150	300	450	6000	7 (16.9)	\$600	70	1	Unusual
Sniper's Rifle	5	90	900	1800	2700	5000	7 (9.5)	\$800	90	1	Unusual
Semi-Auto Rifle											
Light Carbine	2	30	300	600	900	2000	6 (6.3)	\$300	65	1	Common
Carbine	2	40	400	800	1200	2100	6 (6.6)	\$500	70	1	Common
Light Rifle	3	30	300	600	900	2500	7 (6.4)	\$700	70	1	Common
Rifle	3	40	400	800	1200	2650	7 (7.0)	\$800	75	1	Common
Heavy Rifle	3	60	600	1200	1800	3600	7 (9.3)	\$850	80	1	Common
Sniper's Rifle	5	90	900	1800	2700	5000	7 (9.5)	\$950	85	1	Unusual
Automatic Rifles											
Light Carbine	2	30	300	600	900	2000	6 (6.3)	\$900	65	S	(Common)
Carbine	2	40	400	800	1200	2100	6 (6.6)	\$1250	70	S	(Common)
Light Rifle	3	30	300	600	900	2500	7 (6.4)	\$1500	70	S	(Common)
Rifle	3	40	400	800	1200	2650	7 (7.0)	\$1800	75	S	(Common)
Heavy Rifle	3	60	600	1200	1800	3600	7 (9.3)	\$2000	80	S	(Unusual)
Sniper's Rifle	5	90	900	1800	2700	5000	7 (9.5)	\$2500	85	S	(Scarce)
Shotguns											
Shotgun	1	9	90	180	270	510	7 (7.5)	\$325	70	1	Common
Riot Shotgun	0	1	10	20	30	400	6 (7.0)	\$500	60	1	(Unusual)
Machineguns											
Very Light MG	5	50	500	750	1000	2400	8 (15.5)	\$2500	75	S	(Unusual)
Light MG	6	60	600	900	1200	3200	8 (17.4)	\$3000	70	S	(Unusual)
Medium MG	8	80	800	1200	1600	3200	9 (29.1)	\$3500	70	S	(Unusual)
Med. Heavy MG	10	100	1000	1500	2000	3100	9 (30.0)	\$4000	65	S	(Unusual)
Heavy MG	12	120	1200	1800	2400	3100	9 (43.9)	\$5000	60	S	(Unusual)
Very Heavy MG	13	130	1300	1900	2500	6600	9 (83.8)	\$6000	50	S	(Scarce)
Bows											
Standard Bow	1	10	100	125	150	200	6 (2.0)	\$100	N/A	1	Common
Compound Bow	1	15	150	175	225	300	6 (5.0)	\$200	N/A	1	Common
Crossbow	1	15	150	175	200	250	7 (6.0)	\$150	N/A	1	Unusual
Crossbow Pistol	1	12	125	150	175	225	5 (3.0)	\$75	N/A	1	Unusual
Blowgun	1	5	50	60	75	100	4 (1.0)	\$25	N/A	1	Unusual

Base Availability: Availability is covered in 'Equipping the Character', and can modify the character's chances to obtain the weapon, or the price he must pay for it.

The Weapon Ammunition Chart

The Firearms Data gives the characteristics shared by weapons of a similar type. The Weapons Ammunition Chart, however, breaks down weapons by the type of ammunition they use, and so defines such characteristics as damage inflicted, magazine size, and types, and so on. In selecting a weapon, both a type (such as snub-nosed revolver) and a caliber (such as .357 Magnum) are selected. This defines the weapon in detail. The descriptions of typical weapons indicates some of the more famous or more common weapons characters might wish to use in these terms.

Entries are broken down as follows:

Weapons: These correspond to some category or type of weapon given on the Firearms Data Chart. Generally, the breakdowns are quite self-explanatory.

High-Recoil Weapons are separated from normal weapons. Such firearms require the use of High-Recoil Firearms skill as part of the calculation for Accuracy.

Ammunition Caliber: This column lists all the major types of ammunition available to the category or type of gun in question, with each caliber given a separate line. When picking a gun, it is category that denotes range, price, size, and so on, but caliber that determines damage.

Ammo Type: This column gives a one-letter code used to identify

the damage characteristics of each type of ammunition. Several types of ammo may share the same characteristics even though they are not interchangeable under normal circumstances. See the Ammunition Damage Chart for the ratings of each type of ammo.

Base Availability: Just as categories or types of guns have an availability assigned, so do the various calibers of guns. When determining the Availability of a specific weapon, the worst of the two Availability descriptions are used. Thus, a 7.62 NATO bolt-action rifle is 'Common' (both caliber and weapon show this). The same caliber bolt-action Sniper's Rifle, however, is considered 'Unusual' because Sniper's Rifles are so rated. A 7.5mm MAS bolt-action sniper's rifle is scarce because 7.5 mm MAS caliber rifles are scarce, and so on. See 'Equipping the Character' for the use of Availability in the game.

Magazine Type: The type of magazine a weapon uses determines how it is reloaded. Some guns of the same caliber have different types of magazines, and so are given multiple entries on the chart.

Individual (IND) magazines means that each bullet is loaded separately, as in a revolver. All individually loaded magazines, regardless of exact design share this designation. This form of magazine has the advantage of permitting a gun to be fully reloaded even if some rounds remain after a firefight. However, it will take several rounds to fully reload, which can be costly during a fight.

Box (or B) magazines hold a number of prepackaged bullets in a clip which can be inserted into the gun. Thus, a single action reloads the gun fully. However, the box itself cannot be reloaded without first removing it from the gun in question, which can be a very foolish thing to do in the middle of a firefight.

Drum (or D) magazines are a form of box magazine which take a bit longer to load, but hold many more rounds, and are similar in nature to Belts (BL), which contain very large amounts of ammo. Moreover, Belts can be linked together (at one action per linked belt), either by a single gunner prior to combat or by a loader while the gun is being fired to provide prolonged, continuous fire capability.

Some weapons are fitted with interchangeable connections for magazines. Thus, B/D/BL means that the same gun comes able to handle box, drum, and belt magazines.

Magazine Size: This entry offers one or more magazine sizes available to the weapon being chosen. Only one entry may be chosen to represent the number of rounds which can be fired before the magazine is emptied and a reload is necessary. Thus, there are three different models of .32 ACP autopistol available, with 5-shots, 8-shots, or 12-shots being possible according to the model chosen.

If an entry includes magazine sizes separated by a slash, it means that one model can accept box magazines of several different sizes. For instance, the .45 ACP autopistol comes in two models, one with a 7-round magazine, the other capable of using 6,7, or 10-round clips interchangeably.

Parentheses are used to separate magazine sizes for guns that accept different types of magazine. Thus, for a .223 Machinegun which accepts both Box and Belt magazines, the first magazine size shown is for a Box, the second for a Belt.

Reload Actions: This entry shows the number of action segments

which must be spent (doing nothing else in the round) in order to reload the weapon.

Any number given is the number of segments to completely reload the gun (i.e. insert a fully-loaded magazine which brings the number of shots available back up to the full magazine size). If some shots were left in the magazine at the time the reloading began, these are deducted from the number of rounds that must be loaded to bring the magazine back up to full capacity.

When '1 per bullet' appears, this means that individual bullets can be added to the magazine even if it isn't empty. Each bullet added takes one segment. There are special items of equipment which can speed loading of some types of weapon.

Notes on The Weapon Ammunition Chart: Shotgun ammunition comes in various ratings which share similar magazine characteristics but do different types of damage. Consult the Shotgun Ammunition Chart, cross-indexing the type of shot selected with the Gauge of weapon chosen to determine the damage characteristics.

One type of gun, the 4.6 x 36 semi-automatic or automatic rifle, uses an innovative form of strip ammunition. Up to three clips can be bound together and fed without pause into the gun, extending the practical magazine capacity to 90 shots with advanced preparation. (It costs 2 rounds to fasten two clips together, so the total preparation time is 4 rounds.)

Bows are rated in the same way as firearms, but 'ammo' type directs the reader to a separate list of Archery Ammunition.

WEAPON AMMUNITION CHART

Weapon	Ammunition Caliber	Ammo Type	Base Availability	Magazine Type	Magazine Sizes	Reload Actions
Revolvers	.22 Long Rifle	A	Common	Ind	5,6,9	1 per bullet
	.22 RF Magnum	B	Common	Ind	5,6	1 per bullet
	5mm Magnum	B	Unusual	Ind	5,6	1 per bullet
	.256 Magnum	C	Unusual	Ind	5,6	1 per bullet
	.32 Short	A	Common	Ind	5,6	1 per bullet
	.32 Long	A	Common	Ind	5,6	1 per bullet
	.357 Magnum	E	Common	Ind	4,5,6	1 per bullet
	9mm Parabellum	C	Common	Ind	6	1 per bullet
	.38 Short	A	Common	Ind	5,6	1 per bullet
	.38 Special	C	Common	Ind	5,6	1 per bullet
High-Recoil Revolvers	.38 Long	B	Common	Ind	5,6	1 per bullet
	.41 Magnum	F	Unusual	Ind	5,6	1 per bullet
	.44 Special	C	Unusual	Ind	5,6	1 per bullet
Autopistols	.44 Magnum	H	Unusual	Ind	5,6	1 per bullet
	.44-40	B	Unusual	Ind	6	1 per bullet
	.45 Long Colt	D	Unusual	Ind	6	1 per bullet
	.22 Long Rifle	A	Common	Box	9,10,11	1
	.25 ACP	A	Common	Box	6,8	1
	.30	B	Common	Box	8	1
	.32ACP	B	Common	Box	5,8,12	1
	.38 Superauto	B	Unusual	Box	8	1
	.380 ACP	B	Common	Box	7,8,13	1
	9mm Makarov	C	Russian	Box	6,8	1
High-Recoil Autopistols	9mm Parabellum	C	Common	Box	8,9,13,14,15,18	1
	.44 Automag	H	Unusual	Box	7	1
	.45 ACP	D	Common	Box	7,6/7/9	1
Derringers	.22 Long Rifle	A	Common	Ind	1,2	1 per bullet
	.223	C	Scarce	Ind	1,2	1 per bullet
	.30-30	D	Scarce	Ind	1,2	1 per bullet
	.38 Long	B	Unusual	Ind	1,2	1 per bullet
	.38 Special	C	Unusual	Ind	1,2	1 per bullet
	.380 ACP	B	Unusual	Ind	1,2	1 per bullet
	.357 Magnum	E	Unusual	Ind	1,2	1 per bullet
	.41 Magnum	F	Scarce	Ind	1,2	1 per bullet
	.44-40	B	Scarce	Ind	1,2	1 per bullet
	.44 Special	C	Scarce	Ind	1,2	1 per bullet
High-Recoil Derringers	.44 Magnum	H	Scarce	Ind	1,2	1 per bullet
	.45 Long Colt	B	Scarce	Ind	1,2	1 per bullet
	.45 ACP	D	Scarce	Ind	1,2	1 per bullet
Target Pistols	.22 Long Rifle	A	Common	Ind	1	1
	.22 RF Magnum	B	Common	Ind	1	1
	.221 Fireball	B	Unusual	Ind	1	1
	.256 Magnum	C	Scarce	Ind	1	1
	.30-30	D	Scarce	Ind	1	1
	.32 Long	A	Unusual	Ind	1	1
	.357 Magnum	E	Unusual	Ind	1	1
	.38 Special	C	Unusual	Ind	1	1
	.44 Magnum	H	Unusual	Ind	1	1
	.45 Long Colt	D	Unusual	Ind	1	1

Snub SMGs	.22 SCAMP	B	Unusual	Box	27	1
	.32 ACP	B	Unusual	Box	10/20	1
	9mm Parabellum	C	Common	Box	15/30	1
Short SMGs	.380 ACP	B	Unusual	Box	16/32	1
	9mm Parabellum	C	Common	Box	32	1
	.45 ACP	D	Common	Box	30	1
Standard SMGs	.22 Long Rifle	A	Unusual	Drum	177	2
	.223	G	Unusual	Box	20/30/40	1
	9mm Parabellum	C	Common	Box	15/20, 18, 20/25/32, 34	1
Long SMGs	.223	G	Unusual	Box	25	1
	9mm Makarov	C	Russian	Box	20	1
	9mm Parabellum	C	Common	Box	15/30, 25/32, 20/30/40, 32/45, 32, 36, 40	1
Single-Shot	.45 ACP	D	Common	Box	20/30, 32	1
	.45 ACP	D	Unusual	Drum	50/100	2
	.22 Long Rifle	B	Very Common	Ind	1	1
Carbines	.22 RF Magnum	C	Very Common	Ind	1	1
Single-Shot Rifle	.22 Long Rifle	B	Very Common	Ind	1	1
	.22-250	F	Common	Ind	1	1
	.243	G	Common	Ind	1	1
	6mm	G	Common	Ind	1	1
	.25-06	G	Common	Ind	1	1
	.270	M	Common	Ind	1	1
	7mm Magnum	M	Common	Ind	1	1
	.30-06	K	Common	Ind	1	1
	.300 Magnum	M	Common	Ind	1	1
	.30-40 Long	J	Scarce	Ind	1	1
	.375 Magnum	N	Unusual	Ind	1	1
High-Recoil Single-Shot Rifles	.44 Magnum	N	Unusual	Ind	1	1
	.45-70	F	Unusual	Ind	1	1
	.458 Magnum	O	Scarce	Ind	1	1
Pump-Action Carbines	.22 Long Rifle	B	Very Common	Box	5	1
Pump-Action Rifles	.22 RF Magnum	C	Common	Box	5	1
	.22 Long Rifle	B	Very Common	Ind	15	1 per bullet
	.22 RF Magnum	C	Common	Ind	5	1 per bullet
	.243	G	Common	Gox	4	1
	6mm	G	Common	Box	4	1
	.280	M	Common	Box	4	1
	.30-06	K	Common	Box	4	1
	.30-30	H	Common	Ind	3	1 per bullet
Lever-Action Carbines	7.62 NATO	L	Common	Box	4	1
	.22 Long Rifle	B	Very Common	Ind	15	1 per bullet
	.243	H	Common	Box	4	1
	.30-30	H	Common	Box	4	1
	7.62 NATO	K	Common	Box	4	1
	.35	H	Common	Ind	6	1 per bullet
	.357 Magnum	M	Unusual	Ind	4	1 per bullet
	.44-40	D	Unusual	Ind	4	1 per bullet
	.22 RF Magnum	C	Common	Ind	5,11	1 per bullet
Lever-Action Rifles	.243	G	Common	Ind	5	1 per bullet
	.250	G	Common	Ind	5	1 per bullet
	.300 Magnum	M	Unusual	Ind	5	1 per bullet
	7.62 NATO	K	Common	Ind	5	1 per bullet
	.358	M	Common	Ind	6	1 per bullet
	.44-40	D	Unusual	Ind	6	1 per bullet
Bolt-Action Carbines	.444 Marlin	M	Unusual	Ind	4	1 per bullet
	.22 RF Magnum	C	Common	Box	5	1
	.22-250	F	Common	Ind	5	1 per bullet
	6mm	J	Common	Ind	5	1 per bullet
	.243	H	Common	Ind	5	1 per bullet
	.270	M	Common	Ind	5	1 per bullet
	.30-06	M	Common	Ind	5	1 per bullet
	7.62 NATO	K	Common	Ind	5	1 per bullet
	.22 Long Rifle	B	Very Common	Box	5/10, 7	1
Bolt-Action Rifles	.22 RF Magnum	C	Common	Ind	5	1 per bullet
	.222	D	Common	Box	3	1
	.222	D	Common	Ind	5	1 per bullet
	.222 Magnum	E	Unusual	Ind	5	1 per bullet
	.22-250	F	Common	Ind	5	1 per bullet
	.22-250	F	Common	Box	3	1
	.223	G	Common	Ind	5	1 per bullet
	.243	G	Common	Box	3	1
	.243	G	Common	Ind	5	1 per bullet

	6mm	G	Common	Ind	5	1 per bullet
	.25-06	G	Common	Ind	5	1 per bullet
	.25-06	G	Common	Box	4	1
	.270	M	Common	Ind	5	1 per bullet
	.270	M	Common	Box	4	1
	7mm Magnum	M	Unusual	Box	3	1
	7.62 NATO	K	Common	Box	5	2
	7.62 NATO	K	Common	Ind	5	1 per bullet
	7.62 NATO	K	Common	Box	3	1
	.303	J	Common	Box	10	1
	.30-06	K	Common	Box	4	1
	.30-06	K	Common	Ind	5	1 per bullet
	.300 Magnum	M	Common	Box	3	1
	7.62 Russian	L	Russian	Box	5	2
	7.5 MAS	M	Scarce	Box	10	1
	.375 Magnum	N	Unusual	Ind	3	1 per bullet
	.458 Magnum	O	Unusual	Ind	3	1 per bullet
	.460 Magnum	P	Unusual	Ind	3	1 per bullet
High-Recoil Bolt-Action Rifles						
Semi-Auto Carbines	.22 Long Rifle	B	Very Common	Box	8	1
	.22 Long Rifle	B	Very Common	Ind	9,10	1 per bullet
	.223	G	Common	Box	5/30,20/30	1
	.44 Magnum	N	Unusual	Ind	4	1 per bullet
Semi-Auto Rifles	.22 Long Rifle	B	Very Common	Ind	20	1 per bullet
	.22 Long Rifle	B	Very Common	Box	5/10/15	1
	.223	G	Common	Box	15/30,20/30	1
					20/40,35/50,25,30	
	.243	G	Common	Box	4	1
	6mm	G	Unusual	Box	4	1
	.270	M	Common	Box	4	1
	.280	M	Common	Box	4	1
	7mm Magnum	M	Unusual	Box	3	1
	7.62 NATO	K	Common	Ind	3	1 per bullet
	7.62 NATO	K	Common	Box	4,10/20,20	1
	7.62 Short	G	Russian	Box	10,30	1
	.30-06	K	Common	Box	4,8	1
	.300 Magnum	M	Common	Box	3	1
	7.5 MAS	M	Scarce	Box	10	1
	4.7 Caseless	D	Scarce	Box	100	1
	4.85 XP	E	Scarce	Box	20	1
	5.45 x 39	C	Scarce	Box	30	1
Automatic Rifles	.223	G	Common	Box	15/30,20/30	1
					20/40,25,30,35/50	
	7.62 NATO	K	Common	Box	20	1
	7.62 Short	G	Russian	Box	30	1
	4.85 XP	E	Scarce	Box	20	1
Shotguns	5.45 x 39	C	Scarce	Box	30	1
	10 Gauge	Var	Common	Ind	1,2	1 per shell
	10 Gauge	Var	Common	Box	2	1
	12 Gauge	Var	Common	Ind	1,2,4,5,8	1 per shell
	12 Gauge	Var	Unusual	B/D	(5)(20)	(1)(2)
	12 Gauge (auto)*	Var	Unusual	B/D	(5)(20)	(1)(2)
	12 Gauge	Var	Common	Box	3	1
	16 Gauge	Var	Common	Ind	1,2,5	1 per shell
	20 Gauge	Var	Common	Ind	1,2,4,5	1 per shell
	410 Gauge	Var	Unusual	Box	3	1
Riot Shotguns	410 Gauge	Var	Unusual	Ind	1,2,5	1 per shell
	10 Gauge	Var	Common	Ind	3,5	1 per shell
	12 Gauge	Var	Common	Ind	3,5	1 per shell
	20 Gauge	Var	Common	Ind	2	1 per shell
Machineguns	.223	G	Scarce	B/D/BL	(20)(80)	(1)(2)(2)
					(250)	
	.223	G	Scarce	B/BL	(30)(200)	(1)(2)
	.223	G	Scarce	Belt	1000	2
	.30-06	K	Scarce	Belt	250	2
	7.62 NATO	K	Scarce	Belt	250	2
	7.62 NATO	K	Scarce	B/D/BL	(20)(80)	(1)(2)
					(250)	(2)
	7.62 NATO	K	Scarce	Belt	50	2
	7.62 NATO	K	Scarce	Belt	1500	2
	7.62 Short	G	Scarce	B/D/BL	(20)(80)	(1)(2)
					(250)	(2)
	7.62 Russian	L	Russian	Belt	50	2
	.50 Browning	O	Scarce	Belt	105	2
	12.7 Russian	O	Russian	Belt	50	2

Bows	Arrow	—	Common	Ind	1	1
	Crossbow Bolt	—	Common	Ind	1	1
	x-Bow Pistol Bolt	—	Uncommon	Ind	1	1
	Blowgun Dart	—	Scarce	Ind	1	1

- Automatic Shotguns have Selective ROFs.

The Ammunition Damage Chart

This chart gives damage and penetration characteristics for sixteen different kinds of firearms ammunition and four types of archery ammo.

Ammo Type: This is the letter code from the previous chart that describes the basic quality of the caliber of ammunition in use.

Bullet Type: For purposes of this game, three types of bullet are available. Ball ammo is the typical solid slug, far more common than either of the other types. HP stands for Hollow Point, a round which tends to cause more damage (due to increases tumbling and flattening) but is less effective at armor penetration. AP stands for Armor-piercing, a round which has superior penetration, but, because of this, is less likely to do as much damage as the other forms.

Damage Penetration: Each type of bullet for each ammo type is rated for damage and (in parentheses) penetration in each of the six range bands. Damage is the basic (before modifications) number of points of damage done by the bullet when it hits at that range. Penetration is the Penetration Value, which falls off sharply with longer ranges.

Notes: Note that arrows, bolts, and darts do only one form of damage, and so have only one entry apiece.

The Ammunition Cost Chart

The final Small Arms chart is used to determine the cost, availability, size, and weight of ammunition acquired in bulk.

Ammo Caliber: This is the caliber of the ammunition. Keep in mind that ammo calibers are not interchangeable; each different caliber gun will need to be supplied differently. Also keep in mind that the same caliber for two different countries may not be interchangeable, either. For example, 7.62 NATO and 7.62 Russian are the same calibers, but are not interchangeable — the cartridge cases are different lengths.

Basic Ammunition Supply: Once again, this ties into the rules on 'Equipping the Character'. The availability shown is for ball type ammunition packaged individually. If HP or AP ammo is desired, shift to the next lowest availability. If ammo already packaged in a

box, drum, or belt is desired, a similar shift is made. These availability shifts are cumulative.

Cost: The cost in dollars (basic, before modifications for availability) is given for packages containing 20 rounds, the most typical way to purchase ammo. Price increases with quantity.

Size/weight: Size and weight numbers are also given for each of the three basic quantities of ammo.

Archery Data: Only the cost of archery ammo is given on the chart. Availability of arrows and bolts is the same as for the weapons themselves; size and weight is 1 (.01) each for arrows and bolts, or 1 (1) for a package of blowgun darts.

Recording Data

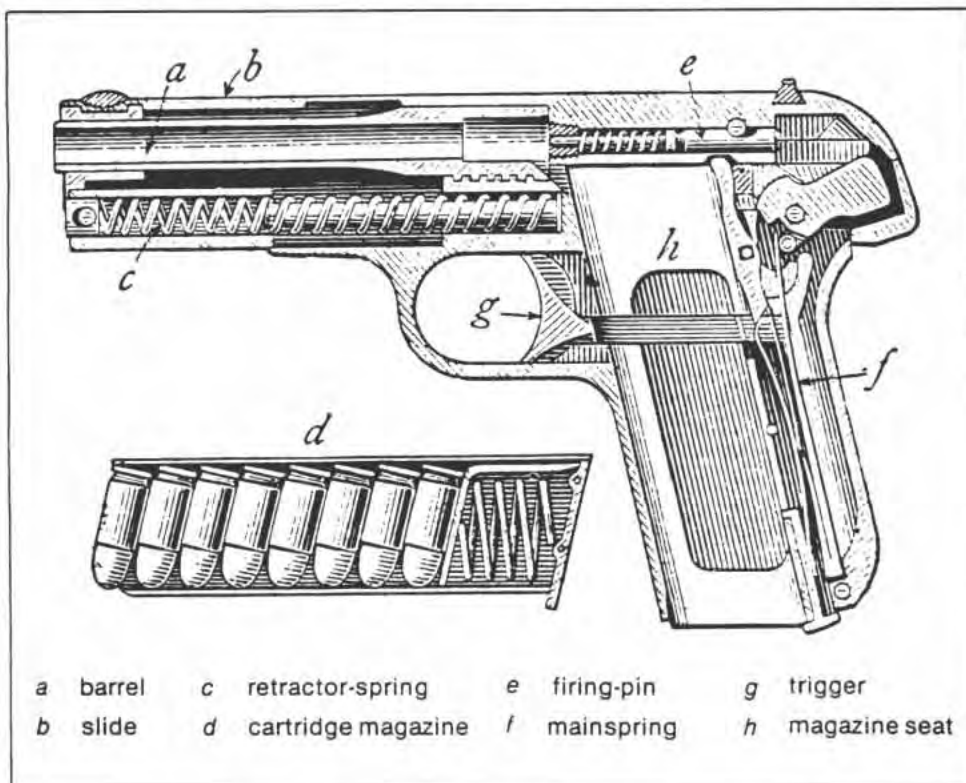
The Combat Action Sheet contains all the necessary spaces for entering combat-oriented data for reference during play.

The type of weapon and ammo caliber should be recorded together under 'Weapon' in the Fire Combat Data portion of the chart (12-Gauge Riot Shotgun or .45 ACP Autopistol, as examples). Under Ammo, specify Ball, Hollow Point, or Armor Piercing. Accuracy is filled in according to the appropriate skills needed to fire the weapon, for those with a Selective ROF, two accuracies — single-shot and autofire — should be entered.

Under each of the six range bands, three bits of information are recorded. Opposite 'R', fill in the Range from the Firearms Data Chart. Opposite D(P), fill in Damage and Penetration characteristics for the ammo in use from the Ammunition Damage Chart.

ROF is drawn from the Firearms Data; 'Shots' is the magazine capacity of the weapon from the Weapon Ammunition Chart; 'RLD' (Reload) is the number of rounds required to reload from the same chart. 'Rel' is the current reliability of the weapon, initially drawn from the Firearms Data.

Size and Weight characteristics of each weapon, and of stored ammunition, should be recorded on the character's equipment list. Price, Availability, and other such information is necessary only when acquiring the weapon initially, and need not be recorded anywhere.



SHOTGUN AMMUNITION

Shot Size Standard	Shotgun Gauge				
	10	12	16	20	410
12-G	D	C	B	A	A
8-5	F	D	D	C	A
4-BB	H	G	G	F	F
Buckshot					
4-3	H	G	G	G	—
2-1	K	J	H	H	—
00	M	M	K	—	—
Slug	—	K	H	H	B

Result is the Damage Table used. Treat as Hollow Point for damage and penetration when using Shot. A 'Slug' is treated as ball ammo, and does not produce the usual random fire effects of shotguns.



AMMUNITION DAMAGE CHART

Ammo Type	Bullet Type	Damage (Penetration)					
		Point Blank	Short	Effective	Long	V. Long	Extreme
A	Ball	2 (3)	2 (3)	1 (3)	.5 (2)	.5 (1)	.5 (1)
	HP	4 (2)	3 (2)	2 (2)	1 (1)	.5 (1)	.5 (1)
	AP	2 (4)	1 (4)	.5 (4)	.5 (2)	.5 (1)	.5 (1)
B	Ball	4 (5)	3 (5)	2 (5)	1 (3)	.5 (2)	.5 (1)
	HP	6 (4)	5 (4)	3 (4)	2 (2)	1 (1)	.5 (1)
	AP	2 (6)	2 (6)	1 (6)	.5 (3)	.5 (2)	.5 (1)
C	Ball	6 (8)	5 (8)	3 (8)	2 (4)	1 (2)	.5 (1)
	HP	8 (6)	6 (6)	4 (6)	3 (3)	2 (2)	1 (1)
	AP	4 (10)	3 (10)	2 (10)	1 (5)	.5 (3)	.5 (2)
D	Ball	8 (11)	6 (11)	4 (11)	3 (6)	2 (3)	1 (2)
	HP	10 (9)	8 (9)	5 (9)	4 (5)	3 (3)	2 (2)
	AP	6 (13)	5 (13)	3 (13)	2 (7)	1 (4)	.5 (2)
E	Ball	10 (13)	8 (13)	5 (13)	4 (7)	3 (4)	2 (2)
	HP	12 (10)	9 (10)	6 (10)	5 (5)	4 (3)	2 (2)
	AP	8 (16)	6 (16)	4 (16)	3 (8)	2 (4)	1 (2)
F	Ball	12 (16)	9 (16)	6 (16)	5 (8)	4 (4)	3 (2)
	HP	14 (12)	11 (12)	7 (12)	6 (6)	5 (3)	4 (2)
	AP	10 (20)	8 (20)	5 (20)	4 (10)	3 (5)	2 (3)
G	Ball	14 (18)	11 (18)	7 (18)	6 (9)	5 (5)	4 (3)
	HP	16 (16)	12 (16)	8 (16)	7 (8)	6 (4)	5 (2)
	AP	12 (22)	9 (22)	6 (22)	5 (11)	4 (6)	3 (3)
H	Ball	16 (20)	12 (20)	8 (20)	7 (10)	6 (5)	5 (3)
	HP	18 (16)	14 (16)	9 (16)	8 (8)	7 (4)	6 (2)
	AP	14 (24)	11 (24)	7 (24)	6 (12)	5 (6)	4 (3)
I	Ball	18 (20)	14 (20)	9 (20)	8 (10)	7 (5)	6 (3)
	HP	20 (16)	15 (16)	10 (16)	9 (8)	8 (4)	7 (2)
	AP	16 (24)	12 (24)	8 (24)	7 (12)	6 (6)	5 (3)
J	Ball	18 (21)	14 (21)	9 (21)	8 (11)	7 (6)	6 (3)
	HP	20 (17)	15 (17)	10 (17)	9 (9)	8 (5)	7 (3)
	AP	16 (25)	12 (25)	8 (25)	7 (13)	6 (7)	5 (4)
K	Ball	18 (25)	14 (25)	9 (25)	8 (13)	7 (7)	6 (4)
	HP	20 (20)	15 (20)	10 (20)	9 (10)	8 (5)	7 (3)
	AP	16 (30)	12 (30)	8 (30)	7 (15)	6 (8)	5 (4)
L	Ball	20 (22)	15 (22)	10 (22)	9 (11)	8 (6)	7 (3)
	HP	22 (18)	17 (18)	11 (18)	10 (9)	9 (5)	8 (3)
	AP	18 (26)	14 (26)	9 (26)	8 (13)	7 (7)	6 (4)
M	Ball	22 (24)	17 (24)	11 (24)	10 (12)	9 (6)	8 (3)
	HP	26 (20)	20 (20)	13 (20)	11 (10)	10 (5)	9 (3)
	AP	18 (28)	14 (28)	9 (28)	8 (14)	7 (7)	6 (4)
N	Ball	40 (24)	30 (24)	20 (24)	16 (12)	12 (6)	8 (3)
	HP	48 (20)	36 (20)	24 (20)	20 (10)	16 (5)	12 (3)
	AP	32 (28)	24 (28)	16 (28)	14 (14)	12 (7)	10 (4)
O	Ball	80 (50)	60 (50)	40 (50)	32 (25)	24 (13)	16 (7)
	HP	100 (40)	75 (40)	50 (40)	40 (20)	32 (10)	24 (5)
	AP	60 (60)	45 (60)	30 (60)	24 (30)	18 (15)	12 (8)
P	Ball	120 (75)	90 (75)	60 (75)	50 (38)	40 (19)	30 (10)
	HP	144 (60)	113 (60)	72 (60)	60 (30)	48 (15)	36 (8)
	AP	90 (90)	68 (90)	45 (90)	35 (45)	25 (23)	15 (12)

ARCHERY AMMUNITION DAMAGE

Arrow	—	16 (8)	12 (7)	8 (6)	4 (3)	2 (2)	1 (1)
Crossbow Bolt	—	16 (10)	12 (9)	12 (8)	6 (4)	3 (3)	2 (2)
Pistol-Crossbow Bolt	—	12 (6)	8 (5)	6 (4)	3 (2)	2 (1)	1 (1)
Blowgun Dart	—	1 (1)	1 (1)	.5 (1)	.5 (0)	.5 (0)	.5 (0)

AMMUNITION COST CHART

Ammo Caliber	Basic Ammunition Availability	Box of 20 rounds (1 box)		Package of 500 rounds (25 boxes)		Package of 1000 rounds (50 boxes)	
		Cost	Size (Weight)	Cost	Size (Weight)	Cost	Size (Weight)
.22 Long Rifle	V. Common	\$1.00	1 (.05)	\$15	3 (1.9)	\$25	5 (4.2)
.22 RF Magnum	Common	\$1.25	1 (.06)	\$20	3 (2.25)	\$35	5 (5.0)
.22 SCAMP	Unusual	\$2.00	1 (.05)	\$40	3 (1.9)	\$75	5 (4.2)
.221 Fireball	Unusual	\$2.50	1 (.13)	\$50	3 (4.9)	\$80	5 (10.8)
.22-250	Common	\$5.50	1 (.15)	\$125	3 (5.6)	\$295	5 (12.3)
.223	V. Common	\$1.75	1 (.16)	\$35	3 (6.0)	\$60	5 (13.2)
5mm Magnum	Unusual	\$3.50	1 (.15)	\$80	3 (5.6)	\$150	5 (12.3)
.243	Common	\$6.50	1 (.17)	\$150	3 (6.4)	\$275	5 (14.1)
6mm	Unusual	\$3.75	1 (.17)	\$90	3 (6.4)	\$160	5 (14.1)
.25 ACP	Common	\$1.50	1 (.05)	\$25	3 (1.9)	\$45	5 (4.2)
.250	Common	\$1.75	1 (.17)	\$35	3 (6.4)	\$60	5 (14.1)
.25-06	Common	\$3.00	1 (.17)	\$60	3 (6.4)	\$100	5 (14.1)
.256 Magnum	Unusual	\$4.25	1 (.18)	\$95	3 (6.8)	\$175	5 (15.0)
.270	Common	\$3.00	1 (.20)	\$60	3 (7.5)	\$100	5 (16.5)
.280	Common	\$3.25	1 (.20)	\$70	3 (7.5)	\$125	5 (16.5)
.30	Common	\$2.00	1 (.30)	\$40	3 (5.6)	\$70	5 (12.3)
.30-06	Common	\$3.50	1 (.37)	\$80	3 (13.9)	\$150	5 (30.6)
.30-30	Common	\$2.00	1 (.30)	\$40	3 (11.3)	\$70	5 (24.9)
.30-40 Krag	Unusual	\$4.75	1 (.30)	\$110	3 (11.3)	\$200	5 (24.9)
.303	Common	\$3.75	1 (.15)	\$80	3 (5.6)	\$150	5 (12.3)
.300 Magnum	Unusual	\$5.25	1 (.25)	\$120	3 (9.4)	\$225	5 (20.7)
7.5 MAS	Unusual	\$5.75	1 (.32)	\$135	3 (12)	\$250	5 (26.4)
7.62 NATO	Common	\$4.25	1 (.35)	\$95	3 (13.1)	\$175	5 (28.9)
7.62 Russian	Unusual	\$6.00	1 (.31)	\$135	3 (11.6)	\$250	5 (25.6)
7.62 Short	Unusual	\$5.25	1 (.32)	\$120	3 (12.0)	\$220	5 (26.4)
.32 Short	Common	\$1.50	1 (.15)	\$25	2 (5.6)	\$45	3 (12.4)
.32 Long	Common	\$1.50	1 (.15)	\$25	2 (5.6)	\$40	3 (12.4)
.32 ACP	Common	\$3.00	1 (.11)	\$65	2 (4.1)	\$120	3 (9.1)
.35	Common	\$2.50	1 (.20)	\$50	3 (7.5)	\$80	4 (16.5)
.357 Magnum	Common	\$2.00	1 (.22)	\$40	3 (8.35)	\$75	5 (18.2)
9mm Parabellum	Common	\$2.00	1 (.15)	\$40	2 (5.6)	\$70	3 (12.4)
9mm Makarov	Unusual	\$4.25	1 (.14)	\$95	2 (5.3)	\$175	3 (11.6)
.358	Unusual	\$5.50	1 (.33)	\$125	3 (12.4)	\$200	5 (27.2)
.375 Magnum	Unusual	\$2.75	1 (.35)	\$60	3 (13.1)	\$100	5 (28.9)
.38 Short	Common	\$2.00	1 (.20)	\$40	3 (7.5)	\$70	4 (16.5)
.38 Special	Common	\$1.75	1 (.21)	\$35	3 (7.9)	\$65	4 (17.3)
.38 Long	Common	\$2.00	1 (.20)	\$40	3 (7.5)	\$75	4 (16.5)
.380 ACP	Common	\$2.00	1 (.13)	\$40	2 (4.9)	\$75	3 (10.7)
.38 Superano	Unusual	\$2.75	1 (.15)	\$55	2 (5.6)	\$95	3 (12.4)
.41 Magnum	Unusual	\$2.75	1 (.25)	\$55	3 (9.4)	\$95	5 (20.6)
.44 Special	Unusual	\$2.75	1 (.25)	\$55	3 (9.4)	\$95	5 (20.6)
.44-40	Unusual	\$2.75	1 (.28)	\$55	3 (10.5)	\$95	5 (23.1)
.444 Marlin	Unusual	\$3.25	1 (.35)	\$70	3 (13.1)	\$125	5 (28.9)
.44 Magnum	Unusual	\$3.00	1 (.33)	\$65	3 (12.4)	\$120	5 (27.2)
.44 Automag	Scarce	\$3.50	1 (.35)	\$75	3 (13.1)	\$130	5 (28.9)
.45 Long Colt	Unusual	\$3.25	1 (.30)	\$70	3 (11.3)	\$125	5 (24.9)
.45 ACP	Common	\$2.50	1 (.29)	\$50	3 (10.9)	\$85	5 (23.9)
.45-70	Unusual	\$3.50	1 (.54)	\$75	5 (20.3)	\$130	6 (44.6)
.458 Magnum	Unusual	\$3.50	1 (.73)	\$80	5 (27.4)	\$150	9 (73.4)
.460 Magnum	Unusual	\$3.50	1 (.89)	\$80	5 (33.4)	\$150	9 (73.4)
4.7 Caseless	Scarce	—	—	\$275	3 (8.3)	\$500	4 (18.2)
4.6 x 36	Scarce	\$8.50	1 (.10)	\$200	2 (3.8)	\$375	3 (8.3)
4.85 XP	Scarce	\$10.50	1 (.11)	\$250	2 (4.1)	\$450	3 (9.1)
5.45 x 39	Scarce	\$9.50	1 (.23)	\$225	3 (8.6)	\$425	4 (19.0)
.50 Browning	Scarce	—	—	\$200	5 (40.0)	\$370	10 (88.0)
12.7mm Russian	Scarce	—	—	\$300	5 (45.0)	\$500	10 (90.0)
10 Gauge	Common	\$3.50	1 (1.0)	\$80	5 (37.5)	\$150	9 (82.5)
12 Gauge	Common	\$4.50	1 (.83)	\$100	5 (31.1)	\$185	9 (68.5)
16 Gauge	Common	\$5.50	1 (.75)	\$125	5 (28.1)	\$200	8 (61.9)
20 Gauge	Common	\$5.50	1 (.58)	\$125	5 (21.8)	\$200	6 (47.9)
410 Gauge	Common	\$5.50	1 (.40)	\$125	4 (15.0)	\$200	5 (33.0)

Archery Ammo Costs

Arrows are \$.50 each.

Crossbow bolts are \$1.25 each.

Pistol Crossbow bolts are \$.75 each.

Blowgun darts are \$22.00 for 100.

10.3 SUPPORT WEAPONS INFORMATION

Machineguns are covered among the lists of Firearms Data. All other forms of Support Weapons — Grenade Launchers, Mortars, Flamethrowers, Recoilless Rifles, and Rocket Launchers — are handled in the listings for Support Weapons, as are Hand Grenades.

Three charts detail the necessary data concerning support weapons.

Support Weapons Data Chart

This chart gives information on launchers and delivery systems. Hand grenades are not covered in this chart. (Grenades are Thrown Weapons, and use the normal throwing rules.) The others are given a number of important characteristics on the chart.

Weapon: This is the name of the weapon. Bold-face entries are weapon classes, the other entries are specific support weapons of the given type. The list of Support Weapons is nowhere near as complete as for firearms, because Support Weapons are much less frequently encountered.

Range Data: Support Weapons have only three ranges. 'Minimum' range is the shortest possible range at which a target may be engaged; the weapon cannot be used against any target closer than minimum range. 'Effective' range is the range at which the Defender's Performance Number is based on a +150 range factor (the same as Effective range for firearms). Anything from Minimum Range up to this Effective Range uses the same range factor. 'Maximum' Range, where it is different from Effective range, is the distance at which a +300 range factor is used. Anything between Effective and Maximum ranges gets this same factor. A Support Weapon cannot fire at a target beyond Maximum range and have any hope of hitting.

When effective and Maximum range are the same, the weapon is effective up to the limits of its range.

Caliber: This describes the type of ammunition that fits that support weapon, where applicable. Thus, an M203 Grenade Launcher will take any 40mm Grenade. Rocket Launchers fire a rocket unique to that launching system. Caliber information describes what the Effects of the Support Weapon will be, using the Support Weapon Effects Chart data.

Magazine: This entry determines how many shots can be fired by the Support Weapon before it must be reloaded. Belt ammunition can (as before) be fastened together for continuous fire.

Reload Actions: This entry determines how many rounds must be spent to replace a spent magazine. 'Disp' indicates a disposable weapon, discarded after one shot is fired.

Size/Weight: As usual, this gives the size and the weight of the weapon.

Base Availability: As usual, this determines how easy it is to acquire the weapon, under the rules given in 'Equipping the Character'.

Base Cost: The basic price (before modifications for availability) of the weapon, in dollars. 'Found' indicates that such weapons are not for sale in the United States, and must be acquired by theft, salvage, or illicit means.

Notes: Flamethrowers follow special rules; though they appear here, they do not appear on either of the other two Support Weapons charts. Each attack with a flamethrower is a Class B Flame attack on any target within the weapon's range and field of fire. Ammunition for flamethrowers is jellied gasoline, which cannot be easily carried in the field for purposes of reloading. 'Reload' costs are to switch empty tanks for full ones. Each extra (full) tank costs 1/3 the price of the flamethrower itself; fuel can be manufactured from ordinary gasoline using a Support Weapon, Flamethrower or Science, Chemistry Task with a DR of 150.

For Rocket Launchers, codes denote the method by which the rocket finds its target. No code means that the rocket is unguided, and works like an ordinary Firearm. IR indicates an infrared tracking system which homes in on the strongest heat source within range. Such a rocket could be 'fooled' by the presence of a fire or other heat source into ignoring the intended target. WG is a wire-guided missile which can only hit a target that remains in line of sight of the operator throughout the rocket's flight. Rockets can cover 600 yards per combat round, hitting and exploding in the action segment. If a character firing a wire-guided rocket stops controlling it for any reason (wounds, death, panic, distraction, etc.) the rocket automatically scatters from its intended target. Characters controlling wire-guided rockets must expose at least their heads to fire throughout each round of flight, and can take no other actions during that period of time.

All Support Weapons, regardless of type, have an initial reliability of 75.

Support Weapons Effects Chart.

The Support Weapons Effects Chart describes the characteristics of Support Weapon Ammunition. Machineguns and flamethrowers do not appear here, but hand grenades do. Entries are described below.

Weapon: This is the name or the designation of the ammunition. Certain abbreviations describe the nature of some forms of ammo.

AP stands for AntiPersonnel, which does a great deal of fragmentation damage.

WP stands for White Phosphorus, which spreads chemical flames (Class C) over a wide area.

HEAT stands for High Explosive, Anti-Tank, armor-piercing rounds

SUPPORT WEAPONS CHART

Weapon	Range (in yards) for			Caliber	Magazine	Reload Actions	Size (Weight)	Base Availability	Base Cost
	Min	Eff	Max						
Grenade Launchers									
Rifle	10	120	200	22mm	1	2	N/A	(Common)	\$250
S&W Tear Gas Gun	1	137	150	37mm	1	1	6 (5.9)	(Common)	\$750
M79	15	350	400	40mm	1	1	6 (5.9)	(Unusual)	\$750
M203	15	350	400	40mm	1	2	3 (3.0)	(Unusual)	\$450
M174E3	15	400	400	40mm	Drum-12	2	9 (25.9)	(Unusual)	\$1250
MK19	15	1600	3100	40mm	Belt-50	2	12(122.2)	(Unusual)	\$100
AGS-17	10	1200	1730	30mm	Belt-29	2	11 (63.2)	(Russian)	'found'
Mortars									
M19	45	1790	1815	60mm	1	2	10 (42)	(Scarce)	\$3000
M30	925	5650	5650	107mm	1	2	30 (650)	(Scarce)	\$10,000
M29	50	4425	4750	81mm	1	2	12 (89.5)	(Scarce)	\$5000
Flamethrowers									
M9A1-7	0	55	55	—	5 shots	5	10 (50.0)	(Scarce)	\$5000
LPO-50	0	70	70	—	3 shots	5	10 (51.0)	(Russian)	'found'
Recoilless Rifles									
Armbrust 300	10	300	1000	67mm	1	disp.	8 (13.9)	(Scarce)	\$2500
M40A2	50	1100	7700	106mm	1	2	30 (50.3)	(Scarce)	\$10,000
M67	20	400	2100	90mm	1	2	10 (44)	(Scarce)	\$5000
Missiles and Rocket Launchers									
LAW	10	300	300	LAW	1	disp.	7 (5.2)	(Scarce)	\$5000
Dragon (WG)	60	1000	1000	Dragon	1	2	10 (13.6)	(Scarce)	\$10,000
TOW (WG)	65	3750	4100	TOW	1	2	40 (304)	(Scarce)	\$25,000
Redeye (IR)	60	3525	3525	Redeye	1	2	8 (29)	(Scarce)	\$10,000
Stinger (IR)	60	5300	5300	Stinger	1	2	8 (31)	(Scarce)	\$20,000
Sagger (WG)	60	2200	3300	Sagger	1	2	8 (24)	(Russian)	'found'
Grail (IR)	60	11,500	11,500	Grail	1	2	8 (30)	(Russian)	'found'
RPG-7	10	550	550	RPG	1	2	7 (15.5)	(Russian)	'found'
Milan (WG)	10	2500	2500	Milan	1	2	10 (16.0)	(Scarce)	\$7500
SA-14	60	18,000	18,000	SA-14	1	2	7 (33)	(Russian)	'found'

for use against vehicles and obstacles.

HE stands for High Explosive, which does minimal fragmentation damage.

HEDP stands for High Explosive, Dual Purpose, which has some potential for armor penetration and a low fragmentation value.

HEPT stands for High Explosive, Plastic Tracer, a kind of round which causes blast effects on one side of a barrier and fragmentation

(spalling) on the other.

Gas and Smoke designations are self-explanatory, while Flare indicates an illuminating or signalling round.

Caliber/Type: This chart column shows the specific caliber of the round, and ties the ammo to the various individual support weapons listed previously. For Hand Grenades, this entry describes the general type of grenade - fragmentation, blast, incendiary, etc..

SUPPORT WEAPONS EFFECTS CHART

Weapon	Caliber/Type	Burst Rating	Frag Rating	Penetration Value	Base Availability	Size (Weight)	Fuse Delay
Hand Grenades							
MK II	Fragmentation	10F	II A	0	(Common)	1 (1.3)	2
M3A2	Blast	2X	—	0	(Common)	1 (1.0)	2
M26A1	Fragmentation	15F	III B	0	(Common)	1 (1.0)	2
M33	Fragmentation	15F	III B	0	(Common)	1 (0.9)	2
M15WP	White Phosphorus	15F	II FI	0	(Unusual)	1 (0.9)	2
M34WP	White Phosphorus	34F	III FI	0	(Unusual)	1 (1.5)	2
AN-M14	Incendiary	2F	III FI	20	(Scarce)	1 (2.0)	1
AN-M8	Smoke	(18)IV	—	0	(Unusual)	1 (1.5)	1
M-18	Smoke	(18)V	—	0	(Unusual)	1 (1.2)	1
M7A1	Gas	(18)G	—	0	(Unusual)	1 (1.2)	1
M6A1	Gas	(18)G	—	0	(Unusual)	1 (1.2)	1
M7A3	Gas	(18)G	—	0	(Unusual)	1 (1.0)	1
Miniature Smoke	Smoke	(5)V	—	0	(Unusual)	0 (0.1)	2
Miniature Gas	Gas	(5)G	—	0	(Unusual)	0 (0.1)	2
M58	Gas	(5)G	—	0	(Unusual)	1 (2.0)	1
M25A2	Gas	(5)G	—	0	(Unusual)	1 (0.5)	1
RDG-1	Smoke	(20)V	—	0	(Russian)	1 (1.1)	1
RDG-2	Smoke	(20)V	—	0	(Russian)	1 (1.1)	2
RDG-5	Fragmentation	15F	III A	0	(Russian)	1 (0.7)	2
RKG-3M	Anti-Tank	20F	II B	260	(Russian)	1 (2.4)	Impact
Sound/Flash	'Stun'	(10)S	—	0	(Scarce)	1 (0.6)	1
Rifle Grenades							
22mm AP	22mm	25F	III B	0	(Unusual)	2 (1.6)	Impact
22mm AP	22mm	10F	II FI	0	(Scarce)	2 (1.5)	Impact
22mm HEAT	22mm	15F	I A	390	(Unusual)	2 (1.6)	Impact
22mm Smoke	22mm	(9)V	—	0	(Unusual)	1 (0.7)	Impact
Long Range Gas	37mm	(10)G	—	0	(Common)	1 (1.1)	1
Standard Range Gas	37mm	(10)G	—	0	(Common)	1 (0.4)	1
Short Range Gas	37mm	(5)G	—	0	(Common)	1 (0.4)	0
40mm HE	40mm	5F	I A	0	(Unusual)	1 (0.5)	Impact
40mm HEDP	40mm	5F	I A	80	(Unusual)	1 (0.5)	Impact
40mm Gas	40mm	(5)G	—	0	(Unusual)	1 (0.7)	(Impact)
40mm AP	40mm	Shot	III	0	(Unusual)	1 (0.3)	0
40mm Flare	40mm	(100)I	—	0	(Unusual)	1 (0.5)	2
40mm WP	40mm	10F	II FI	0	(Unusual)	1 (0.7)	Impact
40mm Smoke	40mm	(20)V	—	0	(Unusual)	1 (0.5)	2
30mm HE	30mm	10F	III B	0	(Russian)	1 (0.8)	Impact
Mortar Shells							
60mm HE	60mm	20F	III B	0	(Unusual)	3 (3.2)	Impact
60mm WP	60mm	10F	II FI	0	(Scarce)	3 (4.1)	Impact
60mm Flare	60mm	(400)I	—	0	(Unusual)	3 (4.1)	8
81mm HE	81mm	34F	III B	0	(Unusual)	5 (9.2)	Impact
81mm WP	81mm	20F	III FI	0	(Scarce)	5 (9.1)	Impact
81mm Flare	81mm	(1200)I	—	0	(Unusual)	5 (10.1)	1-50
107mm HE	107mm	30F	V B	0	(Unusual)	6 (27.0)	Impact
107mm WP	107mm	40F	IV FI	0	(Scarce)	6 (28.6)	Impact
107mm Flare	107mm	(1500)I	—	0	(Scarce)	6 (16.6)	1-50
107mm Gas	107mm	(34)G	—	0	(Unusual)	6 (26.6)	1-50
Recoilless Rifles							
Armburst AT	67mm	5F	I A	475	(Scarce)	N/A	Impact
106mm HEAT	106mm	20F	II A	670	(Unusual)	6 (32.2)	Impact
106mm HEPT	106mm	14F	III A	230	(Unusual)	6 (37.9)	Impact
106mm AP	106mm	(400)F	V C	0	(Unusual)	6 (40.9)	0-3
90mm HEAT	90mm	10F	I A	300	(Unusual)	5 (9.2)	Impact
90mm HE	90mm	34F	I A	0	(Unusual)	5 (13.3)	Impact
90mm AP	90mm	Shot	V C	0	(Unusual)	4 (6.8)	0
Rockets & Missiles							
LAW	LAW	10F	I A	440	(Scarce)	2 (2.2)	Impact
Dragon	Dragon	30F	I A	900	(Scarce)	5 (13.5)	Impact
TOW I	TOW I	40 F	I A	900	(Scarce)	7 (42)	Impact
Redeye	Redeye	10F	I A	0	(Scarce)	6 (18)	Impact
Stinger	Stinger	20F	I A	0	(Scarce)	6 (22)	Impact
Sagger	Sagger	30F	I A	0	(Russian)	5 (13.6)	Impact
Grail	Grail	10F	I A	0	(Russian)	6 (20.3)	Impact
RPG-7	RPG-7	10F	I A	280	(Russian)	4 (5.0)	Impact
Milan	Milan	10F	I A	900	(Scarce)	5 (15.0)	Impact
SA-14	SA-14	20F	I A	0	(Russian)	7 (22)	Impact

Burst Rating: Burst Ratings are used in accordance with the rules on explosives. Numbers are used to find the blast radius in yards and the damage done by blast effects. Letter codes tell the other effects caused by the explosive — F=Fragmentation, X=No other effects, S=Stun, V=Visibility (Smoke obscures sighting), G=Gas, and I=Illum-

ination. Parenthetical Burst Ratings cause no blast damage, but do cause other effects within a given radius.

Frag Rating: This is the fragmentation rating of the explosion, as described in the rules on explosives. The Roman Numeral portion of the entry is the range line on the Fragmentation Chart, while the

SUPPORT WEAPON AMMUNITION

Type	Rounds per Package	Package Size and Weight	Package Cost	Package Availability
HAND GRENADES				
MK II	25	8 (57.4)	\$500.00	(Common)
M3A2	20	8 (45.1)	\$400.00	(Common)
M26A1	30	10 (51.9)	\$600.00	(Common)
M33	30	10 (51.9)	\$600.00	(Common)
M15 WP	16	7 (45.8)	\$640.00	(Unusual)
M34 WP	16	7 (42.0)	\$640.00	(Unusual)
AN-M14	16	7 (46.9)	\$960.00	(Scarce)
AN-M8	16	7 (40.9)	\$640.00	(Unusual)
M-18	16	7 (33.9)	\$640.00	(Unusual)
M7A1	16	7 (35.0)	\$640.00	(Unusual)
M6A1	16	7 (34.3)	\$640.00	(Unusual)
M7A3	16	7 (29.9)	\$640.00	(Unusual)
Miniature Smoke	240	10 (55.9)	\$480.00	(Unusual)
Miniature Gas	240	10 (53.2)	\$480.00	(Unusual)
M58	100	8 (44.9)	\$600.00	(Unusual)
M25A2	50	7 (49.9)	\$300.00	(Unusual)
RDG-1	1	3 (1.1)	'found'	(Russian)
RDG-2	1	3 (1.1)	'found'	(Russian)
RDG-5	1	3 (0.7)	'found'	(Russian)
RKG-3M	1	3 (2.4)	'found'	(Russian)
Sound/Flash	1	3 (0.6)	\$30.00 each	(Scarce)
RIFLE GRENADES				
22mm AP	10	8 (75.9)	\$300.00	(Unusual)
22mm WP	10	8 (40.9)	\$600.00	(Scarce)
22mm HEAT	10	8 (74.8)	\$300.00	(Unusual)
22mm Smoke	10	8 (31.5)	\$300.00	(Unusual)
Long Range Gas	12	7 (17.1)	\$180.00	(Common)
Standard Range Gas	12	7 (9.7)	\$180.00	(Common)
Short Range Gas	12	7 (9.7)	\$180.00	(Common)
40mm HE	72	8 (57.9)	\$1080.00	(Unusual)
40mm HE/AP	72	8 (57.9)	\$1080.00	(Unusual)
40mm Gas	44	7 (55.0)	\$660.00	(Unusual)
40mm AP	144	10 (60.5)	\$2160.00	(Unusual)
40mm Flare	44	7 (45.8)	\$660.00	(Unusual)
40mm WP	50	7 (52.8)	\$750.00	(Scarce)
40mm Smoke	44	7 (45.1)	\$660.00	(Unusual)
30mm HE	1	1 (0.8)	'found'	(Russian)
MORTAR SHELLS				
60mm HE	12	7 (54.8)	\$600.00	(Unusual)
60mm WP	12	7 (54.8)	\$1200.00	(Scarce)
60mm Flare	12	7 (64.5)	\$600.00	(Unusual)
81mm HE	3	7 (50.8)	\$225.00	(Unusual)
81mm WP	3	7 (50.8)	\$450.00	(Scarce)
81mm Flare	3	7 (59.8)	\$225.00	(Unusual)
107mm HE	2	7 (80.7)	\$200.00	(Unusual)
107mm WP	2	7 (80.7)	\$400.00	(Scarce)
107mm Flare	2	7 (95.0)	\$400.00	(Scarce)
107mm Gas	2	7 (80.7)	\$200.00	(Unusual)
RECOILLESS RIFLE				
Armburst AT	N/A	N/A	N/A	disposable
106mm HEAT	2	7 (81.8)	\$250.00	(Unusual)
106mm HEPT	2	7 (83.4)	\$250.00	(Unusual)
106mm AP	2	7 (90.0)	\$250.00	(Unusual)
90mm HEAT	3	7 (30.4)	\$300.00	(Unusual)
90mm HE	3	7 (43.9)	\$300.00	(Unusual)
90mm AP	3	6 (22.4)	\$300.00	(Unusual)
ROCKETS/MISSILES				
LAW	1	2 (2.2)	\$2000.00	(Scarce)
Dragon	1	5 (13.5)	\$5000.00	(Scarce)
TOW	1	1 (42.0)	\$12,500.00	(Scarce)
Redeye	1	6 (18.0)	\$5000.00	(Scarce)
Stinger	1	6 (22.0)	\$7500.00	(Scarce)
Sagger	1	5 (13.6)	'found'	(Russian)
Grail	1	6 (20.3)	'found'	(Russian)
RPG	1	4 (5.0)	'found'	(Russian)
Milan	1	5 (15.0)	\$5000.00	(Scarce)
SA-14	2	7 (65.0)	'found'	(Russian)

letter is the damage (Penetration) line of that same chart. FI indicates that flame damage was done.

Penetration Value: This gives the penetration of the weapon prior to the explosion, so that those support weapons which have a Penetration Value of 0 explode on the near side of a barrier, while those with higher ratings can penetrate armor before doing any damage.

Base Availability: This is the availability of support weapon ammunition of this type. As always, this ties into the rules on 'Equipping the Character.'

Size/Weight: As always, this gives the size and weight of the individual projectile of this type.

Fuse Delay: This determines the number of rounds between firing and detonation. 'Impact' means the shell or rocket explodes when it hits (and has penetrated, if applicable) a target. Where range of possible fuse delays is given, the firing character must pick one.

Notes: A Burst Rating of 'shot' means that the support weapon is treated, when firing that kind of shell, as a sort of large shotgun. The given fragmentation data is, in this case, projected in a cone in the direction the weapon is facing.

Support Weapon Ammunition Chart

As with the Ammunition Data for Small Arms, this chart gives information on the purchase of support weapon ammo.

Type: This is the name of the ammo, as given from the previous chart.

Rounds Per Package: It is assumed here that only one size of package is available for each type of Support Weapon ammunition. The number of rounds of ammo in one such package is given here.

Package Size and Weight: This gives, in the usual manner, the size and weight of a package of ammo of this type.

Package Cost: The base price (excluding considerations of availability) of the package of ammo.

Package Availability: The usual information on the availability of a package of this kind of ammo.

Recording Data

Support weapons information can be recorded together with firearms data. Weapon should indicate the type and caliber of the Support Weapon; ammo, the specific rounds used. Accuracy is based on the Support Weapon subskill which corresponds to that weapon. Enter minimum range in the +50 column (mark it 'Min' to indicate that this is a Minimum Range); Effective Range goes under the +150 column, and Maximum range (where applicable) under the 300+ column. Record Penetration Ratings, Burst Ratings, and Fragmentation Codes in unused spaces as desired; if a complete record seems worthwhile, take a second line of the chart for the range, damage, and penetration characteristics of fragmentation (though this can be looked up easily enough as it arises).

ROF is always '1' for Support Weapons. 'Shots' comes from the magazine of the weapon, and Reload (Rld) data from the same chart. Reliability is 75. Size and weight information can be noted on the equipment list.

10.4 ARTILLERY INFORMATION

Information on artillery is even less detailed than for Support Weapons, because in most cases characters will have only limited access to artillery weaponry.

Artillery Weapons Chart

This chart gives basic information on the firing characteristics of various heavy guns which may be encountered.

Weapon: Bold-face entries identify the general types of weapons, while other entries record the specific caliber of the gun in question.

Range: Four range bands are given; Minimum and Effective are handled as described for Support Weapons. Maximum Direct Fire (Max DF) shows how far the weapon can be used for aimed attacks; Max IDF (Maximum Indirect Fire) gives the range at which the gun can engage unseen targets. (Indirect Fire scatters automatically.)

Crew: This is the number of people needed to operate the weapon. Veh' indicates that the gun is normally mounted on a vehicle, with 1-2 members of the vehicle crew handling the (and perhaps other) on-board gun.

Reload: The number of rounds needed to reload the weapon once one shot has been fired. This assumes a full crew; if the crew is less than the full number, double the time. If a vehicle crew includes both a gunner and a loader, halve the time given. Autocannons reload automatically.

Nationality: The chart gives typical U.S. and Soviet artillery weapons for general reference. The Nationality column indicates which weapons are available to each.

Artillery Effects Chart

The Artillery Effects Chart shows the damage and other combat values of various specific artillery rounds. This is a very much simplified rundown of available artillery ammo, ignoring many of the highly specialized rounds available in the modern arsenal (discarding sabot, FASCAM, ICM, and so on). Many of these sophisticated shell types are gathered into the categories that are given, or are ignored completely. Gamemasters with a sufficient grasp of modern artillery capabilities and the desire to go into more detail may feel free to expand upon the munitions provided on this chart.

Entries on this chart are exactly the same as for Support Weapons Effects. Note that certain of the rockets shown on the chart carry nothing but nuclear warheads, and so follow the nuclear explosion rules for destructive power.

Nuclear Shell List

This chart lists the various sizes of nuclear shells or warheads available and shows what delivery systems are available for such small warheads. The shells given are minimums: larger shells can carry smaller warheads. For example, a Pershing missile could carry anything up to and including that shown on the chart.

For warheads over 10 kilotons, none of the shells or missiles covered in these rules apply. Such large warheads begin to move into the realm of strategic weapons, and appear in the game only as the Gamemaster sees fit.

NUCLEAR SHELLS

Yield	Minimum Shell Size
.2 kt	.120mm
.5 kt	.152mm
1 kt	.175mm
2 kt	Copperhead
5 kt	Lance, Frog 5, Frog 7
10 kt	Lance, Frog 5, Frog 7
50 kt	Larger missiles only

Artillery Ammunition

No chart is included to cover the cost of artillery weapons and ammo, as these will appear only in a strictly military setting where cost is not really an object. Supplies of artillery ammo will be found with other military munitions, in quantities and packaging as specified by the Gamemaster.

Recording Information

Since characters are unlikely to carry howitzers or tank guns as personal sidearms, there is little need to record artillery data. Consult the tables only as such weapons come into play. If the Gamemaster so wishes, weapons data can be recorded on Vehicle Record Sheets when a tank or self-propelled gun is to play a part in a scenario, but this is strictly optional.

AVAILABILITY CHART

Base Availability	Availability %	Time	Restricted Availability %
Very Common	95%	1D3 days	85%
Common	75%	1D5 days	65%
Uncommon	55%	1D10 days	45%
Unusual	35%	2D10 days	25%
Scarce	15%	4D10 days	05%
Very Scarce	01%	1D100 days	01%

ARTILLERY EFFECTS

Ammo	Type	Burst Rating	Frag Rating	Penetration Value	Base Availability	Size (Weight)	Fuse Delay
20mm	HEAT	5F	I A	90	(Uncommon)	4 (6)	Impact
23mm	HEAT	5F	I A	90	(Russian)	4 (6)	Impact
25mm	HEAT	5F	I A	135	(Uncommon)	4 (6)	Impact
30mm	HEAT	5F	I A	135	(Russian)	2 (1.5)	Impact
40mm	HEAT	5F	I A	135	(Uncommon)	2 (1.5)	Impact
57mm	HEAT	5F	I A	135	(Russian)	2 (2)	Impact
73mm	HEAT	10F	II B	720	(Russian)	6 (22)	Impact
75mm	HE	15F	I B	180	(Uncommon)	6 (22)	1-50
75mm	WP	10F	2 FI	180	(Uncommon)	6 (22)	Impact
75mm	HEAT	10F	II B	720	(Uncommon)	6 (22)	Impact
76mm	HEAT	10F	III B	180	(Uncommon)	6 (22)	Impact
83mm	HEAT	10F	III B	270	(Uncommon)	5 (15)	Impact
85mm	HEAT	10F	III B	270	(Russian)	6 (20)	Impact
85mm	AP	15F	IV D	135	(Russian)	6 (20)	1-50
90mm	HEAT	10F	III B	675	(Uncommon)	7 (45)	Impact
90mm	AP	15F	V D	270	(Uncommon)	7 (45)	1-50
100mm	HEAT	15F	III B	675	(Russian)	7 (50)	Impact
100mm	AP	20F	V D	315	(Russian)	7 (50)	1-50
105mm	HEAT	15F	IV C	765	(Uncommon)	7 (55)	Impact
105mm	WP	20F	IF FI	405	(Uncommon)	7 (55)	Impact
107mm	HEAT	15F	IV C	765	(Uncommon)	7 (55)	Impact
115mm	HEAT	20F	IV C	765	(Russian)	8 (75)	Impact
120mm	HEAT	20 F	IV C	810	(Uncommon)	10 (110)	Impact
120mm	WP	35F	IF FI	405	(Uncommon)	10 (110)	Impact
122 mm	HE	30F	III F	225	(Russian)	8 (55)	1-50
122mm	HEAT	20F	IV C	450	(Russian)	8 (55)	Impact
122mm	AP	35F	V E	225	(Russian)	8 (55)	1-50
122mm	Gas	(15) G	—	—	(Russian)	8 (55)	1-50
122mm	Illum.	(1500) IL	—	—	(Russian)	8 (55)	1-50
125mm	HE	30F	III C	350	(Russian)	9 (85)	1-50
125mm	HEAT	20F	IV C	675	(Russian)	9 (85)	Impact
152mm	HE	30F	IV D	375	(Uncommon)	10 (110)	1-50
152mm	HEAT	20F	V D	765	(Uncommon)	10 (110)	Impact
152mm	WP	35F	V FI	375	(Uncommon)	10 (110)	Impact
152mm	Gas	(15) G	—	—	(Uncommon)	10 (110)	1-50
152mm	Illum.	(2000) IL	—	—	(Uncommon)	10 (110)	1-50
155mm	HE	40F	IV D	375	(Uncommon)	10 (110)	1-50
155mm	HEAT	30F	V D	765	(Uncommon)	10 (110)	Impact
155mm	WP	45F	V FI	375	(Uncommon)	10 (110)	Impact
155mm	Gas	(25) G	—	—	(Uncommon)	10 (110)	1-50
155mm	Illum.	(2000) IL	—	—	(Uncommon)	10 (110)	1-50
175mm	HE	50F	V D	375	(Uncommon)	12 (150)	1-50
175mm	HEAT	40F	V D	765	(Uncommon)	12 (150)	Impact
175mm	WP	60F	V FI	375	(Uncommon)	12 (150)	Impact
175mm	Gas	(30) G	—	—	(Uncommon)	12 (150)	1-50
175mm	Illum.	(2000) IL	—	—	(Uncommon)	12 (150)	1-50
ROCKETS/MISSILES							
Copperhead	(155mm)	40F	IV D	375	(Uncommon)	10 (110)	1-50
Lance	—	Nuclear	Nuclear	Nuclear	(Uncommon)	40 (3365)	1-50
TOW II	AT	50F	I A	1350	(Uncommon)	8 (45)	Impact
Sagger	AT	30F	I A	675	(Russian)	6 (18)	Impact
Snapper	AT	30F	I A	675	(Russian)	6 (16)	Impact
Swatter	AT	30F	I A	900	(Russian)	6 (15)	Impact
Frog 5	—	Nuclear	Nuclear	Nuclear	(Russian)	60 (6614)	1-50
Frog 7	—	Nuclear	Nuclear	Nuclear	(Russian)	50 (4480)	1-50
Hellfire	AT	15F	I A	2035	(Unusual)	15 (75)	Impact
2.75 inch	HEAT	15F	I B	180	(Unusual)	6 (22)	Impact
2.75 inch	WP	20F	I FL	180	(Unusual)	6 (22)	Impact
57mm	HEAT	15F	I A	135	(Russian)	2 (2)	Impact
AT-6/AT-7	AT	15F	I A	2025	(Russian)	15 (75)	Impact
SA-14	AA	20F	I A	0	(Russian)	6 (22)	Impact
Sidewinder	AA	30F	II V	0	(Uncommon)	20 (200)	Impact
MISCELLANEOUS							
30mm Chain	HEAT	5F	I A	135	(Unusual)	2 (1.5)	Impact
XM Grenade Launcher	—	RF*	—	—	(Unusual)	1 (2.0)	2

* The XM Grenade Launcher distributes 20 grenades (any hand grenade type) in a random pattern each round. Roll 2D10 for the number of grenades in range of any character or group of characters, then make this number of Scatter rolls to determine direction and distance of each. All grenades in a magazine are of the same type; 400 grenades are in one magazine.

ARTILLERY WEAPONS

Weapon	Range (in yards) for . . .			Max. DF	Max. IDF	Crew	Reload	Nationality
	Min.	Effective						
AUTOCANNONS								
20mm	0	600	1250	1250	vehicle	0	*USA	
23mm	0	800	1500	1500	vehicle	0	USSR	
25mm	0	800	1500	1500	vehicle	0	USA	
30mm	0	800	1500	1500	vehicle	0	USSR	
40mm	0	600	1250	1250	vehicle	0	USA	
57mm	0	800	1500	1500	vehicle	0	USSR	
73mm	0	500	1000	1000	vehicle	0	USSR	
75mm	0	500	1000	1000	vehicle	0	USA	
76mm	0	800	1500	1500	vehicle	0	both	
GUNS								
83mm	0	600	1200	1200	vehicle	2	USA	
85mm	0	600	1200	1200	vehicle	2	USSR	
90mm	0	800	1500	1500	vehicle	2	USA	
100mm	0	800	1500	1500	vehicle	2	USSR	
105mm	0	1000	2000	2000	vehicle	40	USA	
107mm	0	1000	2000	2000	vehicle	40	USA	
115mm	0	1000	2000	2000	vehicle	40	USSR	
120mm	0	1000	2000	2000	vehicle	40	USA	
122mm	0	1000	2000	2000	vehicle	40	USSR	
125mm	0	1000	2000	2000	vehicle	40	USSR	
152mm	0	1000	2000	2000	vehicle	40	USA	
175mm	0	2700	4000	16,500	13	30	USA	
HOWITZERS								
105mm	0	900	1400	5500	8	20	USA	
155mm	0	1500	2250	9000	11	20	USA	
175mm	0	1650	2500	10,000	14	30	USA	
76mm	0	1050	1060	6500	6	1	USSR	
122mm	0	1250	2000	12,000	10	20	USSR	
152mm	0	1500	2250	9000	10	20	USSR	
ROCKETS/MISSILES								
Copperhead	1500	6000	6000	6000	11	20	USA	
Lance	15 miles	75 miles	75 miles	75 miles	vehicle	60	USA	
TOW II (WG)	60	1000	1500	2000	vehicle	2	USA	
Sagger (WG)	300	1000	1400	1750	vehicle	2	USSR	
Snapper (WG)	150	850	1200	1500	2	1	USSR	
Swatter (WG)	500	1000	1250	1500	2	1	USSR	
Frog 5	10 miles	31.1 miles	31.1 miles	31.1 miles	vehicle	30	USSR	
Frog 7	10 miles	37.3 miles	37.3 miles	37.3 miles	vehicles	30	USSR	
Hellfire	1250	5000	5000	5000	vehicle	5	USA	
2.75 inch	30	500	500	500	vehicle	1	USA	
57mm	25	400	400	400	vehicle	1	USSR	
AT-6	500	8000	8000	8000	vehicle	5	USSR	
AT-7	500	8000	8000	8000	vehicle	5	USSR	
SA-14	200	6000	6000	6000	vehicle	2	USSR	
Sidewinder	1000	18,000	18,000	18,000	vehicle	10	USA	
MISCELLANEOUS								
30mm Chain	30	500	500	500	vehicle	0	USA	
XM Grenade Launcher	50	1300	1300	1300	vehicle	0	USA	

10.5 EXPLOSIVES AND MINES

This section contains information on the various kinds of explosives and mines which are available.

Explosives Chart

This chart describes the various simple explosives which are available.

Explosive: The name of the explosive.

Burst Rating per Charge: The Burst Rating for one 'standard' charge of the explosive. Burst Ratings determine the radius of the explosion's effects, and the damage caused. All simple explosives do nothing but blast damage ordinarily. It is possible to create fragmentation effects (by embedding shrapnel in a charge of plastique, for example); usually, the resulting Fragmentation Rating will be 1A. Burst Ratings are additive; each charge used increases the burst rating by the amount shown, so that twelve sticks of dynamite have a Burst Rating of 120.

Charge Size and Weight: This is the size and weight of a single charge of the explosive.

Detonators Used: These are the means by which the explosive can be set off. A primer is a small explosive which in turn sets off the major explosive; characteristics of a primer are shown on the chart.

Base Availability: This, as always, is used in conjunction with 'Equipping the Character'.

Base Price: The cost, before modifications, of one charge of the explosive.

'Made' DR: The Difficulty Rating of a Task (using Demolitions or Chemistry skill) to make the explosive in question. Twice the weight in appropriate raw materials is required to create these explosives; otherwise there is no real limit on the amount of explosive that can be produced with a single task.

Base Rel: The Reliability of the explosive. If a Task or Skill Roll is fumbled while handling the explosive, or if a hazardous substance like nitroglycerin is subjected to undue shocks, throw Reliability or less to avoid an explosion.

Mine Information

The Mines Chart shows the characteristics of various types of mines.

Mine: The name or type of mine.

Burst Rating: The typical Burst Rating of the mine, given as defined elsewhere.

Frag Rating: The fragmentation characteristics of the mine, as defined elsewhere.

Penetration Value: All mines have 0 penetration. See, however, the effects of explosions against barriers.

Size (Weight): As defined elsewhere.

Availability: As discussed in 'Equipping the Character'.

Base Price: In dollars, before modifications.

Triggers: Allowable kinds of triggers for use with mines of this type.

Notes: Reliability is not determined for mines.

EXPLOSIVES CHART

Explosive	Burst Rating Per Charge	Charge Size and Weight	Detonators Used	Base Availability	Base Price	'Mode' DR	Base Rel
Dynamite	10 X	2 (0.2)	P	Common	\$10.00	200	95%
Nitroglycerin	15 X	2 (0.2)	P,H,F,E,I*	Uncommon	\$20.00	100	10%
Nitrocellulose	10 X	3 (2.0)	P,H,F,I	Uncommon	\$20.00	200	60%
Black Powder	5 X	3 (2.0)	H,F,E,(P)	Scarce	\$5.00	100	75%
Ammonium Nitrate	5 X	3 (2.0)	P	Scarce	\$20.00	100	95%
Blasting Powder	15 X	3 (2.0)	H,F,E,(P)	Common	\$5.00	300	80%
Plastique	1-100 X	3 (2.0)	P	(Uncommon)	\$25.00	300	100%
Primer	1 X	1 (0.1)	P,H,F,E,I*	Common	\$5.00	200	15%
Molotov Cocktail	5 X	1 (1.0)	F	Scarce	N/A	100	70%

P = Primer

H = Heat (150°+ F)

F = Flame (Class A or better)

E = Electrical spark or current

I = Impact

* = Extremely hazardous to handle

Note: The Gamemaster must specify the Burst Rating for any particular charge of Plastique, within the limits shown.

MINES CHART

Mine	Burst Rating	Frag Rating	Pen Value	Size (Weight)	Base Availability	Base Price	Triggers
Small HE	25F	I A	0	8 (45)	(Uncommon)	\$50.00	P,R,T
Vehicle HE	50 X	—	0	12 (75)	(Uncommon)	\$100.00	P,R
Frag HE	25F	III C	0	8 (45)	(Uncommon)	\$75.00	P,R,T
Claymore	5F	III D	0	4 (5)	(Uncommon)	\$250.00	R,T
Bouncing Betty	15F	III C	0	4 (5)	(Uncommon)	\$150.00	R,T
Foo-Gas	5F	III F	0	4 (15)	(Uncommon)	\$100.00	R,T

P = Pressure Plate Trigger

R = Remote Trigger

T = Tripwire

11. TYPICAL WEAPONS

The weapons tables give the source material for describing almost any form of modern firearm. However, due to the all-embracing nature of these tables there is very little way of getting a 'feel' for specific weapons. It is often up to players and Gamemasters to select those features from the chart which best describe an individual gun. The brief writeups that follow begin the process with a variety of particularly famous or important weapons characters might reasonably expect to encounter. Hopefully, these will serve as inspirations and guides in the process of defining other weapons.

It should be noted that while the weapons charts allow for a wide variety of weapons, there is always the chance of discovering some particular gun which cannot quite be defined from the tables, due to an odd magazine size or other unusual feature. Gamemasters should feel free to correct such omissions as they arise. The game is intended to be complete, but the welter of weapons systems on the market today makes complete accuracy virtually impossible to achieve.

11.1 TYPICAL PISTOLS

The following are descriptions of some pistols that may be encountered in the game.

Colt Detective Special: This pistol, an old but reliable model, is classified as a .38 Special Snub-nosed Revolver with a 6-round magazine. Though no longer in production, many of these handguns continue in use today.

Colt M1911A1: A .45 ACP Autopistol, the venerable Colt

M1911A1 has a 7-round box magazine. It has been the standard side-arm of the United States military since its initial release before World War I until very recently, and is widely considered one of the best-designed pistols ever introduced.



Smith & Wesson Model 19 Combat Magnum: This weapon is classified as a .357 Magnum Revolver; it comes in Snub, Short, and Standard configurations. Designed as a police revolver, this six-shot gun has been one of Smith & Wesson's best sellers.

Remington P100: Classified as a .221 Fireball Target Pistol with a 1-round magazine, the Remington XP100 is a distinctive and highly accurate weapon. It is designed to mount a telescopic sight.

.44 Automag: A .44 Automag High-Recoil Standard Autopistol, this weapon has a 7-round box magazine. Though extremely powerful,

the .44 Automag has a reputation for unreliability, with a special tendency to jam due to heat expansion. No longer in production, the pistol is hard to obtain and even harder to keep supplied with ammunition.

C.O.P. .357: A .357 Magnum Snub Revolver with a 4-round magazine, the C.O.P. .357 is a very small, easily concealed weapon originally designed for use by off-duty policemen. It is not a true revolver; it has four separate barrels with a rotating firing pin on the hammer.

High Standard .22: Classified as a .22 Short Autopistol with a 10-round magazine, this weapon is typical of the cheap, easily obtained pistols available almost anywhere today. Ammo is also extremely easy to acquire.

Beretta M92S: A 9mm Parabellum Standard Autopistol with a 15-round magazine, this modern Italian pistol was one of several considered (and was eventually chosen) as a replacement for the Colt M1911A1 as the military sidearm for U.S. Armed Forces. It is gradually reaching full distribution to units in the field, though it will be several years before all National Guard units receive the new issue.

11.2 TYPICAL SUBMACHINEGUNS

The following are descriptions of some particularly common or famous modern SMGs which may appear in the game.

Uzi: Possibly the best-known submachinegun in the world today, the UZI is classified as a 9 mm Parabellum Long SMG available in both Semi-Auto and Full-Auto configurations. It uses a 25 or 32-round magazine. A folding stock (or a detachable wooden stock) make it fairly easy to conceal this weapon.

Mini-UZI: A 9 mm Parabellum Standrad SMG using a 20, 25, or 32-round magazine, this smaller cousin of the famous Israeli UZI can be found in Semi-Auto and Full-Auto versions. Its small size and weight enhance its concealability.

Colt SCAMP: A .22 Scamp Snub SMG with a 27-round magazine, the SCAMP is actually a machine pistol rather than a true SMG. Available in a semi-auto configuration, the SCAMP also has an automatic version which functions somewhat differently from what is allowed in the standard game rules; it may fire either single rounds or three round bursts, but cannot fire more than three shots per pull of the trigger.

Bushmaster: Another machine pistol that can be fired with one hand, the Bushmaster's unique design gives it the performance characteristics of a .223 Standard SMG with a 20, 30, or 40-round box magazine. Semi-Auto and Full-Auto versions are available. It is an extremely powerful weapon.

Ingram M10: A small weapon intended for clandestine work, there are two distinct versions of the M10 available.

One is classed as a 9 mm Parabellum Short SMG with a 32-round magazine. The second is a .45 ACP Short SMG with a 30-round magazine. Ammunition is not interchangeable between models.

Both weapons come in both Semi-Auto and Full-Auto configurations, and both are designed to take a silencer.

Ingram M11: A weapon similar to the Ingram M10, this SMG is classed as a .380 ACP Short SMG which can use a 16 or 32-round magazine. It can be found in both Semi-Auto and Full-Auto configurations, and is designed to take a silencer.

Sidewinder SS-1: Classed as a 9 mm Parabellum Long SMG, the Sidewinder SS-1 is designed for one-handed fire. It uses a 32 or 45-round magazine. There are both Semi-Auto and Full-Auto versions

available, the latter featuring a 'progressive trigger' which selects the type of fire used (single-shot, burst, or full autofire) by the time spent pulling the trigger. The Gamemaster may wish to reflect this by requiring a Saving Throw against autofire skill to avoid full-automatic fire any time the gun is fired.

H & K MP 5SD3: A 9 mm Parabellum standard SMG using 15 or 30-round magazines, this weapon features a built in silencer. Both semi-auto and full-auto versions are available.

11.3 TYPICAL RIFLES

The following descriptions deal primarily with prominent military rifles (or civilian counterparts of these). Hunting Rifles and other non-military long arms come in such a profusion of designs as to make virtually any combination from the charts available.

FN-FAL: Classed as a 7.62 NATO Heavy Autorifle, the FAL is considered by some to be one of the finest autorifles available today. It uses a 20-round magazine. The FAL is the standard weapon of many NATO members. A semi-automatic version of the FAL is also available.

FN-CAL: A lighter offshoot of the FAL, this rifle is classed as a .223 autorifle, and uses a 20 or 30-round magazine. Some CALs are fitted with a folding stock; all can launch 22mm rifle grenades.

A semi-automatic version of the CAL also exists; it can also fire rifle grenades.

Galil ARM/SAR: An Israeli gun, the Galil is classed as a .223 Autorifle using 35 or 50-round magazines. It is one of the finest types in its class. The Galil has a built-in folding bipod which incorporates a wire cutter in the hinge; the clamp for the wire cutter can be used as a bottle opener.

Semi-automatic Galils are also available.

M-1 Garand: Classed as a .30-06 Heavy semi-automatic Rifle, the M-1 Garand uses an 8-round strip magazine. It was the standard-issue American army rifle of WW II and the Korean War, before being rendered obsolete by the introduction of autorifles. However, this reliable rifle is still available, and has an excellent reputation.

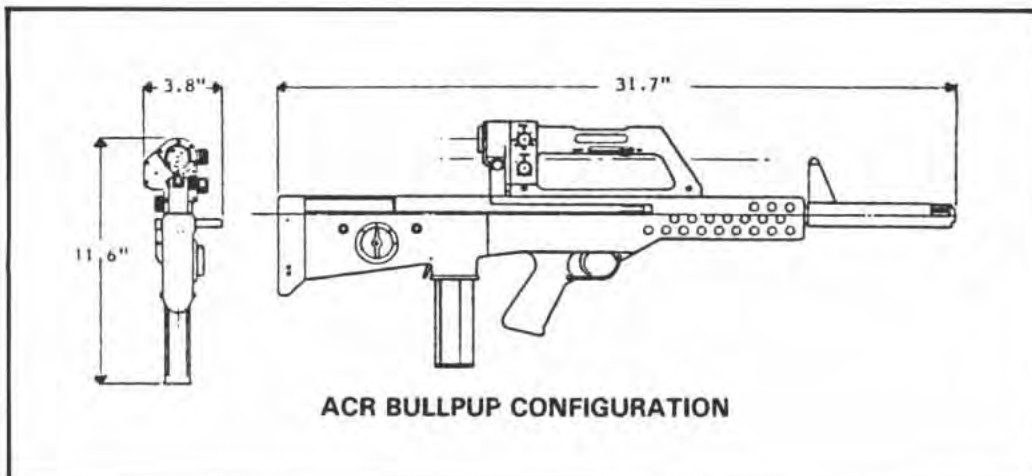
M-16A2: Classed as a .223 Autorifle using 20, 30, or 40-round magazines, the M16A2 is the Standard issue weapon of the United States and Canada (where it is referred to as the C7). More dependable and effective than the earlier M16A1, the M16A2 has seen wide service. The M203A1 40 mm Grenade Launcher can be attached to an M16A2.

A semi-automatic version of the weapon, the AR-15, is also available to the civilian market. Interestingly enough, because the AR-15 retains the earlier flash suppressor of the older M16A1, it can fire 22mm rifle grenades, while the M16A2, with a new adjustable flash suppressor cannot.

Remington M40: A 7.62 NATO Bolt Action Sniper's Rifle with a 5-round magazine, the Remington M40 is currently in service with the U.S. Marines as a sniper's weapon. A similar hunting rifle is available on the civilian market, designated the Remington M700.

M21: Classed as a 7.62 NATO Semi-Automatic Sniper's Rifle with a 20-round box magazine, the M21 is the standard U.S. Army Sniper weapon. It is a semi-automatic variant of the M14 heavy automatic rifle, which was superseded by the M16 in 1965.

M19ACR: A newly developed replacement for the M16A2 series, this autorifle has a 35-round magazine and fires caseless ammunition. It has a built-in optical sight in the carrying handle and burst control. Other characteristics closely resemble the M16A2.



ACR BULLPUP CONFIGURATION

11.4 SHOTGUNS

One shotgun deserves notice from amid the wide variety of types available.

Atchisson Assault Gun: This is a 12-Gauge Automatic Shotgun which can use either a 5-round box or 20-round drum magazine. Unlike most shotguns, it is capable of burst or even full-automatic fire. The combination of autofire and shotgun effects makes this a truly lethal weapon for close-range work.

A civilian version, capable of semi-automatic fire only, is also available.

11.5 TYPICAL MACHINEGUNS

The following machineguns are particularly noteworthy.

M249: This Squad Automatic Weapon (SAW) is standard in the U.S. Army. It is classed as a .223 Very Light Machinegun, using either a 30-round box magazine or a 200-round belt.

M60GPMG: The standard medium MG in the U.S. Army, this is classed as a 7.62 NATO Medium Machinegun using a 100-round belt magazine.

M2HB: A .50 Browning Very Heavy Machinegun, the M2HB is used in the U.S. and other armies for heavy fire support. It uses a 105-round belt magazine.

M1919A4: Classed as a .30-06 Medium Machinegun with a 250-round belt, this venerable machine gun still appears occasionally with reserve troops, especially in Canada.

MAG: Classified as a 7.62 NATO Medium Machinegun, the Mag is the standard squad level support weapon in the Canadian Army, among others. It uses a 50-round belt.

11.6 OTHER WEAPONS

Support and artillery weapons in this rules set are generally identified individually. Standard weapons currently in use with the U.S. Army and U.S. Marines are the M203A1 Grenade Launcher (which is fitted to the M16A2 rifle so that the two weapons are used in common), the M79 Grenade Launcher (which has not been used by active units since 1970, but is still kept in depots for emergency use), the Dragon and Milan II anti-tank missiles, and the LAW. All three of the listed mortars are used by the U.S. Army and Marines. Also listed is a Flamethrower, which had been used by the Marines and is now stockpiled, as it is no longer in current issue. Canada uses the Milan II missile and various mortars, equivalent to those in the U.S. inventory, as support weapons.

11.7 EXPLOSIVES

The various simple explosives available are briefly described below.

Dynamite: Probably the most familiar of explosives, dynamite (or TNT) is made by soaking sticks of charcoal in Nitroglycerin. The result is a very safe form of explosive which has few of the unstable qualities of pure Nitro. However, prolonged exposure to extremes of

temperature will cause the dynamite sticks to sweat pure nitro which can be extremely hazardous.

Nitroglycerine: An oily liquid, nitro is created by heating glycerine, nitric acid, and various other common chemicals. It can be used in liquid form or dried into an equally potent crystalline solid, as well as being used to make dynamite or nitro cellulose. It is one of the most unstable explosives available, and can be set off by virtually anything. Frequent Saving Throws against Reliability should be called for when the compound is exposed to heat, sparks, or flames, any movement above the slow walk rate, or any other sudden shock or impact. It may be packaged for transport through a Demolitions Task with a DR of 150; add the Outcome number of the Task to the Reliability of the nitro for any Saving Throws made while handling the packaged explosive. Several Tasks of this kind can be strung together to increase the safety factor.

Nitrocellulose: Also called 'Guncotton', Nitrocellulose is made by soaking cotton or other fibers in a charge of Nitroglycerine. A wad of guncotton makes a good explosive in itself, while strips of the substance are usable as fuses. Nitrocellulose is considerably more stable than liquid nitroglycerine.

Black Powder: Ordinary gunpowder is made with a mixture of charcoal, sulfur, and saltpeter. It must be tightly confined to cause a blast, and care must be taken to avoid sparks and flames in the presence of stored gunpowder. Ordinary black powder cannot be used in modern firearms.

Blasting Powder: This is the smokeless powder used in modern ammunition. Typical bullets yield about a gram of blasting powder, so about 450 - 500 bullets would be needed to yield a pound of blasting powder. It has the same general properties as black powder.

Ammonium Nitrate: One of the simplest forms of explosive which can be made, this compound is made by soaking sacks of common fertilizer in gasoline and allowing the substance to dry. The result is quite stable and very efficient.

Plastique: Plastic explosives are the safest, most powerful, and most versatile explosives available. A single charge may have a burst rating anywhere between 1 and 100 (Gamemaster's choice). It requires more work to manufacture, but it is also the most stable of all these explosives. Most of the grenades, shells, mines, and other military explosives discussed elsewhere have warheads made of plastique; it can also be shaped in various ways for maximum effect.

Molotov Cocktail: Once the standard weapon of revolutionaries and terrorists, the Molotov Cocktail remains the easiest of all bombs to make. A small bottle filled with gasoline (traditionally, one uses a wine bottle) and stoppered with a gasoline soaked rag, the Molotov is a crude but effective hand grenade set off by lighting the rag and throwing. If the user can manage to land his Molotov on the air intake grill of an armored vehicle, the Molotov also makes a very efficient anti-tank weapon as well.

Primer: A fulminating primer, or blasting cap, is a small but highly volatile explosive used to trigger other explosives. The detonation of a primer will set off any other form of explosive in contact with the blasting cap.

12. EQUIPMENT

There are many items of equipment that will be useful to characters in the game, from tools and camping gear to high-tech electronics, criminal equipment, and everything in between. It is often very important to the guerrilla fighter to know how readily equipment can be captured, how much it costs, and how useful it really is. This chapter discusses these points, and other important aspects of the acquisition and use of equipment of all kinds.

12.1 ACQUIRING EQUIPMENT

Characters gain equipment by purchase, or by 'acquisition' (a polite term that takes in salvage, theft, loans, military issue, and many other things). To be able to acquire equipment, it must first be available. When purchasing it, a purchase price must be paid. The price can vary according to the availability of the item, and also its quality and reliability.

Prices: Each weapon, package of ammo, and other item of equipment in the game is assigned a purchase price. This is not necessarily

the actual cost of the item, especially where weapons are concerned. It reflects, instead, the relative cost of the item, especially where weapons are concerned. It reflects, instead, the relative cost of buying that item of equipment by a typical citizen. For this reason, support weapons such as machineguns and rocket launchers have enormous price tags; the average citizen would have to pay far more than the value of the weapon to acquire something of this sort through illicit channels.

Price and Availability: When a character sets out to purchase something, its Availability is very important. An item's Availability Rating gives a basic percentile chance of acquiring the gear at the base price. Rolling 1D100, the character either finds the equipment available at the price, or must pay twice the listed price. More information is given later in this chapter.

Price and Reliability: Most forms of equipment are assigned a Reliability Number which reflects the quality of workmanship and the probability of having the equipment work properly under unusual or dangerous conditions.

The base reliability number for any item is a number between 1 and 100. Characters can seek gear of higher reliability by adding 1% to the price for every 1% increase in Reliability. Cheaper merchandise will have a lower quality; deduct 1% of the price and 1% Reliability as the product becomes cheaper. Fractions are rounded up. Reliability can never be less than 1 or greater than 100.

Price and Bargaining: After modifications for Availability and Reliability have been applied, the price can be further altered by the application of Bargaining skill. The character seeking to buy an item subtracts the result of a 1D100 roll from the Bargaining skill rating, and divides this number by two. The result (if positive) is the percentage decrease in price; if negative, it is the percentage increase in price. This bargaining process is always optional; results are applied to the modified (not original) item cost.

Purchase Restrictions: When purchasing an item, cost may never be reduced below 10% of the original base price under any circumstances. Reliability may never be less than 1 or more than 100. Failed Availability rolls do not mean that the item cannot be purchased; it will merely be more expensive and could take longer to find.

Time and Purchases: When an Availability roll is achieved in purchasing equipment, the item is found within 1D6 hours of announcing the intention to acquire it, if the character is in a location where Availability can be reasonably assumed.

If a purchased item's Availability roll is failed, consult the Availability Chart to see how long it will take before the character can purchase the item.

Acquisition Without Purchase: Guerrilla fighters need not always be choosy about how they get the equipment they need. Numerous options are open for 'liberating' needed gear.

In many cases, an attempt to acquire equipment or supplies will make an excellent adventure scenario in itself. The players involved hatch a scheme to gain access to a known supply of the gear in question, and then resolve the mission in detail.

In other instances, the process can be abstracted. First, roll the Availability of the desired items. If this is successful, the item can be located; if not, try again after 1D3 days have passed. Once the item has been located, the Gamemaster determines the skill or skills necessary to gain it (depending on the approach the players take to acquiring it, the general circumstances, and how much he wants to limit their acquisition of the gear in question). Roll a series of Saving Throws or resolve a chain of Tasks (at the Gamemaster's discretion) using these skills.

Finally, equipment can be acquired in an 'accidental' manner. For instance, a supply convoy ambushed by the resistance group could either have stocks very carefully pre-planned by the Gamemaster, or players can ransack the convoy for supplies they want using availability as a guide to what is present (but not how much — that is up to the Gamemaster). Often a blend of these two approaches is best, with the Gamemaster determining if anything discovered is on a 'shopping list' prepared by the players, and then extemporizing the other contents they encounter.

Other reasonable ways of acquiring equipment can be introduced at the Gamemaster's option.

12.2 EQUIPMENT AVAILABILITY

The Availability of equipment defines the chance of acquiring it, and modifies purchase prices as described previously.

There are six levels of availability: Very Common, Common, Uncommon, Unusual, Scarce, and Very Scarce. Most forms of equipment note one of these six availabilities to govern acquisition or purchase.

Foreign Availability

The standards used in this game assume availability in the United States. Availability of some items could vary considerably in foreign countries.

Many equipment descriptions identify availability as being 'Russian', rather than one of the usual six. This means that the item is not normally available in the U.S. at all, but could be available in Russia or in Soviet Bloc countries.

A character actively involved in a war during Character Creation ('War Zone' location while in a Military career) can, if the Gamemaster so desires, acquire Russian equipment — within reason — by making a 1D100 throw less than or equal to his Luck Attribute Level. The Gamemaster should supervise this closely; it's reasonable to acquire a Makarov automatic pistol and a few magazines, but silly to bring home a working BMP armored personnel carrier as a personal war trophy.

In various specific campaigns, the Invader in that campaign will have equipment of his own, in an equipment list provided right in the Background Booklet for that campaign. Invader characters treat that equipment as having listed levels of availability, but Resistance characters will not be able to acquire it at all unless they steal or salvage it from the enemy. Optionally, assume that the Resistance could begin purchasing such invader gear through the black market at four levels below those listed. (Very Common becomes Scarce, Common becomes Very Scarce, all others completely unavailable.)

Restricted Availability

Some items are set down with parenthetical Availabilities. These are Restricted — ownership is limited to persons in a military, espionage, or law enforcement role, or to criminals who have acquired them illegally.

When purchasing or otherwise attempting to acquire such items, use the Restricted Availability percentage rather than normal Availability to determine the chance of locating the item. In addition, a character must make a Saving Throw against Subculture Military, Subculture Law Enforcement, Subculture Espionage, or Subculture Criminal skills to acquire it.

Standard Issue

Characters who begin a campaign in the military do not need to roll for Availability to have certain standard items of equipment, as shown on the Military Standard Issue Lists. Moreover, the Gamemaster can permit such other, optional items of equipment to be added to standard issue as he sees fit to allow.

The Availability Chart

The Availability Chart is consulted as noted in previous sections. Entries are defined below.

Base Availability: This is the basic availability of the item as given on an equipment or weapon data list.

Avl %: The percentage chance of the item's being available.

Time: The number of days required to obtain an item through purchase if the Availability die roll failed.

Rest. Avl. %: The percent chance of the item's being available if it is defined as being Restricted.

AVAILABILITY CHART

Base Availability	Availability %	Time	Restricted Availability %
Very Common	95%	1D3 days	85%
Common	75%	1D5 days	65%
Uncommon	55%	1D10 days	45%
Unusual	35%	2D10 days	25%
Scarce	15%	4D10 days	05%
Very Scarce	01%	1D100 days	01%

12.3 RELIABILITY AND MAINTENANCE

For many kinds of equipment, Reliability is a factor of great importance. At various points in the game, Reliability is used as a guide to how likely a piece of equipment is to function properly. When dictated by the current situation, a Reliability check is made by rolling 1D100 and comparing it to the Reliability of the item in question, which is expressed as a number from 1-100. A failed check means that the equipment has been damaged, or that it fails to perform as it should.

Reliability Ratings: Most pieces of equipment are given a Reliability Rating; those which are not are never subject to Reliability Checks.

Ratings given in game equipment descriptions are for average examples of the item. A player can seek an item of higher or lower Reliability, but this affects the price of the item as described earlier.

Reliability Ratings may also fluctuate in accordance with the rules on Maintenance given later in this chapter.

Reliability Checks: Some Reliability Checks are called for in the combat rules, as with melee weapon breakage or some types of fumbles.

These are described in appropriate rules sections elsewhere.

For the most part, other Reliability Checks should be made when the Gamemaster feels that conditions warrant it. This usually means that checks should be made when the equipment is subject to some form of damage (add the number of damage points directed against the equipment to the Reliability Check roll), or when it is overused or pushed beyond its capability. It is up to the Gamemaster to call for checks when he thinks that they would be appropriate. No precise criteria can be established for such decisions.

Maintenance: One specified skill open to many characters is Maintenance skill, with subskills for Weapons, Vehicles, Electronics, Equipment, and other areas.

If a piece of equipment is listed as belonging to a category that needs Maintenance, it is possible that it will gradually lose reliability if not properly cared for. A band of guerrillas cannot assume that their scavenged equipment will last forever.

Responsibility for Maintenance should be established within an adventuring group. Perhaps each character will be in charge of his own equipment, or perhaps characters with particularly high skills will be placed in charge of maintaining certain things. It is assumed that no maintenance is performed unless someone is assigned to do it, either on a case-by-case basis or as an ongoing assignment. (Players who argue that their characters would automatically perform maintenance without specifying the intent are permitted a Saving Throw against Memory to win their point.)

Each time that a Reliability Check is called for, a Saving Throw should be made against the Maintenance subskill held by the person responsible for maintaining the item. If the roll succeeds, reliability is unchanged. If it fails, or if no maintenance has been performed on the item, then the reliability of the item drops by 1D10 points before the check is made.

Reliability can also be increased by an application of Maintenance skills. This requires a Task, with a DR equal to 100 x the number of points to be added. The character can specify how many points he wishes to add.

When the current Reliability of an item begins at a point higher than the original reliability of the equipment, it cannot be raised further. This does give players a limited ability to tinker with an item and improve slightly on its overall performance.

Gamemaster's Notes on Reliability: The rules on reliability and maintenance should not be overused. Reliability Checks should be made rather infrequently, except under really heavy use, and should not interrupt the flow of play. They need not be resolved immediately if the item in question is not actually in use. A note that damage has occurred and a check later, the next time the gear does come into play, is sufficient.

In the same way, Maintenance should be important but not dominant. The primary use of Maintenance and Reliability rules is to keep partisan groups from being able to rest on their laurels too long. Players will hesitate to acquire their very own tank when they realize that the tank will require ongoing maintenance, and they will find raids or other missions necessary to stay supplied with fresh equipment when their maintenance efforts are outstripped by the size of their inventory.

Some Gamemasters may wish to consider the whole question as strictly optional.

12.4 EQUIPMENT STATISTICS

Most items are assigned two statistics, Size and weight, which are useful in regulating such matters as storage, carrying capacities, cover provided, or target values.

All weights are given in pounds, for the benefit of those who are not yet equipped to think in the metric system.

Size is expressed as a number, and is equivalent to the Size Number assigned to characters. The hypothetical 'average' man has a Size of 19-20.

Using Size: The Size of an item is used to determine sighting and offensive PNs in combat. Note that it would be possible to aim at a gun or other object in an effort to shoot it out of an opponent's hand, using the Size of the object as a target value.

Size can also be used to determine how much cover an object provides. Multiply the Size by 5 to determine exactly how many hit location numbers can be covered by the item. Keep in mind that the stance characters adopt causes hit location DMs to be applied that help the character to be better able to hide behind an object.

The Size of an object is also used to determine how easy it is to carry. A character can carry an item up to half his own Size in one hand. Half or greater the Size requires either two hands or a backpack arrangement. If an object is equal to or greater than a character's Size, it can be carried only under the same Encumbrance penalties (sub-

stituting Size for weight) as are outlined in the Carry/Lift/Drag rules in Book 1. Several characters working together can split the chore of carrying a bulky object just as they can split up weight.

Size Equivalencies: Increasing Size means an increase in three dimensions, and doubling the Size Number does not necessarily double all dimensions. This consideration is of importance when dealing with storage and containers, which have a storage capacity based on (but not equal to) their Size.

When figuring capacity, assume that the total Sizes of all objects stored in a given container can be twice the actual Size of the container so long as no one object is equal to or greater than the Size of the container. Thus, a container with a Size of 4 can store objects whose Sizes total 8, but no single item can have a Size greater than 3. The container could hold two items of Size 3 and one of Size 2, or four Size 2 items, or whatever, but could not hold a Size 6 and a Size 2.

Weight: The weights of all carried items should be added up and tracked. Use the Book 1 rules on carrying capacities to determine how heavy a load a character can move.

12.5 THE EQUIPMENT LISTS

Items of equipment are shown on the Equipment Lists (and many of these have specific effects described in the next chapter, as well). These provide a ready reference from which items of equipment can be acquired and recorded.

Format

Equipment lists use the following entries to cover each item of equipment:

Name: The name or brief description of the gear.

Size (Weight): Size and (in parentheses) weight information on the equipment. The Gamemaster may wish to vary this somewhat to reflect differences that will be found between essentially similar types of gear.

Base Reliability: The typical reliability rating of equipment of this type, before price and maintenance modifications. N/A means Reliability is not applicable.

Base Availability: The availability of the item.

Base Price: The cost, in dollars, of the equipment prior to various purchase modifiers.

Maintenance: The Maintenance subskill, if any, used to maintain the equipment. N/A indicates that this item needs no maintenance within the framework of the game.

Unlisted Equipment

Omitted from these lists (because the same information appears elsewhere) are weapons of all kinds, ammunition, and vehicles.

Obviously, a lot of other gear is omitted as well. The Gamemaster will frequently need to interpolate information given here, and make use of his own knowledge, to introduce additional items of equipment not provided here. Many prices can be gleaned from newspapers, catalogs, window shopping, or other research, while Reliability, Availability, and Maintenance information will be self-explanatory. The Gamemaster should have the final word on the characteristics of any new piece of equipment introduced in the game.

12.6 LIVING EXPENSES

One set of 'Equipment Lists' deals with costs that must be paid to stay alive — food, clothing, and shelter. These lists are formatted differently. Items are given five different prices which reflect the character's Social Class. Initial purchases should be made to correspond to this Social Class; later, as the campaign gets underway, the character may live in reduced circumstances if he so desires, or spend at higher levels.

It should be noted that attempts to pass one's self off as a member of a particular Social Class should require the character to 'look the part'. Food, clothes, lodgings, and the like reflect the nature of a character's lifestyle, and should be used by the Gamemaster (at his discretion) to modify attempts at impersonation, disguise, or confidence games where image is important.

Obviously, there is no call for factors such as Availability, Size/Weight, or Reliability when dealing with living expenses.

Other sorts of expenses — medical care, for example — can be established from contemporary prices at need.

12.7 EQUIPMENT AND THE NEW CHARACTER

When characters first leave the Character Creation process, they may choose to purchase various forms of equipment. The money avail-

able to them from character generation may be used for this purpose.

All characters must purchase at least one 'General Wardrobe' (a week's worth of clothes), at least one week's worth of groceries (and no more than a month's worth), and must either purchase a home outright or make one month's mortgage or rental payment on a house or apartment. These necessities give the character initial food, clothing, and shelter. If the Gamemaster wishes to waive this requirement (for characters in the military, or for characters entering the game as Resistance Fighters in a campaign starting a year or more after the invasion), he may do so.

Remaining money is spent on equipment, weapons, or vehicles. All normal procedures for equipment purchase are followed. The Gamemaster may allow characters entering the game from a Criminal or Resistance Fighter Career to make skill Saving Throws against appropriate skills to 'acquire' items without paying for them, but the first failed roll, or a number of rolls equal to the character's Luck level, limits the amount of acquisitions allowed.

After equipment has been purchased, the Gamemaster should review it. Obviously silly purchases should not be permitted, and the Gamemaster gets a veto for this purpose (which should not be misused — let characters have most items freely). Silly items include most Restricted Availability products, unless the character's most recent career makes it reasonable that such items might have been acquired. Few businessmen, for instance, keep Milan II ATGW missiles in their garages on the off chance of encountering a Russian invasion, though a criminal in the arms smuggling business might acquire such a weapon.

Finally, certain careers carry 'standard issue' equipment. If a character is determined to be in a career at the time of an invasion, consult the appropriate Standard Issue Equipment List. Some of this gear is automatic; other equipment, weapons, or vehicles require a given percentage die roll to be in the character's possession at the start of a game.

Each item of equipment issued to or purchased by a character should be recorded on the character's Equipment Record Sheet. This has spaces for noting the name, Size, weight, Reliability, and current location of the item. At the start of the game, all items would have a specific location. If a character's garage takes a mortar hit in the first moments of the adventure, gear stored there will probably be damaged or destroyed; equipment stored in some remote location, like a summer cabin or survival cache, must be reached before it can be used. And, of course, there are limits to what the character can actually transport.

Money

Unused money must be taken as cash, or placed in bank accounts. No more than half of a character's remaining money can be cash if the campaign is beginning at the time of an invasion. Post-invasion campaigns allow the character to start with all excess money as cash.

Unexpected Losses

The Gamemaster can require any item of equipment or any bank account or store of cash not carried by or with the character at the start of a campaign to be subject to the chance of unexpected loss (a good way to limit equipment that couldn't be ruled unsuitable out of hand). The character need to make a Luck Saving Throw to avoid unexpected losses. This is in addition to any losses caused by actual campaign activities, and reflects such things as looting, seizure of property by invaders, destruction by combat, or sheer carelessness.

Group Resources

If adventurers are entering the game as part of an established Resistance organization in a post-invasion adventure, the resources of the

unit may be fairly extensive. See the chapter entitled 'On Being a Resistance Fighter'.

Business Assets

Characters who own a business may use its assets to purchase company-owned equipment, which they then may have access to. All the usual procedures apply.

12.8 A NOTE ON ECONOMICS

Prices and availabilities given here reflect contemporary, peacetime America. In the face of invasion or other crisis, of course, one could expect shortages, massive inflation, and other complications which would render the data here obsolete.

As an optional rule, the Gamemaster may shift the availability of items in a post-invasion setting to reflect these effects. Some shifts will be essentially random. (Roll 1D5 and drop Availability of the item desired by that number of levels, for instance.) Others will be imposed by invader restrictions, rationing, and the like. These are reflected by deliberate Gamemaster alterations (non-random) to items like weapons, ammo, medical supplies, and so forth.

The question can also be ignored entirely.

12.9 PROTECTION

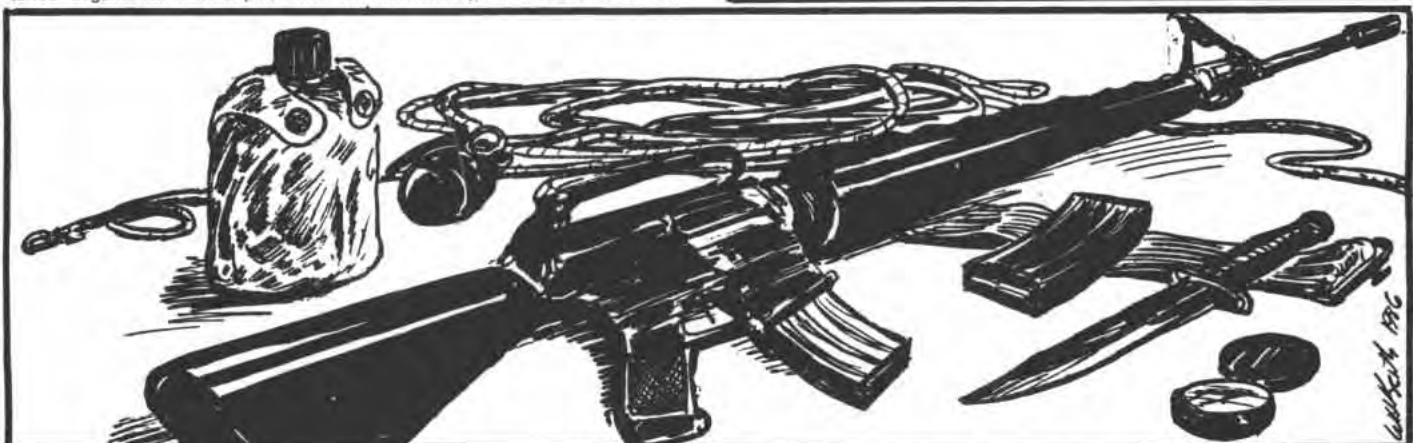
Clothing (and some forms of equipment) can protect a character against hazards other than bullets. Equipment descriptions will indicate when and how this occurs. For instance, a Gas Mask is noted as preventing airborne chemicals from harming a character, though it would do nothing against contact or injected poisons.

One important function of clothing is to help the character retain body heat. Each of the three classes of clothing (light, medium, heavy) provides protection from the cold. If a character was completely covered with Light clothes, apparent temperature would be raised by 5°F. Medium clothing would raise the temperature by 10°F; Heavy clothes by 20°F.

Note, however, that this is an optimum. In actual fact, increases in apparent temperature are not quite at these levels. Determine the protection afforded by each item of clothing worn, and the areas covered (as for armor). Where an area is covered by several layers, total all protective values into a single number. Then determine the percentage of body area (the number of hit location numbers) covered by such protective value, and add this percentage of the value to the apparent air temperature.

Example: Joe Blaine, serving with a partisan unit behind Russian lines in Canada during the winter, goes out on patrol in temperatures of 5° below zero (including wind chill). He is wearing a light body suit (protects areas 10 - 00), heavy uniform fatigues (10 - 00), a heavy parka (10 - 64), and a ski mask (medium protection areas 01 - 07). Heavy Boots cover areas 83 - 00.

He has a protection of +10° from the ski mask over 7% of his body; 7% of 10 rounded up is a +1. Over area 10 - 64 and 83 - 00 (73% of his body) he has a total protection (from overalls, fatigues, and parka) of +45; rounding the percentage up, this gives a +33. His upper legs (65 - 82, or 17%) have a protection of 25; 17% of 25 is rounded to +5. Therefore, to figure the protection against cold provided by his garb, add 33 + 5 + 1, or an increase in the apparent air temperature of +39°F. Blaine is chilly but not overly uncomfortable, feeling an apparent air temperature of 24°.



EQUIPMENT LIST 1: WEAPON ACCESSORIES

Item	Size (Weight)	Base Reliability	Base Availability	Base Price	Maintenance
Pistol Stock	3 (1.2)	N/A	Uncommon	\$125	N/A
Pistol Holster	3 (0.5)	N/A	Very Common	\$15	N/A
Pistol Case	4 (2.0)	N/A	Common	\$20	N/A
Pistol Silencer	0 (0.3)	N/A	Uncommon	\$50	N/A
Folding Rifle Stock	3 (1.0)	N/A	Uncommon	\$150	N/A
Rifle Case	8 (1.0)	N/A	Common	\$100	N/A
Rifle Bipod	3 (1.0)	N/A	Unusual	\$50	N/A
Rifle Tripod	5 (5.0)	N/A	Unusual	\$100	N/A
SMG Holster	5 (0.8)	N/A	Common	\$45	N/A
SMG Silencer	3 (1.25)	N/A	Uncommon	\$100	N/A
Conversion Kit	6 (3.0)	N/A	Scarce	\$275	N/A
Magazine	1 (1.5)	N/A	Common	\$10	N/A
Gun Safe	30 (185.0)	N/A	Uncommon	\$750	N/A
Reloading Kit	10 (15.0)	N/A	Uncommon	\$250	N/A
Gunsmith's Tools	30 (50.0)	N/A	Uncommon	\$4000	N/A
Scope	2 (1.0)	75	Common	\$100	Weapon
Night Scope	3 (1.5)	65	Unusual	\$425	Weapon
Laser Scope	3 (1.9)	55	Scarce	\$2500	Electronics
Quickloader	2 (1.0)	N/A	Common	\$15	N/A
Rifle Sling	0 (0.3)	N/A	Common	\$10	N/A
SMG Sling	0 (0.2)	N/A	Uncommon	\$10	N/A

EQUIPMENT LIST 2: TOOLS

Item	Size (Weight)	Base Reliability	Base Availability	Base Price	Maintenance
Simple Tool Kit	4 (10)	95	Very Common	\$150	N/A
Power Tool Kit	12 (50)	90	Common	\$500	N/A
Construction Tool Kit	12 (45)	95	Common	\$250	N/A
Excavation Tool Kit	6 (25)	95	Common	\$100	N/A
Electrical Tool Kit	4 (10)	95	Common	\$450	N/A
Electronic Tool Kit	4 (10)	90	Uncommon	\$750	N/A
Machine Tool Kit	35 (750)	90	Unusual	\$50,000	N/A
Automotive Tool Kit	6 (20)	95	Common	\$250	N/A
Heavy Equipment Tool Kit	7 (30)	95	Uncommon	\$750	N/A
Aviation Tool Kit	12 (50)	95	Unusual	\$1500	N/A
Marine Tool Kit	6 (25)	95	Uncommon	\$500	N/A
Surveyor's Tool Kit	4 (15)	95	Uncommon	\$500	N/A
Demolition Kit	10 (10)	90	(Uncommon)	\$800	N/A
Sewing Kit	4 (5)	95	Very Common	\$75	N/A
Sewing Machine	4 (15)	95	Common	\$125	Equipment
Forensics Kit	15 (50)	95	Unusual	\$1500	N/A
Hand Printing Press	4 (5)	95	Uncommon	\$50	N/A
Copier	15 (75)	85	Uncommon	\$1250	Electronics
Small Printing Press	25 (250)	90	Uncommon	\$5000	Electronics
Large Printing Press	35 (750)	95	Unusual	\$25,000	Electronics
Woodsman's Tool Kit	6 (25)	90	Common	\$250	N/A

EQUIPMENT LIST 3: SURVIVAL GEAR

Item	Size (Weight)	Base Reliability	Base Availability	Base Price	Maintenance
2-man Tent	4 (15)	N/A	Common	\$150	N/A
4-man Tent	5 (25)	N/A	Common	\$300	N/A
10-man Tent	9 (70)	N/A	Uncommon	\$1000	N/A
Sleeping Bag	4 (9)	N/A	Common	\$50	N/A
Backpack	4 (1)	90	Common	\$30	N/A
Webbing	3 (4)	90	Common	\$15	N/A
Canteen	1 (1)	N/A	Common	\$10	N/A
Compass	0 (0.1)	90	Very Common	\$25	N/A
Mountaineer's Kit	5 (25)	85	Uncommon	\$175	N/A
Grappling Hook	4 (5)	90	Uncommon	\$60	N/A
Fired Grappling Hook	4 (5)	85	Unusual	\$75	N/A
100' Line (Light)	2 (2)	80	Very Common	\$10	N/A
100' Line (Heavy)	2 (3)	90	Common	\$25	N/A
Field Kitchen	5 (25)	90	Uncommon	\$500	N/A
Fishing Kit	4 (10)	90	Common	\$100	N/A
Cross Country Ski Kit	4 (15)	90	Common	\$150	Equipment
Hand Flares	1 (0.3)	90	Common	\$8	N/A
Smoke Flares	1 (0.5)	90	Common	\$10	N/A
Flare Gun	2 (2.0)	90	Uncommon	\$100	Equipment
Parachute Flares	1 (0.5)	90	Uncommon	\$30	N/A
Rations, 1 Week	5 (25)	N/A	Very Common	\$100	N/A
Field Pack	5 (3.0)	95	Uncommon	\$180	N/A

EQUIPMENT LIST 4: MARITIME/AVIATION GEAR

Item	Size (Weight)	Base Reliability	Base Availability	Base Price	Maintenance
Life Jacket	7 (2)	95	Common	\$15	N/A
2-man Raft	15 (20)	80	Common	\$100	Marine
4-man Raft	20 (35)	85	Uncommon	\$200	Marine
6-man Raft	25 (50)	90	Uncommon	\$500	Marine
10-man Raft	30 (93)	95	Unusual	\$975	Marine
Canoe	30 (40)	90	Common	\$600	Marine
Paddles	4 (1)	95	Common	\$15	N/A
Parachute	5 (5)	85	Unusual	\$250	Aviation
Wrist Altimeter	0 (0.5)	85	Unusual	\$300	Equipment
Depth Finder	2 (1)	90	Uncommon	\$250	Electronics
Diving Gear	3 (6)	90	Common	\$75	N/A
Rebreather	5 (20)	80	Unusual	\$500	Equipment
SCUBA Gear	6 (25)	85	Common	\$250	Equipment
Air Compressor	12 (100)	90	Uncommon	\$200	Equipment
Navigation Kit	2 (5)	90	Uncommon	\$100	N/A
Wrist Depth Gauge	0 (0.5)	85	Uncommon	\$250	Equipment
Wet Suit	negligible	90	Uncommon	\$250	N/A

EQUIPMENT LIST 5: VISION GEAR

Item	Size (Weight)	Base Reliability	Base Availability	Base Price	Maintenance
Binoculars	2 (1)	90	Common	\$125	Equipment
Telescope	4 (10)	85	Common	\$200	Equipment
Image Intensifier	3 (3)	80	Unusual	\$3000	Electronics
IR Goggles	2 (1)	95	Unusual	\$150	N/A
IR Spotlight	4 (5)	80	Unusual	\$3000	Electronics
Radar Detector	4 (4)	75	Unusual	\$250	Electronics
Hand Flashlight	2 (1)	95	Very Common	\$10	N/A
Cold Light Stick	1 (0.5)	N/A	Common	\$5	N/A
Hand Searchlight	3 (4)	90	Uncommon	\$250	N/A
Lantern	2 (4)	90	Common	\$15	N/A
Still Camera	2 (3)	85	Common	\$50	Equipment
Telephoto Lens	1 (0.5)	80	Uncommon	\$50	N/A
Strobe	2 (2)	80	Common	\$50	Electronics
IR Strobe	2 (2)	75	Unusual	\$250	Electronics
IR Lens	1 (0.5)	80	Unusual	\$100	N/A
Film	0 (0.1)	N/A	Very Common	\$5	N/A
Miniature Camera	0 (0.1)	75	(Unusual)	\$1000	Equipment

EQUIPMENT LIST 6: CRIMINAL GEAR

Item	Size (Weight)	Base Reliability	Base Availability	Base Price	Maintenance
Burglar's Tools	4 (10)	95	(Uncommon)	\$100	N/A
Forger's Tools	3 (5)	95	(Uncommon)	\$75	N/A
Lockpick Set	3 (5)	90	(Uncommon)	\$100	N/A
Safecrack Set	4 (10)	90	(Unusual)	\$500	N/A
Disguise Kit	4 (10)	95	Uncommon	\$125	N/A
Phone Tap	0 (0.1)	90	(Uncommon)	\$150	Electronics
Concealable Microphone	0 (0.1)	90	(Uncommon)	\$500	Electronics
Boosting Tools	3 (5)	95	(Uncommon)	\$150	N/A
False Papers	0 (0.1)	90	(Unusual)	\$1000	N/A
Identity Change	N/A	N/A	(Scarce)	\$10,000	N/A
Counterfeiting Tools	10 (25)	90	(Uncommon)	\$500	N/A

EQUIPMENT LIST 7: MEDICAL AND SCIENTIFIC GEAR

Item	Size (Weight)	Base Reliability	Base Availability	Base Price	Maintenance
First Aid Kit	1 (0.5)	95	Common	\$75	N/A
Medical Kit	4 (15)	95	Uncommon	\$500	N/A
Surgical Kit	4 (15)	95	Unusual	\$1500	N/A
Laboratory Outfit	6 (30)	85	Uncommon	\$1500	Equipment
Calculator	0 (0.1)	N/A	Very Common	\$5	N/A
Personal Computer	4 (15)	60	Common	\$1500	Electronics
Monitor	5 (20)	75	Common	\$250	Electronics
Printer	1 (20)	75	Common	\$150	Electronics
Disc Drive	2 (5)	60	Common	\$100	Electronics
Modem	2 (2)	80	Uncommon	\$100	Electronics
Nursing Kit	4 (15)	95	Uncommon	\$250	N/A
Stretcher	25 (20)	90	Uncommon	\$100	N/A
Microcomputer	4 (15)	50	Uncommon	\$2500	Electronics
Program Disc	0 (0.1)	90	Common	\$50	N/A
Pharmacy Kit	7 (25)	80	(Uncommon)	\$500	N/A

EQUIPMENT LIST 8: COMMUNICATIONS GEAR

Item	Size (Weight)	Base Reliability	Base Availability	Base Price	Maintenance
Radio Receiver	1 (1)	80	Very Common	\$20	Electronics
Radio Monitor	4 (5)	90	Common	\$100	Electronics
Walkie Talkie	1 (1)	75	Common	\$50	Electronics
CB Radio Transmitter	3 (3)	80	Common	\$25	Electronics
Field Transmitter	4 (10)	85	(Uncommon)	\$500	Electronics
Vehicle Transmitter	7 (25)	90	(Uncommon)	\$1500	Electronics
Ham Transmitter	8 (50)	80	Uncommon	\$3000	Electronics
Video Recorder	5 (15)	80	Common	\$300	Electronics
Video Camera	4 (5)	80	Common	\$600	Electronics
Audio Recorder	4 (3)	85	Common	\$200	Electronics
Shotgun Microphone	3 (4)	85	Uncommon	\$500	Electronics
Laser Microphone	5 (10)	75	Scarce	\$5000	Electronics
Satellite Dish	35 (100)	90	Uncommon	\$10,000	Electronics
Video Tape	1 (0.5)	N/A	Very Common	\$5	N/A
Audio Tape	0 (0.3)	N/A	Very Common	\$1.50	N/A
Bullhorn	4 (10)	95	Uncommon	\$200	Electronics
Mini-Recorder	0 (1.0)	90	Uncommon	\$300	Electronics
Voice Distorter	2 (3)	90	Unusual	\$5000	Electronics

EQUIPMENT LIST 9: MISCELLANEOUS GEAR

Item	Size (Weight)	Base Reliability	Base Availability	Base Price	Maintenance
Portable Generator	8 (100)	85	Uncommon	\$200	Equipment
Light Generator	36 (1000)	85	Uncommon	\$7500	Equipment
Medium Generator	48 (2500)	90	Unusual	\$15,000	Equipment
Heavy Generator	64 (5000)	95	Unusual	\$50,000	Equipment
Reference Library	8 (50)	N/A	Common	\$150	N/A
Research Library	12 (100)	N/A	Uncommon	\$300	N/A
Briefcase	3 (3)	N/A	Common	\$10	N/A
Purse	2 (1)	N/A	Common	\$7.50	N/A
Cane	1 (2)	N/A	Unusual	\$30	N/A
Light Ballistic Jacket	7 (2)	N/A	(Common)	\$275	N/A
Medium Ballistic Jacket	7 (3)	N/A	(Uncommon)	\$325	N/A
Heavy Ballistic Jacket	7 (4)	N/A	(Unusual)	\$375	N/A
Steel Plate Insert	7 (1)	N/A	(Common)	\$35	N/A
Ceramic Plate Insert	7 (10)	N/A	(Uncommon)	\$550	N/A
Helmet	1 (3)	N/A	Common	\$50	N/A
Gas Mask	2 (2)	85	(Unusual)	\$125	Equipment
Suitcase	6 (5)	N/A	Common	\$20	N/A
Trunk	20 (20)	N/A	Common	\$50	N/A
Metal Detector	2 (3)	90	Uncommon	\$225	N/A
Bug Detector	4 (5)	90	Uncommon	\$550	N/A
Polygraph	4 (10)	90	Uncommon	\$1000	N/A

EQUIPMENT LIST 10: CLOTHING

Clothing Type	Base Price When Social Class Is . . .				
	Poor	Low Income	Middle Income	Upper Income	Wealthy
General Wardrobe	\$600.00	\$900.00	\$1200.00	\$1500.00	\$1800.00
Long Coat	\$50.00	\$75.00	\$100.00	\$150.00	\$200.00
Short Coat	\$30.00	\$40.00	\$50.00	\$75.00	\$100.00
Parka	\$50.00	\$75.00	\$100.00	\$150.00	\$200.00
Jacket/Blazer	\$40.00	\$60.00	\$100.00	\$150.00	\$200.00
Sweater	\$15.00	\$30.00	\$50.00	\$75.00	\$100.00
Vest	\$10.00	\$25.00	\$50.00	\$75.00	\$100.00
Shirt	\$10.00	\$15.00	\$20.00	\$25.00	\$30.00
Slacks	\$10.00	\$15.00	\$20.00	\$30.00	\$50.00
Long Dress	\$50.00	\$75.00	\$100.00	\$200.00	\$300.00
Medium Dress	\$25.00	\$50.00	\$75.00	\$100.00	\$200.00
Long Skirt	\$15.00	\$25.00	\$35.00	\$45.00	\$60.00
Medium Skirt	\$10.00	\$20.00	\$30.00	\$40.00	\$50.00
Long Shorts	\$5.00	\$7.50	\$10.00	\$15.00	\$25.00
Shorts	\$3.00	\$5.00	\$7.50	\$10.00	\$15.00
Coveralls	\$60.00	\$90.00	\$120.00	\$150.00	\$180.00
Boots	\$25.00	\$50.00	\$75.00	\$100.00	\$150.00
Shoes	\$10.00	\$20.00	\$40.00	\$80.00	\$120.00
Cap/Hat/Ski Mask	\$5.00	\$10.00	\$20.00	\$40.00	\$80.00

Multiply prices by weight of clothes: Light x .75; Medium x 1; Heavy x 1.5

EQUIPMENT LIST 11: SUPPORT COSTS

Item	Cost When Social Class Is . . .				
	Poor	Low Income	Middle Income	Upper Income	Wealthy
Housing					
Purchase House	\$12,000	\$18,000	\$30,000	\$45,000	\$75,000
Mortgage House	\$100.00	\$150.00	\$250.00	\$375.00	\$625.00
Rent House	\$90.00	\$135.00	\$225.00	\$350.00	\$600.00
Rent Apartment	\$75.00	\$125.00	\$200.00	\$325.00	\$575.00
Food					
Home Meals	\$2.00	\$3.00	\$5.00	\$10.00	\$15.00
Restaurant Meals	\$5.00	\$10.00	\$15.00	\$25.00	\$50.00
Week's Groceries	\$25.00	\$50.00	\$75.00	\$150.00	\$300.00
Month's Groceries	\$125.00	\$250.00	\$375.00	\$750.00	\$1500.00
Year's Groceries	\$1875.00	\$3750.00	\$5625.00	\$11,250.00	\$22,500.00

All housing costs are given on a per bedroom basis.

Double costs in urban and suburban areas. Normal costs in rural and small town areas.

Other modifications are always allowed at the Gamemaster's discretion.

13. EQUIPMENT DESCRIPTIONS

This chapter contains brief descriptions of each of the items described on the equipment lists.

13.1 WEAPON ACCESSORIES

Pistol Stock: Use of a pistol stock gives the pistol double the given ranges in all range bands except extreme (which remains constant). It takes one round readying the pistol to attach or remove a stock. While attached, the Size and weight of the combination is found by adding the component sizes and weights.

Pistol Holster: Unlike ordinary containers, one pistol holster can hold any one pistol of up to Size 4. It takes two rounds to don or remove.

Pistol Case: A pistol case is an attache case designed to store one or more pistols and their accessories. Weight given is for an empty case.

Pistol Silencer: A silencer or suppressor reduces the chance that weapons fire will be overheard. When used, the silencer causes a DM +25 to be applied to enemy Reaction Rolls if the attack is an ambush or other surprise attack situation. Each silencer is unique to a single model handgun, but a one-shot silencer can be improvised by attaching a 2-liter beverage bottle to the gun with electrical tape. A second improvised silencer for one shot can be made by jamming a raw potato on the end of the barrel. It takes one round to ready or return a silencer.

Folding Rifle Stock: Folding stocks permit the Size of the rifle to be reduced by 3 while transporting it, though if fired in this condition, Marksmanship skill is reduced by one half. One extra round is required to Ready a weapon with the stock folded. Size and Weight characteristics are for a detached stock.

Rifle Case: A fabric case for carrying one or more rifles, with pockets for accessories. Weight is for an empty case.

Rifle Bipod: Bipods grant prone characters (or characters in other stances firing from behind a support of suitable height, such as a wall, ledge, or window) a DM + 15 on their Performance number. It takes one round to attach or detach a bipod, or to fold or unfold a collapsible model (such as that mounted on the Galil ARM) which must be folded for efficient transport.

Rifle Tripod: Also known as a shooting stand, a tripod grants standing, sitting, or kneeling characters a DM + 25 to their Performance Number, but doubles the number of actions needed to shift fire in a round. It takes two rounds to set up a tripod, and an additional round to attach or detach a rifle.

SMG Holster: Like a pistol holster, an SMG holster holds one weapon, this one up to Size 5. It takes two rounds to don or remove.

SMG Silencer: SMG silencer/suppressors function much like pistol silencers. Improvised SMG silencers are of limited utility at best, unless Squeezing off a single round.

Conversion Kit: One conversion kit combined with one semi-auto-

matic SMG or a semi-automatic version of an autorifle upgrades the weapon to full selective fire capability. This is a Task of Difficulty 200 using Gunsmith skill.

Magazine: Ammunition is usually purchased as a box of loose rounds which must be packaged into box, strip, drum, or belt configurations prior to its use (unless the Gamemaster allows ammo to be acquired in prepackaged form). Loading magazines with loose ammo is a Task with a DR of 5 x the number of bullets loaded, using Maintenance Weapon skill. Magazines can only be interchanged among weapons which share the same caliber and magazine size data. They can be reused.

Gun Safe: A large rack designed to hold several long arms, a gun safe is made out of 1/4" of heavy steel, and features a lock to limit access to the weapons.

Reloading Kit: Reloading kits allow spent cartridges to be recycled. After a fight, it takes 1D10 rounds to recover all of the expended cartridges at any given position occupied by the character during the battle. With spent cartridges, gunpowder, and a Reloading Kit, bullets can be purchased for half the usual price, or cast from scratch for 1/4 of the usual price. Ordinary reloading of this kind is a Gunsmith Task with a DR of 5 x the number of bullets to be done. Casting bullets requires a DR of 15 x the number of bullets, instead.

Gunsmith's Tools: A kit containing a complete set of tools used for repairing or modifying weapons. Such tools (or an Improvisation Task at DR 300) are needed to repair broken weapons or make any form of modifications.

Scope: A simple telescopic sight for use with a handgun or long arm. It functions as a vision aid for purposes of sighting, and applies a DM + 25 to the attacker's Performance Number when used in daylight fire combat. It takes two rounds to attach or detach a scope.

Night Scope: An electronic or infrared version of the regular telescopic sight, providing the same benefits discussed above for firing under any lighting conditions.

Laser Scope: A portable laser projector which paints a target with a spot of red light. Batteries provide power for thirty minutes (600 combat rounds) of use. Recharge takes six hours. Laser scopes give a DM + 50 to attack PN's at night, or DM + 20 to attack PN's by day.

Quickloader: A Quickloader permits a revolver (only) to be loaded in a single motion, rather than requiring rounds to be inserted individually (though they must still be placed in the Quickloader individually). When using a prepared Quickloader, it takes only one round to reload a revolver, but only if the gun is completely out of ammo. Quickloaders can be prepared in advance for use in the field.

Rifle Sling: A sling permits a rifle to be carried over the shoulder. It takes ten rounds to attach or detach a sling; it takes one round to sling or unsling a rifle.

SMG Sling: As above, but designed specifically for SMGs.

13.2 TOOLS

All tool kits discussed here contain tools sufficient for one person. Larger kits are available at appropriate increases in Size, weight, and price.

Simple Tool Kit: Contains an assortment of basic tools and parts — screwdrivers, hammers, nails, pliers, wrenches, etc..

Power Tool Kit: Contains an assortment of electrical tools — chain saw, circular saw, power drill with attachments, etc.. These are powered by ordinary household current, except for the chain saw, which is powered by gasoline.

Construction Tool Kit: Contains an assortment of carpentry and masonry tools — saws, hammers, nails, carpenter's levels, sledgehammers, angle fasteners, etc. The kit is necessary (or Improvisation Task with DR 350 is needed to find substitutes) for undertaking Tasks using Construction, Contractor Carpentry, or Contractor Masonry skills.

Excavation Tool Kit: Contains an assortment of shovels, spades, picks, and other earth-moving hand tools.

Electrical Tool Kit: Contains an assortment of tools and supplies for making electrical repairs. The kit (or Improvisation Tasks at DR 350) is needed to conduct any task using Contractor Electrical skill.

Electronic Tool Kit: Contains an assortment of tools and supplies for the repair of solid state electronics components. This kit (or Improvisation Tasks at DR 450) is needed for any Electronics Task.

Machine Tool Kit: Contains heavy workbenches, lathes, dies, presses, and other large machine tools. Different kits are available for each of the various Manufacturing skills, and are required to fabricate any item falling within that category.

Automotive Tool Kit: Contains an assortment of tools and supplies — spark plug wrenches, diagnostic gear, etc. — needed to make ordinary automotive repairs. Required for any task (or substitute with Improvisation at DR 300) to make repairs using Mechanic, Automobile.

Heavy Equipment Tool Kit: As above, but used to repair heavy equipment such as tractors, tanks, cranes, etc.

Aviation Tool Kit: As above, but used to repair aircraft and helicopter engines (Mechanic Aviation Tasks).

Marine Tool Kit: As above, but used to repair boat engines (Mechanic Marine Tasks).

Surveyor's Tool Kit: Contains an assortment of tools — sights, a tripod, measuring gear, etc. — used for surveying. Necessary (with Improvisation Task at DR 250) to Construction Tasks, sights can be used as small telescopes, and tripods can be adapted to mount cameras or guns if desired.

Demolition Kit: Contains an assortment of fuses, primers, wires, etc., plus 10 blasting caps, for use in demolitions work. Note that no explosives are provided.

Sewing Kit: Contains needles, thread, thimbles, and other supplies for sewing. Necessary for Tasks using Service Tailor/Seamstress if the DR is less than 150.

Sewing Machine: Used in conjunction with a sewing kit, it allows Service Tailor/Seamstress tasks at higher DRs to be undertaken.

Forensic Kit: Contains an assortment of tools used to gather and analyze clues. It is needed (or use an Improvisation Task at DR 350) to perform Forensic Science Tasks.

Hand Printing Press: A small duplicating machine suitable for producing business cards, small handbills, etc..

Copier: A desk-top copier capable of producing up to 100 copies of a single sheet of paper at a rate of six copies per minute. Larger and more expensive models allow for automatic document feed, collating, expansion or reduction, etc.. Requires household current.

Small Printing Press: A heavy-duty document reproduction system which performs all the tasks noted above with greater speed and higher reproduction quality. Requires household current.

Large Printing Press: A larger version of the above, also requiring household current, which can produce accurate reproductions of multi-colored documents.

Woodsmen's Tool Kit: An assortment of tools used to clear or trim woods and brush, including a hatchet, axe, machete, and other gear.

13.3 SURVIVAL GEAR

2-Man Tent: A lightweight tent holding up to two occupants. Size given is for a collapsed tent; erected tents have a Size of 25. Includes pegs, poles, line, and mallets.

4-Man Tent: As above but larger; the erected Size is 50.

10-Man Tent: As above, but larger, the erected Size is 125.

Sleeping Bag: Characters using sleeping bags add 50°F to the

outside air temperature when determining the effects of cold weather while they are asleep.

Backpack: A simple hiker's pack (Capacity = Size) for transport of equipment on the trail. Weight is given for empty packs.

Webbing: Combat webbing has a capacity of 12 for transporting Size-2 or smaller (only) objects.

Canteen: Holds one quart of water. Larger models increase size and weight accordingly; weight given is empty. (A full canteen adds two pounds to the weight shown.)

Compass: Use of a compass adds 10 points to a character's Orienteering skill rating.

Mountaineer's Kit: Contains an assortment of climbing tools for a single climber — rock hammer, pitons, rapelling gear, hooks, etc. Line is not included.

Grappling Hook: A thrown hook with room to attach a line, used for climbing.

Fired Grappling Hook: A special form of hook designed to be fired from a 40 mm grenade launcher or light mortar, and using those range characteristics.

Line: Coil of rope, differing only in relative Reliability, and in weight and price.

Field Kitchen: An assortment of cooking gear for one person, including a small propane camp stove (propane suitable for six hours of use; refills are Size 2, 5 pounds, \$50.00), pots, pans, utensils, etc..

Fishing Kit: An assortment of fishing gear — collapsible poles, hooks, sinkers, lures, and 100 feet of fishing line (excellent for improvising tripwires) — used for wilderness fishing. Suitable for one person.

Cross Country Ski Kit: Skis and accessories — poles, goggles, etc. — for one person.

Hand Flares: A tubular, hand-held signalling flare providing illumination over a radius of ten feet.

Smoke Flare: A tubular, hand-held signalling flare releasing class 1 Density colored smoke over a radius of five feet.

Flare Gun: a pistol — firing characteristics similar to snub-nosed revolvers — used for firing parachute flares.

Parachute Flare: A signalling flare used with a flare gun. It provides illumination over an area of 1000 yards, with a fuse delay of 1-50 rounds.

Rations, 1 Week: Canned food and water designed to keep one man alive for one week.

Field Pack: A heavier form of backpack, commonly used in military and paramilitary settings or by hikers needing larger carrying capacities. Weight is for an empty pack.

13.4 MARITIME AND AVIATION GEAR

Life Jacket: A flotation vest (Armor Value 2) covering the upper and lower torso. The wearer can float indefinitely, (no fatigue buildup), though swimming still requires the addition of fatigue.

2-Man Raft: A small inflatable rubber boat. Size given is fully inflated but does not represent capacity. (Capacity is equivalent to Size 25.) Deflated Size is divided by 5. The raft has an Armor Value of .5.

4-Man Raft: As above, but capacity is 50.

6-Man Raft: As above, but capacity is 75.

10-Man Raft: As above, but capacity is 125. This raft also features an outboard motor mount.

Canoe: A rigid, elongated boat with a capacity of 100 (roughly eight people). Canoes require Boat Handling, Small Saving Throws to avoid being overturned by relatively innocuous conditions, such as violent movement or heavy waves or wakes.

Paddles: A set of two paddles suitable for use with a canoe or raft. To find speeds obtainable, divide the strength of each paddle-wielding person by 10, round fractions up, and add them together for speed in mph. Speed in mph cannot exceed the Boat Handling, Small skill level of the highest skilled character, or 1 mph if all skill levels are 0.

Parachute: A semi-maneuverable, high-quality parachute with pack and cord. Size is for the packed chute.

Wrist Altimeter: A gauge showing altitude above sea level; used by parachutists to pick the best time to deploy a chute. Use gives a DM -10 to Parachute Saving Throws conducted while jumping (not landing).

Depth Finder: An electronic, boat-mounted device that uses pulses of sound to read the depth of the water. Model shown in charts reads to a depth of 250 yards, and gives simple LED display. More sophisticated models read to greater depths, and some can map or graph bottom features. Most will respond to fish or other underwater obstacles not on the bottom.

Diving Gear: Basic diving equipment for one man — mask, fins, snorkel. Does not include breathing apparatus.

Rebreather: Sophisticated underwater breathing gear. Use does not

STANDARD ISSUE EQUIPMENT

Equipment listed without a percentage note is owned automatically by characters who are in that career at game start; former members of the career have a 10% chance of ownership.

Equipment listed with a percentage figure must be rolled for if the character is in that career at game start. A roll of the percentage number listed or less indicates that the character owns that piece of equipment. A failed roll indicates that the character cannot own that equipment type.

MILITARY ENLISTED (Combat Branches only)

M16A2 Rifle and 3 magazines.
 Dragon Rocket Launcher and 1 Dragon Rocket (10%).
 Dragon Rocket (10%).
 M203 Grenade Launcher and 3 magazines (20%).
 M249 Machinegun and 3 magazines (20%).
 Field Pack
 Sleeping Bag.
 Webbing.
 Canteen.
 Compass.
 Rations, 1 week (50%).
 First Aid Kit.
 Gas Mask.
 Field Transmitter (1%).
 Helmet.
 Uniform (shirt, trousers, boots, etc.) — Medium Weight.

MILITARY OFFICER (Combat Branches only)

M16A2 Rifle and 3 magazines.
 Colt M1911A1 Autopistol and 1 magazine.
 Webbing.
 Canteen.
 Compass.
 Binoculars.
 Gas Mask.
 Walkie Talkie (10%).
 First Aid Kit.
 Pistol Holster.
 Uniform (as Enlisted).
 Helmet.

(Note: The GM can provide standard issue equipment as desired to non-Combat branch military personnel, and can add to these lists as desired.)

LAW ENFORCEMENT

Light Ballistic Jacket (50%).
 Any Revolver and 24 bullets.
 Pistol Holster.
 Nightstick.
 Flashlight.
 3 Hand Flares (25%).
 First Aid Kit.
 Bullhorn (10%).
 Police Uniform (as Military).
 Sedan (Police Car) w/Vehicle Transmitter (25%).
 Disguise Kit (5%).
 Lockpick Set (5%).
 Concealable Mike (5%).
 False Papers (5%).
 Mini-Recorder (5%).
 VCR and Camera (5%).
 Forensics Kit (10%).

POLITICAL

General Wardrobe at 1 Social Class above character's current class.
 Briefcase.
 Bug Detector (10%).

LEGAL

Briefcase.
 Audio Recorder and tape (25%).
 Law Reference Library: Law Skill Rating%.
 Law Research Library: Law Skill Rating%.

CRIMINAL OR ESPIONAGE FIELD AGENT

Chance of owning any item of Criminal Gear is equal to skill rating in areas noted below:

Burglar's Tools: Wireman Skill.
 Forger's Tools: Forgery Skill.
 Lockpick Set: Lockpick Skill.
 Safecrack Set: Safecracking Skill.
 Disguise Kit: Disguise Skill.
 Phone Tap: Bugging Skill.
 Concealable Mike: Bugging Skill.
 Boosting Tools: Boosting Skill.
 Counterfeiting Tools: Counterfeiting Skill.
 Any Weapon: Appropriate Weapon Skill.
 Ammunition (1D10 Magazines): Same as Weapon.
 False Papers: 25%

SCIENTIFIC

Calculator
 Laboratory Outfits are available for each science skill. Chance of ownership equals the Science Skill rating.
 Personal Computer, Monitor, Printer, 2 x Disc Drives, 20 Program Discs, Modem.
 Microcomputer and 20 discs available (25%).

MEDICAL

First Aid Kit.
 Medical Kit: Diagnosis Skill Rating%.
 Surgical Kit: Surgery Skill Rating%.
 Nursing Kit: Therapy Skill Rating%.
 Pharmacy Kit: Pharmacy Skill Rating%.
 Pathology Lab Outfit: Pathology Skill Rating%.

BUSINESS

Briefcase.

STUDENT

Reference Library, any skill: Appropriate Skill Rating%.
 Research Library, any skill: Appropriate Skill Rating%.
 Briefcase.

RESISTANCE FIGHTERS

Any Weapon (75%) (3 weapons maximum).
 1D5 Magazines (75%) (Roll once per weapon owned).
 Weapons Accessories (50%) (1D5 items maximum).
 Tools (80%). (1D5 items maximum).
 Survival Gear (50%). (1D10 items maximum).
 Maritime/Aviation Gear (5%). (1D5 items maximum).
 Vision Gear (25%). (1D5 items maximum).
 Medical/Scientific Gear (5%). (1D5 items maximum).
 Communications Gear (10%). (1D5 items maximum).
 Miscellaneous Gear (5%). (1D5 items maximum).
 Enemy Uniform (25%).
 Enemy Weapon and 1 Magazine (10%).

Note: Determine number of items available. This is the number of times percentile dice can be thrown to attempt to gain an item specified before the throw. Success grants the item. If the roll fails, further allowed rolls can be made to attempt to gain the same or other items. The GM should regulate possible choices according to a character's skills.

ANY CHARACTER

Briefcase (50%).
 Purse (50% — Female characters only).
 Suitcase (50%).
 Trunk (50%).
 Reference Library, any skill: Appropriate Skill Rating%.
 Research Library, any skill: Appropriate Skill Rating%.
 Radio Receiver (75%).
 Calculator (75%).
 Personal Computer, Monitor, Printer, Disc Drive (10%).
 Automobile (GM Choice): Driver Small Vehicle, Car Rating%.

These should be considered optional, allowed by the Game-master only if he feels it is necessary to give the character some suitable starting equipment.

give off tell-tale bubbles. Duration 30 minutes. Recharge costs \$100.00 or a Science Chemistry Task at DR 250.

SCUBA Gear: Tank, hoses, regulator, and weight belt for SCUBA work for one man. Extra tanks cost \$175.00 each, and weigh 15 pounds. Each tank holds air for thirty minutes.

Air Compressor: Small gasoline motor used to pump up rafts, recharge SCUBA tanks, or supply air via umbilical cords to tankless divers.

Navigation Kit: Contains sextant, parallel rules, plotting compass, deviation tables, and charts of a given area for navigation in the absence of electronic instruments. Minimum necessary to undertake a Navigation Task of any kind.

Wrist Depth Gauge: Pressure-responsive gauge measuring a diver's depth.

Wet Suit: A full-coverage garment made of rubber (Armor Value = 1) which covers areas 01-04 and 10-00 on any character. Suits are individually tailored and can only be used by persons of similar height and Size with any degree of comfort. Wearing a wet suit provides an apparent +30°F increase in the water temperature.

13.5 VISION GEAR

Binoculars: Serves as a vision aid for sighting purposes (daylight only).

Telescope: Serves as a vision aid for sighting purposes (daylight only).

Image Intensifier: Serves as a vision aid for sighting purposes (day or night). Runs on internal batteries.

IR Goggles: These goggles enable the wearer to see the light of an IR spotlight in darkness.

IR Spotlight: Throws a cone of IR light to a range of 250 yards. Persons wearing IR goggles detect this as fully illuminated even at night. Runs on internal batteries.

Radar Detector: An instrument which detects the use of radar. Characters with a radar detector can detect the use of radar by another party in the same general area, if the radar is pointed in their direction.

Radar: An instrument which detects moving objects by line-of-sight feedback of an electronic Doppler effect. Characters with radar should be given a 1-minute warning of incoming artillery rounds or approaching aircraft (though not every warning should be followed by an actual attack). Runs on electricity, which can be supplied by internal batteries, a generator, or direct electrical current.

Hand Flashlight: An ordinary battery-powered flashlight. Illuminates a cone fifteen yards long.

Cold Light Stick: A chemical light source good for six hours of continuous use. Illuminates a circle ten yards in radius.

Hand Searchlight: A powerful, battery-powered searchlight which illuminates a cone fifty yards long.

Lantern: A battery-powered light which illuminates a circle twenty-five yards in radius.

Still Camera: An ordinary camera. More expensive models of greater reliability and with more attachments are available.

Telephoto Lens: Acts as a vision aid to a still camera.

Strobe: Illuminates a cone twenty-five yards long in a flash that coincides with the triggering of a still camera, for photography in darkened conditions. Runs on internal batteries.

IR Strobe: As a normal strobe, but using IR light.

IR Lens: A still camera lens designed to detect light from an IR spotlight or strobe.

Film: Provides 24 - 36 pictures for a still camera. Film for a miniature camera is much the same, but is not interchangeable with ordinary film.

Miniature Camera: Palm-sized camera (often disguised) for espionage work.

13.6 CRIMINAL GEAR

Burglar's Tools: Contains equipment for one man to perform illicit break-ins. Includes wires for jumping alarms, glass cutters and suction cups to remove sections of windows, wirecutters, etc.. These tools (or an Improvisation Task at DR 300) are needed to perform Wireman Tasks.

Forger's Tools: An assortment of pens, inks, paper samples, magnifying lenses, and other tools of the forger's trade. Necessary for any Forgery Task (or substitute with Improvisation Task at DR 200).

Lockpick Set: A collection of picklocks, jimmies, and other tools used for forcing locks. Needed (or substitute with an Improvisation Task at DR 250) for any Lockpicking Saving Throw or Task.

Safecrack Set: Contains an assortment of equipment (including battery-powered electronic gear for reading combinations or advancing

time locks) to enable penetration of a vault or safe. Necessary (or substitute with Improvisation Task at DR 200) to attempt a Safecracking Task.

Disguise Kit: Kit containing makeup, hair dye, contact lenses with faked eye colors, plastic or rubber facial appliances, and other useful elements of disguise. The kit (or an Improvisation Task at DR 200) is needed to perform a Disguise Task.

Phone Tap: Form of concealable microphone which is placed in the mouthpiece of a telephone to 'bug' communications of that phone (only).

Concealable Microphone: A small bug which detects any conversation within a five-yard radius clearly (out to ten yards there will be some loss of very soft sounds).

Boosting Tools: An assortment of tools used to break into and hotwire vehicles. Necessary (or substitute with an Improvisation Task at DR 150) for any Boosting Task. Kit also contains friction tape for altering licence numbers on a temporary basis, and other useful supplies and tools (Gamemaster's discretion).

False Papers: A set of false ID information — Social Security Card, driver's license, credit cards, passport, etc. — for one complete change of identity. Reliability indicates Forgery skill and Counterfeiting skill used to create documents, and never declines. If obtained prior to an invasion situation, false papers do not include permits or papers needed by characters under a new regime; those obtained later cost twice as much but do include ration, travel, work, and other permits, registration papers, etc.

Identity Change: A complete workover, including not only false papers, but also extensive plastic surgery, (alter Appearance by 1D5 points up or down) and memorization of new background information.

Counterfeiting Tools: An assortment of tools and supplies used to produce counterfeit printed material, including paper samples, engraving tools and plates, etc.. Does not include presses to run counterfeit documents.

13.7 MEDICAL AND SCIENTIFIC GEAR

First Aid Kit: Contains an assortment of emergency medical supplies. A kit (or an Improvisation Task at DR 100) is needed to attempt First Aid Saving Throws. Contents include bandages, tourniquets, antiseptic, swabs, etc..

Medical Kit: Physician's tools and supplies for diagnosis and treatment. Includes Stethoscope, flashlight, hypodermics and an assortment of antibiotics and other basic drugs, plus all the contents of a First Aid Kit and more. Diagnosis Tasks (not Saving Throws) require the use of a Medical Kit (or an Improvisation Task at DR 350).

Surgical Kit: Contains a complete assortment of surgical tools — scalpels, clamps, sponges, etc.. The kit (or an Improvisation Task at DR 400) is needed for any Surgery Task.

Laboratory Outfit: Contains simple scientific instruments, tools, and supplies relating to one field of science (only). Such an outfit is necessary to Science Tasks using the Science subskill which corresponds to that field. (Improvisation Tasks at DR 300 may be used to substitute for a Lab Outfit.)

Calculator: A standard, battery-powered pocket calculator. Larger models may contain additional functions, integral printers, etc. at higher prices and/or Size/weights.

Personal Computer: Basic processor, boards, and connections for a 64K computer. Multiple purchases may increase the memory and computing power of the machine. Runs off household current.

Monitor: A full-sized display screen for a personal computer. Runs off household current.

Printer: A printout producing hardcopies of computer data. Higher prices increase reliability and reflect the use of 'letter-quality' printers for word processing. Runs off household current.



Disc Drive: Used to input programs for a personal computer. Multiple drives are used for copying disks or running several simultaneous programs. Runs off household current.

Modem: Link between a computer and a phone line, enabling the computer to tie into any other modem fitted computer on the same phone network for transfer of data, communications, or illicit tapping of other programs. Runs off household current.

Nursing Kit: An assortment of medical supplies used in treatment of disease or injury. Includes bandages and sterile dressings, hypodermics, IV bottles and solutions, and other supplies. Kit (or an Improvisation Task at DR 150) is needed for Therapy Tasks and Saving Throws.

Stretcher: Folding litter for transport of one casualty. Size shown is unfolded Size: when folded, Size is 10.

Microcomputer: Briefcase-sized computer containing a processor, disk drive, and a strip monitor that shows 80 characters at a time. Connections are available to hook in a larger monitor, a printer, extra disk drives, or a modem.

Program Disk: A prepared program for a personal or microcomputer. Such programs are of limited utility to the sort of tasks needed by freedom fighters, but a supply of programs may be useful. Blank discs cost \$10.00 each.

Pharmacy Kit: A collection of tools, supplies, and chemicals used to mix a variety of drugs and pharmaceuticals. Necessary (or substitute with an Improvisation Task at DR 350) for any Pharmacy Task.

13.8 COMMUNICATIONS GEAR

Radio Receiver: Standard AM/FM radio, used to monitor commercial broadcast radio. Uses batteries or household current.

Radio Monitor: Radio receiver which monitors not only AM/FM bands, but also Police, Weather, Commercial Airlines, Marine, Ham, and other non-military radio frequencies. Uses household current.

Walkie Talkie: Two-channel CB, Police, or Military transmitter (specify which channels are available) and receiver. Maximum range is five miles or line-of-sight, whichever is less. Runs on internal batteries.

CB Radio Transmitter: Model shown is 12-channel transmitter/receiver powered by a vehicle battery. Range is 25 miles (less in built-up areas). Higher prices and larger Size/weights can increase channel capacity, (maximum 40), provide internal batteries or household current connections, or increase range (maximum 100 miles).

Field Transmitter: Military grade transmitter with 12 restricted-access channels, fitted as a backpack. Range is 25 miles. Runs on internal batteries.

Vehicle Transmitter: Military transmitter with 50 restricted-access channels. Range is 100 miles. Runs on vehicle battery.

Ham Transmitter: Powerful radio transmitter and receiver operating on high band channels and powered by household current. Size does not include large antenna complex. Range varies with conditions, but can be over several thousand miles.

Video Recorder: Standard VCR for recording or playing back television signals or pre-recorded movies.

Video Camera: Portable camera/sound system for making live recordings for a VCR.

Audio Recorder: A cassette or reel-to-reel tape recorder for audio recordings only.

Shotgun Mike: Microphone with range of 100 yards for recording distant conversations.

Laser Mike: Surveillance microphone which uses lasers to 'read' microscopic variations in wave patterns against window glass and reproduce a conversation within line of sight of any room with a closed window.

Satellite Dish: Receiving antenna for transmissions beamed via orbiting satellite.

Video Tape: A blank cassette for use with a VCR.

Audio Tape: A blank cassette or tape reel for use with an audio recorder.

Bullhorn: An electronic voice amplification device.

Mini-Recorder: Hand-sized audio tape recorder, using special audio tape cassettes (not compatible with ordinary audio recorders, and costing \$5.00 each).

Voice Distorter: Device designed to electronically alter an individual's voice to prevent identification.

13.9 MISCELLANEOUS GEAR

Portable Generator: Small gasoline powered engine. Produces sufficient power to run one device requiring ordinary household current

when such power is not otherwise available.

Light Generator: Gasoline-powered engine which produces sufficient power to run 25 devices requiring household current.

Medium Generator: Gasoline-powered engine powering up to 50 devices using household current.

Heavy Generator: Gasoline-powered engine powering a virtually unlimited number of devices drawing household current.

Reference Library: Collection of reference books (10-20 volumes) on a specific skill-related subject. Minimum required to carry out a Research Task.

Research Library: Collection of 20-40 reference works on a specific skill-related subject. Minimum required to use Research for increasing a skill. Automatically available at Public Libraries.

Briefcase: Attache case with a capacity of 3. Weight is for an empty case.

Purse: Shoulder or handbag with capacity of 2. Weight is for empty purse.

Cane: Ordinary weighted walking stick, excellent for improvising a club in battle. More expensive models may conceal swords, shock batons, or derringers, but these are Scarce and Restricted in availability, and cost at least \$75.00 each.

Light Ballistic Jacket: Bulletproof vest with Armor Value of 8.

Medium Ballistic Vest: Bulletproof vest with Armor Value of 12.

Heavy Ballistic Jacket: Bulletproof vest with Armor Value of 16.

Steel Plate Insert: Fits into any level of ballistic jacket; provides a +5 to Armor Value.

Hard Steel Plate Insert: Fits into any level of ballistic jacket; provides a +10 to Armor Value.

Ceramic Plate Insert: Fits into any level of ballistic jacket; provides a +15 to Armor Value.

Helmet: Protection for top and back of head with an Armor Value of 10.

Gas Mask: Guards against inhalation of airborne gases or disease.

Suitcase: Travel bag with a capacity of 6. Weight is for an empty case.

Trunk: Storage trunk with a capacity of 20. Weight is for empty trunk.

Metal Detector: Hand-held scanner which detects the presence of metal at a range of one foot or less.

Bug Detector: Hand-held scanner which detects the presence of concealable microphones, and homes in on their location, within a radius of five yards.

Polygraph: A 'lie detector' which measures blood pressure and skin conductivity. Characters who can make a 1D100 throw against their Deception Skill rating can cause improper registration which falsifies all polygraph readouts for that person for that questioning session. If this is not done, the machine detects any false answers.

13.10 CLOTHING

Clothing available generally corresponds to the list of clothing on the Armor Table. Items are priced by Social Class; in addition, multiply as shown according to the weight of clothing selected. Light clothes have an average weight of .1 pounds, Medium .5 pounds, and Heavy 1.0 pounds per garment.

Characters can purchase individual items, or they can buy a General Wardrobe, which is one week's worth of miscellaneous clothes of the appropriate social level (but does not include coats, boots, or other specialized clothes). Exact contents are not particularly important.

A character can always spend more on clothes than the price listed for fancier, more rugged, or more fashionable clothing.

13.11 SUPPORT COSTS

Support costs given for housing are the costs to own outright (no payments), buy on continuing mortgage payments, or rent a one bedroom facility. Note that few houses have as few as one bedroom. Housing costs in urban areas should be doubled, as should those in suburbs of major cities. Other modifications may be applied at the Gamemaster's discretion (or consult the daily papers for current prices on houses and apartments).

Food costs are divided into individual meals (cost is for one person to eat one meal), and groceries for a week, a month, or a year. Groceries are for one person for the given amount of time. A year's groceries should only be purchased if an extended break in the campaign occurs, or for large-scale provisioning.

13.12 GENERAL NOTES

Except where noted otherwise, equipment listings show one item or a kit with items for one person to use. Larger kits may be purchased

by multiplying the number of persons to be bought for by the price, size, and weight figures given.

Tool kits and similar gear are considered to include a carrying case with capacity equal to the size given for the kit.

Sizes, weight, and prices are typical but not necessarily firm. Players

or Gamemasters who can show an example that differs substantially from the parameters given are free to alter information accordingly.

Additional equipment may be made available as the Gamemaster or players desire. The Gamemaster is the final arbiter of all statistics for new equipment.

14. VEHICLES

A variety of vehicles may be encountered in *Freedom Fighters*, each with individual features and performance characteristics. This chapter describes how vehicles are introduced into the game, and specific rules for movement, combat, and other situations which involve them.

14.1 QUANTIFYING VEHICLES

A certain minimum amount of information is required to describe any vehicle. Vehicles typically encountered in the United States are discussed in a separate chapter, and those belonging to hostile powers in the background booklets appropriate to various campaigns. All use a standard format, the Vehicle Record Sheet, to describe the vehicle. This same format can be used by Gamemasters or players to introduce new types of vehicles into the game at will.

This section discusses the information provided in the Vehicle Record Sheet in the order called for by that sheet. It should be noted that no hard-and-fast rules for the design of vehicles can be given here. Vehicles can be described, but there is little scope for inventing completely new vehicles save by simply making up suitable performance characteristics and other statistics that seem reasonable within the frameworks provided in the given vehicle descriptions.

Vehicle Name: All vehicles have a name (or at least a model number) which applies to a particular category or class of vehicles. Names, particularly for civilian vehicles, are often rather flexible.

Classification: Vehicles can be fit into a general classification (and the skills used to operate them) which is provided in the charts and tables. New classifications may occasionally be introduced to handle these.

Skills Used: This entry notes which Driver, Boat Handling, or Pilot skill is used to handle the vehicle. See the section on Vehicle Handling for details.

Maximum Speed: This gives the top speed of the vehicle over land, in water, and in the air in miles per hour obtainable under ideal terrain and weather conditions.

Cruising Speed: This gives the maximum safe speed in miles per hour for the vehicle; handling the vehicle at higher speeds may result in dangerous handling conditions. Cruising speed again assumes ideal conditions of terrain and weather; the actual safe cruising speed (and the actual maximum speed) varies according to the terrain class, as discussed in the section on Vehicles and Movement. Again, separate entries are given for land, water, and air speeds.

Structure: This Structural Rating is used in connection with rules on explosions and demolitions to determine the chance of destroying a vehicle outright by a blast. It is derived from taking the area (length x width) in feet of the vehicle and multiplying this by the sum of the Armor Values of each face; the final product is divided by 60,000. When a blast causes damage to a vehicle, divide the blast damage caused by this Structural Rating to get the percentage chance of having the vehicle destroyed by the explosion.

Size (Weight): Size and Weight characteristics continue to follow the usual rules presented elsewhere.

Armor Values: All vehicles have six faces — front, rear, left side, right side, top, and bottom — which offer varying degrees of protection from penetration-type weapons. The Armor Value (derived in the usual way) of each face of the vehicle is listed in this section of the record sheet.

Operating Range: This entry gives the distance the vehicle can travel on a full load of gasoline, in miles.

Fuel: This entry gives the fuel capacity in gallons, and the type of fuel used, to operate the vehicle.

Reliability: Vehicles have a Reliability Rating, used as discussed for equipment previously.

Maintenance and Repair Skills: Vehicles must be maintained to preserve Reliability (as described in the Reliability and Maintenance

rules in 'Equipping the Character'), and they must be prepared when breakdowns occur. Skills used for these purposes are noted here.

Weapons: Weaponry mounted onboard the vehicle is listed here. The note 'STB' appearing with a weapon here indicates that it is stabilized and can be used in Direct Fire Combat while the vehicle is in motion. See the rules on Vehicles in Combat.

Electronics and Equipment: Any special equipment carried on board the vehicle as a standard feature is listed here.

Crew Members: Each person required to operate some aspect of the vehicle is noted here, together with his area of responsibility.

Passenger Capacity: This is the number of people, each of Size 25 and weight 250 lbs., who can be carried as passengers. Size and weight not devoted to passengers (or taken up by smaller passengers) can be applied to cargo.

Cargo Capacity: This is the Size and weight which can be carried purely as cargo. Though people could be carried in a cargo space of suitable size, the vehicle lacks accommodations for them and prolonged rides are uncomfortable (add 1 point of Temporary Fatigue per hour and per Saving Throw made in vehicle handling).

Availability: Availability is handled according to the usual rules.

Price: The base cost (before modifications) in dollars to purchase the vehicle.

Weapon Data: Data on the firing characteristics of various weapons should be noted (following the usual formats) on the bottom of a player's copy of a vehicle record, where applicable. This information is not provided in the vehicle descriptions in the text.

14.2 VEHICLES AND MOVEMENT

When vehicles are used in the game, their movement characteristics are of importance to the course of the action. Whether dealing with tactical movement in a combat round, or with movement over long distances for prolonged journeys, vehicular movement requires certain specific rules.

Vehicle Speeds

All vehicles are assigned a Cruising Speed and a Maximum Speed. Cruising speeds are those at which it is fairly safe to handle the vehicle, and vary according to terrain, weather, and even traffic conditions. When a vehicle exceeds its current safe cruising speed, it is necessary to make increasingly frequent Saving Throws to avoid hazards as speed increases higher. Vehicular maximum speeds show the performance of the vehicle when pushed to the absolute limit, and can also vary with weather and terrain (but to a more limited extent).

Vehicle speed modifications are given on the chart of that name. This assigns a percentage figure to each of the four terrain classes; percentages are applied to the vehicle's two-speed characteristics. Thus, an automobile with a safe cruising speed of 35 mph and a maximum speed of 100 mph would, in Class II Terrain, reduce these characteristics to 26 mph and 100 mph. For ease of calculation, round off the nearest movement of 5 mph, making the car's safe cruising speed in that terrain 25 mph.

Terrain and weather conditions are figured as described in Book I. To determine the density of traffic, the Gamemaster must make a judgement call. Light traffic causes no modifications. Moderate traffic causes a shift to the next worse terrain class; Heavy shifts down two, and Very Heavy ('bumper-to-bumper' freeway traffic, for instance), indicates that the terrain is treated as Class IV regardless of other conditions.

Note that shifts in the allowable speeds don't really have that much effect on the kind of speeds the vehicle can achieve. However, the reduction of safe cruising speeds make it very hazardous to operate a vehicle in Class IV conditions at any great speed. It has been said that the Russians will never take Los Angeles because their tanks will get bogged down in the rush hour traffic, and in fact the frequency

VEHICLE MOVEMENT TABLE

Speed (mph)	Distance Covered In					
	1 Round	1 Minute	10 Minutes	1 Hour	6 Hours	24 Hours
05 mph	7 yards	147 yards	1470 yards	5 miles	30 miles	120 miles
10 mph	15 yards	293 yards	2930 yards	10 miles	55 miles	220 miles
15 mph	22 yards	440 yards	2.5 miles	15 miles	85 miles	340 miles
20 mph	29 yards	587 yards	3.3 miles	20 miles	110 miles	440 miles
25 mph	37 yards	733 yards	4.2 miles	25 miles	140 miles	560 miles
30 mph	44 yards	880 yards	5.0 miles	30 miles	165 miles	660 miles
35 mph	51 yards	1027 yards	5.8 miles	35 miles	195 miles	780 miles
40 mph	59 yards	1173 yards	6.7 miles	40 miles	220 miles	880 miles
45 mph	66 yards	1320 yards	7.5 miles	45 miles	250 miles	1000 miles
50 mph	71 yards	1467 yards	8.4 miles	50 miles	275 miles	1100 miles
55 mph	81 yards	1613 yards	9.2 miles	55 miles	305 miles	1220 miles
60 mph	88 yards	1760 yards	10 miles	60 miles	330 miles	1320 miles
65 mph	95 yards	1907 yards	10.8 miles	65 miles	360 miles	1440 miles
70 mph	103 yards	2053 yards	11.7 miles	70 miles	385 miles	1540 miles
75 mph	110 yards	2200 yards	12.5 miles	75 miles	415 miles	1660 miles
80 mph	117 yards	1.33 miles	13.3 miles	80 miles	440 miles	1760 miles
85 mph	128 yards	1.45 miles	14.5 miles	85 miles	470 miles	1880 miles
90 mph	132 yards	1.5 miles	15.0 miles	90 miles	495 miles	1980 miles
95 mph	139 yards	1.58 miles	15.8 miles	95 miles	525 miles	2100 miles
100 mph	147 yards	1.67 miles	16.7 miles	100 miles	550 miles	2200 miles
110 mph	158 yards	1.8 miles	18.0 miles	110 miles	605 miles	2420 miles
120 mph	176 yards	2.0 miles	20 miles	120 miles	660 miles	2640 miles

VEHICLE SPEED MODIFICATIONS

Terrain Class	Reduction in Speed Characteristic	
	Cruising	Maximum
I	100%	100%
II	75%	100%
III	50%	90%
IV	25%	75%

When terrain is of the class given, cruising and maximum speeds of vehicles are reduced to the levels listed on the table.

VEHICLE HANDLING CHART

Speed Differential	Saving Throw Frequency
0 or less	Event Rolls only
05-15	1 roll per 6 hours
16-30	1 roll per hour
31-45	1 roll per 10 minutes
46-60	1 roll per minute
65 or more	1 roll per action round

of Saving Throws (see Vehicle Handling) required in such conditions make a very slow pace the only wise thing to try.

Marine and aircraft use only weather conditions to regulate 'terrain' classes, but are otherwise treated in the same way.

Vehicular Movement

When driving a vehicle, characters may set any speed desired up to the maximum figure given for that vehicle. Increments of 5 mph are normally used, though for extremely fast vehicles — particularly aircraft — wider intervals are often used instead. The operator chooses the speed (and compares it to the cruising speed to determine Handling characteristics), and turns at whatever scale the Gamemaster is currently using are resolved. The Vehicle Movement Table shows the distance in yards (y) or miles (m) moved in a given interval of time at a given speed. At longer intervals, distance covered is slightly reduced to account for the fact that a constant speed is unlikely to be maintained through the entire period. At intervals; throws are resolved to determine the chance of a vehicle mishap.

Action Scale Movement

When resolving 3-second action rounds, vehicles must accelerate and decelerate. Divide the maximum speed of the vehicle under current conditions by 10, and round off to the next highest number. This is the vehicle's 'acceleration'. To accelerate, a character begins at 0 mph; in the first round, any speed line of the chart down from the top up to the number of lines which corresponds to acceleration may be cho-

VEHICLE SKILL CLASSIFICATIONS

Classification Skill Used to Operate

LAND VEHICLES

Automobile	DSV Automobile
Van	DSV Van
Small Truck	DSV Small Truck
Bus	DLV Bus
Large Truck	DLV Large Truck
Semi	DLV Large Truck
Motorcycle	DSV Motorcycle
APC (Armored Personnel Carrier)	DHE APC
Armored Car	DLV Armored Car
SPG (Self-Propelled Gun)	DHE Tank
LT (Light Tank)	DHE Tank
MT (Medium Tank)	DHE Tank
MBT (Main Battle Tank)	DHE Tank
Heavy Equipment	DHE (misc.)

WATER VEHICLES

Small Boat	BH Small
Sail Boat	BH Sailboat
Power Boat	BH Power
Yacht	BH Large
Ship	Ship Handling
Submersible	Ship Handling

AIR VEHICLES

Helicopter	Pilot, Helicopter
Small Prop Plane	Pilot, Small Prop
Large Prop Plane	Pilot, Large Prop
Small Jet	Pilot, Small Jet
Large Jet	Pilot, Large Jet

Skill Abbreviations:

DSV: Driver, Small Vehicle
DLV: Driver, Large Vehicle
DHE: Driver, Heavy Equipment
BH: Boat Handling

sen. In the next round, acceleration is continued (if desired) in the same way. Deceleration is twice the acceleration figure. Speeds can thus be varied from round to round only within the limits imposed by acceleration. More efficient vehicles on better terrain can accelerate most rapidly.

Vehicles actually resolve their movement in accordance with the same rules that regulate character activity in a round.

Fatigue

Characters riding in vehicles do not accumulate Temporary Fatigue while moving as their pedestrian counterparts do. Passengers riding in a space not designed to transport passengers do earn Fatigue at the rate of 1 point each time a Vehicle Handling Throw is made. The char-



acter designated as the driver earns Fatigue at the same rate; the faster he drives, the more quickly he becomes tired.

Range and Refueling

Obviously, vehicles cannot run indefinitely without fuel. The range of the vehicle shows the maximum number of miles it can cover on a full tank of gasoline; miles covered between gas stops should be tracked, and once this range figure is reached, the vehicle is out of fuel. It's generally a good idea to refuel before this happens, especially in an aircraft.

Fuel capacities are also given for each vehicle, which allow players to determine how much fuel they need to acquire, or to divide out new ranges when the vehicle is only partly refueled.

14.3 VEHICLE HANDLING

The operator of a vehicle may be forced to make periodic rolls for the chance of a mishap, using an appropriate skill rating to regulate the chance of avoiding disaster. Skills used are based on vehicle classifications; the frequency of these Saving Throws depends upon the speed which the vehicle is proceeding. At high speeds, handling becomes more difficult.

Speed and Handling

When a character sets a vehicle's speed, this speed must be compared with the safe cruising speed for that vehicle under current conditions (the terrain class). If the desired speed is less than or equal to the safe cruising speed, ordinary Handling Throws will probably not be necessary (except as noted below), though one Event Throw is made for every six hours or fraction thereof spent driving the vehicle.

When the speed adopted is above the safe cruising speed, find the difference between the two in mph and consult the Vehicle Handling Chart. This shows the frequency with which Handling Throws must be made. For long trips, an average speed is adopted. When executing vehicle movement, Handling Throws are made as soon as speed exceeds the safe cruising speed, and each interval thereafter that speed is increased, but if speed drops or remains constant, no additional rolls are made until the appropriate period of time has passed. This means that several throws may be made (due to acceleration) when the scale is shortened to individual action rounds as speed increases to a final level; thereafter rolls are still made if speed is further increased or if a sufficient time elapses.

Resolving Saving Throws

When throws are required to handle a vehicle, the skill appropriate to handling the vehicle in question is compared to a 1D100 roll. If the throw is less than or equal to the skill rating, nothing happens. If the roll is greater than the skill rating, an Event takes place.

The Vehicle Event Table

The Vehicle Event Table is consulted in two ways. Any time a Handling Saving Throw fails, consultation of the event table is called for. In addition, it is checked once every six hours (or fraction thereof) automatically if the vehicle is driven at all during that period of time. Exact timings of these automatic checks are left up to the Gamemaster to implement.

When the Event Table is consulted, subtract the vehicle's current safe cruising speed from the current speed adopted. This differential, which may be positive or negative, is combined with a roll of 1D100. The table is consulted, with a variety of possible results.

VEHICLE EVENT TABLE

Die Roll

+ Differential

Event

Less than 0	No Effect
0-10	No Effect
11-20	No Effect
21-30	Check Reliability
31-40	Check Reliability
41-50	Check Reliability
51-60	Check Reliability
61-70	Obstacle. DM + 0
71-80	Obstacle. DM + 5
81-90	Obstacle. DM + 10
91-100	Obstacle. DM + 15
101-110	Obstacle. DM + 20
111-120	Obstacle. DM + 25
121-130	Obstacle. DM + 30
131-140	Possible Loss of Control. DM + 40
141-150	Possible Loss of Control. DM + 50
151-160	Possible Loss of Control. DM + 60
161 or higher	Total Loss of Control.

Event Results

The following event outcomes are possible.

No Effect: There is no event or effect.

Check Reliability: Make a 1D100 roll against the vehicle's current Reliability. A failed roll causes a mechanical breakdown in a random system (roll on the Vehicle Hit Location chart).

Obstacle: A vehicle or other obstacle could pose a danger. Roll against the operator's skill with the vehicle, applying the given DM for aircraft, 'obstacle' indicates unusual handling conditions or weather, or (if flying low) terrain obstacles. For boats, obstacles include other boats, rocks, wakes or waves, weather conditions, or other dangers. The Gamemaster should interpret obstacle results to suit the situation. A failed throw results in a collision which causes 1D5 Major Vehicle Hits. (See the section on Vehicles in Combat.)

Possible Loss of Control: As above, but failure of the Saving Throw results in a complete loss of control which results in 5 + 1D5 Major Vehicle Hits.

Total Loss of Control: As above, but there is no Saving Throw; 5 + 1D5 Major Hits are certain to take place.

Fumbles

When any Handling Saving Throw results in a doubles result (11, 22, 33, etc.) regardless of the success or failure of the throw, a fumble takes place. Roll on the Fumble Table (vehicle column) to determine the nature of the fumble. These are described below.

No Effect: There is no special effect.

Passengers: Each passenger who is standing or who is seated without a restraint must roll Agility or less to avoid falling down; if there is room (Gamemaster judgement call) he ends prone and is stunned if the throw fails; if there is not room to fall down and the throw fails the passenger receives 2D10 points of Impact Damage to the head.

Each passenger who is holding a weapon or other object (standing, seated, restrained, or otherwise) must throw Dexterity or less to avoid dropping the item.

Check Rel: A Reliability Check is made for the vehicle, as in the Event result described previously.

Skid: Make an additional Handling Saving Throw. If successful, the vehicle skids or sideslips, but the driver corrects it in time. A failure (ground vehicles only) results in a reversal of current facing but no other result; for water and air vehicles, thrust failure as per obstacle Saving Throw failure. A second fumble results in a Total Loss of Control.

1 Major Hit: The vehicle suffers 1 Major Hit in a randomly determined location automatically.

Obstacle: Treat as per the Event of this name; a second fumble results in a Total Loss of Control.

Lose Control: Treat as a Total Loss of Control.

14.4 VEHICLES IN COMBAT

Vehicles may interact with characters in combat situations, using the appropriate movement rules above plus various special combat rules from this section.

14.4.1 Firing From Vehicles

Weapons carried aboard a vehicle are either stabilized or unstabilized. A stabilized weapon is designed to compensate for movement effects to give some hope of aiming efficiently even during movement. Unstabilized weapons — including small arms carried by passengers — may only apply Random Fire if used while the vehicle is moving.

14.4.2 Hitting Vehicles

Most aspects of firing at vehicles follow the usual combat proced-

ures. The Size of the vehicle (or of a particular part of the vehicle — see Vehicle Hit Locations) is used as the Size of characters would normally be. The speed of the vehicle in miles per hour is used as a component (along with the range band) in the defensive PN, rather than the usual defensive modifiers for stance or movement.

If a vehicle is hit, it is necessary to resolve Hit Location, Penetration, and Damage, much as for characters.

Vehicle Hit Locations

When firing at a vehicle, a character should determine whether he is facing the top, bottom, side, front, or rear of the vehicle. A hit scored by his attack will use a Hit Location Table corresponding to this target aspect to determine what damage is done.

It is also necessary to choose a table appropriate to the type of vehicle attacked. Civilian and military ground vehicles, aircraft, and marine vessels are each handled separately, with various specific location results possible.

Vehicle Hit Location must also be rolled for each Major Hit suffered as a result of Handling problems. Use the Front column of the table to resolve hits of this kind, unless the Gamemaster opts for a different hit location column to reflect some specific situation.

Penetration

Each face of a vehicle has an Armor Value which must be penetrated before any damage is done. Regardless of the hit location rolled, determine the Penetration Value of the ammo hitting normally, then divide it by a roll of 1D3 (this represents grazing hits on armor, includ-

VEHICLE HIT LOCATION TABLES

CIVILIAN GROUND VEHICLES

Die Roll 1D100	Target Aspect				
	Top	Bottom	Sides	Front	Rear
01-05	Engine	Engine	Engine	Engine	Cargo
06-10	Engine	Engine	Engine	Engine	Cargo
11-15	Engine	Engine	Engine	Engine	Cargo
16-20	Compartment	Fuel	Engine	Engine	Cargo
21-25	Compartment	Fuel	Engine	Engine	Cargo
26-30	Compartment	Fuel	Compartment	Engine	Cargo
31-35	Compartment	Fuel	Compartment	Engine	Cargo
36-40	Compartment	Fuel	Compartment	Engine	Cargo
41-45	Compartment	Wheel	Compartment	Compartment	Compartment
46-50	Compartment	Wheel	Wheel	Compartment	Compartment
51-55	Compartment	Wheel	Wheel	Compartment	Compartment
56-60	Cargo	Wheel	Wheel	Compartment	Compartment
61-65	Cargo	Wheel	Cargo	Compartment	Compartment
66-70	Cargo	Wheel	Cargo	Compartment	Compartment
71-75	No Effect	Cargo	Cargo	Compartment	Compartment
76-80	No Effect	Cargo	Cargo	Compartment	Compartment
81-85	No Effect	Cargo	Cargo	Compartment	Compartment
86-90	No Effect	No Effect	No Effect	Wheel	Wheel
91-95	No Effect	No Effect	No Effect	No Effect	Fuel
96-00	No Effect	No Effect	No Effect	No Effect	No Effect

ARMORED FIGHTING VEHICLES

Die Roll 1D100	Target Aspect				
	Top	Bottom	Sides	Front	Rear
01-05	Turret	Wheel/Track	Turret	Turret	Turret
06-10	Turret	Wheel/Track	Turret	Turret	Turret
11-15	Turret	Wheel/Track	Turret	Turret	Turret
16-20	Turret	Wheel/Track	Turret	Wheel/Track	Wheel/Track
21-25	Turret	Wheel/Track	Compartment	Wheel/Track	Wheel/Track
26-30	Engine	Wheel/Track	Compartment	Wheel/Track	Wheel/Track
31-35	Engine	Engine	Compartment	Compartment	Weapon
36-40	Engine	Engine	Compartment	Compartment	Fuel
41-45	Compartment	Engine	Wheel/Track	Compartment	Ammo
46-50	Compartment	Engine	Wheel/Track	Compartment	Cargo
51-55	Compartment	Cargo	Wheel/Track	Compartment	Cargo
56-60	Compartment	Cargo	Wheel/Track	Compartment	Cargo
61-65	Compartment	Cargo	Cargo	Compartment	Engine
66-70	Compartment	Cargo	Cargo	Compartment	Engine
71-75	Cargo	Ammo	Weapon	Cargo	Engine
76-80	Cargo	Fuel	Ammo	Cargo	Engine
81-85	Ammo	Fuel	Engine	Cargo	Engine
86-90	Weapon	Fuel	Engine	Weapon	Engine
91-95	Fuel	No Effect	Engine	Ammo	Engine
96-00	No Effect	No Effect	Engine	No Effect	Engine

ing the effects of sloping sides). If the ammo penetrates, resolve damage according to the procedures below.

Vehicle Damage Procedures

When a shot penetrates a vehicle, it attacks the area described by the Hit Location Chart.

Bullets or other non-explosive shots which penetrate a vehicle's armor create a random fire effect (at twice the usual random fire values) within the designated space. Explosive ammo (rockets, etc.) which detonates does blast damage at full strength to the area indicated. (Do not reduce effects with range. All targets in a given area are attacked at full blast and fragmentation values.) In addition, roll 1D3 additional hit locations (using the 'sides' column for every 10 points (or fraction thereof) of Blast Value, and inflict half the blast damage of the explosion in each of these locations. No fragmentation occurs with these hits, and any given area can be affected only once. (Ignore duplicate results.)

When a Major Hit is caused by Handling, roll for hit location. See the hit descriptions below for effects of these Major Hits.

Vehicle Hit Descriptions

When a vehicle takes damage to a given location, use the descriptions below to determine the precise effects of the hit.

Engine: It takes 250 points of General Damage to render an engine inoperative. Bullets do one-tenth of their normal Damage Value in General Damage; explosions do full Damage. A Major Hit inflicts 100 points of General Damage automatically. Damage taken is restored by an appropriate Mechanic Task with a DR equal to the current level

of Damage. Restore a number of points equal to the Task Outcome Number.

Compartment: In civilian vehicles, the driver and all passengers are attacked by Random Fire (bullets) or by explosion effects. In AFVs the Driver, Commander, and any passengers on board are attacked in the same manner. A Major Hit requires a Luck Saving Throw to avoid taking 1D100 points of Impact Damage to a random location. There are no other effects.

Cargo: In ground vehicles, all equipment carried has a chance of being rendered inoperative. Roll for Reliability, with a DM + the General Damage Points inflicted (figured as noted for engines). Equipment with no Reliability Rating is destroyed if 100 points of General Damage are inflicted, but otherwise comes through intact.

Aircraft and marine vessels suffering cargo hits have each character not in the helm or cockpit areas roll a Luck Saving Throw to avoid taking Random Fire or blast effects (or 1D100 points Impact Damage to a random location for Major Hits). If no character is hit, roll for equipment as described above.

Fuel: Any fuel hit causes an explosion with a Blast Rating equal to ten times the number of gallons of fuel (round fractions up) now on board the vehicle. This can lead to additional Major hits on other locations, and also Explosion Damage (covered below).

Wheel or Wheel/Track: If the vehicle is wheeled, 5 points of General Damage (figured as per engines) destroys the tire. If it is tracked, 25 points of General Damage throws the track, and 250 points destroys the track entirely. Throwing a track requires a Maintenance Vehicle Task at DR 200 to restore the vehicle to working order. The loss of one track or half of all available tires renders the vehicle immobile;

AIRCRAFT

Die Roll	Target Aspect				
1D100	Top	Bottom	Sides	Front	Rear
01-05	Wing	Wing	Wing	Wing	Wing
06-10	Wing	Wing	Wing	Wing	Wing
11-15	Wing	Wing	Wing	Wing	Wing
16-20	Wing	Wing	Wing	Cockpit	Tail
21-25	Wing	Wing	Weapon	Cockpit	Tail
26-30	Wing	Wing	Weapon	Cockpit	Tail
31-35	Cockpit	Weapon	Weapon	Cockpit	Tail
36-40	Cockpit	Weapon	Tail	Cockpit	Tail
41-45	Cockpit	Weapon	Tail	Cockpit	Cargo
46-50	Cockpit	Weapon	Tail	Cockpit	Cargo
51-55	Tail	Tail	Cargo	Cockpit	Cargo
56-60	Tail	Tail	Cargo	Weapon	Cargo
61-65	Cargo	Cargo	Cargo	Weapon	Fuel
66-70	Cargo	Cargo	Cargo	Weapon	Fuel
71-75	Cargo	Landing Gear	Cargo	Weapon	Engine
76-80	Cargo	Landing Gear	Engine	Weapon	Engine
81-85	Fuel	Fuel	Engine	Cargo	Engine
86-90	Engine	Engine	Engine	Cargo	Engine
91-95	Engine	Engine	Engine	Tail	Engine
96-00	Engine	Engine	Engine	Engine	Engine

MARINE VEHICLE

Die Roll	Target Aspect				
1D100	Top	Bottom	Sides	Front	Rear
01-05	Helm	Hull	Hull	Hull	Hull
06-10	Helm	Hull	Hull	Hull	Hull
11-15	Helm	Hull	Hull	Helm	Weapon
16-20	Weapon	Hull	Helm	Helm	Cargo
21-25	Weapon	Hull	Helm	Helm	Cargo
26-30	Weapon	Hull	Helm	Helm	Cargo
31-35	Weapon	Hull	Helm	Helm	Cargo
36-40	Cargo	Hull	Cargo	Weapon	Engine
41-45	Cargo	Hull	Cargo	Weapon	Engine
46-50	Cargo	Hull	Cargo	Weapon	Engine
51-55	Cargo	Hull	Cargo	Weapon	Engine
56-60	Cargo	Hull	Weapon	Weapon	Engine
61-65	Cargo	Hull	Engine	Cargo	Engine
66-70	Cargo	Hull	Engine	Cargo	Fuel
71-75	Cargo	Hull	Engine	Cargo	Fuel
76-80	Engine	Rudder	Engine	Cargo	Fuel
81-85	Engine	Rudder	Fuel	Cargo	Rudder
86-90	Engine	Fuel	Fuel	Cargo	Rudder
91-95	Fuel	Propellor	Rudder	Cargo	Rudder
96-00	Fuel	Propellor	Propellor	Cargo	Propellor

each individual tire lost up to that point increases the difficulty of terrain to be crossed by one level.

Ammo: The hit effects a compartment where ammunition is stored. A roll of 1D100 points greater than or equal to the number of General Damage Points inflicted (figured as above) is needed to avoid the complete destruction of the vehicle. Ignore this result if the vehicle does not carry ammunition larger than small arms rounds.

Turret: All gunners and loaders aboard the vehicle are attacked by Random Fire (bullets) blast effects (explosives), or roll Luck or less to avoid 1D100 points of randomly allocated Impact DaMAGE. All turret-mounted weapons suffer General Damage following usual procedures, with 300 points of damage rendering the weapon unusable. In addition, there is a 10% chance that a turret hit will cause an ammo hit as well.

If the vehicle does not have a turret, the hit is treated as a Compartment Hit.

Weapon: Any one non-turret-mounted weapon is hit; 300 points of General Damage (inflicted in the usual ways renders the weapon inoperative. Gamemaster choice (or random) of weapon affected by the hit. If no weapons are carried, treat as a cargo hit.

In addition, there is a 10% chance that a weapon hit will automatically cause a Ammo Hit as well.

Wing: If an aircraft suffers 300 points of General Damage to a wing, it cannot fly. An aircraft in the air will crash (see next entry) in 1D100 (DM + Pilot skill level) rounds. A helicopter treats a wing hit as an engine hit.

Tail: If an aircraft suffers 300 points of General Damage to the tail, it cannot fly. If in the air, it will crash as above. When an aircraft crashes, it suffers 1D10 Total Loss of Control Events, with a consequent chance of damage.

Cockpit: Crew members (only) on the aircraft suffer attacks as per the 'Compartment' hit. Passengers are not affected.

Landing Gear: If the aircraft attempts to land, it suffers 1D5 Possible Loss of Control Events, with a consequent chance of damage.

Helm: As for cockpit, but affecting the operator of the vessel and any characters with him only.

Hull: The vessel suffers a waterline hit. Every 50 points of General Damage inflicted against the hull causes one Major Leak. Each Major Leak is equivalent to 1 point of Structural Damage. (See below.)

Rolls for Structural Damage due to Leaks are made every 15 minutes.

Rudder: The vessel cannot change facing if it suffers 25 points of General Damage here.

Propeller: The vessel cannot move if it suffers 50 points of General Damage here.

14.4.3 Structural Damage

Explosions (and Major Leaks in boats) which do not penetrate to cause internal damage may still destroy a vehicle. Divide the Blast Rating (or the number of Major Leaks suffered) by the Structural

Rating of the vehicle; the result is the chance that the vehicle will be totally destroyed. Note that the Blast Rating of exterior explosions is reduced by the distance between the center of the explosion and the closest point of the vehicle, in yards.

14.5 VEHICLE DESCRIPTIONS

The last portion of this chapter contains vehicle stats for a number of vehicles that the characters may encounter during the course of the game, together with notes concerning that vehicle. Additional vehicle descriptions will appear in upcoming Background Books, scenario packs, and game supplements, or Gamemasters can invent new vehicles of their own from their knowledge or research of specific vehicle types.

14.5.1 General Notes on Vehicles

Some incidental notes are raised below.

Fuel Types: Vehicle sheets specify a particular type of fuel for each vehicle; gasoline is most common. Normally, a vehicle cannot run on any source of fuel except the one designated.

Mechanics Skill in a Task at DR 200 is needed to convert a vehicle to a different fuel source. The Fuel Efficiency Table shows the relative efficiency (in maximum speed obtainable and in operating range) provided by different types of fuel. Multiply the appropriate values by these percentages to see the final performance of the vehicle.

Alcohol Fuel: Guerrillas cut off from other sources of supply may wish to convert their vehicles to alcohol fuel supplies. This requires a Task using Science Chemistry skill (or a Trivia or Profession skill in distillation), with a DR equal to 100 per gallon to be produced. It also takes 50 pounds of raw material (vegetable matter such as corn for ethanol, wood for methanol) to produce a single gallon of alcohol fuel. Note that methanol is poisonous, while ethanol is 'moonshine' which can be used for charging up more than just vehicles.

Alcohol is much less efficient than gasoline, and takes a long time to brew, so its uses tend to be offset by handicaps in the long run.

High-Performance Engines: Vehicles with high-performance engines do not take well to any switch in fuel supplies. For these vehicles, halve the performance of any fuel other than the original type. Note that most aircraft use Aviation Gas (Avgas) in a high-performance engine, and find their efficiencies considerably curtailed when not supplied with such a fuel mix.

Vehicles in Battle: The operator of a vehicle in a combat situation should average his Handling skill and his Combat skill. This averaged rating is used for all Saving Throws in battle.

Aircraft or boat operators may engage in Competition rolls using Tactics, Aerial or Tactics, Naval (only). One such roll is allowed per round; the winner can add the skill in question to any and all attacks made against the loser in the next round. Where multiple craft are involved, a given vehicle can compete with only one opponent per round. The others gain the tactical advantage automatically.

FUEL EFFICIENCY TABLE

Fuel	Maximum Speed	Operating Range
Gasoline	100%	100%
Diesel	100%	100%
Avgas	100%	100%
Ethanol	60%	40%
Methanol	60%	25%

Trailbike

Classification: Motorcycle Skill Used: DSV Motorcycle
 Maximum Speed: Land: 65 mph
 Cruising Speed: Land: 50 mph
 Structure: .005 Size (Weight): 25 (350)
 Armor Values: Front: 0 Rear: 0 Sides: 15 Top: 0 Bottom: 0
 Operating Range: 16.5 miles Reliability: 90
 Fuel Capacity: 5 Fuel Type: Gasoline
 Maintenance Skill: Vehicle Repair Skill: Mechanic, Automobile
 Weapons: None
 Electronics/Equipment: None
 Crew Members (positions):
 Driver (seat)
 Passengers: 1* Cargo Capacity: 6*
 Cargo Weight: 250 lbs.* Availability: Common
 Price: \$2000.00

Notes: A standard off-road motorcycle. Note that a passenger can be carried to the exclusion of cargo (or vice versa); when a passenger (only) is carried, halve the operator's skill for all purposes.

Street Cycle

Classification: Motorcycle Skill Used: DSV Motorcycle
 Maximum Speed: Land: 120 mph
 Cruising Speed: Land: 50 mph
 Structure: .007 Size (Weight): 28 (450)
 Armor Values: Front: 0 Rear: 0 Sides: 20 Top: 0 Bottom: 0
 Operating Range: 22.5 miles Reliability: 80
 Fuel Capacity: 5 Fuel Type: Gasoline
 Maintenance Skill: Vehicle Repair Skill: Mechanic, Automobile
 Weapons: None
 Electronics/Equipment: Radio Receiver
 Crew Members (positions):
 Driver (seat)
 Passengers: 1* Cargo Capacity: 8*
 Cargo Weight: 300 lbs.* Availability: Common
 Price: \$3500.00

Notes: A large, more robust motorcycle intended primarily for on-road use. As with the trail bike, passenger or cargo (not both) can be carried; a passenger halves the operator's skill.

Sports Car

Classification: Automobile Skill Used: DSV Auto
 Maximum Speed: Land: 100 mph
 Cruising Speed: Land: 50 mph
 Structure: .046 Size (Weight): 60 (2000)
 Armor Values: Front: 10 Rear: 10 Sides: 10 Top: 10 Bottom: 5
 Operating Range: 450 miles Reliability: 85
 Fuel Capacity: 10 Fuel Type: Gasoline
 Maintenance Skill: Vehicle Repair Skill: Mechanic, Automobile
 Weapons: None
 Electronics/Equipment: Radio Receiver
 Crew Members (positions):
 Driver (compartment)
 Passenger: 1 Cargo Capacity: 12
 Cargo Weight: 500 lbs. Availability: Uncommon
 Price: \$25,000.00

Notes: A 2-seat automobile with a high-performance engine. Note that car windows have an Armor Value of 2; a convertible sports car has a Top AV of 5.

Compact Car

Classification: Automobile Skill Used: DSV Auto
 Maximum Speed: Land: 90 mph
 Cruising Speed: Land: 50 mph
 Structure: .050 Size (Weight): 65 (2250)
 Armor Values: Front: 10 Rear: 10 Sides: 10 Top: 10 Bottom: 5
 Operating Range: 450 miles Reliability: 80
 Fuel Capacity: 15 Fuel Type: Gasoline
 Maintenance Skill: Vehicle Repair Skill: Mechanic, Auto
 Weapons: None
 Electronics/Equipment: Radio Receiver
 Crew Members (positions):

Driver (compartment)

Passengers: 3 Cargo Capacity: 16
 Cargo Weight: 650 lbs Availability: Very Common
 Price: \$10,000.00

Notes: A typical 2- or 4- door small passenger car. Car windows have an AV of 2.

Sedan

Classification: Automobile Skill Used: DSV Auto
 Maximum Speed: Land: 100 mph
 Cruising Speed: Land: 50 mph
 Structure: .055 Size (Weight): 70 (2500)
 Armor Values: Front: 10 Rear: 10 Sides: 10 Top: 10 Bottom: 5
 Operating Range: 375 miles Reliability: 85
 Fuel Capacity: 15 Fuel Type: Gasoline
 Maintenance Skill: Vehicle Repair Skill: Mechanic, Auto
 Weapons: None
 Electronics/Equipment: Radio Receiver
 Crew Members (positions):
 Driver (compartment)
 Passengers: 4 Cargo Capacity: 20
 Cargo Weight: 500 lbs Availability: Common
 Price: \$16,000.00

Notes: A 4-door, rugged passenger car. The windows have an AV of 2.

Limousine

Classification: Automobile Skill Used: DSV Auto
 Maximum Speed: Land: 120 mph
 Cruising Speed: Land: 40 mph
 Structure: .145 Size (Weight): 80 (3000)
 Armor Values: Front: 20 Rear: 20 Sides: 20 Top: 20 Bottom: 10
 Operating Range: 150 miles Reliability: 90
 Fuel Capacity: 15 Fuel Type: Gasoline
 Maintenance Skill: Vehicle Repair Skill: Mechanic, Auto
 Weapons: None
 Electronics/Equipment: Radio Receiver
 Crew Members (positions):
 Driver (compartment)
 Passengers: 6 Cargo Capacity: 25
 Cargo Weight: 1000 lbs Availability: Uncommon
 Price: \$25,000.00

Notes: Typical stretch limo used by dignitaries and officials. Windows are shatterproof glass with an AV of 7.

Small Wagon

Classification: Automobile Skill Used: DSV Auto
 Maximum Speed: Land: 90 mph
 Cruising Speed: Land: 50 mph
 Structure: .055 Size (Weight): 70 (2500)
 Armor Values: Front: 10 Rear: 10 Sides: 10 Top: 10 Bottom: 5
 Operating Range: 360 miles Reliability: 80
 Fuel Capacity: 12 Fuel Type: Gasoline
 Maintenance Skill: Vehicle Repair Skill: Mechanic, Auto
 Weapons: None
 Electronics/Equipment: Radio Receiver
 Crew Members (position):
 Driver (compartment)
 Passengers: 3 Cargo Capacity: 32
 Cargo Weight: 1000 lbs Availability: Common
 Price: \$10,000.00

Notes: A small station wagon with extra cargo capacity but the performance characteristics of a compact car. Windows have an AV of 2.

Cargo Van

Classification: Van Skill Used: DSV Van
 Maximum Speed: Land: 80 mph
 Cruising Speed: Land: 40 mph
 Structure: .069 Size (Weight): 100 (3500)
 Armor Values: Front: 10 Rear: 10 Sides: 10 Top: 10 Bottom: 5
 Operating Range: 150 miles Reliability: 85
 Fuel Capacity: 30 Fuel Type: Gasoline

Maintenance Skill: Vehicle
Weapons: None
Electronics/Equipment: Radio Receiver
Crew Members (positions):
 Driver (compartment)
Passengers: 1
Cargo Weight: 1250 lbs
Price: \$12,000.00
Repair Skill: Mechanic, Auto
Cargo Capacity: 80
Availability: Common

Notes: A van designed to carry large amounts of cargo. Windows (cab only) have an AV of 2.

Conversion Van
Classification: Van
Maximum Speed: Land: 80 mph
Cruising Speed: Land: 40 mph
Structure: .069
Armor Values: Front: 10 Rear: 10 Sides: 10 Top: 10 Bottom: 5
Operating Range: 150 miles
Fuel Capacity: 15
Maintenance Skill: Vehicle
Weapons: None
Electronics/Equipment: Radio Receiver
Crew Members (positions):
 Driver (compartment)
Passengers: 6
Cargo Weight: 500 lbs
Price: \$18,000.00
Skill Used: DSV Van
Size (Weight): 100 (3500)
Reliability: 85
Fuel Type: Gasoline
Repair Skill: Mechanic, Auto
Cargo Capacity: 20
Availability: Uncommon

Notes: A van designed to carry passengers. Windows (cab and rear) have an AV of 2.

Pickup Truck
Classification: Small Truck
Maximum Speed: Land: 80 mph
Cruising Speed: Land: 40 mph
Structure: .050
Armor Values: Front: 10 Rear: 10 Sides: 10 Top: 10 Bottom: 5
Operating Range: 250 miles
Fuel Capacity: 25
Maintenance Skill: Vehicle
Weapons: None
Electronics/Equipment: Radio Receiver
Crew Members (positions):
 Driver (compartment)
Passengers: 1
Cargo Weight: 1500 lbs
Price: \$12,000.00
Skill Used: DSV Small Truck
Size (Weight): 120 (400)
Reliability: 90
Fuel Type: Gasoline
Repair Skill: Mechanic, Auto
Cargo Capacity: 96
Availability: Uncommon

Notes: A 4 x 4 3/4 ton truck, used in both civilian and military roles. Windows (cab only) have an AV of 2. Not that the cab of the vehicle has a top AV of 10.

2 1/2 ton Truck
Classification: Large Truck
Maximum Speed: Land: 60 mph
Cruising Speed: Land: 30 mph
Structure: .080
Armor Values: Front: 12 Rear: 12 Sides: 12 Top: 1 Bottom: 5
Operating Range: 250 miles
Fuel Capacity: 50
Maintenance Skill: Vehicle
Weapons: None
Electronics/Equipment: Vehicle Radio or Radio Receiver
Crew Members (positions):
 Driver (compartment)
Passengers: 1
Cargo Weight: 5000 lbs
Price: \$25,000.00
Skill Used: DLV Large Truck
Size (Weight): 150 (8000)
Reliability: 90
Fuel Type: Diesel
Repair Skill: Mechanic, Diesel
Cargo Capacity: 120
Availability: Uncommon

Notes: A 6 x 6 cargo truck appearing in both military and civilian versions. Cab windows have an AV of 2; the cab top has an AV of 12. Some versions have a hard top over the cargo compartment at AV 12.

5 ton Truck
Classification: Large Truck
Maximum Speed: Land: 60 mph
Cruising Speed: Land: 30 mph
Structure: .095
Armor Values: Front: 12 Rear: 12 Sides: 12 Top: 1 Bottom: 5
Operating Range: 280 miles
Fuel Capacity: 70
Maintenance Skill: Vehicle
Weapons: None
Electronics/Equipment: Vehicle Radio or CB Radio
Crew Members (positions):
 Driver (compartment)
Passengers: 1
Cargo Weight: 10,000 lbs
Price: \$32,000.00
Skill Used: DLV Large Truck
Size (Weight): 175 (10,000)
Reliability: 90
Fuel Type: Diesel
Repair Skill: Mechanic, Diesel
Cargo Capacity: 140
Availability: Uncommon

Notes: A 4 x 6 cargo truck appearing in both civilian and military versions. Characteristics are essentially similar to the 2 1/2 ton truck above.

8-ton Truck
Classification: Large Truck
Maximum Speed: Land: 55 mph
Cruising Speed: Land: 25 mph
Structure: .133
Armor Values: Front: 12 Rear: 12 Sides: 12 Top: 1 Bottom: 5
Operating Range: 300 miles
Fuel Capacity: 100
Maintenance Skill: Vehicle
Weapons: None
Electronics/Equipment: Vehicle Radio or CB Radio
Crew Members (positions):
 Driver (compartment)
Passengers: 1
Cargo Weight: 16,000 lbs
Price: \$50,000.00
Skill Used: DLV Large Truck
Size (Weight): 245 (14,000)
Reliability: 90
Fuel Type: Diesel
Repair Skill: Mechanic, Diesel
Cargo Capacity: 200
Availability: Unusual

Notes: A larger version of the 5-ton truck described above.

10-ton Truck
Classification: Large Truck
Maximum Speed: Land: 50 mph
Cruising Speed: Land: 20 mph
Structure: .140
Armor Values: Front: 12 Rear: 12 Sides: 12 Top: 1 Bottom: 5
Operating Range: 150 miles
Fuel Capacity: 65
Maintenance Skill: Vehicle
Weapons: None
Electronics/Equipment: Vehicle Radio or CB Radio
Crew Members (positions):
 Driver (compartment)
Passengers: 1
Cargo Weight: 20,000 lbs
Price: \$60,000.00
Skill Used: DLV Large Truck
Size (Weight): 280 (16,000)
Reliability: 90
Fuel Type: Diesel
Repair Skill: Mechanic, Diesel
Cargo Capacity: 225
Availability: Unusual

Notes: The largest single-body truck normally available, characteristics similar to the 8-ton truck above.

M-151 Jeep
Classification: Automobile
Maximum Speed: Land: 65 mph
Cruising Speed: Land: 50 mph
Structure: .050
Armor Values: Front: 10 Rear: 10 Sides: 10 Top: 0 Bottom: 5
Operating Range: 300 miles
Fuel Capacity: 15
Maintenance Skill: Vehicle
Weapons: .50 cal HMG or TOW (both optional)
Electronics/Equipment: Radio Receiver (civilian Vehicle Radio (Army)
Crew Members (positions):
 Driver
 (gunner optional)
Passengers: 3
Cargo Weight: 500 lbs
Skill Used: DSV Auto
Size (Weight): 60 (3250)
Reliability: 95
Fuel Type: Gasoline
Repair Skill: Mechanic, Auto
Cargo Capacity: 32
Availability: (Uncommon)

Price: \$12,000.00 (civilian model)

Notes: Formerly a mainstay of the U.S. Army, now largely replaced by the Hum-Vee. Some are still found (without weapons mounts) in private service. Military jeeps are also used by Federal agencies and foreign military services, often with weaponry intact.

HMMWV

Classification: Small Truck Skill Used: DSV Small Truck
 Maximum Speed: Land: 70 mph
 Cruising Speed: Land: 50 mph
 Structure: 0.50 Size (Weight): 60 (4000)
 Armor Values: Front: 10 Rear: 10 Sides: 10 Top: 10 Bottom: 5
 Operating Range: 500 miles Reliability: 90
 Maintenance Skill: Vehicle Repair Skill: Mechanic, Auto
 Weapons: .50 cal HMG or
 7.62 M-60 GPMG or
 25mm Chain Gun or
 1 x TOW or
 4 x Stinger AAGW mount
 Electronics/Equipment: Vehicle Radio
 Crew Members (positions):
 Driver (compartment)
 (Gunner optional)
 Passengers: 5 Cargo Capacity: 50
 Cargo Weight: 2500 lbs Availability: (Uncommon)
 Price: Military Issue

Notes: The High Mobility Multi-purpose Wheeled Vehicle (Hum-Vee) has replaced the Jeep in U.S. Army service. It is a 4-wheel drive off-road vehicle intended for use in scouting, transport, or to carry Light Infantry sections.

M-2 Bradley

Classification: AIFV Skill Used: DHE APC
 Maximum Speed: Land: 60 mph Water: 5 mph
 Cruising Speed: Land: 35 mph Water: 5 mph
 Structure: 1.16 Size (Weight): 250 (40,000)
 Armor Values: Front: 135/90 Rear: 90/90 Sides: 90/90 Top: 45 Bot: 45
 Operating Range: 370 miles Reliability: 90
 Fuel Capacity: 160 Fuel Type: Diesel
 Maintenance Skill: Vehicle Repair Skill: Mechanic, Diesel
 Weapons: 25 mm Autocannon (STB)
 2 x TOW (STB)
 MAG 7.62mm MG (STB)
 Electronics/Equipment: Vehicle Radio
 Crew Members (positions):
 Driver (compartment)
 Commander (compartment)
 Gunner (turret)
 Passengers: 6 Cargo Capacity: 50
 Cargo Weight: 3000 lbs Availability: (Uncommon)
 Price: Military Issue

Notes: An Armored Infantry Fighting Vehicle used by U.S. Mech Infantry units, each vehicle carries one squad. Second AV is for turret faces. All weaponry mounted on turret. There are two rifle ports on each side of the hull for infantry to fire from, from inside, and two on the rear. M-3 ACFV similar, except has no rifle ports, carries only three men plus crew, and has 12 reloads for TOW (M-2 has 4).

M-113

Classification: APC Skill Used: DHE APC
 Maximum Speed: Land: 50 mph Water: 5 mph
 Cruising Speed: Land: 25 mph Water: 5 mph
 Structure: .621 Size (Weight): 180 (22,000)
 Armor Values: Front: 90 Rear: 45 Sides: 45 Top: 30 Bottom: 30
 Operating Range: 275 miles Reliability: 90
 Fuel Capacity: 90 Fuel Type: Diesel
 Maintenance Skill: Vehicle Repair Skill: Mechanic, Diesel
 Weapons: .50 cal HMG or
 TOW (M-150) or
 20mm Vulcan AA mount (M-163) or
 2 x TOW (M-901)
 Electronics/Equipment: Vehicle Radio
 Crew Members (positions):
 Driver (compartment)

Commander (compartment)

Passengers: 9 Cargo Capacity: 75
 Cargo Weight: 4000 lbs Availability: (Uncommon)
 Price: Military Issue

Notes: An APC used by U.S. Mech forces, each vehicle carrying one squad. The M-113 is also the standard APC of the Canadian Forces.

M-577

Classification: APC Skill Used: DHE APC
 Maximum Speed: Land: 50 mph Water: 5 mph
 Cruising Speed: Land: 25 mph Water: 5 mph
 Structure: .621 Size (Weight): 180 (22,000)
 Armor Values: Front: 90 Rear: 45 Sides: 45 Top: 30 Bottom: 30
 Operating Range: 275 miles Reliability: 90
 Fuel Capacity: 90 Fuel Type: Diesel
 Maintenance Skill: Vehicle Repair Skill: Mechanic, Diesel
 Weapons: .50 cal. HMG
 Electronics/Equipment: Vehicle Radio
 Crew Members (positions):
 Driver (compartment)
 Commander (compartment)
 Passengers: 6 Cargo Capacity: 75
 Cargo Weight: 4000 Availability: (Uncommon)
 Price: Military Issue

Notes: The command version of the M-113 APC. The M-577 features slightly larger passenger areas, additional communications equipment, and similar features.

M-1A1/E1

Classification: MBT Skill Used: DHE Tank
 Maximum Speed: Land: 60 mph Water: 5 mph
 Cruising Speed: Land: 35 mph Water: 5 mph
 Structure: 6.90 Size (Weight): 400 (110,000)
 Armor Values: Front: 540 Rear: 180 Sides: 360 Top: 180 Bottom: 90
 Operating Range: 290 miles Reliability: 90
 Fuel Capacity: 500 Fuel Type: Diesel (but can use gas)
 Maintenance Skill: Vehicle Repair Skill: Mechanic, Diesel
 Weapons: 105 mm gun (STB) (M-1)
 120 mm gun (STB) (M-1A1, M-1E1)
 .50 cal HMG
 MAG 7.62mm MG
 MAG 7.62 mm MG co-ax
 Electronics/Equipment: Vehicle Radio, Ballistics Computer
 Crew Members (positions):
 Driver (compartment)
 Commander (turret)
 Gunner (turret)
 Loader (turret)
 Passengers: 0 Cargo Capacity: 25
 Cargo Weight: 1550 lbs Availability: (Uncommon)
 Price: Military Issue

Notes: Newest MBT family in the U.S. arsenal, the M-1 tank is distinguished by an exceptionally large, rectangular turret. The weapons are all turret mounted, and the turret armor is the same as the hull armor.

M-60A3

Classification: MBT Skill Used: DHE Tank
 Maximum Speed: Land: 35 mph
 Cruising Speed: Land: 25 mph
 Structure: 3.90 Size (Weight): 375 (90,000)
 Armor Value: Front: 360/405 Rear: 90/90 Sides: 180/225 Top: 90 Bot: 45
 Operating Range: 250 Miles Reliability: 80
 Fuel Capacity: 350 Fuel Type: Diesel
 Maintenance Skill: Vehicle Repair Skill: Mechanic, Diesel
 Weapons: 105 mm gun (STB)
 .50 cal HMG
 7.62 mm MG
 Electronics/Equipment: Vehicle Radio, IR Main Gun Sight
 Crew Members (positions):
 Driver (compartment)
 Commander (turret)
 Gunner (turret)
 Loader (turret)

Passengers: 0
Cargo Weight: 1250 lbs.
Price: Military Issue

Cargo Capacity: 20
Availability: (Uncommon)

Notes: An older but still standard MBT in the U.S. Army and Marines, the M-60A3 is being replaced in front line units by the M-1 family. The HMG is mounted in a cupola/turret at the commander's position, other weapons are turret mounted.

M-551 Sheridan

Classification: Light Tank
Maximum Speed: Land: 45 mph
Cruising Speed: Land: 30 mph
Structure: 1.40
Armor Values: Front: 135 Rear: 45 Sides: 90 Top: 45 Bottom: 30
Operating Range: 375 miles
Fuel Capacity: 200
Maintenance Skill: Vehicle
Weapons: 152mm gun (STB)
.50 cal HMG
M-60 GPMG (optional)
Electronics/Equipment: Vehicle Radio
Crew Members (positions):
Driver (compartment)
Commander (turret)
Gunner (turret)
Loader (turret)

Skill Used: DHE Tank
Size (Weight): 300 (35,000)
Reliability: 75
Fuel Used: Diesel
Repair Skill: Mechanic, Diesel

Passengers: 0
Cargo Weight: 1000 lbs
Price: Military Issue

Cargo Capacity: 20
Availability: (Uncommon)

Notes: A light tank employed in armored battalions attached to Airborne units, and thus likely to be encountered in a raid or airdrop assault role. Turret and hull armor values are the same. Guns are turret-mounted.

M-5 Stingray

Classification: Light Tank
Maximum Speed: Land: 50 mph
Cruising Speed: Land: 30 mph
Structure: 1.71
Armor Values: Front: 180 Rear: 90 Sides: 90 Top: 45 Bottom: 30
Operating Range: 375 miles
Fuel Capacity: 200
Maintenance Skill: Vehicle
Weapons: 105 mm gun (STB)
.50 cal HMG
Electronics/Equipment: Vehicle Radio
Crew Members (positions):
Driver (compartment)
Commander (turret)
Gunner (turret)
Loader (turret)

Skill Used: DHE Tank
Size (Weight): 300 (35,000)
Reliability: 90
Fuel Type: Diesel
Repair Skill: Mechanic, Diesel

Passengers: 0
Cargo Weight: 1000 lbs.
Price: Military Issue

Cargo Capacity: 20
Availability: (Uncommon)

Notes: A light tank attached to Light Infantry divisions. Weapons are all turret-mounted, and all turret and hull armor values are the same.

Leopard IA3

Classification: MBT
Maximum Speed: Land: 40 mph
Cruising Speed: Land: 25 mph
Structure: 5.35
Armor Values: Front: 495 Rear: 135 Sides: 225 Top: 135 Bottom: 75
Operating Range: 375 miles
Fuel Capacity: 500
Maintenance Skill: Vehicle
Weapons: 105 mm Gun (STB)
MG-2 GPMG x 2
Electronics/Equipment: Vehicle Radio
Crew Members (positions):
Driver (compartment)
Commander (turret)
Gunner (turret)
Loader (turret)

Skill Used: DHE Tank
Size (Weight): 375 (87,100)
Reliability: 90
Fuel Type: Diesel
Repair Skill: Mechanic, Diesel

Passengers: 0
Cargo Weight: 1250 Lbs
Price: Military Issue

Cargo Capacity: 25
Availability: (scarce)

Notes: One of the staple Main Battle Tanks of the Bundeswehr, and used by the Canadian Army. The weapons are turret-mounted, and the turret and hull armor is identical.

Leopard II

Classification: MBT
Maximum Speed: Land: 45 mph
Cruising Speed: Land: 25 mph
Structure: 6.75
Armor Values: Front: 540 Rear: 135 Sides: 270 Top: 135 Bottom: 75
Operating Range: 300
Fuel Capacity: 500
Maintenance Skill: Vehicle
Weapons: 120mm Gun (STB)
2 x MAG 7.62mm MG
Electronics/Equipment: Vehicle Radio, Ballistic Computer
Crew Members (positions):
Driver (compartment)
Commander (turret)
Gunner (turret)
Loader (turret)

Skill Used: DHE Tank

Size (Weight): 410 (120,000)
Reliability: 90
Fuel Type: Diesel
Repair Skill: Mechanic, Diesel

Passengers: 0
Cargo Weight: 1250 lbs
Price: Military Issue

Cargo Capacity: 25
Availability: (scarce)

Notes: The primary battle tank of Germany, the Netherlands, Belgium, Denmark, Australia, Canadian Forces, and Italy (known there as the Lion). Weapons are turret-mounted, and hull/armor values are the same. The main gun is interchangeable with that of the M-1A1/E1 Abrams, and uses the same ammunition.

Centurion

Classification: MBT
Maximum Speed: Land: 30 mph
Cruising Speed: Land: 15 mph
Structure: 5.80
Armor Values: Front: 450 Rear: 90 Sides: 270 Top: 90 Bottom: 45
Operating Range: 150 miles
Fuel Capacity: 100
Maintenance Skill: Vehicle
Weapons: 105mm Gun
MAG 7.62mm MG
Electronics/Equipment: Vehicle Radio
Crew Members (positions):
Driver (compartment)
Commander (turret)
Gunner (turret)
Loader (turret)

Skill Used: DHE Tank

Size (Weight): 390 (110,000)
Reliability: 80
Fuel Type: Diesel
Repair Skill: Mechanic, Diesel

Passengers: 0
Cargo Weight: 1500 lbs
Price: Military Issue

Cargo Capacity: 25
Availability: (scarce)

Notes: A venerable but dependable British-built MBT, the Centurion continues to find employment in Canadian service. Both weapons are turret-mounted, and hull/turret AV's are the same.

Scorpion

Classification: Light Tank
Maximum Speed: Land: 55 mph
Cruising Speed: Land: 30 mph
Structure: .470
Armor Values: Front: 45 Rear: 45 Sides: 45 Top: 45 Bottom: 30
Operating Range: 250 miles
Fuel Capacity: 100
Maintenance Skill: Vehicle
Weapons: 76mm Gun
MAG 7.62mm MG
Electronics/Equipment: Vehicle Radio
Crew Members (positions):
Driver (compartment)
Commander (turret)
Gunner (turret)

Skill Used: DHE Tank

Size (Weight): 175 (17,500)
Reliability: 85
Fuel Type: Diesel
Repair Skill: Mechanic, Diesel

Passengers: 0

Cargo Capacity: 20

Cargo Weight: 1000 lbs Availability: (scarce)
Price: Military Issue

Notes: A light tank developed by the British, the Scorpion is used by the Canadians. A second variation, the Scimitar, is identical except that it has a 30mm autocannon. Both weapons are turret-mounted, and the hull/armour AV's are the same.

Lynx

Classification: Armored Car	Skill Used: DLV AC
Maximum Speed: Land: 55 mph	Water: 5 mph
Cruising Speed: Land: 35 mph	Water: 5 mph
Structure: 1.05	Size (Weight): 200 (43,000)
Armor Values: Front: 45 Rear: 45 Sides: 45 Top: 45 Bottom: 30	
Operating Range: 350 miles	Reliability: 90
Fuel Capacity: 100	Fuel Type: Diesel
Maintenance Skill: V ehicle	Repair Skill: Mechanic, Diesel
Weapons: 20mm Autocannon	
MAG 7.62mm MG	
Electronics/Equipment: Vehicle Radio	
Crew Members (positions):	
Driver (compartment)	
Rear Driver (compartment)	
Gunner (turret)	
Commander (turret)	
Passengers: 0	Cargo Capacity: 18
Cargo Weight: 750 lbs	Availability: (scarce)
Price: Military Issue	

Notes: A reconnaissance vehicle used by several NATO powers, including Canada. Weapons are all turret-mounted, and AV's for hull and turret are identical. The vehicle's Rear Driver can drive the vehicle backwards without added difficulty at need.

Cobra AH-1G

Classification: Helicopter	Skill Used: Pilot Helicopter
Maximum Speed: Air: 190 mph	
Cruising Speed: Air: 140 mph	
Structure .280	Size (Weight): 500 (6100)
Armor Values: Front: 15 Rear: 10 Sides: 15 Top: 10 Bottom: 10	
Operating Range: 350 miles	Reliability: 85
Fuel Capacity: 225	Fuel Type: Avgas
Maintenance Skill: Aircraft	Repair Skill: Mechanic, Aircraft
Weapons: 76 (4 x 19) 2.75 inch rockets	
1 x Minigun	
Electronics/Equipment: Vehicle Radio, Air Search Radar	
Crew Members (positions):	
Pilot (cockpit)	
Gunner (cockpit)	
Passengers: 0	Cargo Capacity: 10
Carg Weight: 500 lbs	Availability: (unusual)
Price: Military Issue	

Notes: The Minigun is rated as a 7.62 NATO Medium MG with a 4000 rd drum magazine and a rate of fire of 4000 rounds per minute.

Variants of the design replace the rockets with a second Minigun, an XM grenade launcher, or a 20mm Vulcan. Some models carry no Miniguns, and 2 x XM grenade launchers.

Cobra AH-1S

Classification: Helicopter	Skill Used: Pilot Helicopter
Maximum Speed: Air: 140 mph	
Cruising Speed: Air: 120 mph	
Structure: .280	Size (Weight): 500 (7300)
Armor Values: Front: 15 Rear: 10 Sides: 15 Top: 10 Bottom: 10	
Operating Range 275 miles	Reliability: 85
Fuel Capacity: 225	Fuel Type: Avgas
Maintenance Skill: Aircraft	Repair Skill: Mechanic, Aircraft
Weapons: 8 x TOW II AT missiles	
1 x 20mm autocannon	
Electronics/Equipment: Vehicle Radio, Air/ground Search Radar	
Crew Members (positions):	
Pilot (cockpit)	
Gunner (cockpit)	
Passengers: 0	Cargo Capacity: 10
Cargo Weight: 500 lbs.	Availability: (unusual)
Price: Military Issue	

Notes: The anti-tank version of the Cobra. Some versions are modified to carry Hellfire AT missiles or Sidewinder AA missiles.

Apache AH-64A

Classification: Helicopter	Skill Used: Pilot Helicopter
Maximum Speed: Air: 190 mph	
Cruising Speed: Air: 150 mph	
Structure: 610	Size (Weight): 550 (11,200)
Armor Values; Front: 20 Rear: 10 Sides: 20 Top: 10 Bottom: 45	
Operating Range: 380 miles	Reliability: 90
Fuel Capacity: 225	Fuel Type: Avgas
Maintenance Skill: Aircraft	Repair Skill: Mechanic, Aircraft
Weapons: 30mm Chain Gun (STB)	
16 (4 x 4) Hellfire AT missiles or	
76 (4 x 19) 2.75 inch rockets	
2 x Sidewinder AA missiles (optional) or	
2 x 4 Air Stinger AA missiles (optional)	
Electronics/Equipment: Vehicle Radio, Air/Ground Search Radar, Laser target designator	
Crew Members (positions):	
Pilot (cockpit)	
Gunner (cockpit)	
Passengers: 0	Cargo Capacity: 0
Cargo Weight: 0	Availability: (uncommon)
Price: Military Issue	

Notes: The ultimate U.S. gunship. Pylons have four hardpoints, which can be used for either Hellfire racks or 2.75 inch rocket racks, in any combination. AA missiles are carried on pylon tips. Hellfires can be fired by Apache and designated by laser designator on another gunship, or on a ground mount somewhere else, as long as the target is within line of sight of the designator.

UH-1H Huey

Classification: Helicopter	Skill Used: Pilot Helicopter
Maximum Speed: Air: 160 mph	
Cruising Speed: Air: 125 mph	
Structure: 400	Size (Weight): 500 (5200)
Armor Values: Front: 10 Rear: 10 Sides: 10 Top: 5 Bottom: 5	
Operating Range: 318 miles	Reliability: 85
Fuel Capacity: 300	Fuel Type: Avgas
Maintenance Skill: Aircraft	Repair Skill: Mechanic, Aircraft
Weapons: 2 x M-60 GPMG doorguns	
Electronics/Equipment: Vehicle Radio, Searchlight (optional)	
Crew Members (positions):	
Pilot (cockpit)	
Copilot (cockpit)	
Crew Chief (compartment)	
Passengers: 8	Cargo Capacity: 100
Cargo Weight: 3800 lbs	Availability: (uncommon)
Price: Military Issue	

Notes: A commonly used, lightly armed transport helicopter.

UH-60A Blackhawk

Classification: Helicopter	Skill Used: Pilot Helicopter
Maximum Speed: Air: 200 mph	
Cruising Speed: Air: 150 mph	
Structure: 425	Size (Weight): 600 (10,900)
Armor Values: Front: 10 Rear: 10 Sides: 10 Tpo: 5 Bottom: 5	
Operating Range: 373 miles	Reliability: 90
Fuel Capacity: 300	Fuel Type: Avgas
Maintenance Skill: Aircraft	Repair Skill: Mechanic, Aircraft
Weapons: 2 x M-60 GPMG door guns	
2 x 19 2.75 inch rockets (optional) or	
2 x 4 Hell fire AT missiles (optional)	
Electronics/Equipment: Vehicle Radio, Laser target designator (optional)	
Crew Members (positions):	
Pilot (cockpit)	
Copilot (cockpit)	
Crew Chief (compartment)	
Passengers: 14	Cargo Capacity: 100
Cargo Weight: 5600 lbs	Availability: (Uncommon)
Price: Military Issue	

Notes: A newer armed utility transport/assault helicopter used by U.S.

forces. Rocket pods or Hellfires can be carried on optional, removable pylons, as can auxiliary fuel tanks that can effectively double the range.

OH-6a Kiowa

Classification: Helicopter	Skill Used: Pilot Helicopter
Maximum Speed: Air: 175 mph	
Cruising Speed: Air: 130 mph	
Structure: .091	Size (Weight): 300 (800)
Armor Values: Front: 5 Rear: 5	Sides: 5 Top: 5 Bottom: 5
Operating Range: 350 miles	Reliability: 90
Fuel Capacity: 70	Fuel Type: Avgas
Maintenance Skill: Aircraft	Repair Skill: Mechanic, Aircraft
Weapons: 1 x M-60 GPMG	
1 x XM Grenade Launcher	
Electronics/Equipment: Vehicle Radio, Searchlight (optional)	
Crew Members (positions):	
Pilot (cockpit)	
copilot (cockpit)	
Passengers: 2	Cargo Capacity: 75
Cargo Weight: 160 lbs	Availability: (uncommon)
Price: Military Issue	

Notes: A small scout helicopter used by the U.S. Army.

Outboard Raft

Classification: Small Boat	Skill Used: BH Small
Maximum Speed: Water: 25 mph	
Cruising Speed: Water: 20 mph	
Structure: .004	Size (Weight): 50 (125)
Armor Values: Front: 1 Rear: 1	Sides: 1 Top: 1 Bottom: 1
Operating Range: 25 miles	Reliability: 75
Fuel Capacity: 5	Fuel Type: Gasoline
Maintenance Skill: Marine	Repair Skill: Mechanic Marine
Weapons: None	
Electronics/Equipment: None	
Crew Members (positions):	
Helmsman (helm)	
Passengers: 9	Cargo Capacity: 10
Cargo Weight: 50 lbs	Availability: Common
Price: \$1100.00	

Notes: This is the 10-man raft from the equipment section fitted with a heavy-duty outboard motor

Speedboat

Classification: Power Boat	Skill Used: BH Power
Maximum Speed: Water: 40 mph	
Cruising Speed: Water: 25 mph	
Structure: .025	Size (Weight): 250 (2500)
Armor Values: Front: 2 Rear: 2	Sides: 2 Top: 2 Bottom: 2
Operating Range: 150 miles	Reliability: 85
Fuel Capacity: 30	Fuel Type: Gasoline

Maintenance Skill: Marine	Repair Skill: Mechanic, Marine
Weapons: None	
Electronics/Equipment: Searchlight	
Crew Members (positions):	
Helmsman (helm)	
Passengers: 5	Cargo Capacity: 20
Cargo Weight: 250 lbs	Availability: Common
Price: \$25,000.00	

Notes: Typical 18-20 foot motorboat, sleeps two in comfort.

Small Cabin Cruiser

Classification: Power Boat	Skill Used: BH Power
Maximum Speed: Water: 25 mph	
Cruising Speed: Water: 20 mph	
Structure: .080	Size (Weight): 600 (5000)
Armor Values: Front: 3 Rear: 3	Sides: 3 Top: 3 Bottom: 3
Operating Range: 125 miles	Reliability: 85
Fuel Capacity: 50	Fuel Type: Gasoline
Maintenance Skill: Marine	Repair Skill: Mechanic, Marine
Weapons: None	
Electronics/Equipment: Searchlight, CB Radio	
Crew Members (positions):	
Helmsman (helm)	
Passengers: 8	Cargo Capacity: 50
Cargo Weight: 750 lbs	Availability: Common
Price: \$50,000.00	

Notes: Typical 22-35 foot long cabin cruiser. Sleeps four in comfort.

Large Cabin Cruiser

Classification: Power Boat	Skill Used: BH Power
Maximum Speed: Water: 30 mph	
Cruising Speed: Water: 20 mph	
Structure: .180	Size (Weight): 900 (12,000)
Armor Values: Front: 4 Rear: 4	Sides: 4 Top: 4 Bottom: 4
Operating Range: 200 miles	Reliability: 85
Fuel Capacity: 100	Fuel Type: Diesel/Gasoline
Maintenance Skill: Marine	Repair Skill: Mechanic, Marine
Weapons: None	
Electronics/Equipment: Searchlight, CB Radio	
Crew Members (position):	
Helmsman (helm)	
Passengers: 12	Cargo Capacity: 75
Cargo Weight: 1500 lbs	Availability: Uncommon
Price: \$75,000.00	

Notes: Typical 35-60 foot long cabin cruiser. Sleeps five in comfort.

15. LARGE SCALE COMBAT

The Personal Combat rules earlier in this book provide a highly detailed method for the resolution of battles involving relatively small numbers of people on each side. These rules emphasize realism and an intensive involvement by players in the moment-to-moment decisions their characters must make to stay alive in a firefight.

When large numbers of combatants take part in a battle, however, the high detail of the normal combat rules becomes something of a liability to the smooth flow of the action. A simplified combat system can and should be employed to resolve such engagements. This can be done through the use of a set of miniatures rules for modern combat, or through a special abstract system detailed later in this chapter. Either approach will offer its own strengths and weaknesses.

15.1 SUDDEN THUNDER

Sudden Thunder is the title of FGU's set of miniatures rules for modern combat. It is designed to provide a detailed overview of warfare in the world today, involving the latest in hardware, tactics, and other military developments. The game gives its own complete rules and statistics for many of the same elements found in *Freedom Fighters*, and conversion from one system to another will become fairly simple with practice.

It is important to remember, however, that *Sudden Thunder* is a set of miniatures rules, intended for general wargaming rather than just for role-playing situations. As such, it has a different thrust and emphasis which should be borne in mind when using the game to resolve *Freedom Fighters* adventure situations.

The principle advantages of using *Sudden Thunder* revolve around the realism of miniatures gaming. With *Sudden Thunder*, there is a detailed framework of combat rules (albeit less demanding than the rules required for role-playing a battle) which bring contemporary warfare to life. This is further enhanced by the use of miniature figurines and vehicles, terrain, and other paraphernalia to create a very convincing flavor for all participants.

On the other hand, as a miniatures game *Sudden Thunder* has certain potential handicaps that may interfere with its use in conjunction with *Freedom Fighters*, especially for those who have never used a miniatures system before. For one thing, it is designed as a competitive game between two opposing sides, so the Gamemaster should run one side (the opponents) and referee all hidden movement. A disadvantage for novices is the time and expense involved in creating the battlefields, buying and painting miniatures, and so on. *Sudden Thunder* provides an excellent and highly realistic alternative to the *Freedom Fighters* Personal Combat rules, but the potential problems faced by novices may cause some players and Gamemasters to seek out the alternative covered in this chapter.

15.2 ABSTRACT COMBAT

This chapter discusses a method of Abstract Combat which provides a playable alternative to the standard combat rules and also deals with certain factors that *Sudden Thunder* was not designed to handle. It does so, however, at a considerable sacrifice in detail, accuracy, and visual impact.

These rules feature a system of flexible scale which permits the Gamemaster to regulate the ebb and flow of battles of virtually any size, from a meeting engagement involving a handful of men on each side up to a campaign that covers the better part of a continent. Thus, the Gamemaster can use this system not only to resolve battles, but also handle the background activities of an entire campaign. The rules are easily used solitaire, with one player-side, or with two groups of players on opposing sides, so the Gamemaster can use them in a variety of ways. Also, the system is less elaborate in its required components than miniatures rules; a sketch map, a handful of record sheets and any assortment of tokens, figures, counters, or other symbols (even, in a pinch, pencil marks or erasable grease pencils on acetate) will do to regulate the game.

The primary disadvantage of these Abstract Combat rules is the fact that they are abstract. Movement, combat, terrain, and other factors are much less effectively portrayed than is possible in miniatures rules. The simple components used for abstract combat also detract somewhat from the realism of the game. Thus, the Gamemaster must weigh the merits and handicaps of each approach with an eye to choosing the Large-Scale combat rules which will best resolve a given engagement. The ideal choice may not always be the same from one battle to the next.

15.3 AN OVERVIEW OF ABSTRACT COMBAT

To make use of the Abstract Combat rules in the resolution of a battle, the Gamemaster must establish the overall situation (location, terrain, units involved, etc.) in accordance with the needs of the adventure or campaign. One or more copies of the Abstract Combat Grid (a separate sheet included in this package) is used to create a map of the field of battle. Scale is variable; the size of the largest unit involved will dictate a scale of distance and time to be used in resolving the conflict. (See Preparing for Battle.)

Under normal circumstances, the Gamemaster will control all forces of one side in a battle, while the various players will control their own characters plus any NPCs who are attached to units under their command. When several player-characters are assigned to a single unit, one of them controls the unit, but each other player-character has the option to leave the unit and go off on his own.

A unit consists of one or more characters or vehicles. The size of units used depends upon the situation, and can range from a single person up to an Army Group. For this game, units will usually range from individuals up to platoons, companies, or possibly battalions; larger formations should only be used (and then with considerable Gamemaster intervention) to create an overall campaign backdrop in which characters are involved only peripherally.

Units are assigned subordinate units (into which they may break up at will, as when a platoon breaks down into individual squads). They are rated according to their strength (number of men and/or vehicles), attack capabilities in five distinct areas (melee, fire, heavy weapons, artillery, and anti-aircraft), ability to maneuver, responsiveness to command, and endurance. Each unit is also assigned a Quality which dictates how well the unit behaves under pressure. Other various capabilities are also added based on these basic abilities.

Abstract Combat is resolved in turns, which can be as short as a minute or as long as a month. Units adopt specific formations and are assigned a set of orders, factors which can only change by the successful exercise of Command Control. Movement must conform to the orders given to the unit, and is limited by the terrain class and the unit's formation. As it moves, a unit may come under fire, and have the opportunity to fire itself, several different times. Units which move into a square occupied by an enemy have an enhanced lethality in combat, but it is necessary to establish whether or not the two forces come into contact and, if so, the percentage of each force (based on formation and map scale) which actually do engage.

Combat involves the application of a basic combat number, modified by unit quality and the percentage of forces which engage, against the 'strength' (number of men or vehicles, modified by terrain and/or vehicle type) of the defender. This causes casualties, and casualties in turn can cause the defender to suffer a morale loss.

Over the course of several such turns, the battle will be resolved as one side or the other achieves its objectives or breaks due to casualties, morale, or a decision by the commander to end the battle.

15.4 COMBAT UNITS

The core of the Abstract Combat System is the use of various distinct combat units. Because of the inherent flexibility of these rules, almost any type of combat unit can be created and run, with the possible variations of size, armament, and unit type making the system

ideal for the resolution of battles involving disparate numbers, as well as for more conventional engagements.

15.4.1 The Combat Unit Record

Each combat unit which appears in action should have a Combat Record Sheet filled out. This sheet shows the unit's various statistics and abilities. The two sides in a battle will each have one or more Main Units, and each of these will have on or more Subunits; record sheets on all of these should be available. The record sheet keeps track of current strength, morale, endurance, and other special abilities.

Unit records contain the information noted below:

Unit Type: The most common units to be encountered in *Freedom Fighters* battles will be Light Infantry, Mechanized Infantry, Armor, or AirCav. Other unit types, such as Artillery, Engineers, Support, Service, and so on could be encountered, but are not usually involved in front-line combat.

Unit Size: This classifies the unit in terms of a generic label (such as 'squad' or 'platoon', and, more importantly, a size code which is used whenever unit size plays a part in combat calculations. Codes range from A (a lone soldier) up to J (an Army Group).

Unit Strength: This is the actual number of individuals (or individual vehicles) in the unit. When building a unit from scratch (such as a partisan force), strength can vary wildly within a single Unit Size code; regular military units normally have a set strength. Mechanized units have both a troop strength and a vehicle strength, which come into play according to whether the troops are mounted or dismounted.

Unit Composition: The unit record sheet provides spaces to list the number of men or vehicles in the unit who are equipped with specific types of weapons. There is also space to note the percentage of the overall force which is armed with this type of weapon, to enable the Gamemaster to allocate casualties fairly.

Sticklers for accuracy can refigure the casualty percentage after each casualty is taken; it is allowable to leave the percentage unchanged throughout the battle.

Combat Multiples: These are listed opposite the Composition entries, and show the basic combat factor for each type of weapon present in the unit for each of five attack types — Mellee, Fire, Heavy Weapons, Artillery, and Anti-Aircraft. These combat multiples show the 'attack factor' of one person armed in the manner shown.

Unit Quality: This entry represents the level of training and experience in the unit as a whole. It directly corresponds to the Quality used in creating NPCs, so that individual soldiers from the unit can be generated as NPCs if a need for this arises. A Quality Rating (number) is also assigned.

Maneuver Number: The Maneuver Number is a representation of the speed and organization of the unit, and is used to determine how far a unit can move each turn and how likely it is to move through any particular terrain or area.

Command Control Rating: This is a measure, based on unit quality and the skill level of the side's Commanding Officer in some appropriate type of Tactics skill, of the CO's ability to issue orders to the unit. Some forces are easy to perform in ways their commander would prefer not to see.

Tactical Doctrine: Drawn directly from unit quality, Tactical Doctrine shows the action the unit is most likely to adopt when not given specific orders to the contrary or when forced by certain morale effects to override orders normally given.

Endurance: The Endurance Number is a continually changing rating which shows how much punishment the unit can absorb (in terms of movement and heavy fighting) before its troops become exhausted and unable to perform effectively. It decreases with movement and melee combat, and increases as a result of rest.

15.4.2 Creating Combat Units

Main Units and Subunits are created by the Gamemaster and the players prior to any major military engagement. The Gamemaster would be well advised to have a number of unit records already partly or completely filled out for units which are likely to be encountered in the adventure or campaign (both enemy forces and friendly troops not under the command of the players themselves). The players may wish to do much the same thing, organizing their guerrilla unit as well as they can into a 'standard' force that can quickly be adapted when fighting breaks out to any special conditions.

For regular combat units, standard unit record data is provided either in this set of rules (for U. S. forces up to battalion size) or in appropriate Background Booklets (as with Soviet forces in *The Red Tide*). Although some aspects will still need to be thrown in, these prepared listings do a great deal to ease the Gamemaster's burden in creating military units with whom the freedom fighters may become involved.

The actual process of unit creation is outlined below. Each main unit and subunit should be created as shown here. As play proceeds, it may be necessary to briefly halt play to draw up the records for new subunits (when a subunit platoon detaches squads, for example), or for reinforcements.

Unit Type: Unit Type is quite straightforward. Units which fight entirely on foot are Light Infantry. Those which are transported by protected vehicles, but still usually fight on foot are Mechanized Infantry. Units fighting entirely from armored vehicles are Armor, while those transported entirely by or fighting from helicopters are AirCav. Other unit types will be equally self-explanatory.

Unit Size: The number of men or vehicles in a unit determines its size. The Size Chart shows the number of men or vehicles present in a unit of a given size, and gives the Size Code for such a unit. The number and sizes of any subunits of this unit should be noted in the Notes section of the record sheet. Subunits must always be one Size Code smaller (maybe more) than the unit being recorded, so that a platoon can be composed only of individuals, squads, or sections, or a battalion of anything in size up to a company.

When establishing unit size, the number of men present must fall into the range shown for the unit. Subunits must do the same. Choice of subunit sizes should follow the principles of sound organization: a given unit should have no more than 3 - 5 subunits or command control (and game paper work) become untenable. In abstract combat, individuals should be broken off as 'subunits' only when they are major characters or (sometimes) NPCs. Unless there is a player to control the individual, there should be no one-man subunits running around on the game board.

Unit Strength: Strength is the actual number of men present. For Armored and AirCav units, it is the number of vehicles present. Mechanized Infantry should have two records made, one showing statistics while mounted, and the other dismounted.

Unit Composition: A set of TO & Es is provided for regular army forces in appropriate background sections. These show the number of men and their armaments in each possible subunit up to battalion level (higher units are easily extrapolated).

When creating a unit from scratch, the number of people and their individual weapons must be determined separately for each new unit. The Gamemaster can simply state this data, or it can be derived from a knowledge of the persons and equipment available to the player characters and their followers. Each line on the Unit Composition section of the chart gives information on a different type of weapon used in the unit being created. In the column marked 'Strength', the number of people armed with this weapon (or, for heavy weapons or vehicles with crews of more than one, the number of weapons or vehicles of this type) is listed.

Some heavy weapons require crews (see the Abstract Weapons Chart). One member of each crew is considered the 'gunner'; all other crew members for the weapon are 'loaders' and are listed on the unit composition data as 'melee armed'. Such troopers cannot take part in active fighting, except to melee. If a crew-served weapon lacks sufficient persons allocated to a loader crew, it's combat multiples are halved.

Combat Multiples: The unit composition section of the record sheet also includes space for five different Combat Multiples. The Abstract Weapons Chart and the AFV Chart gives the Combat Multiples which are filled in opposite an entry for a particular weapon or vehicle. These entries show the combat factor for one weapon or vehicle of the type shown under ideal conditions. When resolving combat, the number is manipulated to reflect the number of persons using the weapon, the percent engaged, the quality of the unit, and other influences.

Unit Quality: In most cases, the Quality of any particular unit is found by rolling 1D100 (with certain modifiers) on the Unit Quality Table. The Quality Rating is then entered as shown. If all members of a unit are player-characters or NPCs, the Quality Rating of the unit is the average of each person's Combat Skill Rating.

When a unit of a given quality breaks into subunits, the Quality of the original unit becomes the Quality of either the HQ or (Gamemaster's discretion) of any one other subunit. Other Qualities must be rolled up fresh, but subunit Qualities may never be more than 2 levels lower or 1 level higher than the original unit quality. (Results outside these bounds are set to the nearest allowable Quality.)

Maneuver Number: Each unit has a Maneuver Number based on its strength and type. This is drawn from pre-provided data for established military units, or from the Abstract Unit Table for units being created from scratch. In the latter case, find the unit type and size on the chart and read across to the column head 'man'. Dismounted Mechanized Infantry uses the information given for regular infantry, while mounted Mech Infantry (or the vehicles working alone while troops are dismounted) uses the Mechanized Infantry data given.

ABSTRACT UNITS TABLE

Unit	Code	Man	Com Con	End	No. Men	No. Vehicles
Infantry						
Individual	A	20	80	20	1	0
Squad	B	20	80	20	2-20	0
Section/Fire Team	B	20	80	20	2-20	0
Platoon	C	18	70	25	20-60	0
Company	D	15	60	30	60-200	0
Battalion	E	12	50	35	100-600	0
Mech Infantry						
Individual	A	20	80	20	—	0
Squad	B	40	80	50	2-20	1-2
Section/Fire Team	B	40	80	50	2-20	2-4
Platoon	C	36	70	60	20-60	4-10
Company	D	32	60	70	60-200	40-70
Battalion	E	28	50	80	200-600	40-70
Armor						
Squad	A/B	30	80	50	—	1
Platoon/Section	C	27	70	60	—	1-5
Company	D	24	60	70	—	5-20
Battalion	E	21	50	80	—	20-80
AirCav						
Squad	A/B	70	80	75	—	1
Platoon	C	65	70	90	—	2-4
Troop	D	60	60	105	—	7-13
Squadron	E	55	50	120	—	21-40
Higher Units						
Inf. Brigade	F	10	40	40	600-4000	—
Mech Brigade	F	25	40	90	600-4000	240-450
Armor Brigade	F	18	40	90	—	80-300
Cav Regiment	F	50	40	135	—	125-250
Inf. Division	G	8	30	50	4000-12,000	—
Mech Division	G	22	30	100	—	750-1500
Armor Division	G	15	30	100	—	250-1000
Corps	H	6	25	75	12,000-25,000	750+
Army	I	4	20	100	25,000-50,000	1500+
Army Group	J	2	15	125	50,000+	3000+

Abstract Weapons Table

Weapon	Crew	Melee	Fire	HW	Arty	AA
Revolver	1	2	1	0	0	0
Autopistol	1	2	4	0	0	0
Rifle	1	2	5	0	0	0
Assault Rifle	1	2	10	0	0	0
SMG	1	2	7	0	0	0
Machinegun	1	2	30	0	0	0
Shotgun	1	2	15	0	0	0
Auto Shotgun	1	2	20	0	0	0
Grenade Launcher	1	1	0	20	0	0
Rocket Launcher	1	1	0	100	0	10
Flamethrower	1	1	10	0	0	0
Lt. Mortar	2	2	0	50	5	0
Med. Mortar	3	3	0	75	8	0
Hvy. Mortar	5	5	0	100	10	0
Recoilless Rifle	2	2	0	100	0	0
Bow	1	1	1	0	0	0
Melee Weapon	1	2	0	0	0	0
Unarmed	1	1	0	0	0	0
Autocannon	Vehicle 0	0	0	50	5	5
Hvy. Rocket	Vehicle 0	0	0	200	20	20
Lt. Field Gun	Vehicle 0	0	0	75	75	0
Med. Field Gun	Vehicle 0	0	0	100	100	0
Hvy. Field Gun	Vehicle 0	0	0	150	150	0

Abstract Vehicle Chart

Vehicle	Melee	Fire	HW	Arty	AA	Type
M-1 MBT	(0)	30	150	100	5	MBT
M-60 MBT	(0)	30	100	100	0	MBT
M-5 Lt. Tank	(0)	30	100	100	0	LT
M-551 Lt. Tank	(0)	30	100	100	0	LT
M-2 AFV	(0)	0	450	40	45	APC
M-113 APC	(0)	30	0	0	0	APC
M-150 SPAT	(0)	30	200	20	0	APC
M-577	(0)	30	0	0	0	APC
M-901 SPAT	(0)	30	400	40	0	APC
M-125 AMC	(0)	30	50	5	0	APC
HMMWV	(0)	0	0	0	0	UA
HMMWV-TOW	(0)	0	200	0	0	UA
Centurian	(0)	30	100	100	0	MBT
Leopard IA3	(0)	30	100	100	0	MBT
Leopard II	(0)	30	150	100	0	MBT
Civilian Vehicles	(0)	0	0	0	0	UA
M-3 ACFV	(0)	0	450	40	45	APC
UH-60 Helicopter	(0)	60	0	0	0	Heli
OH-6 Helicopter	(0)	0	0	0	0	Heli
AH-1 Helicopter	(0)	0	800	80	80	Heli
AH-64	(0)	0	850	85	85	Heli
Lynx ARV	(0)	30	50	5	0	AC
Scorpion Lt. Tank	(0)	30	75	75	0	LT

Unit Quality Table

Die Roll

1D100

Quality	Rating	Doctrine	
01-05	Poor	20	Surrender
06-15	Low	30	Avoid
16-30	Mediocre	40	Suppress
31-70	Average	50	Defend
71-85	Fair	70	Fight
86-95	Good	90	Engage
96-00	Excellent	110	Assault

Modifiers:

Regular Army +10
 Elite Army +20
 Marines +30
 National Guard +0
 Partisans -30

Command Control Rating: The Command Control Rating for a regular military unit is established in exactly the same ways as a Maneuver Number is established, using the Command Control column of the data sheet or the Abstract Unit Chart in question.

Tactical Doctrine: The unit's Tactical Doctrine is found while rolling for unit Quality, and entered in the space given on the record sheet.

Endurance: The unit's initial Endurance figure is found in the same manner as Maneuver Numbers and Command Control Ratings, using an Endurance column on the chart or data lists as appropriate. This Endurance Number is the maximum allowed Endurance; no amount of rest can raise a unit's Endurance beyond this ceiling.

The Unit Commander

There will be one or more leaders on each side in an engagement. The Commanding Officer of a given side will be the leader of the largest unit present. For this leader (who accompanies the largest unit's HQ subunit, if any), and for the leaders attached to any other HQs present, it is important to generate Tactical skill ratings.

If the leader in question is an established character, use his Tactics subskill ratings direct from the character record sheet. If not, roll once on the Quality Table for each Tactics subskill, and assign the rating given. DMs are applied to each of these rolls.

Tactics Guerrilla, Tactics Rural, and Tactics Urban skills are all used by leaders of ground combat units. Tactics Aerial is used for leaders of AirCav or other air units. Tactics Naval is used when commanding watercraft. Note each appropriate skill in the spaces provided on the record sheet for the unit containing the leader (only).

15.5 PREPARING FOR BATTLE

When a large scale battle is due to take place, certain procedures are followed by the Gamemaster and the player to prepare for the engagement.

Scale

Scale is designated by the Gamemaster to correspond with the dictates of the situation. The best way to select a scale is to determine the Size Code of the unit which would be formed if all forces on one side were to combine into a single unit, and then find the scale (on the Combat Scale Chart) which shows this unit size as the largest possible unit for that scale. In some cases there will be two choices; choose between these as desired.

The Scale Code then shows what sized units can be deployed, the distance along one side of the squares used in the 8 x 8 square Battle Grid, and the time period consumed by one turn.

Mapping

Once this scale is known, the Gamemaster should produce a map of the area to be fought over. Battle Grids (like the sample included with the game) are used to regulate movement and combat, and are laid out in an 8 x 8 square pattern. Whether maps are made directly onto copies of the grid, or are placed on tracing paper or acetate overlaying a grid, the map should be drawn so that squares regulate movement. Multiple grids can be combined for a map of any size the Gamemaster deems necessary.

Scale dictates distances, and the Gamemaster should be aware of the scale and the kind of terrain that will appear at that scale. For instance, the city of Los Angeles would take up a single square at Scale Code 12; Scale Code 3 would be used if each square was to be roughly equal to a city block. The creek which is significant at Scale-1 disappears at Scale-4 or 5. Other terrain types may assume more or less importance as scale changes.

Terrain features can be filled in with as much detail as the Gamemaster wishes, and certainly from an aesthetic sense, the differences between mountains, woods, lakes, and buildings should be noted. In actual fact, though, only the Terrain Classes used in Book I are of any real importance, and each feature should be coded somehow to show terrain difficulty in these terms. Some features (sheer cliffs, bodies of water, etc.) may also be designated impassable to certain unit types.

At higher scales, terrain tends to become less of a factor, and difficulties decrease. The sheer slopes of Mt. Everest may be a Class IV (or even Impassable) terrain feature, but the Himalayas as a whole are more likely to be Class III or so at the upper ends of the distance scale.

Briefing

When the map has been prepared, and record sheets for all initial units are completed, the Gamemaster should reveal the map to the players. They can be briefed regarding any information they already know, and their objectives for the battle (if they aren't obvious) estab-

lished. Any other elements in the situation that the participants should be aware of are explained at this time.

Deployment

The Gamemaster secretly deploys units under his control, or units on the players' side which begin in certain positions, on the board. Deployment is based on the overall situation the Gamemaster has developed, but one way to regulate his deployment is to designate one row of squares on one side of the board, or any eight contiguous squares in the middle, as the initial deployment area for one side's troops. The Gamemaster notes the coordinates occupied by each unit he deploys, and reveals the positions of any of these which the players will be aware of at the start of the battle before they deploy. Some of this information may be false, if the adventure situation warrants it.

Players now deploy, again within a deployment area specified by the Gamemaster which relates to the situation. It may be that one side or another may begin entirely off the map, entering on one map edge on a turn selected by the Gamemaster. Or an airdrop might allow units to enter anywhere on the board after the battle turns begin.

Each side should secretly note one square on one edge of the board (the Gamemaster designates the edge, but not the exact square, for players to use, and may not use the same map edge for his troops) as that side's 'Withdrawal Point.' Units that break during a battle may be withdrawn from the action through this square. If for any reason no withdrawal point is to be designated (the side is surrounded, for instance), units will surrender when their morale calls for withdrawal.

As units are deployed, the controlling leader should assign a Movement Order, a Combat Order, and a Formation (in accordance with appropriate rules to follow) in the section of the unit record reserved for notes, or on a separate sheet of scratch paper where orders for different units can be recorded together for easier reference. Deployments are revealed simultaneously by placing a counter, pencil mark, or other indicator of position on the chosen square. Units in Class II, III, or IV Terrain need not be revealed unless they move, fire, or come into contact with enemy forces in the course of the battle.

The battle is now ready to begin.

15.6 RESOLVING THE BATTLE

Resolution of the abstract battle follows a rigid sequence of turns in which movement, attacks, morale effects, and other activities are carried out according to the rules that follow.

15.6.1 Sequence of Play

The turn, no matter what scale is used, is resolved in the following manner.

1. Tactical Advantage Phase

For each Headquarters unit on the board on both sides, roll 1D100 and add the result to the appropriate Tactics skill (Urban if the unit is in a city square, Rural in non-city areas, Naval if the unit consists of ships at sea, and Aerial if the unit consists entirely of helicopters or other aircraft; Guerrilla Tactics is never used). The sums are compared and an Advantage Order is established from highest score to lowest score. Ties are resolved by letting the highest base Tactics skill go first; continued ties should be rolled off until an exact Advantage Order is known. Movement is carried out in reverse Advantage Order, while combat is resolved in order of Tactical Advantage. A unit with Tactical Advantage over another unit receives certain bonuses in other aspects of the battle as well.

2. Order Phase

Each unit on the board is issued a Movement Order and a Combat Order. There are also some Special Orders which are possible. The various available orders are explained later in these rules. Orders may be issued by Headquarters, or they may be assigned through the Initiative of individual units, but in either case there is a chance that units will not act as their leaders desire.

Units which do not respond to orders issued from a Headquarters may attempt to use Initiative to issue Movement Orders (only). If neither HQ nor Initiative Orders are followed, the unit's Movement Orders this turn are the same as if followed last turn. Combat Orders can be issued only by an HQ (not through Initiative), and if such orders are not successfully issued, a unit will follow the order which corresponds to its Tactical Doctrine.

See the rules on Command Control for details.

3. Artillery Attack Phase

Units which have an Artillery Combat Multiple may fire (in Tactical Advantage order) on any force within range during this phase. Off-

map artillery, if available, may also be called in. Losses are noted as combat is resolved.

4. Movement Phase

All units move in compliance with their Movement Orders. To move, a unit must compare a 1D100 die roll (DM + the unit's Maneuver Number) to a Terrain Difficulty Number; the unit must win this 'Competition' to leave the square in which it is currently located. After each unit has moved one square (in reverse Advantage Order), they must determine whether they contact enemy forces in the same square (or attempting to cross the same square edge). If the unit is not forced to engage, and has a high enough Maneuver Number (or is making a Forced March) it may attempt to move again. The process continues until all units have been moved as far as possible, or have Voluntarily ceased to move, or have been Contacted by an enemy force.

Contact compares formations (modified by unit Strengths, Tactical Advantage, and terrain) to determine the basic chance of having a unit join in combat with any of the enemy units present in the same square. Contacts are resolved during movement, as forces come together. Failure to come into contact may allow the unit to continue movement and/or avoid taking casualties.

5. Combat Phase

Each force in contact with an enemy must resolve a series of steps outlined below. All steps are resolved for one force before moving on to the next force, with the order of resolution determined by the side with the Tactical Advantage. Each individual conflict follows these steps in the order shown.

Determine Elements in Contact: Each side uses Formation and Unit Size to determine the percentage of each unit in the square which will actually participate in combat. This percentage modifies the Combat Multiples used to compute attack factors. Off-map air support, if available, is also allocated.

Anti-Aircraft Attacks: If either side has aircraft present in the square, attacks against those aircraft are performed by taking the AA Combat Multiple times the Strength of each component with AA weapons times the percentage of the force in contact. The sum of all the unit components with AA Multiples is the AA attack factor. The factor is compared to the Strength of the defending aircraft in the square. This comparison produces a casualty number which is used to determine the number of aircraft destroyed.

Each side resolves one AA attack by each unit present in the square. The resolution of AA attacks is in Tactical Advantage Order.

Heavy Weapons Attacks: As above, but using the Heavy Weapons Combat Multiple against all non-aircraft enemy units (only). Air support from off the map is also resolved as part of this. Each unit present makes one Heavy Weapons attack, resolving them in Tactical Advantage Order. Casualties are taken immediately.

Fire Attacks: The process above is repeated again using the Fire Combat Multiple. Casualties are again noted immediately.

Morale Checks: The number of casualties taken by the unit so far in this turn is divided by the Strength of the unit at the start of the turn, then multiplied by 100. A 1D100 roll less than or equal to this result causes the unit to fail its Morale Check, resulting in a roll on the Failed Morale Table. Failed Morale may cause the unit to behave in various ways, surrendering, retreating, attacking, etc.

Melee Attacks: The combat process is repeated again by all units which have not broken off as a result of melee failures, this time using the Melee Combat Multiple. Casualties are again taken.

Second Morale Check: The new total casualty figure for the round (with melee casualties now added in) is used to conduct a Second Morale Check, as above.

6. Bookkeeping Phase

Once all conflicts have been resolved, final bookkeeping chores (Changes in formations and orders brought about by morale losses, reductions in unit strengths, endurance penalties, and so on) are performed.

15.6.2 Formations

Each unit can be in one of five separate Formations. The Formation of a unit has an impact on its ability to move, on the chances of coming into contact with the enemy, and on the percentage of forces engaged (hence also on the unit's Attack Factor). Formations are assigned to a unit at the start of play; a special 'Change Formation' order is required to alter Formation thereafter. The Formations that are available are described below.

Individual: This 'Formation' is adopted only by individual troopers (Unit Size A) automatically. An individual trooper never changes Formations except by mounting a vehicle.

Dispersed: A dispersed force is spread throughout the square, with each portion of the square covered by a combatant. Dispersed units have a high chance of making contact with an enemy, and a greater overall mobility, but are difficult to control effectively and tend to commit a much lower percentage of available forces into a given engagement.

Skirmish Line: A skirmish line is a more ordered formation than Dispersed. Troops spread at regular intervals across the square to combine a good chance of contacting the enemy with a better chance of bringing sufficient Strength to bear in the fighting. Mobility is lessened somewhat by the need to keep in formation, while Command Control benefits from the slightly tighter dispositions.

Concentrated: The unit's troops are rather close together. This formation has a low chance of forcing a battle because of the decreased likelihood of contacting enemy forces, but if it does come into contact, it commits a substantially higher percentage of available forces. Command Control is also enhanced, but maneuverability is greatly reduced.

Units must be concentrated on the turn after they dismount, or the turn before they mount, when acting as mechanized or airmobile infantry. Also, a unit which is shown as the largest which can occupy a square at a given scale can only do so in concentrated formation.

Mounted: This formation is adopted by troops which board vehicles or aircraft to be transported. While mounted, infantry units take no part in combat; the transport component of the composite unit adopts a Formation of their own for purposes of movement, Command Control, contact, and combat. Mounted infantry is lost if the vehicles carrying them are lost.

15.6.3 Movement Orders

All units are assigned a movement order at the start of play which remains in effect until the unit is issued a new movement order. The possible movement orders are discussed below.

Hold: The unit remains in place until new orders are received.

Dig In: Note the number of turns in which the unit has been assigned a Dig In order. For each such turn, the unit's Defensive Strength is increased by 10% of its normal value; after 20 turns, add 200% to the Total Strength of the unit for defensive purposes only. If the unit moves, accumulated benefits are lost.

Move: The unit is assigned a specific destination square. Each turn, it must move towards that destination at maximum possible speed (unless the move is interrupted by combat). When the destination square is occupied, the unit will proceed to Hold.

Slow Move: As a Move, but the unit moves a maximum of one square per turn, regardless of its Maneuver Number. This decreases the scattering effect of moving units with varying movement allowances or difficult march routes by limiting the rate of travel. Units Hold on reaching their goals.

Forced March: As a Move, but the unit's Maneuver Number is doubled. In addition, divide this doubled Maneuver Number by 100 and multiply the result times the Strength of the unit making the Forced March. The result is the Strength of a detachment which is formed prior to the movement phase, representing the number of stragglers left behind on the march. This new unit should be given a record sheet immediately; divide up the components of the original unit as evenly as possible, but when there are odd fractions of the unit which cannot be evenly split between the two groups, it is most likely that those carrying heavy weapons or serving Artillery will straggle. Note that no unit with a Maneuver Number of 50 can ever Forced March.

The original unit executes a normal move using the doubled Maneuver Number. The straggling detachment executes its move with the ordinary Maneuver Number, and ends the turn with an Endurance of 0. Both forces will seek to reach their destination each turn, holding upon arrival. Note that a unit which continues to Forced March each turn will create a new detachment of stragglers each turn, growing progressively smaller until none are left.

Fractional amounts obtained when computing the strength of a straggling detachment are rounded up.

Rendezvous: The unit designates a particular friendly unit and seeks to move closer to that unit each turn. Once the units are in the same square, the unit's orders shift to 'Shadow'. If two units are ordered to rendezvous with each other, they 'Hold' after coming together. Movement is at the maximum possible maneuver rate.

Shadow: The unit is ordered to match as closely as possible to moves of any one other unit — friendly or enemy — in sight on the board. If at all possible (unless prohibited by differences in Maneuver

Combat Scale Chart

Scale Code	Unit Codes	Distance per Square	Time per Turn
1	A-B	10 yards	30 seconds
2	A-B	25 yards	1 minute
3	A-C	100 yards	2 minutes
4	A-D	500 yards	10 minutes
5	A-E	1000 yards	20 minutes
6	A-E	1 mile	30 minutes
7	A-F	2 miles	1 hour
8	A-G	5 miles	2 hours
9	A-H	10 miles	4 hours
10	A-H	15 miles	6 hours
11	A-I	25 miles	10 hours
12	A-I	50 miles	1 day
13	A-J	100 miles	2 days
14	A-J	1000 miles	2 weeks

MOVEMENT CHART

Terrain Type	Difficulty
Class I	0
Class II	10
Class III	20
Class IV	30

Formation	Difficulty
Mounted	40
Concentrated	30
Skirmish Line	20
Dispersed	10
Individual	0

CONTACT VALUE MODIFIERS

Map Scale	A	B	C	D	E	F	G	H	I	J
1	+10	+20	X	X	X	X	X	X	X	X
2	0	+10	X	X	X	X	X	X	X	X
3	-10	0	+10	X	X	X	X	X	X	X
4	-20	-10	0	+10	X	X	X	X	X	X
5	-30	-20	-10	0	+10	X	X	X	X	X
6	-40	-30	-20	-10	0	X	X	X	X	X
7	-50	-40	-30	-20	-10	0	X	X	X	X
8	-60	-50	-40	-30	-20	-10	0	X	X	X
9	-70	-60	-50	-40	-30	-20	-10	0	X	X
10	-80	-70	-60	-50	-40	-30	-20	-10	X	X
11	-90	-80	-70	-60	-50	-40	-30	-20	-10	X
12	-100	-90	-80	-70	-60	-50	-40	-30	-20	X
13	-110	-100	-90	-80	-70	-60	-50	-40	-30	-20
14	-120	-110	-100	-90	-80	-70	-60	-50	-40	-30

FORMATION CONTACT CHART

Second Side Formation	Individual	First Side's Formation Mounted	Concentrated	Skirmish Line	Dispersed
Mounted	—	—	—	—	—
Concentrated	300	—	150	230	180
Skirmish Line	200	—	230	250	200
Dispersed	100	—	180	200	150
Individual	80	—	300	200	100

Note: Mounted Units adopt formation of transports.

ENGAGEMENT CHART

Formation Unit Code	Individual	Mounted	Concentrated	Skirmish Line	Dispersed
A	100%	—	100%	100%	100%
B	—	—	70%	60%	50%
C	—	—	60%	50%	40%
D	—	—	50%	40%	30%
E	—	—	40%	30%	20%
F	—	—	30%	25%	20%
G	—	—	25%	20%	15%
H	—	—	20%	15%	10%
I	—	—	15%	10%	5%
J	—	—	10%	5%	1%

Mounted units adopt the formation of their transports.

RANGE CHART

Scale Code	Melee	Fire	HW	Arty	AA	Sighting
1	0	10	50	880	176	100
2	0	4	20	352	70	40
3	0	1	5	88	18	10
4	0	0	1	18	4	2
5	0	0	0	9	2	1
6	0	0	0	5	1	0
7	0	0	0	3	0	0
8	0	0	0	1	0	0
9	0	0	0	0	0	0
10	0	0	0	0	0	0
11	0	0	0	0	0	0
12	0	0	0	0	0	0
13	0	0	0	0	0	0
14	0	0	0	0	0	0

Range of 0 squares allows attacks of this kind within the same square only.

COMBAT CONTROL TABLE

To Issue Orders: 1D100 against CO Tactical Skill

Modifiers:	Formation is	Individual	-50
	Mounted		-20
	Concentrated		-10
	Skirmish Line		+20
	Dispersed		+30
	Enemy Forces in Square		+25
	CO's HQ in Square		-25
	Unit Quality is	Poor	+25
		Low	0
		Mediocre	-10
		Average	-20
		Fair	-25
		Good	-30
		Excellent	-35
	Outside the Chain of Command		+25

To Use Initiative: 1D100 against Unit Quality Rating

Modifiers:	Formation is	Individual	-50
	Mounted		-20
	Concentrated		-10
	Skirmish Line		+20
	Dispersed		+30
	Enemy Forces in Square		+25

Numbers or blocked by terrain) the unit will move precisely in the same direction and distance as its opposite number. Should the enemy unit move after the friendly unit, the Shadowing unit will (for this turn only) hold instead. Units cannot exceed their normal movement capabilities while attempting to shadow.

Pursue: The unit attempts to close towards one specific enemy unit in sight. If it reaches the same square as the enemy unit, it will 'Shadow' that unit thereafter, reverting to pursuit any time it begins a new turn separated from the target force.

Recon: The force designates a destination and resolves movement normally, but on any turn that it comes into contact with an enemy unit it will alter its orders to 'Shadow' that unit. If it comes into contact with several enemies simultaneously, any one enemy can be shadowed.

Retire: The force holds if it begins the turn in a square which is free of enemy units. If any enemy units are present, the retiring unit will execute a Move order towards a pre-designated location on the board. It will cease moving as soon as it enters a square currently free of enemy units, regardless of the unit's Maneuver Number.

Withdraw: This movement order is mandated by some failed morale check results. The unit must Move towards the pre-designated Withdrawal Point, if any, at maximum speed. If orders are not successfully changed by the time it reaches this destination, the unit withdraws from combat. If the Withdrawal Point is occupied by enemy troops, the unit has 1D100% of its Strength surrender to those enemies. If for any reason there is no Withdrawal Point, this order forces the unit to surrender instead.

15.6.4 Combat Orders

Each turn, each unit is either given a Combat Order or, if none can be issued, adopts a combat order based on its Tactical Doctrine. Possible combat orders are described below.

Surrender: This order is mandated by certain combat results or Tactical Doctrines. If the unit begins a turn in the same square as enemy forces, it gives up. If each side has units which might surrender, surrenders occur in Reverse Advantage Order.

Units which surrender may be kept as prisoners as long as the total value of all Combat Strengths (multiply x number of men in unit) of prisoners in the square are exceeded by the Combat Strengths of guarding units. After one full turn, a surrendered unit is fully disarmed and has only Unarmed melee combat strength. The surrendered unit can be issued movement orders by the side which accepted the surrender. If for any reason the guard Strength becomes insufficient, and combat orders can be issued by the original owner, the imprisoned unit may attempt to attack. If they spend one turn in the square in which they originally were disarmed without moving or engaging in combat, prisoners can rearm again.

Avoid: This attack order requires the unit to hold its fire; it can never engage in ordinary combat under this order. A force which Avoids combat is always free to move during the next turn.

Fight: The unit may attack enemy forces it comes into contact with. If any one enemy unit involved in the fighting takes a higher casualty percentage than the unit, the unit may move freely on the next turn. If, however, the unit takes the highest casualty percentage in the square, it will become 'Pinned'.

Engage: The unit may attack enemy forces it comes into contact with, and is immediately considered 'Pinned'. A 'pinned' unit may not carry out any movement order (except 'hold') until it begins a turn out of contact with the enemy.

Assault: As Engage, except that the enemy force (regardless of combat orders) is also 'pinned'. This state of affairs continues until contact with the enemy is lost.

Suppress: The force will attack with anti-aircraft, artillery, heavy weapons, and fire combat values, but will not make a melee attack. Otherwise, the order is equivalent in effects to a 'fight' order. It does not have to be in contact with enemy units to attempt to Suppress them; see the Combat rules section.

Defend: The force will adopt a 'fight' order if (and only if) it is first attacked; in effect, it renounces its Tactical Advantage (if any) and will fire only if fired upon first. If not fired upon, of course, it takes no casualties, and so is free to move.

15.6.5 Special Orders

There are some orders which are neither movement nor combat orders. Most of them can be issued in addition to ordinary orders. Possible special orders are discussed below.

Ambush: The unit under Ambush orders is held off the board until it is given orders to move or attack. When an enemy enters its square, it will execute combat orders according to its Tactical Doctrine unless the unit's commander rolls 1D100 less than or equal to his

Tactics Guerrilla skill. If the roll is made, the owning side selects an attack orders for the ambushing unit(s). An ambushing force which defends or Avoids combat may, if not contacted by the enemy, bide its time and wait for more worthwhile prey.

Units under Ambush orders receive their choice of +25 or -25 to the chance of Contact, and also receive a bonus to their attack factors. A unit which moves or fires at any time must be placed on the board at once.

Detach: Given by the same sources as a Movement Order in addition to standard orders, this allows a unit to break down into two or more subunits one size level smaller. Regular military forces must break down into standard detachments (companies to platoons, platoons to squads, etc.). Subunits formed in this way begin in the same formation and with the same movement orders as the parent unit. Individuals cannot be given this order, and for the sake of manageability, the Gamemaster should discourage too frequent a use of the order when large initial units are involved.

Combine: This order is given in the same manner as a combat order, and allows all constituent subunits of a unit to combine to produce the parent unit. For standard military forces, all subunits must be present (so that it takes three squads and an HQ section to combine into a platoon) if the order is to be issued. Scratch units (like partisans) may combine freely.

All units must begin in the same square and the same Formation in order to combine. Each combining unit must be issued the order simultaneously, and it will not be obeyed if any of the combined units is 'pinned' or fails to obey the order. Units which combine adopt the current Movement Order and Tactical Doctrine of the HQ unit and the current endurance penalty which is highest among the units.

Change Formation: This order is issued in addition to movement and combat orders. At the end of the current turn, if the unit is not 'pinned' and has obeyed the order, the unit may adopt any specified formation. A unit which is Mounted when the order is issued can only adopt a Concentrated Formation, and only a Concentrated Formation can be ordered to Mount.

Change Formation is given by the same sources as a Movement Order.

15.6.6 Command Control

Each force on the map must have an assigned movement and combat order at all times. Once a movement order is issued, it remains in force until new orders are received. A combat order remains in force only until the next Order Phase. Failure to issue new combat orders causes the unit to adopt an automatic attack order imposed by Tactical Doctrine which would have unfortunate repercussions. Special orders are issued one at a time, and last only until the end of the turn; no more than one special order can be issued to any one unit in any particular turn.

Issuing Orders

During the Orders Phase, each HQ may attempt to issue orders to units under its command. A rigid adherence to an established chain of command is important; a battalion HQ can issue orders to any units (battalion HQ to company HQ; company HQ to platoon HQ; platoon HQ to squad leader, to the hapless individual who must now risk life and limb for God and Country) that are part of that battalion, but could not give orders to elements of an AirCav squadron belonging to the same side, unless those elements were officially attached in a subservient level to that particular battalion. When orders are issued outside of the normal chain of command, apply a DM + 25 to the Command Control die roll.

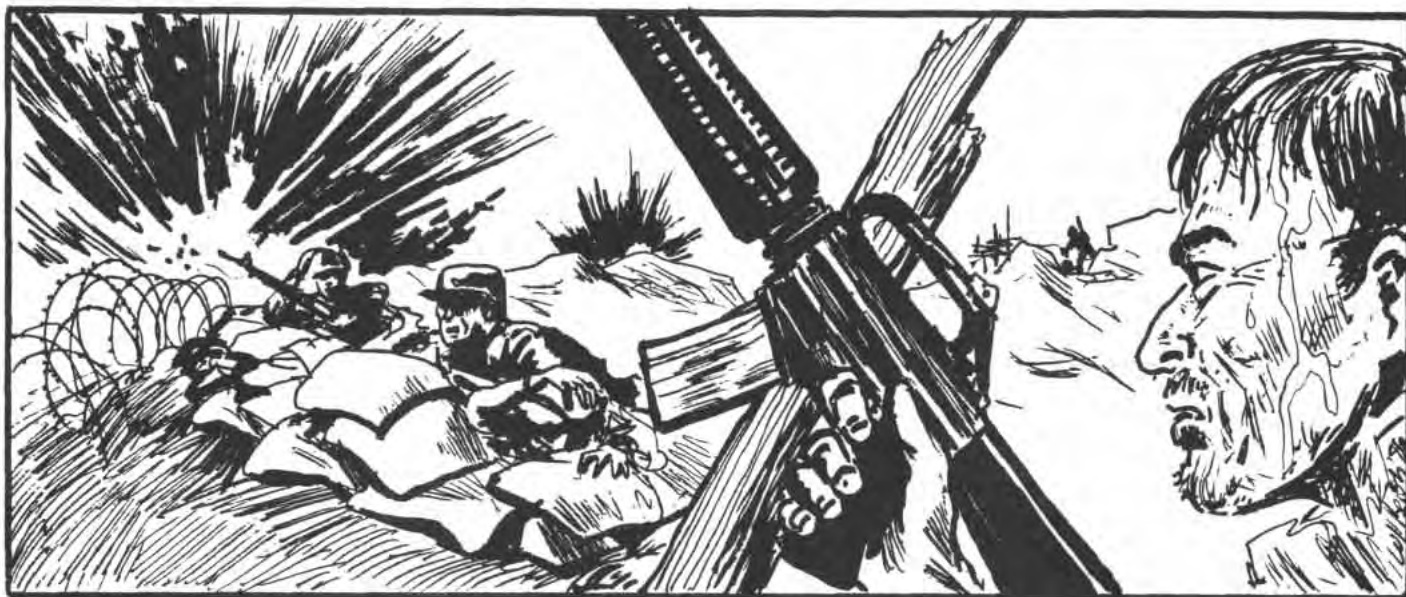
The Command Control die roll must be made on 1D100 (less than or equal to the Tactics skill which applies to the unit receiving the orders) in order to issue any Movement, Combat, or Special Orders to the unit. One roll is made per unit, and modifiers are applied to each roll as shown on the Unit Coordination Table.

Initiative

If a roll to issue orders fails, the unit has misunderstood, disobeyed, or misinterpreted their CO's instructions. There is still a chance that they will comply with the leader's intentions because of the Initiative of the person in charge at the scene.

A unit's Initiative is based on its Quality Rating. If a roll of 1D100 (modified per the Unit Coordination Table) is less than or equal to the Quality Rating, the unit may be issued new Movement orders (or special orders noted as equivalent in source to movement orders) freely. Combat orders cannot be issued through Initiative.

If neither HQ nor Initiative orders are issued, Movement orders remain the same as those the previous turn, and no Special Orders can be issued.



Tactical Doctrine

Each unit is assigned a Tactical Doctrine, which is the combat order that unit will adopt on a given turn if it is not issued any other combat order. This doctrine cannot be changed unless the unit quality changes (something that can come about only by assigning higher-quality characters to the unit; usually this is up to the Gamemaster to allow except in player-controlled partisan units).

Other Sources of Orders

Movement and Combat orders can also be imposed upon a unit as a result of failed morale checks, or through the definitions of other orders (as when 'Move' becomes 'Hold' or 'Fight' becomes 'Engage').

Orders take effect (unless otherwise noted) at the moment they are issued or imposed. Orders imposed by failed morale always take precedence over orders caused by combat, so that a unit pinned by a Fight order but forced to withdraw due to a failed morale check would indeed withdraw. Also, morale-imposed orders take precedence over Tactical Doctrine or previous movement orders; they hold true until and unless a Headquarters (only) achieves a successful Command Control die roll.

HQ Elimination

If all individuals in an HQ unit are eliminated, a new leader will emerge from one of the other subunits within the same Main Unit as the HQ. The group which has taken the fewest casualties will become the new HQ for the main unit, capable of issuing orders to all units attached to that original Main Unit. New leadership ratings are determined if necessary, but it may be that the subunit has already further divided up to create its own HQ (which moves up to become the Main Unit HQ without further ado).

15.6.7 Sighting and Range

Range in the Abstract Combat System is variable according to the scale being used. The Range Chart shows the range in squares of any given type of attack, as well as a Sighting Range, broken out by map scale.

Units only come into Contact, and hence receive the full value of their various combat factors, when they are in the same square. They may, however, engage in bombardment, antiaircraft, or suppression fire to the limit of their range (at a considerable handicap in effective combat Strength). They receive an even larger handicap if they fire on a square without being able to trace a Line of Sight to it.

Lines of Sight

A unit is considered able to Sight any other unit as many squares away as is given on the Sighting Column of the Range Chart. However, there is a cumulative 10% chance per square that Class II Terrain will block Line of Sight, and a cumulative 25% chance per square that Class III or IV Terrain will block Line of Sight. If an LOS passes through three Class III squares and into a fourth, units in the fourth square would be invisible. There would be a 75% chance that units in the third square would be invisible.

Lines of Fire

Fire combat can be conducted only when a clear LOS exists into the

target square. Other forms of combat (except melee, which can never be attempted outside the unit's current square) can be attempted whether an LOS exists or not, under the rules of Indirect Fire.

Limited Visibility

If the Gamemaster judges that lighting conditions or other limitations are difficult, the sighting ranges given are divided by 10. Units equipped with advanced vision gear (infrared, thermal sensing, etc., and including all major military units) have limited visibility sighting ranges halved, instead.

15.6.8 Artillery Attacks

During the artillery phase, no matter what its combat orders may be, each unit has the option of using its Artillery firepower (if any) against units in range. Only units which possess an Artillery Combat Multiple may attack in this fashion.

Multiply the Strengths of those components of the unit which possess artillery factors (individually) by the Artillery Combat Multiple of that component. Add up each component's total into one combined figure by the unit Quality rating and divide by 100 for the Artillery Attack Factor.

If the unit is engaging in Direct Fire at an enemy unit to which a clear LOS can be traced, the full Attack Factor is used. When firing at an enemy unit in range and in LOS of any friendly unit except the firing unit, halve the Artillery Attack Factor. An attempt to fire at an enemy unit in range but not in LOS of any friendly unit calls for the Artillery Attack Factor to be divided by 10.

The artillery attack can be made against any one enemy unit in range. The unit must be selected by the firing side before the attack is computed and resolved. Total the Attack Factors of all artillery firing on the unit in question into a single combined total. The defender takes the total Strength of the unit, and may increase it by a certain percentage if the unit is within certain types of terrain or includes vehicles of any type; see the Terrain and Vehicle Combat Tables. Units which are 'Dug In' may have a further increase in Defensive Strength as well.

Cross-index the attack factor with the defense value of the defender on the Combat Table. The result is a letter which is compared to the defender's Formation on the Casualty Table. A number given here is multiplied times the Attack Factor for the number of men who become casualties. If vehicles are present in the defending unit, divide the casualty figure in half; one half is applied as infantry casualties, while the other half (divided by 10) yields vehicles destroyed. If the unit consists entirely of vehicles (or vehicles carrying mounted troops), the original casualty number is divided by 10 for destroyed vehicles. Troops Mounted on destroyed vehicles are out of action as well.

Casualties are allocated on a percentage basis among the various components; the Gamemaster has the final say in determining what troops or vehicles are eliminated on the basis of relative numbers of each component. Normally, casualties are simply recorded without further attention, but in some cases (particularly where characters or key NPCs are involved) it may be necessary to determine the exact result of damage done to specific individuals. See the section of this chapter entitled, 'Characters in Abstract Combat'.

Additional considerations for combat resolution are found in the

rules on combat proper, which follows a very similar procedure with the addition of one major extra step.

Off-Map Artillery

If the scale is such that artillery forces are permitted to fire through multiple squares, off-map artillery units may be granted by the Gamemaster to one side or another. These units are set up just like any normal unit, except that they do not enter the map and can only contribute their artillery factors to the battle. The Gamemaster should designate the direction and distance (in squares) off the board that these units lie, which governs their range on the board. These units are considered to have no LOS of their own to the board, but can use friendly units as spotters.

Off-map artillery can be attacked by artillery belonging to the other side. Such attacks are always at 1/10 the Artillery Attack Factor (indirect fire without spotters) except on turns in which those off-map units have attacked. This is Counterbattery Fire, performed as if spotters were available, and gives artillery that lacks the Tactical Advantage a distinct edge in replying effectively to bombardments.

All other combat actions by or against off-map artillery are carried out normally.

15.6.9 Movement

The success or failure of a unit trying to carry out a given set of movement orders depends upon the size of the unit, the terrain it is moving through, its formation, and sheer luck.

Terrain on the map need not necessarily conform to the square grid; the Gamemaster may make some squares have only tiny amounts of a specific terrain feature if he so desires. No matter what the exact terrain present may be, it will fall into one of four or five classes in terms of the effects experienced by the units.

When a unit moves from one square to another, it will cross either a side or a corner of the square (and the abstract combat system does not distinguish between straight or diagonal moves). The Gamemaster should determine what kind of terrain the unit is crossing in the course of the move, a judgement call that reflects the situation as he sees it. Where necessary, he can ask players to specify their intentions (and can do the same for units that he controls) where obstacles might be entered or avoided. Thus a unit might skirt the edge of a dense thicket as it moves, avoiding the difficult terrain but also giving up any defensive advantage they might have derived from that area.

The Movement Chart provides a Terrain Difficulty Number and a Formation Difficulty Number which should be added together when the Gamemaster has determined the terrain the unit must cross and the Formation it has most recently adopted. Against this number, roll 1D100 and add the unit's Maneuver Number: a result greater than the combined Difficulty Number permits the unit to move into the new square.

After the unit has moved, it stops to see if it has come into Contact with any enemy units present. If not, the unit may attempt another move. A unit may attempt (whether it makes it or not) one move for every 10 or fewer points in its Maneuver Number; a unit with a Maneuver 25 could attempt to move up to three times.

Terrain does not affect air units, but helicopters can only mount or dismount carried forces in Class I Terrain. Only the Formation Difficulty is important to moving air units.

Movement is resolved in Reverse Advantage Order. A unit must complete all movement before another unit may begin to move. Keep in mind that Advantage is established for each HQ and its subordinate units, so that all units attached to a given HQ move at the same time (in any order that the moving side chooses), but it is not necessarily true that all units of the same side would move together.

Endurance

Each unit is assigned an initial Endurance Number, which represents the ability of the unit to engage in prolonged combat operations. Endurance is reduced by one each time a unit engages in melee combat (attacking or defending), the Endurance Number is also dropped by one each time a unit attempts to move into a new square (successful or not). Some morale check results also can cause a decline in Endurance. A unit which spends a turn under a 'Hold' movement order adds one to current Endurance, as does any unit which is Mounted. (But the transporting force still suffers penalties as usual.)

If Endurance drops to 0, the unit must 'Hold' (regardless of previous orders) until new orders are received. A unit with an endurance of 0 also has all Combat Factors halved. Endurance can also be below 0 (through continued activity or the effects of morale); if so, Combat Factors are halved and the unit must, if attacked by melee combat, apply a DM -25 to each Morale check made during the turn and a DM +25 to the roll for Failed Morale. This makes the unit more likely

to break under pressure, and, if it does break, more likely to flee or surrender.

Stacking

At most scales (all except 12 - 14) there is a limit to the Size of forces in a given square. Scales 12 - 14 allow unlimited stacking.

The maximum number of men (or count a vehicle as ten men) allowed in a square is equal to the maximum allowed strength of the largest unit permitted at that scale. Thus, at Scale-6, 600 men from each side could conceivably occupy a single square.

Any unit of the maximum Size allowed by scale is forced to adopt a Concentrated Formation. In the example above, a battalion of 200-600 men in a Scale-6 square would have to remain Concentrated. A company of 60-200 men could adopt any Formation desired, and a maximum of three 200-man companies (each in whatever formation they desired) could be present. Though over simplified, this provides an easy way to avoid over-concentration of forces.

Mechanized Units

Mechanized units should be represented by two markers and two unit records, one for the infantry element and one for the transport element. The same is true for airmobile forces. When troops are Mounted, only the transport element appears on the board, and the loss of vehicles causes the loss of the troops they carry. When troops dismount, both units appear in play, but are issued orders and handled completely separately from each other.

15.6.10 Contact

Each time a unit moves into a square occupied by one or more enemy units, there is a chance that contact will be made. This chance varies according to the density of troops (relative to map scale) present in the square, the Formations adopted by each unit, and luck. Contact must be checked against each opposing unit individually, but once one unit in a square has made contact any other unit present (or moving in later) can automatically choose to make contact as well.

Contact is checked during movement. As a unit enters a square, it stops and determines the chance of contact as follows. First, cross-index the Formations adopted by each side on the Formation Contact Chart. Next, each side compares its Size of the unit to the scale of the map to gain a modifier. The two modifiers will increase or decrease the first number obtained. The side with the Tactical Advantage (i.e. the side which has the better unit in this particular comparison) may choose to add or subtract 25 from the number, as can a unit waiting in ambush. The final number obtained from this calculation is the percent chance (roll 1D100) of the two units making contact. If the chance is greater than 100, contact is automatic and unavoidable; if the chance is less than 0, both sides must agree to make contact in order to do so. Regardless of the chance of contact, if both sides want contact to occur it will take place without the need to roll. The process is repeated for each unit in the square until the moving unit comes into contact with an opponent, or until all enemies have failed to make contact. Once one unit is in contact with one enemy unit, any number of other units in the square can also be brought into contact by either side.

If a unit is contacted by an enemy unit before it has a chance to move, a throw less than or equal to the Unit Quality Rating is necessary before the unit can attempt to move.

Elements Engaged

Units in contact must determine the percentage of their forces which will actually be involved in battle. This is resolved once for each unit present in the square which has chosen to (or was forced to) come in contact with the enemy. Cross-index the Size of the unit with its Formation to gain a percentage figure. Only the Element Engaged will be able to take part in Combat effectively.

15.6.11 Aircraft

The first step in the Combat Phase involves the resolution of aircraft and anti-air activities. Helicopters and similar craft will usually be deployed directly on the board; the Gamemaster may also wish to create fighter-bomber, fighter, or bomber units which, like off-map artillery, remain off the board but can attack targets on the board during this phase. If so, they are placed on squares to be attacked from the air in Reverse Advantage Order (and Advantage for these units uses Tactics Aerial skill).

During the anti-air firing phase, any unit which possesses an Anti-Air Combat Multiple may fire at air units within range. Anti-air attacks within the same square use the unit's full Combat Factor. (Calculate Strength times Combat Multiple for each anti-air component and add



this into a single AA Attack Factor.) If longer ranges are allowed, the final factor is halved. Terrain never blocks AA LOS, so in an air unit is in range it can be fired at. Elements Engaged never have a bearing on AA fire. Note that an aircraft can shoot at enemy aircraft, so the flying of interception or fighter support missions is a valid tactic.

Once the Attack Factor is found, resolve each AA attack (in Advantage order, one attack per unit) individually. The general rules for resolution are as outlined in the Combat Procedures section later in this chapter.

If a unit makes an AA Attack, it is not allowed to make a Heavy Weapons Attack in the next step. Thus, aircraft which fire at other aircraft units are not used to make Heavy Weapons attacks on ground units, and are removed back to their off-map bases (if necessary prior to proceeding with play).

15.6.12 Heavy Weapons Attacks

Once AA attacks are finished, each unit which did not make an AA attack may choose (in Tactical Advantage order) to make attacks with Heavy Weapons (rockets, mortars, grenade launchers, etc.). This includes attacks on ground targets by aircraft.

A unit can make an Heavy Weapons attack only if it is in contact with enemy units with an order (Fight, Engage, Assault, or sometimes Defend) that permits it to go into battle actively, or if it is not in contact but has been issued a Suppress order.

The Heavy Weapons Attack Factor is found by taking (for each component individually, and then adding the totals together) Strength x Quality Rating x Combat Multiple x Element Engaged, divided by 100. Aircraft have a 100% Element Engaged if they are flown in for off-map air support. A unit making a Suppression attack has a 50% element engaged if it or another friendly unit is in LOS of the target, and a 10% element engaged if no spotting is available.

The attack is then resolved by the means discussed under Combat Procedures.

Once aircraft from off the board have resolved their attacks, they are removed from the board once more.

15.6.13 Fire Combat Attacks

Fire Combat is carried out exactly as is Heavy Weapons fire, except that aircraft are never involved and Suppression attacks can only be carried out (at 50% element engaged) if an LOS exists between the firing and target units. The Fire Combat Multiple is used in place of the Heavy Weapons Multiple, but all other steps are the same.

15.6.14 Melee Combat Attacks

Melee Combat is performed as above, except that Suppression attacks are not allowed. The Melee Combat Multiple is used.

15.6.15 Combat Procedures

In any form of attack, the Defense Value is found by taking the defending unit's Strength and adding percentages to this based on Terrain (except for aircraft), Vehicle Type (if vehicles are present), and how much the defender has 'Dug In'. The final number is the Defense Strength of the defender, and is not modified according to Quality or Elements Engaged.

TERRAIN COMBAT TABLE

Terrain Class	Combat Type				
	Melee	Fire	HW	Artillery	AA
I	0	10	0	0	0
II	10	20	0	0	0
III	20	25	10	5	0
IV	30	30	20	10	0

Result is percentage increase in defender's combat strength.

VEHICLE COMBAT TABLE

Vehicle Type	Combat Type				
	Melee	Fire	HW	Artillery	AA
Unarmored	150	100	50	25	50
AC/APC	300	200	100	50	50
Lt. Tank	450	300	150	75	50
Med. Tank	600	400	300	150	50
MBT	750	600	400	300	50
Helicopter	150	100	50	25	0

Result is percentage increase in defender's combat strength. Use the most advantageous increase when several types of vehicles are present.

COMBAT TABLE

Defense Value	Attack Factor							
	1-10	11-25	26-50	51-100	101-250	251-500	501-1000	1001+
1	%	%	%	%	auto	auto	auto	auto
2-25	A	B	B	B	C	D	D	E
26-50	A	A	B	B	B	C	D	D
51-100	A	A	B	A	B	B	C	D
101-250	A	A	A	A	A	B	B	C
251-500	—	A	A	A	A	B	B	B
501-1000	—	—	A	A	A	A	B	B
1001-5000	—	—	—	A	A	A	B	B
5001-10,000	—	—	—	—	A	A	A	B
10,001-20,000	—	—	—	—	—	A	A	A
20,001-50,000	—	—	—	—	—	—	A	A
50,000+	—	—	—	—	—	—	—	A

%= Lone characters have a percent chance of being hit equal to the attack factor.

Auto= Lone characters automatically hit.

Melee Results

- A: No further effect
- B: Defender suffers Endurance Loss of 1D5 points.
- C: Defender makes immediate morale check.
- D: Defender reverts to Doctrine.
- E: Defender rolls on Failed Morale Table.

Cross-indexing the Attack Factor with the Defense Strength, a code letter is obtained from the Combat Chart. This, in turn, is cross-indexed on the Casualty Chart with the defender's Formation to yield a number which, multiplied by the Attack Factor, is the number of casualties suffered by the defender.

Casualties are also distributed by the Gamemaster as discussed in the rules for artillery.

Each unit may attack once with each eligible attack type each round (except Heavy Weapons and AA attacks which are mutually exclusive). Morale checks occur just before and just after Melee, and require that the cumulative casualties taken in this round be known. Casualties should reduce the unit's Strength immediately, which means that units without Tactical Advantage may suffer substantial losses (reducing Strength) before being allowed to fire back in any given step.

When the details of casualty effects become important, see the rules on 'Characters in Large-Scale Combat'.

15.6.16 Morale

Morale checks take place both before and after melee combat. In each case, casualties taken during the current round are divided by the unit's Strength at the start of the round, then multiplied by 100; a 1D100 roll less than or equal to this figure causes Morale to Fail.

When Morale fails, roll 1D100 on the Failed Morale Table, applying DMs given there. Results are explained below.

Doctrine: The force must immediately adopt its standard Tactical Doctrine for the remainder of this turn. There is no other effect.

Endurance Loss: The force loses 1D5 Endurance points.

Defend: The unit must immediately adopt a Concentrated Formation (it can also Mount or remain Mounted) and a Defend combat order, which remain in force until the unit receives new orders from HQ.

Hold: The unit adopts a Hold Movement order until new orders are received from HQ.

Hold, Defend: Combine the effects of the two previous results.

Withdraw: The unit immediately adopts a Dispersed Formation, an Avoid Combat order, and a Withdraw movement order, all of which continue until new orders are received from HQ or the unit leaves the map.

Surrender: The unit adopts a Surrender Combat order immediately, surrendering to any enemy units in the square. If none are present, the unit withdraws as above, but will surrender to any enemy force encountered, unless new orders are received or it leaves the map first.

CASUALTY TABLE

Combat Result		Defender Formation			
Code	Mounted	Concentrated	Skirmish Line	Dispersed	
Hit	*	*	*	*	
A	5	3	1	.5	
B	10	6	2	1	
C	20	12	4	2	
D	30	18	6	3	
E	40	24	8	4	

- Individual characters who are hit are 'Out of Action'. Roll on the Individual Casualty Table if the character is important.

Number is multiplied times the Attack factor to yield a number of casualties taken by the defender. Casualties are distributed randomly. If an important individual (major character or NPC) becomes a casualty, roll on the Individual Casualty Table.

Divide casualty figure by 10 to determine vehicular 'casualties'.

15.7 CHARACTERS IN LARGE-SCALE COMBAT

Individual characters or important NPCs can often be lost in the shuffle when dealing with large-scale actions, but they may have their own parts to play nonetheless.

First, when possible, players should be involved as much as possible in handling units on the board. The Gamemaster should try to create large-scale actions where the level of combat is likely to place player-characters in positions of responsibility. If they are a handful of common soldiers in a huge partisan army, the large-scale action won't be as interesting as it would be if they were functioning as squad or platoon leaders each commanding units. Where there are some players whose characters are not suitable for this, the Gamemaster can assign them units to control which would otherwise be nothing but NPCs. In any event, it is always best to show a local portion of an action that heavily involves the characters rather than the grand sweep of affairs that passes them by — unless the Gamemaster is running an abstract combat on his own to regulate the ebb and flow of events beyond the group's control, and using these to create adventures.

Both the abstract system and *Sudden Thunder* are likely to produce large numbers of 'casualties'. This doesn't mean that all of these people are killed. If a player-character or key NPC is pronounced a casualty, make a roll on the Individual Casualty Table to determine the extent of damage suffered. Moreover, the Gamemaster should always feel free to downgrade even these wounds if the individual's demise would handicap the adventure as a whole.

Large-scale battles have a number of different game applications. First, they can be used to resolve raids and other battles which are simply too large to handle using ordinary personal combat. They can also be used as the springboard into new adventure systems. For instance, a partisan unit being hunted by enemy forces can use the large-scale systems to set the scene, then shift to role-playing and back to large scale as the situation demands.

Player characters should be given the ability to make decisions independent of orders. They should also be permitted to attempt to fulfill any of the functions of HQs (giving new orders, rallying troops, etc.) if they can first make a Leadership Saving Throw. Remember that *Freedom Fighters* first and foremost remains a role playing game, and it is the players who should be in a position to regulate the actions of their own characters.

INDIVIDUAL CASUALTY TABLE

Die Roll	Result
1D100	
01-50	Lightly wounded (1 Major Wound)
51-75	Moderately wounded (1D3 Major Wounds)
76-90	Seriously wounded (1D5 Major Wounds)
91+	Incapacitated (1D10 Major Wounds)

DM + Attack Factor/10 (Abstract System only).

If necessary to the game, randomly determine location and nature of each Major Wound received. Character also receives 1D100 points of General Damage for each Major Hit taken. If Major Wounds or General Damage are sufficient, character may be killed.

A character who is hit is out of action and may take no further part in the battle. Two other combatants must be taken out of action to move the character, unless the unit is in mounted formation. If not moved, the character is left behind.

FAILED MORALE TABLE

Die Roll	Result
1D100	
Less than 01	Doctrine
01-05	Endurance Loss 1D5 points.
06-20	Defend.
21-50	Hold
51-80	Hold and Defend.
81-95	Withdraw.
96-00	Surrender.

Modifiers: Unit Quality is

Poor	+30
Low	+20
Mediocre	+10
Average	0
Fair	-10
Good	-20
Excellent	-30

16. ORGANIZATION OF GROUND FORCES

This chapter provides basic TO&E information on the ground forces of the United States and Canada to battalion level in detail and, more sketchily, to higher levels as well. It should be used in conjunction with the data provided on Armed Forces for the Abstract Combat System to develop large-scale engagements using such regular North American military forces. This data is useful, no matter what sort of background is in use.

U.S. LIGHT INFANTRY (Dismounted)

Squad:	5 x M16A2 Autorifles 2 x M249 Machineguns 2 x M203 Grenade Launchers
HQ Section:	3 x M16A2 Autorifles
Platoon:	3 x squads 1 x HQ Section 2 x M60 Machineguns
Company:	3 x Platoons 2 x HQ Sections 3 x Medium Mortars
Mortar Battery:	3 x Companies
Battalion:	1 x Mortar Battery 4 x HQ Sections

U.S. LIGHT INFANTRY (Mounted)

Squad:	5 x M16A2 Autorifles 2 x M249 Machineguns 2 x M203 Grenade Launchers
Squad Transport:	2 x HMMVW Vehicles
HQ Section:	3 x M16A2 Autorifles
HQ Transport:	1 x HMMVW Vehicle
Platoon:	3 x Squads 3 x Squad Transport 2 x M60 Machineguns 1 x HQ Section 1 x HQ Transport
Company:	3 x Platoons 2 x HQ Section 2 x HQ Transport 3 x Medium Mortars
Mortar Battery:	3 x HMMVW Vehicles
Mortar Transport:	8 x HMMVW-TOW Vehicles
Anti-Tank Section:	3 x Companies
Battalion:	1 x Mortar Battery 1 x Mortar Transport 1 x Anti-Tank Section 4 x HQ Section 4 x HQ Transport

U.S. AIRBORNE INFANTRY

Squad:	5 x M16A2 Autorifles 2 x M249 Machineguns 2 x M203 Grenade Launchers
HQ Section:	3 x M16A2 Autorifles
Platoon:	3 x Squads 1 x HQ Section 6 x Light Mortars
Mortar Battery:	3 x Companies
Battalion:	1 x Mortar Battery 4 x HQ Section

U.S. MECHANIZED INFANTRY (M-2 Bradley)

Squad:	2 x M16A2 Autorifles 1 x M16A2/ Dragon ATGW 1 x M249 Machinegun 2 x M203 Grenade Launchers
Squad Transport:	1 x M-2 Bradley AIFV
HQ Section:	3 x M16A2 Autorifles
HQ Transport:	1 x M-2 Bradley AIFV
Platoon:	3 x Squads 3 x Squad Transport 1 x HQ Section 1 x HQ Transport
Company:	3 x Platoons 2 x HQ Sections 2 x HQ Transport 3 x M125 AMC 1 x M113 APC
Mortar Battery:	9 x M16A2 Autorifles
Battalion HQ Section:	3 x M-2 Bradley AIFV
Battalion HQ Transport:	1 x M-577 ACP
Battalion:	3 x Companies 1 x Mortar Batteries 1 x Batt. HQ Section 1 x Batt. HQ Transport

U.S. MECHANIZED INFANTRY (M-113 APC)

Squad:	5 x M16A2 Autorifles 1 x M16A2/Dragon ATGW 1 x M60 Machinegun 2 x M203 Grenade Launchers
Squad Transport:	1 x M-113 APC
HQ Section:	3 x M16A2 Autorifles
HQ Transport:	1 x M-113 APC
Platoon:	3 x Squads 3 x Squad Transport 1 x HQ Section 1 x HQ Transport
Company:	3 x Platoons 2 x HQ Sections 2 x HQ Transport 3 x M-125 AMC 1 x M-113 APC
Mortar Battery:	8 x M-901 SPAT
Anti-Tank Section:	12 x M16A2 Autorifles
Battalion HQ Section:	3 x M-113 APC
Battalion HQ Transport:	2 x M-577 ACP
Battalion:	3 x Companies 1 x Mortar Battery 1 x Anti-Tank Section 1 x Batt. HQ Section 1 x Batt. HQ Transport

U.S. ARMOR

M-1/E/A Platoon: 5 x M-1/E/A MBT
 M-60 Platoon: 5 x M-60 MBT
 M-1/E/A HQ Section: 2 x M-1/E/A MBT
 M-60 HQ Section: 2 x M-60 MBT
 M-1/E/A Company: 3 x M-1/E/A Platoons
 1 x M-1/E/A HQ Section
 M-60 Company: 3 x M-60 Platoons
 1 x M-60 HQ Section
 Tank Battalion HQ: 1 x M-577 ACP
 3 x M-1/E/A MBT
 Tank Battalion: 2 x M-1/E/A Companies
 1 x M-60 Company
 1 x Tank Battalion HQ

U.S. AIRBORNE ARMOR

Platoon: 5 x M-551 Lt. Tanks
 HQ Section: 2 x M-551 Lt. Tanks
 Company: 3 x Platoons
 1 x HQ Section
 Tank Battalion HQ: 3 x M-551 Lt. Tanks
 3 x HMMVW Vehicles
 Airborne Armored Battalion: 3 x Companies
 1 x Tank Battalion HQ

U.S. LIGHT ARMOR

Platoon: 5 x M-5 Lt. Tank
 HQ Section: 2 x M-5 Lt. Tank
 Company: 3 x Platoons
 1 x HQ Section
 Tank Battalion HQ: 3 x M-5 Lt. Tanks
 3 x HMMVW Vehicles
 Light Armored Battalion: 3 x Companies
 1 x Tank Battalion HQ

U.S. ARMORED CAVALRY

Tank Squad: 4 x M-1 MBT
 ACAV Section: 1 x M16A2 Autorifle
 1 x M203 Grenade Launcher
 ACAV Section Transport: 1 x M-3 Devers ACFV
 Mortar Section: 1 x M-125 AMC
 HQ Section: 2 x M16A2 Autorifles
 1 x M203 Grenade Launcher
 HQ Transport: 1 x M-3 Devers ACFV
 Platoon: 1 x Tank Squad
 4 x ACAV Sections
 1 x Mortar Section
 1 x HQ Section
 Troop HQ Section: 6 x M16A2 Autorifles
 2 x M203 Grenade Launchers
 Troop HQ Transport: 2 x M-3 Devers ACFV
 1 x M-577 ACP
 ACAV Troop: 3 x Platoons
 1 x HQ Section
 ACAV Squadron: 3 x Troops
 2 x HQ Sections

U.S. AIR CAVALRY

Aerorifle Squad: 5 x M16A2 Autorifles
 2 x M249 Machineguns
 2 x M203 Grenade Launchers
 Squad Transport: 1 x UH-60 Helicopter
 HQ Section: 3 x M16A2 Autorifles
 HQ Transport: 1 x UH-60 Helicopters
 Aerorifle Platoon: 3 x Squads
 3 x Squad Transport
 1 x HQ Section
 1 x Squad Transport
 Scout Squad: 4 x OH-6 Helicopters
 Scout Platoon: 2 x Scout Squads
 Gunship Squad: 4 x AH-64 or AH-1
 Gunship Platoon: 2 x Gunship Squads
 Troop HQ Section: 6 x M16A2 Autorifles
 2 x M203 Grenade Launchers
 Troop HQ Transport: 1 x UH-60 Helicopter
 AirCav Troop: 1 x Aerorifle Platoon
 1 x Scout Platoon
 1 x Gunship Platoon
 1 x Troop HQ Section

AirCav Squadron:

3 x AirCav Troops
 2 x HQ Sections

U.S. MARINES

Fire Team: 3 x M16A2 Autorifles
 1 x M203 Grenade Launcher
 Squad: 3 x Fire Teams
 1 x M16A2 Autorifle
 HQ Section: 3 x M16A2 Autorifles
 Platoon: 3 x Squads
 1 x HQ Section
 Weapons Platoon: 3 x Lt. Mortars
 6 x M16A2/LAW ATR
 12 x M16A2 Autorifles
 1 x HQ Section
 Rifle Company: 3 x Platoon
 1 x Weapons Platoon
 6 x M60 Machineguns
 2 x HQ Sections
 Mortar Platoon: 3 x Med. Mortars
 18 x M16A2 Autorifles
 1 x HQ Section
 Mortar Company: 3 x Mortar Platoons
 2 x HQ Sections
 Battalion: 4 x Rifle Companies
 1 x Mortar Company
 3 x HQ Sections
 Tank Company: Same as U.S. Army
 Howitzer Battery: 4-6 x 155mm Howitzers
 Marine Amphibious Unit: 1 x Battalion
 1 x Tank Company
 1 x Howitzer Battery
 4 x HQ Section

CANADIAN MECHANIZED INFANTRY

Squad: 7 x M16A2 Autorifles
 1 x MAG Machinegun
 1 x M16A2/Milan II ATGW
 Squad Transport: 1 x M-113 APC
 HQ Section: 4 x M16A2 Autorifles
 1 x M16A2/Milan II ATGW
 HQ Transport: 1 x M-113 APC
 Rifle Platoon: 3 x Squads
 3 x Squad Transport
 1 x HQ Section
 1 x HQ Transport
 Recon Squad: 2 x M16A2 Autorifles
 2 x M16A2/Milan II ATGW
 Recon Squad Transport: 2 x Lynx
 Recon HQ Section: 1 x M16A2 Autorifle
 1 x M16A2/Milan II ATGW
 Recon HQ Transport: 1 x Lynx
 Recon Platoon: 3 x Recon Squads
 3 x Recon Transport
 1 x Recon HQ Section
 1 x Recon HQ Transport
 Rifle Company HQ: 14 x M16A2 Autorifles
 2 x M16A2/Milan II ATGW
 Company HQ Transport: 4 x M-113 APC
 Rifle Company: 3 x Rifle Platoons
 1 x Co. HQ
 Weapons Company: 8 x M-150 SPAT
 8 x Med Mortars
 1 x Co. HQ
 Battalion HQ: 6 x M16A2 Autorifles,
 Battalion HQ Transport: 2 x M-577
 2 x M-113 APC
 Rifle Battalion: 4 x Rifle Companies
 1 x Recon Platoon
 1 x Weapons Company
 1 x Battalion HQ

CANADIAN ARMOR (Tanks are interchangeable)

Available tanks are Leopard II, Leopard IA3, or Centurions

Troop: 4 Tanks
HQ Section: 1 Tank
 1 M-577 ACP
Tank Squadron: 4 x Troops
 1 x HQ Section
Recon Squad: Same as above
Recon Squad Transport: Same as above
Recon Squad HQ: Same as above
REcon Troop: 3 x Recon Squads,
 1 x Recon HQ,
 1 x M-113 APC
Recon Squadron HQ: 2 x Lynx
 3 x Recon Troops
Recon Squadron: 1 x Recon Sqdn. HQ
 8 x M-150 SPAT
Anti-Tank Squadron: 2 x Tanks
 2 x M-577
 2 x M-113
Rgt. HQ: 3 x Tank Squadrons
 1 x Recon Squadrons
 1 x Anti-Tank Squadron
 1 x Regimental HQ
Armored Regiment:

CANADIAN ARMORED RECON REGIMENT

As a Canadian Armored Regiment, but all 'tanks' at all levels are Scorpion or Scimitar Light Tanks.

HIGHER ORGANIZATIONS

Units shown in parentheses have not been described elsewhere.

U.S. LIGHT INFANTRY BRIGADE

3 x Light Infantry Battalions
 (1 x Artillery Battalion)
 (1 x Service/Supply Battalion)
 (1 x Engineer Company)
 (1 x Anti-Aircraft Company)
 1 x Armored Cavalry Troop
 (Light Infantry Brigade HQ)

U.S. LIGHT INFANTRY DIVISION

3 x Light Infantry Brigades
 1 x Light Tank Battalion
 (Supplimentary Units)

U.S. AIRBORNE BRIGADE

3 x Airborne Battalions
 (1 x Artillery Battalion)
 (1 x Service/Supply Battalion)
 (1 x Engineer Company)
 (1 x Anti-Aircraft Company)
 1 x Armored Cavalry Troop
 (Airborne Brigade HQ)

U.S. AIRBORNE DIVISION

3 x Airborne Infantry Brigades
 1 x Airborne Tank Battalion
 (Supplimentary Units)

U.S. MECHANIZED INFANTRY BRIGADE

1 or 2 x Mech Infantry Battalions
 2 or 1 x Armored Battalions
 (1 x Artillery Battalion)
 (1 x Service/Supply Battalion)
 (1 x Engineer Company)
 (1 x Anti-Aircraft Company)
 1 x Armored Cavalry Troop
 (Mechanized Brigade HQ)

U.S. MECHANIZED INFANTRY DIVISION

3 x Mech Infantry Brigades
 (1 x Divisional Artillery Battalion)
 (Supplimentary Units)

U.S. ARMORED BRIGADE

Identical to U.S. Mech Infantry Brigade organization

U.S. ARMORED DIVISION

Identical to U.S. Mech Infantry Divisional organization. Please note that currently there are Mechanized Infantry Divisions with more tanks than Armored Divisions. The difference between the two divisional types is purely that of title, for the purposes of historical lineage continuity.

U.S. ARMORED CAVALRY REGIMENT

3 x Armored Cavalry Squadrons
 1 x Air Cavalry Squadron
 (1 x SP Artillery Battalion)
 (1 x Service/Supply Squadron)
 (Regimental HQ)

U.S. ARMY CORPS

3 x Divisions (or more)
 (Supplimentary Units)

U.S. ARMY

2 x Corps (or more)

U.S. ARMY GROUP

2 x Armies (or more)

CANADIAN BRIGADE

3 x Rifle Battalions
 1 x Armored Regiment
 (1 x Artillery Battalion)
 (Supplimentary Units)

ABSTRACT UNIT ORGANIZATION CHART

Unit	Code	Strength	Melee	Fire	HW	Arty	Anti Air	Man	Command Control	End
Lt. Infantry Battalion (dism)	E	412	718	5300	2380	120	40	12	50	35
Battalion HQ	C	20	40	200	0	0	40	20	80	20
Mortar Battery	C	27	36	270	300	30	0	20	80	20
Company	D	125	214	1610	660	30	0	20	80	20
Lt. Infantry Company (dism)	D	125	214	1610	660	30	0	20	80	20
Company HQ	B	8	16	80	0	0	0	15	60	30
Mortar Battery	C	27	36	270	300	30	0	20	80	20
Platoon	C	30	54	420	120	0	0	18	70	25
Lt. Infantry Platoon (dism)	C	30	54	420	120	0	0	18	70	25
Platoon HQ	B	3	6	30	0	0	0	20	80	20
Squad	B	9	16	110	40	0	0	20	80	20
Lt. Infantry Squad (dism)	B	9	16	110	40	0	0	20	80	20
Lt. Infantry Battalion (HMMWV)	E	515V	718	5300	3880	280	40	28	50	80
Battalion HQ	C	24V	40	200	0	0	40	40	80	50
Anti-Tank Section	C	8V	0	0	1600	160	0	36	70	60
Mortar Battery	C	34V	36	270	300	30	0	40	80	50
Company	D	153V	174	1610	660	30	0	32	60	70
Lt. Infantry Company (HMMWV)	D	153V	174	1610	660	30	0	32	60	70
Company HQ	B	10V	16	80	0	0	0	40	80	50
Mortar Battery	C	34V	36	270	300	30	0	40	80	50
Platoon	C	37V	54	420	120	0	0	36	70	60
Lt. Infantry Platoon (HMMWV)	C	37V	54	420	120	0	0	36	70	60
Platoon HQ	B	4V	6	30	0	0	0	40	80	50
Squad (combined)	B	10V	16	110	40	0	0	40	80	50
Lt. Infantry Squad (HMMWV)	B	9	16	110	40	0	0	20	80	20
HMMWV	A	1V	0	0	0	0	0	40	80	50
HMMWV-TOW	A	1V	0	0	200	20	0	40	80	50
Abn. Infantry Battalion	E	412	718	5300	2380	120	40	12	50	35
Battalion HQ	C	20	40	200	0	0	40	20	80	20
Mortar Battery	C	27	36	270	300	30	0	20	80	20
Company	D	125	214	1610	660	30	0	20	80	20
Abn. Infantry Company	D	125	214	1610	660	30	0	20	80	20
Company HQ	B	8	16	80	0	0	0	15	60	30
Mortar Battery	C	27	36	270	300	30	0	20	80	20
Platoon	C	30	54	420	120	0	0	18	70	25
Abn. Infantry Platoon	C	30	54	420	120	0	0	18	70	25
Platoon HQ	B	3	6	30	0	0	0	20	80	20
Squad	B	9	16	110	40	0	0	20	80	20
Abn. Infantry Squad	B	9	16	110	40	0	0	20	80	20
Mech. Infantry Battalion (M-2)	E	354	908	2190	24,900	1896	2295	28	50	80
Battalion HQ	C	21V	21	130	1350	120	136	36	70	60
Mortar Battery	C	21V	17	0	225	24	0	36	70	60
Company	D	104V	290	690	7725	584	720	32	60	70
Mech. Infantry Company (M-2)	D	104V	290	690	7725	584	720	32	60	70
Company HQ	B	8V	12	60	900	80	90	40	80	50
Mortar Battery	C	21V	17	0	225	24	0	36	70	60
Platoon	C	25V	36	210	2200	160	210	36	70	60
Mech. Infantry Platoon (M-2)	C	25V	36	210	2200	160	210	36	70	60
Platoon HQ	B	4V	6	30	450	40	45	40	80	50
Squad (combined)	B	7V	10	60	590	40	5	40	80	50
Mech Infantry Squad (M-2)	B	6	10	60	140	0	0	20	80	20
M-2 Bradley	A	1V	0	0	450	40	45	40	80	50
Mech. Infantry Battalion (M-113)	E	445V	610	450	7230	96	405	28	50	80
Battalion HQ	C	23V	20	120	1350	0	135	36	70	60
Mortar Battery	C	21V	17	0	225	24	0	36	70	60
Anti-Tank Section	C	8V	0	240	1200	0	0	36	70	60
Company	D	131V	191	1380	1485	24	90	32	60	70
Mech. Infantry Company (M-113)	D	131V	191	1380	1485	24	90	32	60	70
Company HQ	B	8V	12	120	0	0	0	40	80	50
Mortar Battery	C	21V	17	0	225	24	0	36	70	60
Platoon	C	34V	54	420	420	0	30	36	70	60

Unit	Code	Strength	Melee	Fire	HW	Arty	Anti Air	Man	Command Control	End
Mech. Infantry Platoon (M-113)	C	34V	54	420	420	0	30	36	70	60
Platoon HQ	B	4V	6	60	0	0	0	40	80	50
Squad (combined)	B	10V	16	120	140	0	10	40	80	50
Mech Infantry Squad (M-113)	B	9	16	90	140	0	10	20	80	20
M-113	A	1V	0	30	0	0	0	40	80	50
Heavy Armor Battalion	E	55V	0	1650	6800	5400	0	21	50	80
Battalion HQ	C	4V	0	120	450	300	0	27	70	60
M-1 Tank Company	D	17V	0	510	2550	1700	0	24	60	70
M-60 Tank Company	D	17V	0	510	1700	1700	0	24	60	70
M-1 Tank Company	D	17V	0	510	2550	1700	0	24	60	70
Company HQ	C	2V	0	60	300	200	0	27	70	60
Platoon	C	5V	0	150	750	500	0	27	70	60
M-1 Tank Platoon	C	5V	0	150	750	500	0	27	70	60
M-1 Tank	A	1V	0	30	150	100	0	30	80	50
M-60 Tank Company	D	17V	0	510	1700	1700	0	24	60	70
Company HQ	C	2V	0	60	200	200	0	26	70	60
Platoon	C	5V	0	150	500	500	0	27	70	60
M-60 Tank Platoon	C	5V	0	150	500	500	0	27	70	60
M-60 Tank	A	1V	0	30	100	100	0	30	80	50
M-577	A	1V	0	30	0	0	0	30	80	50
M-551 Tank Battalion	E	55V	0	1650	5400	5400	0	21	50	80
Company	D	17V	0	510	1700	1700	0	24	60	70
M-551 Tank Company	D	17V	0	510	1700	1700	0	24	60	70
Company HQ	C	2V	0	60	200	200	0	27	70	60
Platoon	C	5V	0	150	500	500	0	27	70	60
M-551 Tank Platoon	C	5V	0	150	500	500	0	27	70	60
M-551 Tank	A	1V	0	30	100	100	0	30	80	50
M-577	A	1V	0	30	0	0	0	30	80	50
M-5 Tank Battalion	E	55V	0	1650	5400	5400	0	21	50	80
Battalion HQ	C	4V	0	120	300	300	0	27	70	60
Company	D	17V	0	510	1700	1700	0	24	60	70
M-5 Tank Company	D	17V	0	510	1700	1700	0	24	60	70
Company HQ	C	2V	0	60	200	200	0	27	70	60
Platoon	C	5V	0	150	500	500	0	27	70	60
M-5 Tank Platoon	C	5V	0	150	500	500	0	27	70	60
M-5 Tank	A	1V	0	30	100	100	0	30	80	50
M-577	A	1V	0	30	0	0	0	30	80	50

Unit	Code	Strength	Melee	Fire	HW	Arty	Anti Air	Man	Command Control	End
Canadian Mech Rifle Battalion	E	575V	936	7530	8850	259	825	28	50	80
Battalion HQ	C	10V	12	180	0	0	0	40	80	50
Weapons Company	D	32V	0	240	2200	224	160	36	70	50
Mech Recon Platoon	C	21V	28	350	1050	35	105	36	70	60
Mech Rifle Company	D	128V	224	1690	1400	0	140	32	60	70
Canadian Mech Rifle Company	D	128V	224	1690	1400	0	140	32	60	70
Company HQ	C	20V	32	280	200	0	20	36	70	60
Rifle Platoon	C	36V	64	470	400	0	40	36	70	60
Canadian Mech Rifle Platoon	C	36V	64	470	400	0	40	36	70	60
Platoon HQ	B	6V	10	50	100	0	10	40	80	50
Squad (combined)	B	10V	18	140	100	0	10	40	80	50
Canadian Mech Rifle Squad	B	9	18	110	100	0	10	40	80	50
Canadian Mech Recon Platoon	C	21V	28	350	1050	35	105	36	70	60
Recon Squad (combined)	B	3V	4	50	150	5	15	40	80	50
Canadian Mech Recon Squad	B	2	4	20	100	0	10	40	80	50
Lynx AC	A	1V	0	30	50	5	5	40	80	50
M-113 APC	A	1V	0	30	0	0	0	40	80	50
M-577 APC	A	1V	0	30	0	0	0	40	80	50

Unit	Code	Strength	Melee	Fire	HW	Arty	Anti Air	Man	Command Control	End
Canadian Armored Regiment	E	134V	84	4020	12150	5575	485	21	50	80
Regimental HQ	C	6V	0	180	200	200	0	27	70	60
Anti-Tank Squadron	C	8V	0	240	1600	160	160	27	70	60
Recon Squadron	D	66V	84	1980	3250	115	325	32	60	70
Tank Squadron	D	18V	0	540	1700	1700	0	24	60	70
Canadian Tank Squadron	D	18V	0	540	1700	1700	0	24	60	70
Squadron HQ	B	2V	0	60	100	100	0	30	80	50
Troop	C	4V	0	120	400	400	0	27	70	60
Canadian Tank Troop	C	4V	0	120	400	400	0	27	70	60
Tanks (all)	A	1V	0	30	100	100	0	30	80	50
Canadian Recon Squadron	D	66V	84	1980	3250	115	325	32	60	70
Squadron HQ	B	3V	0	90	100	10	10	40	80	50
Troop	C	21V	28	630	1050	35	105	36	70	60
Canadian Recon Troop	C	21V	28	630	1050	35	105	36	70	60
Squad (combined)	B	3V	4	90	150	5	15	40	80	50
Canadian Recon Squad	B	2	4	60	100	0	10	20	80	20
Lynx AC	A	1V	0	30	50	5	5	40	80	50
M-113/577 APC	A	1V	0	30	0	0	0	40	80	50
Canadian Armored Recon Regiment	E	134V	84	4020	9050	4475	485	21	50	80
Regimental HQ	C	6V	0	180	150	150	0	27	70	60
Anti-Tank Squadron	D	8V	0	240	1600	160	160	27	70	60
Recon Squadron	D	66V	84	1930	3250	115	325	32	60	70
Lt Tank Squadron	D	18V	0	540	1350	1350	0	24	60	70
Canadian Lt Tank Squadron	D	18V	0	540	1350	1350	0	24	60	70
Squadron HQ	B	2V	0	60	150	150	0	30	80	50
Troop	C	4V	0	120	300	300	0	27	70	60
Canadian Lt Tank Troop	C	4V	0	120	300	300	0	27	70	60
Scorpion Lt Tank	A	1V	0	30	75	75	0	30	80	50
Canadian Recon Squadron	D	66V	84	1980	3250	115	325	32	60	70
Squadron HQ	B	3V	0	90	100	10	10	40	80	50
Troop	C	21V	28	630	1050	35	105	36	70	60
Canadian Recon Troop	C	21V	28	630	1050	35	105	36	70	60
Squad (combined)	B	3V	4	90	150	5	15	40	80	50
Canadian Recon Squad	B	2	4	60	100	0	10	20	80	20
Lynx AC	A	1V	0	30	50	5	5	40	80	50
M-113/577 APC	A	1V	0	30	0	0	0	40	80	50
Armored Cavalry Squadron	E	208V	159	2000	30760	5720	2475	21	50	80
Squadron HQ	C	7V	6	50	940	80	90	27	70	60
Troop	D	67V	51	650	9940	1180	825	24	60	70
Armored Cavalry Troop	D	67V	51	650	9940	1180	825	24	60	70
Troop HQ	C	7V	6	50	940	80	90	27	50	80
Platoon	C	20V	15	200	3000	600	245	27	70	60
Armored Cavalry Platoon	C	20V	15	200	3000	600	245	27	70	60
M-1	A	1V	0	30	150	100	5	30	80	50
M-3	A	1V	0	0	450	40	45	70	80	50
M-125	A	1V	0	30	50	0	0	30	80	50
ACAV Infantry Section	A	2	3	10	20	0	0	20	80	20
M-577	A	1V	0	30	0	0	0	30	80	50
Air Cavalry Squadron	E	163V	180	1590	20760	2040	2640	55	50	120
Squadron HQ	C	3V	0	60	0	0	0	70	80	75
Troop	D	54V	60	510	6290	680	680	60	60	105
Air Cavalry Troop	D	54V	60	510	6290	680	680	60	60	105
Troop HQ	B	2V	0	60	0	0	0	70	80	75
Aerorifle Platoon	C	37V	60	450	120	0	0	65	70	90
Scout Platoon	C	8V	0	0	0	0	0	65	70	90
Gunship Platoon	C	8V	0	0	6800	680	680	65	70	90
AeroRifle Platoon	C	37V	60	450	120	0	0	65	70	90
Squad	B	10	18	120	40	0	0	70	80	75
UH-60 Helicopter	A	1V	0	0	0	0	0	70	80	75
Scout Platoon	C	8V	0	0	0	0	0	65	70	90
Squad	B	4V	0	0	0	0	0	70	80	75
OH-6 Helicopter	A	1V	0	0	0	0	0	70	80	75
Gunship Platoon (Apache)	C	8V	0	0	6800	680	680	65	70	90
Squad (Apache)	B	4V	0	0	3400	340	340	70	80	75
AH-1 Cobra	A	1V	0	0	800	80	80	70	80	75
AH-64 Apache	A	1V	0	0	850	85	85	70	80	75

Unit	Code	Strength	Melee	Fire	HW	Arty	Anti		Command		End
Marine Amphibious Unit	F	674V	842	4720	5420	2409	720	10	40		40
MAU HQ	C	35	24	120	0	0	0	20	80		20
Tank Company	D	17V	0	510	1700	1700	0	24	60		70
Howitzer Battery	D	4V	0	0	600	600	0	24	60		70
Battalion	E	641	818	4090	3120	109	720	12	50		35
Marine Battalion	E	641	818	4090	3120	109	720	12	50		35
Battalion HQ	C	20	18	90	0	0	0	20	80		20
Mortar Company	D	84	84	0	600	64	0	18	70		25
Rifle Company	D	152	194	1000	630	15	180	15	60		30
Marine Rifle Company	D	152	194	1000	630	15	180	15	60		30
Company HQ	B	12	12	60	0	0	0	20	80		20
Weapons Platoon	C	20	20	220	270	15	60	18	70		25
Rifle Platoon	C	42	54	240	120	0	0	18	75		25
Marine Rifle Platoon	C	42	54	240	120	0	0	18	75		25
HQ Section	B	3	6	30	0	0	0	20	80		20
Rifle Squad	B	13	16	70	40	0	0	20	80		20
Marine Rifle Squad	B	13	16	70	40	0	0	20	80		20
Fire Team	A	4	7	30	20	0	0	20	80		20

17. ON BEING A RESISTANCE FIGHTER

This chapter covers a variety of loosely related topics of interest to *Freedom Fighters* players. Some of the sections which follow include rules which form part of the structure of the game itself, while others are more in the nature of commentary, discussion, or suggestions to players and Gamemasters regarding play.

17.1 RESISTANCE UNITS

A basic problem in many role-playing games is the essential difference between the size of the role-playing group and the realistic presentation of the group's capabilities. To put it bluntly, the handful of characters who can topple kingdoms in a fantasy game or overcome whole worlds in pure science fiction settings won't amount to a pile of dingo's kidneys when they set out to stop an invasion — not if the Gamemaster is portraying the situation accurately, at least. To be successful, the players will need to be part of a larger force, which means that there will be lots of NPCs running about to complicate matters for the Gamemaster.

Our perceptions of how *Freedom Fighters* works will often be tinged by the effects of the movies and television shows we watch. Most such entertainment programs, however, have the same problem that the game does — the schizophrenia of focusing on a few main characters versus portraying a complete and accurate situation. We see a handful of stalwart teen guerrillas hold off a major Russian invasion, or a handful of tough partisans develop wonder-weapons that will drive out aliens from space overnight, and we find there a good set of examples on how not to run a resistance group.

Players must look upon their characters as the core around which a unit can be built. To increase their capability for striking blows in the name of freedom, their characters will need to recruit, organize, equip, and support units with the manpower and weaponry to mount a successful resistance, even if only a fraction of this network is ever actually used in a given adventure.

Of course, it is best if the players are the true nucleus of the resistance force. One of their number should be the leader. Not everyone may have the necessary skills to be given important positions, but when possible, it will be useful if player characters can head up the various branches of the organization they assemble (or at least be prominent within these branches). In that way, everyone can share the bookkeeping load of managing different aspects of the game. Where possible, they should also arrange things so that their characters can frequently be involved in the action. Having a brilliant computer hacker able to break into enemy security files is all well and good... until it becomes plain that the hacker has no other viable skills and/or is too valuable as a staff officer to risk in battle. On that road lies frustration, unless

the player and Gamemaster agree to allow a second, combat-oriented character under the player's control into the game. This is worth exploring.

17.1.1 Recruitment

Granting the need for NPCs and Extras to swell the ranks of the Resistance, it would be useful to have established guidelines on recruiting.

It would be possible, of course, for the Gamemaster to simply require the players to recruit using Verbal Interaction skills to win friends and influence people. However, recruiting is not the sort of operation that players are going to find challenging or exciting, so Interaction for this purpose should be limited to the early stages of the game or to very, very important potential recruits.

For the rest, assume that a six-hour period spent in recruiting efforts will yield 1/10 of a character's Management Personnel skill rating plus a roll of 1D10 in potential recruits. Round fractions down. Demagogues who attempt to use Oratory on crowds roll 1D100 and average this with their Public Speaking skill rating to gain the number of potential recruits swayed in the same kind of six-hour time frame.

The total number of recruits gained in these manners will tend to dwindle after the first flush of excitement. Once a week (or more often if the Gamemaster wishes), the Leadership skill rating of one of the player-characters — either the overall group leader or some other character designated to handle recruitment matters — is taken as the percentage (round fractions down) of the recruits who actually join the fight.

A list of all recruits should be kept; as new people join up, the Gamemaster should determine their Quality, Age, Sex, Career, and Experience, and assign a name, all to be recorded on this list. The Book I rules on Extras can be used. Where appropriate, such extras as may have particularly important or useful skills may be noted separately.

This growing list of recruits can be used to pick out Extras to assign various unimportant duties or to fill out the ranks of a large-scale combat unit. The Organization of the resistance group will determine if the recruits have ongoing responsibilities of any kind, but for the most part they will remain in the background, brought forward as necessary to move the game along or as the Gamemaster wishes to remind the players of the size and extent of their network.

The Gamemaster can use the recruiting process to slip in major NPCs without letting anyone know of their importance. It should be noted that, during the Recruiting process, any Extra whose Quality roll comes up doubles should be considered a potential traitor, coward, or spy. The Gamemaster can make note of this fact and use it as desired.



without revealing the fact to the group — unless one of the player-characters specifically decides to use an Insight Task to size up the recruit's various attitudes.

17.1.2 Organization

Players in charge of a Resistance Group can, of course, run it any way that they like. However, with the variety of duties and activities which must be carried out — some of them requiring investments of time and skill that still don't warrant detailed resolution — it is usually wise to create a well-structured organization that can be relied upon to carry out various duties.

Where possible, player-characters with suitable skills should be placed in charge of specific branches of the resistance unit. For some branches, NPCs can be in charge as long as some player is detailed to worry about bookkeeping that might be required.

Each branch will contain various Extras as well as any player-characters suited to that branch. Extras can be assigned in one of two ways. In any random batch of new recruits, there is a chance that a given recruit will hold skills that will make him useful to a particular branch. The Gamemaster should know the recruit's previous career and can give him one or more skills right from the start that will qualify him for a specific branch.

The alternative is for players to make up a list of skill areas they specifically want to recruit from. When this is done, halve the initial numbers of potential recruits brought in at all times (since the recruiters are being more selective in their search). The players should pick the skill rating they are looking for in each different skill area. Each recruit will have the skill rating being sought if a 1D100 roll is greater than the desired rating. For ratings of 100 and up, the Gamemaster should require detailed Verbal Interaction with a major NPC.

The Gamemaster is also free to experiment with other ways of filling the group's needs (and does not have to wait for them to realize what those needs are before he acts) — sometimes the Gamemaster will see very clearly what the group must have to succeed.

Some possible branches, and their responsibilities, are briefly outlined below. The list is by no means exhaustive.

Combat: Characters skilled in any combat-oriented skills, in Demolitions, Traps, athletic skills, or similar areas are of course the backbone of the Resistance. These are the people who will be most heavily involved in raids, attacks, and other active fighting all the time (though in most cases, other branches will be expected to contribute fighting manpower as well, especially when the organization is a small one).

Recruiting: Only characters assigned to this branch should be allowed to contribute their skills to finding new recruits. It could, in fact, be safely turned over to strictly NPCs, though a player should be in charge of determining numbers of recruits obtained.

Medical: This is another branch which might be staffed entirely by NPCs. Skills in various medical areas must be known for each character in this branch, for use in the wounding and recovery process. If no player-characters are in this branch, a player should be selected to keep track of all wound and recovery processes.

Procurement: Characters and Extras assigned here are responsible for obtaining equipment and supplies of all kinds. This is not as dull as it might seem, because such characters may have the chance to steal, mount elaborate deceptions, or organize combat raids to acquire the

gear they need. Criminal or Verbal Interaction skills are particularly useful here.

Security: Characters assigned here must handle the jobs of keeping the organization safe from attack or betrayal. The player or players responsible for security should plan guard schedules, carry out Security skill Tasks, to create alarm or lookout systems, be in charge of bolt-holes where the group can flee, and be responsible for the safe-keeping of prisoners.

Intelligence: This branch attempts to learn what it can of enemy operations or intents. Much of the activity here can be carried out by NPCs, but there are exciting roles for players as well, and a player should certainly be responsible for this aspect of the group's affairs. Questioning and Intelligence Tasks, surveillance, bugging, computer expertise, and the like can all be put to use here; major adventure sessions can be built around all kinds of espionage activity or undercover work.

Armory: Someone should keep a running inventory of weapons and ammo available. Most of the activities of this branch are of secondary importance to players, and they should avoid a situation where they have no duties outside the armory. Skills are used, however, to maintain, repair, or even build new weapons, and the player responsible for the armory should keep track of weapon reliabilities and maintenance activities. Figure that one person can handle the maintenance chores for one weapon by spending one hour a week on it, but only after it has been unpacked and used. An unused weapon in its original packaging need not be maintained at all. Weapons can be built only with proper materials, and the Gamemaster should never allow the invention of completely new types of weaponry unless the player can present a great deal of justification (and design it using Technology Weapons Tasks at high Difficulty Ratings).

Motor Pool: An assortment of vehicles will be necessary to the group. People assigned here will be in much the same position as in the Armory. Duties of the player in charge involve keeping track of available vehicles, reliability and maintenance, and repair work. With appropriate skills and materials, characters should also be allowed to 'customize' vehicles by increasing engine performance, creating hidden storage or passenger areas, attaching makeshift armor, and so on. The Gamemaster should limit these activities to within the bounds of common sense.

Other Branches: Many other possible areas of responsibility exist. Dividing them up into a suitable organization is up to the players, based on manpower, their own needs, and the current game situation. For a small or embryonic resistance group, a formal structure won't be that important. Only when things get moving along well will it become important to delineate responsibilities in this fashion.

Management: When the Gamemaster deems it appropriate, saving throws or even Tasks using the Management Organization skill of the character in charge of a given branch may be called for. Examples might be determining if a particular vehicle is available from the motor pool at a given time, or finding out how long it takes information to filter up from Intelligence activities, or deciding how likely it is for a traitor to learn and transmit data under the nose of the Security Chief. The skill is used as an overall measure of efficiency, and should mostly be used to handle how well NPCs function (even if the department head is a player-character . . . although the player can take things

into his own hands and see to it that the work is done, his skill is used to show how effective his underlings are when he is occupied elsewhere).

17.1.3 Equipment

To acquire equipment on a large scale, it is sometimes best to take shortcuts over the procedures outlined in the rules on equipment. If an item is Very Common, Common, or Uncommon, (and not Restricted), allow purchases to be made automatically at the full price given, and thefts to be possible using a skill Saving Throw of an appropriate nature. (One theft per character per six-hour time period when handling things in this abstract fashion.) For items of lower availability double the price or halve the skill rating. Do the same (with cumulative effects) for items which are Restricted.

Other shortcuts can be introduced as the Gamemaster desires. With large units, it is not a good idea to become bogged down in details of supply, equipment, or support. When it seems necessary to do something, but detailed rules seem impractical, invoke the Logistics rules below.

17.1.4 Logistics

Characters may use their skill in Management Logistics as a substitute for detailed planning of how to outfit an expedition, force, or resistance unit. If players want to draw up a detailed list of supplies and equipment, they can do so, but as an alternative, the Gamemaster may permit them to merely describe the sort of undertaking they wish to prepare for.

Equipment and supplies will fall into one of three categories, determined by the Gamemaster on a case by case basis. Obviously Essential supplies and gear are those that would almost certainly be necessary. Useful equipment or stocks would be likely to be of use in a situation, while Unlikely supplies or items would have quite a bit less of a chance to be found.

If the Gamemaster chooses to allow this rule, characters can choose to make Management Logistics Saving Throws to determine if they have access to a particular piece of equipment or adequate supplies of a specific type. If the item is Obviously Essential, double the skill rating before making the roll. Useful items use the normal rating, while Unlikely items require a Critical Saving Throw against the skill level.

Basically, this procedure calls for players to announce what sort of equipment they need at any given time. The Gamemaster determines if the item is something they could have available (excluding by fiat obviously silly things, like a Medium Tank in their glove compartment or a complete surgical theater in a backpack) and, if it is, determines what category it falls into. If the appropriate Throw is made against the Management Logistics skill of the individual responsible for equipping the group in question, then the equipment or supplies will be available.

This shortcut is an excellent way to handle the protestations by players that their characters would certainly have packed the extra grenades even though the players would have forgotten to mention them.

17.1.5 Creating Resistance Units

Some of the best *Freedom Fighters* campaigns follow the characters from the time they first become guerrillas and so portray the creation of a group step by step from first conception to final triumph or failure. However, it is equally valid to start a campaign well after the events which start the underground war. When characters are to join or meet up with a resistance unit which is already in being, a series of steps can be followed to create the broad outlines of the unit's size, organization, and overall capabilities.

The Leader

First, the leader of the new unit must be known. This may be a player-character, a major NPC, or an Extra. The leader's skills in ship and Management Logistics must be calculated, and the ratings added together, to give that leader's Effectiveness Number.

The Effectiveness Number is multiplied times 1000 to give the organization's initial Span. Using this Span, personnel and equipment may be 'purchased'. One point of Span is equal to one dollar for purposes of equipment purchase; use the simplified equipment purchase rules noted earlier in this chapter to determine prices. One thousand points are spent for each Extra to be brought into the group at the start; in addition, 10 points can be spent to purchase a DM+1 on the roll for the Extra's Quality. Any number of points can be spent on DMs for each Extra.

Characters and Extras can now be assigned as department heads of various branches of the organization, provided they have suitable skills, as discussed previously. These characters compute an Effective-

ness Number, just as the Leader did, which is multiplied by 100 to give a new Span for that Branch (only). It can be used to buy equipment or new personnel for that department's activities.

The process then continues to a final phase in which the group receives 1D100 x 1000 points for final purchases. Characters purchased from this pool are not members of the unit, but rather are contacts, or in some cases could be 'reservists' who sympathize with the partisans but do not actively serve except on special occasions. Equipment can also be purchased for the group as a whole.

By this means, a complete (albeit sketchy) picture of the organization is made available, to be filled in as the need arises.

17.2 UNDERCOVER ACTIVITIES

Partisans must spend a lot of their time avoiding open confrontations, and for this reason often need to live double lives. Such concerns will not arise if the campaign in question involves characters fighting an invasion in progress, but if they attempt to operate behind enemy lines or to foment revolution against an established order, some concern with maintaining appearances is necessary.

17.2.1 Businesses

Player-characters who own their own businesses may choose to maintain them as 'fronts' for their resistance activities. Businesses can also be created by investing money to purchase business-owned supplies, equipment, or other assets, or (for a resistance unit created as noted above) by spending Span points equal to the dollar value of the business. When investing in a new business, the Level of the business is found by comparing the number of dollars invested to the various asset ranges on the Business Chart. Take the lowest possible values for the ranges shown on the chart; if the investment falls between any two chart asset values, the level used is the lower of the two.

To run a business, a minimum of one employee per \$1000.00 of assets is needed (more is allowed). Not all employees need to be members of the resistance group, of course, but any resistance members who do choose to work in the business must spend a minimum of one 6-hour period per day, five days a week, in business-oriented activities. This means that they will generally be unavailable for raids and the like during that time.

However, certain business operations can be used very effectively by characters to further their partisan campaign. For example, salesmen or deliverymen (or many similar people) can make useful couriers. A restaurant or bar owner who gets a clientele of invader soldiers is in the position to pick up information on the job, while a garage can openly work on vehicles or receive numerous visitors on Resistance business without raising comment. The tenor of the campaign and the ingenuity of the players will be the best guide to how a business can help the guerrillas.

Businesses all generate a net income for the owners shown on the Business Chart. Roll for the amount of income shown on a weekly basis. Increase the amount received by a percentage equal to the average of Management Business and Finance skills. Halve the income if an insufficient number of employees is available. The Gamemaster is also free to impose all manner of unusual events or problems to penalize the business, or could decree exceptional profits instead.

17.2.2 Employment

Characters who do not own a business may still wish to get jobs. Unless his last Career Cycle ended with the character's voluntary or mandated expulsion from the career, characters can begin the game holding down a job in the career that they held at the end of character creation. Depending on circumstances, they may continue in this career even after the takeover (if the Gamemaster chooses to allow it . . . military characters are going to be hard-pressed to remain in the Armed Forces while living a quiet life behind the Soviet lines!).

Alternatively, characters can apply for new jobs during the game. To enter a given career, follow the same procedures as for character creation. Again, the Gamemaster may determine that some careers are simply not available.

Once in a career, the character will hold a given rank, just as during character creation. A character's rank determines the amount of money he receives each week; on starting the career, roll 1D100 + 100 to establish weekly pay.

Again, a character with a job commits at least one 6-hour block of time per day, five days per week, in order to earn this salary. It is also possible for an employee to use his job to further the Resistance, just as the business owner can, but the employee will be a little less free to arrange things to suit his own needs.

Using these general guidelines, the Gamemaster can determine how successful a character is at supporting himself while maintaining a position in the Resistance, should the need arise. These rules can also be

used when a character is out seeking a job as part of an undercover operation, such as taking a job on or near an enemy military base to spy on them.

17.2.3 Identities

The equipment descriptions and charts include references to obtaining false ID's or even a full-fledged identity change. This can be very important to some characters if their resistance activities attract the scrutiny of the enemy. The Gamemaster should keep in mind that, under a restrictive invader government, the movements of the citizenry will be closely watched. This means that a known resistance fighter or other wanted criminal will be hard-pressed to run a business, hold or obtain a job, make purchases, or travel. Acquiring false papers or a brand new identity may be the only way such a character can live any existence other than that of a hunted fugitive.

17.2.4 Reputation

As characters or resistance units fight the enemy, their activities are likely to attract attention from the authorities. The more successful the group is, the more their opponents will focus on stopping them. Thus, it is sometimes useful for the Gamemaster to track the reputation a group has earned.

Various acts of resistance earn the group a number of 'reputation points'. The accumulated total of these points is used to regulate the government's response to the group's actions, which may influence their chances of success.

Points are accumulated after any raid, fight, act of sabotage, or other encounter with the enemy that brings about one or more of the events recorded on the Reputation Points Chart. All applicable points are awarded in the wake of the encounter. If the character or group commits several isolated acts during the same day, the initial point award is normal, but all subsequent awards are doubled.

Every day in which no actions which award Reputation Points takes place sees a 10-point decline in accumulated Reputation, though it can never be reduced to below 0. With sufficient time, a group will be largely forgotten if it draws no further attention to itself. However, it is also within the Gamemaster's power to award Reputation Points for acts the group has nothing to do with — either as a result of the activities of other resistance groups wrongly attributed to the player-characters, or as a result of government propaganda increasing or fabricating claims of damage at their hands.

The Reputation Effects Chart shows what special effects a group's reputation will trigger at any given time.

17.3 POLICY AND RESISTANCE

The Gamemaster's information in the last chapter details how the various types of campaign types dictate different styles of play.

17.3.1 Military Campaigns

When resistance groups are cooperating with the military to slow down or stop an invader, the characters will have fairly clear-cut objectives. They will generally be employed to create obstacles, ambush enemy vanguards, or harass invader columns.

Guerrillas fighting this sort of military campaign must learn to avoid any form of combat that could result in casualties to their ranks. A partisan unit is too small and too fragile psychologically to survive for long if forced to fight a prolonged battle. Ambushes must be short and sharp, inflicting damage quickly. The partisans must resist the temptation to stick around and exploit success unless they know

that friendly support is at hand. If the enemy mounts an attack, a static defense is never a wise choice for guerrillas.

17.3.2 Rear-Line Campaigns

When the military resistance force operates behind the enemy front, objectives change although tactical rules do not.

The object of a successful partisan campaign in occupied territory is to bleed off enemy strength that could otherwise be used at the front. It is necessary to make the enemy attempt to do the impossible — watch every possible target all the time with a sufficient number of men to protect those targets from harm. Lawrence of Arabia calculated that the Turks in the Middle East would need 600,000 men (they only had 100,000) to garrison all of the vital lines of supply and communications for their main army in Palestine; the more they spread out to try and stop his pin-prick raids, the more dispersed they became. This, in turn, enabled Allenby's British Army to punch through their main field armies and roll up the entire front. Many other Resistance campaigns — the Spanish during the Napoleonic Wars, the Yugoslavs in the Second World War, and others — used such techniques effectively . . . but only when a real army was available to exploit the successes the partisans won. Without external enemies, a government is free to concentrate massive forces for the eradication of troublesome partisan units.

The objectives of such partisans will usually be military targets, but they are more likely to be supply depots or convoys, roads, railroads, or airports, or rear-echelon garrisons guarding important installations. Combat with significant bodies of enemy troops is not a good policy except when those troops directly threaten the partisans, and even then, the principles of hit-and-run fighting should be observed. Concentration on enemy supply lines has the extra benefit of keeping the guerrillas in supply at the enemy's expense.

REPUTATION EFFECTS CHART

points Accumulated	Effects
1-10	No special effects.
11-50	APB issued for any characters seen and/or identified as involved. 25% chance that random encounters with authorities by individuals fitting proper descriptions will result in detention for questioning. Chance of positive ID of known perpetrators or suspects is 75%.
51-100	APB issued as above. Chance of detention is 50%; of positive ID 85%.
101-250	APB issued as above. Chance of detention is 75%; of positive ID 95%. Detained suspects not actually involved have 30% chance of being pinned as scapegoats in absence of positive ID. Government security of sensitive installations and buildings is doubled.
251-500	APB issued as above. Any suspect matching description is rounded up if spotted. Positive ID is 100%. Chance of being made a scapegoat is 60%. All security is doubled, and there is an increase in patrols in populated areas searching for those responsible. (10% chance per hour of patrol encounter, composed as GM desires).
501-1000	APB issued. General roundup of suspects meeting proper descriptions. Scapegoats found on 90%. Tripled security measures, and patrols have a 20% chance per hour of encountering characters.
1001-5000	General roundup of citizens even if they do not resemble suspects. If a reasonable scapegoat can be found, he will certainly be arrested. There is a 10% chance of retaliation against civilian hostages. Security is tripled, and patrol encounters are at 30% per hour.
5001+	As above, but civilian reprisals on 25% and patrol encounters at 50% per hour. If two or more 5001+ point days in the same week's time, local garrison is doubled and active campaign to find resistance begins.

REPUTATION POINT CHART

Action	Points
Each enemy soldier killed or wounded	10
Each enemy officer killed or wounded	50
Each enemy government official killed or wounded	75
Each civilian killed	500
Each Civilian wounded	100
Each prisoner/hostage taken	1 x Rank
Each bomb, shell, grenade, explosive, etc. used	1 x Blast Rating
Each vehicle destroyed (round up)	10 x Structure
Equipment stolen or destroyed	1 x Price

Double all awards for second and subsequent separate strikes in a given day.

17.3.3 Covert Expense

When there are no friendly armies in the field, Resistance activity must shift emphasis yet again. The goal of guerrillas in this setting is to spark a popular revolution or to convince the enemy that a given area is not worth holding by making it costly in men, money, and materials to maintain control there.

The chief targets of a resistance group are communications facilities, supply and transport lines, factories, and the political centers symbolic of the government, along with arms storehouses and purely military targets. The object behind hitting such targets is to tie up the resources of the area (denying them to the government), force the authorities to become more restrictive so that their increased pressure causes more civil discontent, bring the message of the freedom fighters to the people, and recruit, equip, and train a popular liberation army so that it can eventually take the field in a more conventional kind of war.

This is probably the most delicate sort of campaign to mastermind, since a single misstep can extinguish the rebel cause utterly. Demanding though it is, however, it is also the situation which offers the fullest chance to use the rules to *Freedom Fighters* in the largest variety of ways.

17.4 ON TERRORISM

Terrorism has been much in the news over the past few years, and the proponents of terrorism have claimed that their acts are simply

one more weapon in the struggle for freedom. Terrorist acts, thanks to the contemporary American media, are a sure way for a group to bring their claims and demands before an audience and so demonstrate their power and determination on the world stage.

This game does not condone terrorism. Waging war against the helpless and the innocent is the most barbaric abominable crime there is. Civilians suffer enough from the effects of conventional war without being made the targets of the modern successors to Attila the Hun and Genghis Khan (whose early version of terrorist tactics included the use of innocent civilians as shields for his attacking columns).

The Gamemaster is urged to prevent players (who are sometimes all too eager to shed their civilized mores when the victims are pieces of paper or lead miniatures) from indulging in senseless acts of violence or cruelty. Plans that will result in the murder of helpless people (civilians, prisoners, the wounded, etc.) are to be eschewed. And the rules on Reputation have been slanted so that such actions will be very dangerous to the group as a whole, which should help deter the players from terrorism as a standard policy.

We beg you to remember that *Freedom Fighters* is a game about men and women striving to preserve America's ideals in the face of tyranny. Do not, under any circumstances, let ideals be masked by necessity. Down that road lies the worst tyranny of all — the tyranny of anarchy, chaos, and ultimate darkness.

18. GAMEMASTERING

The Gamemaster in *Freedom Fighters* has a complex, challenging, but rewarding job — telling the story of the heroic resistance fighters as they struggle for freedom. The rules in this game are only the beginning; it is up to the Gamemaster to turn them into an enjoyable adventure or campaign.

18.1 CAMPAIGN BACKGROUNDS

Freedom Fighters has been kept deliberately open-ended to provide for a variety of different types of adventures. The Gamemaster can develop a campaign background to suit his own tastes, or he can make use of prepared Background Books published by FGU which cover specific types of campaigns in considerable detail. FGU also publishes a series of adventures and other supplements which fit into the various specific campaign backgrounds to provide further inspiration, source material, or pre-generated play aids for the Gamemaster.

Some possible backgrounds for *Freedom Fighters* are described below. Background booklets are already planned or available for some of these, with new ones to be added as time and player response warrants it. But Gamemasters may choose to create their own backgrounds based on the same topics, but with different events or situations than the ones FGU publishes, too.

The Soviet Invasion

An FGU Background Booklet, *The Red Tide* is already available to cover the prospects of an invasion of the United States by Russia and her European and Central American allies. That booklet (and the adventures and supplements in the same series) cover the equipment, characters, and events that are involved in one possible scenario for a Soviet invasion, and provide a series of interesting adventure situations which can be explored.

Attack From Space

Since the days of H.G.Wells, the concept of an invasion from outer space has been a hallowed science fiction theme. How would a band of freedom fighters fare in open war against armies with vastly superior technology, whose invasion threatened to shatter the very fabric of Earth's society? And if we are victorious here, couldn't the war be carried through space to the invader homeland, as well?

Brothers From the Stars

An alien invasion need not be spearheaded by mass destruction or overt hostilities. The ships that descend from our world's skies could proclaim a message of peace and brotherhood, too . . . but brotherhood could turn to tyranny under the manipulations of a subtle alien invasion plan. How can the handful who know their true motives drive out advanced, powerful beings whose offers of friendship and

aid hoodwink the gullible and make the Resistance, not their alien adversaries, look like dangerous criminals?

Other Backgrounds

Suppose a violent and repressive tyranny attained power in our country by peaceful democratic means; it has happened elsewhere, and it could happen here. What would be the response? A civil war is the most terrible of wars, and tyranny does not need to come from far away to be intolerable.

Or suppose there is a revolution, a military coup, a seizure of power by religious fanatics. . . there are many such possibilities. What would happen if a super-computer went beyond the bounds of its original programming to organize the country or planet into a machine dictatorship more ruthless than anything that Man could devise? These are only a few of the backgrounds that could be introduced to *Freedom Fighters*; the variations on each theme make the list longer still by far.

18.1.1 Creating Backgrounds

When a Gamemaster sets out to create a new campaign background, it takes more than just an interesting idea to make it work. Some research and a lot of preparation will be important to make the background support a series of adventures effectively. This kind of preparation goes into each of the Background Booklets published by FGU, any one of which can serve as an excellent model for creating different or alternate campaign settings from scratch.

Essential to the campaign is a fairly detailed background which traces the sequence of events that lead up to the invasion. A chronology is a good way to do this, and should show the salient political, military, economic, and technical developments that will shape the game world. If the Gamemaster wishes, he can even set the game against the backdrop of an alternate history by postulating some single change in a past event and extrapolating from there. (For instance, we could postulate an alternate history that begins with a German invasion and conquest of England in the Fall of 1940. From this, we build an alternate history of World War II that ends with the Nazi Empire in Europe and European Russia, a Japanese Co-Prosperity Sphere in Asia, and an isolated America threatened by a Third World War against the Third Reich in the 1960's or 1970's. Here is an interesting campaign background filled with possibilities for *Freedom Fighters*, with a history as detailed and imaginative as the Gamemaster wishes to make it.)

Once the history leading up to the campaign has been filled in (including periods of war or peace which can be used in conjunction with the creation of characters with military backgrounds), the nature of the opposition must be developed. Any special skills, careers, or

other character creation considerations, needed to produce NPCs, Extras, or even player-characters must be delineated, with appropriate charts, tables, and skill lists. Keep in mind that adventures can be built around player-characters as the 'government' or 'invader' side, or as a fifth column sympathetic to freedom fighters, so the development of such character creation data is quite useful to lay the groundwork for a variety of new situations.

Equipment and weapons specifically available to the invaders should be established, as should any new vehicles of interest. This will often be fairly routine because of the extent of the material provided in this rules set, but in some instances, such as that of an invasion from space, whole new applications of the basic rules must be extrapolated.

Finally, the military organization, equipment, and employment of invading forces must be established, and standard units created and described for use in large-scale combat (or just to serve as a basis for the types of encounters the group will have on a pure role-playing level). Any other basic situational information for the campaign, such as major changes in U.S. troops, equipment, or abilities, or major new rules to deal with unforeseen ramifications of the new background, should also be set down.

Once the campaign background is detailed, campaigns and adventures follow naturally.

18.2 CAMPAIGN TYPES

Within any particular background, a campaign can take a variety of different directions which will color the whole style of play. The Gamemaster needs to know what sort of campaign will be played, because this information says a lot about the rules that will be most frequently used, the kinds of characters best suited for play, and so on.

18.2.1 In the Path of Invasion

Any campaign which revolves around citizen soldiers actively defending against an incoming invasion will have certain key elements. Such campaigns and adventures are not as likely to involve things like Verbal Interaction, covert operations, or regular threats of discovery by the enemy. Such a situation stresses pure military action, and is likely to place characters in the position of working with the military against a foreign power. This sort of game style is particularly good for beginning players, and is best done when the campaign picks up early in the enemy invasion. It is possible, of course, for irregular forces to be later cut off and forced to work behind the enemy's front lines (see *A Spark of Resistance*, below), so the situation can remain quite fluid.

A good historical analogy to this type of campaign can be found in the career of the German guerrilla leader, Colonel von Lettow-Vorbeck, whose defense of German East Africa in World War I is a classic example of irregular tactics. Other noteworthy cases include the early stages of the conflict in Vietnam (culminating at Dien Bien Phu), the campaigns of Mao's Communists in China, General Wendell Fertig's guerrilla army on Mindanao during World War II, and similar instances of a primarily military resistance effort.

18.2.2 A Spark of Resistance

Partisans who fight behind the main battle front of an invader must wage a slightly different kind of war. Cut off from the support of an organized military or a safe haven away from the enemy's influence, such partisan forces are still primarily military units, but are apt to be smaller and more interested in hit-and-run raids than major confrontations. Survival rules of all kinds will play a more important part in this sort of campaign, as will those concerned with maintaining or procuring usable equipment. Also, new opportunities for adventure open up as a group's activities attract the attention of the enemy and lead to efforts to destroy the irregulars before they cause any more harm. It is possible that the partisans may attempt to infiltrate conquered civilian populations, leading into a style like that discussed in *'Against the Tyranny'* below.

The classic examples of this style of guerrilla fighting can be found in the campaigns of T.E. Lawrence in the Middle East in World War I, in the Yugoslav partisan actions of the Second World War, the activities of Francis Marion and his partisan cavalry in the Carolinas in the War of Independence, and in the proliferation of nationalist movements throughout the Third World in recent years.

18.2.3 Against the Tyranny

Both of the first two campaign types presuppose that the freedom fighters face active military invaders whose armies are facing the remnants, at least, of a free United States. But deep inside a conquered territory, or in the wake of a bloodless takeover, or years after the end of the U.S. as an independent nation, Resistance can still flourish.



Campaigns of this type usually begin with the development of an effective resistance network in secret; the stress in the early stages of such a situation will not be on raids and fights but on gaining support, finding equipment, and discovering the enemy's weak spots. Such battles as are fought must be carefully planned, for the characters may not be able to run if things go against them and their operation is exposed. With luck, successes will lead slowly to the establishment of a more active partisan unit (as in *A Spark of Resistance*), or could even liberate enough of an area to shift things back to full-scale war (*In the Path of Invasion*). In the long run, there is little hope of winning a guerrilla war unless something — internal dissension, an army in the field to exploit partisan victories, or pressure from a third power — intervenes to throw the enemy into disarray, but the actions of the Resistance still can make for exciting adventures.

The various European resistance movements in World War II, especially those in France and Norway, are notable examples of the fight against an established tyranny.

18.2.4 Selecting the Campaign

Most available backgrounds will support variations on any of these three campaign types. It is up to the Gamemaster to determine the type of campaign he prefers to run, or from which his players will get the most enjoyment.

18.3 REGULATING ENCOUNTERS

The framework of any specific adventure will introduce certain specific encounters that relate to the movement of the adventure as a whole. The chance of encountering a specific number of guards at the prison where the group's leader has been carried off for questioning will be known in advance or be introduced by the Gamemaster when it becomes necessary to go in and get him out.

But there will be times when the Gamemaster will want to introduce encounters which have less of a direct connection to the adventure at hand, although they may be incorporated into the action for good or ill.

When Encounters Occur

There should be a basic chance of a significant encounter once per hour in urban, suburban, or town areas, and once every six hours in open country. The Gamemaster can adjust the frequency of encounters at need; obviously encounters will be much more frequent if the characters are operating near the heart of the enemy's main attack route, and almost nonexistent in an isolated wilderness area hundreds of miles from the nearest fighting.

During each such period of time, the Gamemaster should implement a random encounter if a 1D100 roll is less than or equal to 75. Again, this could be modified by circumstances, but serves as a good basis from which to begin.

Creating Encounters

These rules cannot delineate all the possible encounters that might occur for all the myriad campaign backgrounds and situations that may occur. Even a Background Booklet cannot really provide the space

for a comprehensive description of encounters. The author recommends that the Gamemaster take an afternoon to assemble a number of different encounter tables that relate to the specific type of campaign and campaign background he is running. (FGU may release collections of such tables for each published Background, if interest warrants it.) Encounters should include a cross-section of possible situations — brushes with enemy patrols, meetings with deserters, rumors, civilians capable of furnishing information or aid, collaborators, convoys of vehicles, and so on are all possibilities. So are events such as an enemy bombardment, a vehicle breakdown, or a chance of injury on the march.

Set up encounter tables on a 2-12 scale, rolling 2D6 to generate specific encounters. Those in the middle range, (say 4-10) should be fairly commonplace or mild in nature. At the extremes of each table can come the major helpful or hindering encounters, the really dangerous events, and so on. Of course, the Gamemaster should keep the tables and die rolls secret, and can freely alter the random results if he would really like to see how the group deals with some particular set of circumstances.

Presenting Encounters

The Gamemaster's Encounter Table should include a description of what the characters see or discover as the encounter begins. The Gamemaster's information will spell out any discrepancies (are the helpful citizens actually collaborators leading the group into a trap?) in the actual versus observed events, the number of people or things encountered, the Quality of NPCs or units, armaments available, and anything else the Gamemaster needs to know especially for that encounter. Detail is largely up to the Gamemaster to decide upon; he can draw up each possible encounter in great detail, or he can simply 'wing it' and flesh out a few vague aides as the encounter develops.

It would be useful for the Gamemaster to put together some stock characters or military units to draw upon as encounters occur. Use the appropriate rules to take care of this prior to play.

Resolving Random Encounters

When a Random Encounter has been rolled up, it is the Gamemaster's task to weave the encounter into the adventure narrative. Such encounters can serve to divert the players from their planned activities, and can even serve as the inspiration or starting point for an entirely new adventure. They could, on the other hand, be quite suitable for expanding upon the adventure at hand, if the Gamemaster proves capable of seeing ways that events or information conveyed by an encounter can tie into the story he has been telling already. This is what makes Random Encounters so useful to a role-playing adventure — they introduce situations in a way that makes it difficult for players to discern what is planned as part of the adventure, and what is completely spontaneous, unimportant, or distracting.

The applicable game rules and the decisions of the players serve to guide the Gamemaster in resolving encounters as they happen.

18.4 ADVENTURES AND CAMPAIGNS

Adventures are like stories or novels which follow a group of adventurers through a particular set of events with a clearcut beginning, development, climax, and resolution. A particular raid, rendezvous, problem, or mission will be the focal point of an individual adventure.

A Campaign is a series of interconnected adventures which revolves around the same group of characters and the same common background. Campaigns are like a successful series of novels which place the same characters into new situations with each new story, or like an ongoing television series in which the characters grow and develop with the passing weeks.

Freedom Fighters is primarily designed for play through an extended campaign, with a number of separate adventures lasting over the course of weeks or months of regular gaming sessions. Because the creation of characters is a time-consuming process, this is not the sort of game which can be pulled out for play of a casual adventure with characters who are quickly rolled up and easily discarded later.

Getting Started

Prior to starting play, one or more sessions must be devoted to the preparation of characters. This can take a long time — at least an hour per character, and sometimes more — but worth the investment now. Players can spend time making character records, buying equipment, and handling other preparations while they wait for others to get finished.

It is best for the Gamemaster to start out small. A handful of characters — three or four, perhaps — is the ideal basis for early adventures; if other players want to join in, create their characters outside

of the regular flow of play and work these into the game as opportunities are presented. This gets both players and the Gamemaster into the swing of things gradually.

Developing Adventures

Individual adventures may be drawn from published material or created by the Gamemaster. Adventures should not, as a rule, be too ambitious, at least in the beginning. Establish an objective that is reasonable for the group to accomplish — rescuing a prisoner, stopping a supply convoy, escaping an enemy attack, etc. — and play through the situation. Although there is a rule for almost everything in *Freedom Fighters*, the Gamemaster does not have to use all these rules at any given time. For beginning players (and Gamemasters) it is wise to develop the first adventures to explore a relatively narrow set of rules, such as Personal Combat or Verbal Interaction. As time goes on, and the rules become second nature, more complex rules can be added as the Gamemaster sees fit.

The Gamemaster's development of an adventure must spell out the nature of the background, the specific problem or mission required of the players, and what obstacles are placed in their path. It is wise to make a list of possible NPCs, units, and similar things for use in the course of the adventure, and (as noted above) a set of random encounter tables may also be useful.

Resolve the adventure over the course of one or more game sessions. *Freedom Fighters* is a game rich in detail and flavor, and it is best for the Gamemaster to proceed through adventures at a slow but steady pace. Don't bore the players — a lot of action can still take place — but don't crowd the action so much that they become overloaded, either. Allow them time to think and plan, and provide a few encounters which are useful without being quite as demanding as a major battle.

Developing Campaigns

Campaigns can develop out of adventures. By starting a group out in a fairly basic adventure, the Gamemaster can 'hook' them and draw them into a full-blown campaign before they even realize it.

In *Freedom Fighters*, most of the adventures that take place carry the seeds of new adventures as well. Rescuing a prisoner still leaves the problem of enemy pursuit, acting on the prisoner's vital information, or coping with problems the prisoner's rescue brings up (the man won't cooperate until his wife and family are also free, or he turns out to be an enemy plant, or his rescue steps up local security).

A campaign framework can also contain a variety of other interesting possibilities. For instance, as a campaign progresses, it is possible to unfold several adventures more or less at once, thus connecting events into an intricate pattern that keeps players wondering what will happen next. It is possible to use the enormous success or horrible failure of one adventure to set the scene for two or three new ones, and to allow new players to enter the game (or old ones with deceased characters to reenter it) through the medium of recruiting, or by allowing one adventure's contacts or targets to be the next adventure's new characters.

The Gamemaster doesn't have to plan a campaign in much detail; it is sufficient to plan the individual adventures one at a time and adapt them to the events that have gone before. But it is even more rewarding for the Gamemaster to take some time to block out a series of interrelated adventures right at the start of play. Develop the first one in detail, but know how it can lead into others. As one situation progresses, the Gamemaster can already be giving hints or material benefits that will be of use in the next. The end result will be an ongoing story, punctuated by individual adventures, but extending beyond these. In the framework of a campaign, characters will have a true chance to develop and interact with each other, and everyone involved will have a far better chance to really enjoy the game.

The Introductory Adventure

The Errant Knight Gambit, a short adventure included in this package, is an example to the Gamemaster of a possible adventure for *Freedom Fighters*. It has been specially designed to be equally valid for almost any background the Gamemaster wishes to pursue, and so can be used in conjunction with any published (or unpublished) Background Booklet, with suitable modifications described in the adventure introduction.

The Resistance strikes at dawn. Liberty or Death!

Here ends Book II. For a sample adventure, inclosed is the *Errant Knight Gambit*; for further adventures and information, consult any of FGU's line of *Freedom Fighters* books, supplements, or adventures.

VEHICLE RECORD SHEET

VEHICLE NAME: _____ Classification: _____ Skill Used: _____

Maximum Speed: LAND: _____ mph WATER: _____ mph AIR: _____ mph

Cruising Speed: LAND: _____ mph WATER: _____ mph AIR: _____ mph

Structure: _____ Size (Weight): _____

ARMOR VALUES: Front: _____ Rear: _____ Sides: _____ Top: _____ Bottom: _____

Operating Range: _____ miles Fuel Capacity: _____ gallons Fuel Type: _____

Reliability: _____ Maintenance Skill: _____ Repair Skill: _____

WEAPONS: _____ ELECTRONICS/EQUIPMENT: _____ Passengers: _____

CREW MEMBERS(positions): _____ Cargo Capacity: _____

NOTES: _____ Cargo Weight: _____

Price: _____

VEHICLE RECORD SHEET

VEHICLE NAME: _____ Classification: _____ Skill Used: _____

Maximum Speed: LAND: _____ mph WATER: _____ mph AIR: _____ mph

Cruising Speed: LAND: _____ mph WATER: _____ mph AIR: _____ mph

Structure: _____ Size (Weight): _____

ARMOR VALUES: Front: _____ Rear: _____ Sides: _____ Top: _____ Bottom: _____

Operating Range: _____ miles Fuel Capacity: _____ gallons Fuel Type: _____

Reliability: _____ Maintenance Skill: _____ Repair Skill: _____

WEAPONS: _____ ELECTRONICS/EQUIPMENT: _____ Passengers: _____

CREW MEMBERS(positions): _____ Cargo Capacity: _____

NOTES: _____ Cargo Weight: _____

Price: _____

VEHICLE RECORD SHEET

VEHICLE NAME: _____ Classification: _____ Skill Used: _____

Maximum Speed: LAND: _____ mph WATER: _____ mph AIR: _____ mph

Cruising Speed: LAND: _____ mph WATER: _____ mph AIR: _____ mph

Structure: _____ Size (Weight): _____

ARMOR VALUES: Front: _____ Rear: _____ Sides: _____ Top: _____ Bottom: _____

Operating Range: _____ miles Fuel Capacity: _____ gallons Fuel Type: _____

Reliability: _____ Maintenance Skill: _____ Repair Skill: _____

WEAPONS: _____ ELECTRONICS/EQUIPMENT: _____ Passengers: _____

CREW MEMBERS(positions): _____ Cargo Capacity: _____

NOTES: _____ Cargo Weight: _____

Price: _____

UNIT RECORD SHEET

Unit Type: _____ Unit Size: _____ Unit Strength: _____

Composition

ELEMENT	STRENGTH	Melee	Fire	HW	Arty	Anti-Air

Quality: _____ Maneuver Number: _____ Tactical Doctrine: _____ Command Control Rating: _____ Endurance: _____

UNIT RECORD SHEET

Unit Type: _____ Unit Size: _____ Unit Strength: _____

Composition

ELEMENT	STRENGTH	Melee	Fire	HW	Arty	Anti-Air

Quality: _____ Maneuver Number: _____ Tactical Doctrine: _____ Command Control Rating: _____ Endurance: _____

UNIT RECORD SHEET

Unit Type: _____ Unit Size: _____ Unit Strength: _____

Composition

ELEMENT	STRENGTH	Melee	Fire	HW	Arty	Anti-Air

Quality: _____ Maneuver Number: _____ Tactical Doctrine: _____ Command Control Rating: _____ Endurance: _____

Partisan Platoon no. 1

Unit Type: Infantry	Unit Size: C	Unit Strength: 33				
Element	Strength	Melee	Fire	HW	Arty	Anti-Air
M16A2 Autorifles	9	18	40	0	0	0
Hunting Rifles	10	20	50	0	0	0
SMG's	9	18	63	0	0	0
Revolvers	2	4	2	0	0	0
Autopistols	3	6	12	0	0	0
TOTALS	33	66	217	0	0	0

Quality: Mediocre Maneuver Number: 18 Endurance: 25
 Command Control Rating: 70 Tactical Doctrine: Suppress

Partisan Platoon No. 2

Unit Type: Infantry	Unit Size: C	Unit Strength: 38				
Element	Strength	Melee	Fire	HW	Arty	Anti-Air
M16A2 Autorifles	10	20	100	0	0	0
Hunting Rifles	10	20	50	0	0	0
SMG's	9	18	63	0	0	0
Revolvers	2	4	2	0	0	0
Autopistols	7	14	28	0	0	0
TOTALS	38	76	243	0	0	0

Quality: Average 50 Maneuver Number: 18 Endurance: 25
 Command Control Rating: 70 Tactical Doctrine: Defend

Partisan units should be broken down into smaller units by the players before battle. Add player character data (Quality = Combat skill if in separate unit(s)) as well.

Enemy Guard Squad

Unit Type: Infantry	Unit Size: B	Unit Strength: 18				
Element	Strength	Melee	Fire	HW	Arty	Anti-Air
M16A2 Autorifles	4	8	40	0	0	0
.223 Hunting Rifles	6	12	30	0	0	0
Revolvers	2	4	4	0	0	0
Autopistols	1	2	4	0	0	0
SMG's	5	10	35	0	0	0
TOTALS	18	36	113	0	0	0

Quality: Fair 70 Maneuver Number: 20 Endurance: 20
 Command Control Rating: 80 Tactical Doctrine: Fight
 Headquarters: Tactics Rural 70

Enemy Squad No. 2

Unit Type: Infantry	Unit Size: B	Unit Strength: 15				
Element	Strength	Melee	Fire	HW	Arty	Anti-Air
M60 GPMG	2	4	60	0	0	0
M203 Grenade Launchers	3	3	0	60	0	0
M16A2 Autorifles	5	10	50	0	0	0
.223 Hunting Rifles	2	4	10	0	0	0
SMG's	2	4	14	0	0	0
Autopistols	1	2	4	0	0	0
TOTALS	15	27	141	60	0	0

Quality: Excellent 110 Maneuver Number: 20
 Command Control Rating: 80 Tactical Doctrine: Assault
 Endurance: 20

Enemy Squad No. 2

Unit Type: Infantry	Unit Size: B	Unit Strength: 15				
Element	Strength	Melee	Fire	HW	Arty	Anti-Air
M16A2 Autorifles	5	10	50	0	0	0
Hunting Rifles	3	6	15	0	0	0
SMG's	4	8	28	0	0	0
Autopistols	3	6	12	0	0	0
TOTALS	15	30	105	0	0	0

Quality: Average 50 Maneuver Number: 20 Endurance: 20
 Command Control Rating: 80 Tactical Doctrine: Defend

Enemy Squad No. 3

Unit Type: Infantry	Unit Size: B	Unit Strength: 20				
Element	Strength	Meles	Fire	HW	Arty	Anti-Air
M60 GPMG	2	4	60	0	0	0
Grenade Launchers	3	3	0	60	0	0
M16A2 Autorifles	7	14	70	0	0	0
Hunting Rifles	2	4	10	0	0	0
SMG's	5	10	35	0	0	0
Autopistols	1	2	4	0	0	0
TOTALS	20	37	179	60	0	0

Quality: Excellent 110 Maneuver Number: 20
 Command Control Rating: 80 Tactical Doctrine: Assault
 Endurance: 20

Enemy Squad No. 4

Unit Type: Infantry	Unit Size: B	Unit Strength: 17				
Element	Strength	Melee	Fire	HW	Arty	Anti-Air
M60 GPMG	1	2	30	0	0	0
Grenade Launchers	1	2	0	20	0	0
Light Motars	1	1	0	50	5	0
Flamethrower	1	1	10	0	0	0
M16A2 Autorifles	3	6	30	0	0	0
Hunting Rifles	4	8	20	0	0	0
SMG's	4	8	28	0	0	0
Autopistols	1	2	4	0	0	0
Unarmed Mtr Crew	1	1	0	0	0	0
TOTALS	17	31	122	70	5	0

Quality: Excellent 110 Maneuver Number: 20
 Command Control Rating: 80 Tactical Doctrine: Assault
 Endurance: 20

Enemy Squad No. 5

Unit Type: Infantry	Unit Size: B	Unit Strength: 18				
Element	Strength	Melee	Fire	HW	Arty	Anti-Air
M16A2 Autorifles	9	18	90	0	0	0
Hunting Rifles	3	6	15	0	0	0
SMG's	5	10	35	0	0	0
Autopistols	1	2	4	0	0	0
TOTALS	18	36	144	0	0	0

Quality: Average: 50 Maneuver Number: 20 Endurance: 20
 Command Control Rating: 80 Tactical Doctrine: Defend

Enemy Squad No. 6

Unit Type: Infantry	Unit Size: B	Unit Strength: 16				
Element	Strength	Melee	Fire	HW	Arty	Anti-Air
M16A2 Autorifles	5	10	50	0	0	0
Hunting Rifles	4	8	20	0	0	0
SMG's	5	10	35	0	0	0
Autopistols	2	4	8	0	0	0
TOTALS	16	32	113	0	0	0

Quality: Good 90 Maneuver Number: 20 Endurance: 20
 Command Control Rating: 80 Tactical Doctrine: Engage

Enemy Squad No. 7

Unit Type: Infantry	Unit Size: B	Unit Strength: 19				
Element	Strength	Melee	Fire	HW	Arty	Anti-Air
M60 GPMG	4	8	120	0	0	0
Grenade Launcher	2	2	0	40	0	0
Light Mortar	2	2	0	100	10	0
M16A2 Autorifles	4	8	40	0	0	0
SMG's	5	10	35	0	0	0
Unarmed Mtr Crew	2	2	0	0	0	0
TOTALS	19	32	195	140	10	0

Quality: Average 50 Maneuver Number: 20 Endurance: 20
 Command Control Rating: 80 Tactical Doctrine: Defend

[illegible]

CHARACTER CREATION

Charts & Tables

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CHARACTER DESIGN
CHECKLIST

BACKGROUND

CAREER RESOLUTION

CAREER DATA

CAREER SKILL POOLS
ALPHABETICAL

RECORD SHEETS
(TO PHOTOCOPY)

CHARACTER DESIGN CHECKLIST

DETAILED CHARACTERS

I Basic Elements

- A. Character Type/Allegiance (Gamemaster's Choice).
- B. Gender (Player choice, or random). (See Book I, page 3)
- C. Ethnic Type (Random; modification allowed) (See Book I, page 3)
 1. Note ethnic type.
 2. Note Appearance Code.
 3. Note Origins modifier.
 4. Note Class modifier.
 5. Note Family modifier.
- D. Character Age (See Book I, page 4)
 1. Choose Base Age (12-80; player choice).
 2. Add roll of 1D10 (0=0) to base age.
 3. Note result as character age.

II Attributes (roll 2D10 for each of 15) (See Book I, page 5)

- A. Physical Attributes (Strength, Dexterity, Stamina, Agility, Health).
- B. Mental Attributes (Intelligence, Memory, Perception, Wit, Will).
- C. Other Attributes (Appearance, Charisma, Luck, Talents, Motivations).

III Personality (perform steps below for each of 10 Traits) (See Book I, page 5)

- A. Choose tolerance level of 1-10.
- B. Roll 1D10 (0=10).
- C. Add results for tolerance level.
- D. Repeat for each of: Ego, Sentiment, Greed, Ambition, Loyalty, Independence, Integrity, Adaptability, Stability, Sophistication.

IV Talents and Motivations (See Book I, page 6)

- A. Talents
 1. Number received equals half (round up) of Talent Attribute.
 2. Select (player choice) up to half (round up) of available number from Talents Chart (See Book I, page 9).
 3. Roll 1D100 on chart to determine each remaining Talent.
 4. Apply parenthetical results for duplicates.
 5. If 'Special Talent' is received, roll 1D100 on Special Talent Chart to determine it. (See Book I, page 7)
- B. Motivations (See Book I, page 8)
 1. Number received equals half (round up) of Motivations Attribute.
 2. Select (player choice) up to half (round up) of available number from Motivations Chart. (See Book I, page 8)
 3. Roll 1D100 on chart to determine each remaining Motivation.
 4. If 'Phobia' is received, determine the nature of the phobia from the phobia list. (See Book I, page 10)
 5. As Motivations are received, determine tolerance levels by choosing a number from 1-10 and adding a roll of 1D10 to that number. Phobias are handled differently; see rules.
 6. Duplicate results permit a new tolerance level to be determined as above. Players may choose among several duplicates for the tolerance level to be used.
 7. Note special Motivation effects.

V Appearance (See Book I, page 10)

- A. Determine Features (optional) (See Book I, page 11)
 1. Roll for Complexion (1D100)
 2. Roll for Eye Color (1D100)
 3. Roll for Hair Color (1D100)
- B. Build (See Book I, page 11)
 1. Roll 1D100
 2. Add Strength and Stamina Attributes
 3. Subtract Agility and Health Attributes
 4. Note resulting Build and Weight Number
- C. Height and Weight (See Book I, page 11)
 1. Men roll 12D10, women 10D10 for Height
 2. Read result on height/weight chart for Height

3. Add Size Number for Build to Height/Weight roll
4. Modified result on chart gives Weight
- D. Senses (See Book I, page 12)
 1. Determine Eyesight (1D100 - Perception)
 2. Determine Hearing (1D100 - Perception)
 3. Determine Handedness (1D100)
 4. Determine off-hand Dexterity (Dexterity - 1D10)

VI Family Background

- A. Birthplace (optional) (See Book I, page 13)
 1. Crossindex two 1D10 rolls on chart (or player/Game-master may choose)
 2. Note region, choose state
- B. Origins and Social Class (See Book I, page 13)
 1. Roll 1D100 for Origins (Urban/Non-urban/Rural)
 2. Roll 1D100 for Social Class (Poor/Low Income/Middle Income/Upper Income/Wealthy)
 3. DMs to both rolls based on ethnic types
- C. Family (optional) (See Book I, page 14)
 1. Roll 1D100 for initial status of mother
 2. Roll 1D100 for initial status of father
 3. Roll 1D100 for initial status of siblings
 4. Roll 1D100 for size of extended family
 5. For each family member generated, determine —
 - a. Attitude towards character
 - b. Career (optional)
 - c. Rank in career (optional)

VII Character Background

- A. Determine Term Length (1D3 years) (See Book I, page 15)
- B. Background Lifestyle (See Book I, page 16 or Book III, page 4)
 1. Check for Personal Life roll, resolve if necessary (Book III, page 4)
 2. Note Money Cost Modifier
 3. Note Hobby Cost modifier
 4. Make money rolls
 5. Determine Initial Education
 6. Roll once (1D100) for Education increase
 7. Determine number of Skill Pools available
 8. Determine number of skill rolls made
 9. Determine basic number of benefit points available
- C. Resolve background events (See Book I, page 17, or Book III, page 4)
 1. Roll once on Background Event Table (Book III, page 4)
 2. Implement Event as described in rules
- D. Resolve Background Skill Rolls (Book I, page 19)
 1. Roll on Background Skills Table as determined previously
 2. Note skills and skill levels obtained
- E. Establish Available Skill Pools (Book I, page 19)
 1. Note Pools automatically available
 2. Make random Skill Pool rolls
 3. Note all available Skill Pools
- F. Purchase Benefits
 1. Buy skills and skill increases (Book III, pages 6,7)
 2. Buy Attribute increases
 3. Buy Personality alterations
 4. Buy Motivation tolerance level alterations
 5. Buy money
 6. Buy contacts
 7. Receive automatic skills
- G. End Background Term
 1. If character age exceeds game-start age, set at that age and enter the game
 2. If character age now 17 or less, return to step VII A and repeat
 3. If character age now 18 or over, set age at 18 and enter career process (VII)
- H. End Background Process
 1. Note final skills and other information
 2. Go to step VIII A

VIII Enter a Career

- A. Choose career (Book I, page 21)
 1. Check for special mandatory careers
 2. If no mandatory careers, or if check fails, pick any

career as desired

- B. Determine Career Entrance requirements (Book III, page 9 begins alphabetical listing)
 - 1. 'Requirements' do not necessarily bar entrance, but do grant entrance modifiers
 - 2. Compute entrance roll modifier
- C. Make Entrance Roll
 - 1. If successful, enter career
 - 2. If unsuccessful, choose a different career and repeat Section VIII
 - 3. If unsuccessful with doubles result, mandatory entrance to Special Career/Not Employed career
- D. Note basic career information
 - 1. Initial Rank
 - 2. Minimum Service Length

IX Career Resolution

- A. Determine Term Length in years
- B. Career Lifestyle (See Book I, page 24)
 - 1. Check Social Class
 - 2. Check for Personal Life Roll; resolve if necessary
 - 3. Note Money cost
 - 4. Note Hobby cost
 - 5. Make Money Rolls
 - 6. Automatic Skill Increase (one skill)
- C. Career Process
 - 1. Make Event Roll (1 per term) (See Book III, page 9 for alphabetical listing)
 - 2. Make Location Roll (1 per term)
 - 3. Make Skill Rolls (1 per year)
 - 4. Make Promotion Rolls (variable)
 - 5. Receive Benefit Points
 - 6. Note Career Money Cost
 - a. Higher of two money costs used
 - 7. Note Skill Pools available (See Book III, page 9 begins alphabetical listing)
 - a. Primary Skill Pool
 - b. Secondary Skill Pool
 - c. Hobby Skill Pool (optional)
- D. Career Purchases
 - 1. Buy skills and skill increases
 - 2. Buy Attribute increases
 - 3. Buy Personality alterations
 - 4. Buy Motivation tolerance level alterations
 - 5. Buy money (See Book III, page 8)
 - 6. Buy contacts
 - 7. Buy promotions
 - 8. Buy businesses
- E. Aging
 - 1. Note age at end of term
 - 2. Roll 1D100
 - 3. If less than or equal to ending age, resolve Aging Effects
 - 4. If greater than ending age, no aging this term
 - 5. Consult Aging Table as necessary

X End of Term Process

- A. Term Benefits
 - 1. Note all benefits accruing at the end of term
 - 2. Where necessary, purchase contacts, money, businesses, etc.
- B. Entering the Game
 - 1. If character has reached game-start age, end career process and enter game
 - 2. If character has exceeded game-start age, reset age to game-start age, end career process, and enter game
 - 3. If character has not reached game-start age, go to step X
- C. Change in Careers
 - 1. If character has served full career service length, change in careers can be made
 - 2. If character chooses (or is required by events), go to step VIII A for new career
 - 3. If character chooses, automatically renew present career and go to step X (Some events may supercede this)
 - 4. If character has not served minimum service career length, automatically renew present career and go to step X (Some events may supercede this)

LIFESTYLE CHART

	Social Class				
	Poor	Low Income	Middle Income	Upper Income	Wealthy
Personal Life	30%	25%	20%	15%	10%
Money Cost	x5	x4	x3	x2	x1
Hobby Cost	x5	x4	x3	x2	x1
Money Rolls/Term	3	2	2	1	1

BACKGROUND EDUCATION

Education	Poor	Low Income	Middle Income	Upper Income	Wealthy
Initial	1D6	1D5+1	2D3	2D3+1	2D3+2
+1	01-50	01-40	01-30	01-20	01-10
+2	51-95	41-90	31-85	21-80	11-75
+3	98-00	91-00	86-00	81-00	76-00

Note: Add Intelligence Attribute level to the die roll.

ADDITIONAL BENEFITS

Benefit	Poor	Low Income	Middle Income	Upper Income	Wealthy
Skill Rolls	3	2	1	2	3
Skill Pools	1D3-1	1D3	1D3+1	1D6+1	1D6+2
Benefit Points	x15	x12	x10	x8	x6

PERSONAL LIFE TABLE

1D100	Single Adolescent	Single Adult	Married Character
01-05	Marriage*	Marriage*	Child*
06-10	Social Decrease	Marriage*	Child*
11-15	Social Decrease	Marriage*	Child*
16-20	Social Increase	Social Decrease	Social Decrease
21-25	Social Increase	Social Decrease	Social Decrease
26-30	Death in Family	Social Increase	Social Increase
31-35	Death in Family	Social Increase	Social Increase
36-40	Death in Family	Death in Family	Death in Family
41-45	Death in Family	Death in Family	Death in Family
46-50	Money Roll	Death in Family	Death in Family
51-55	Money Roll	Deaths in Family	Deaths in Family
56-60	Money Roll	Money Roll	Money Roll
61-65	Social Increase	Social Decrease	Two Rolls
66-70	Social Increase	Social Decrease	Two Rolls
71-75	Social Decrease	Two Rolls	Child Dies
76-80	Social Decrease	Two Rolls	Spouse Dies
81-85	Two Rolls	Two Rolls	Spouse Dies
86-90	Two Rolls	Child Dies	Divorce*
91-95	Two Rolls	Child Dies	Divorce*
96-00	Child*	Child*	Divorce*

* Pay 50 Benefit Points to ignore this result.

BACKGROUND EVENT TABLE

1D100	Poor	Low Income	Middle Income	Upper Income	Wealthy
01-05	Criminal	Criminal	Career	Career	Soc. Decrease
06-10	Criminal	Career	Career	Soc. Decrease	Soc. Decrease
11-15	Career	Career	Soc. Decrease	Contacts	Contacts
16-20	Career	Soc. Decrease	Contacts	Contacts	Contacts
21-25	Soc. Increase	Soc. Increase	Soc. Increase	Soc. Increase	Soc. Increase
26-30	Skill Roll	Skill Roll	Skill Roll	Skill Roll	Skill Roll
31-35	Skill Roll	Skill Roll	Skill Roll	Skill Roll	BP Bonus
36-40	Skill Roll	Skill Roll	Skill Roll	BP Bonus	BP Bonus
41-45	Skill Roll	Skill Roll	BP Bonus	BP Bonus	BP Bonus
46-50	Skill Roll	BP Bonus	BP Bonus	BP Bonus	BP Bonus
51-55	BP Bonus	BP Bonus	BP Bonus	BP Bonus	BP Bonus
56-60	Contacts	Contacts	Contacts	Contacts	Contacts
61-65	Move	Move	Move	Move	Move
66-70	Money	Money	Money	Money	Money
71-75	Hazard	Money	Money	Money	Money
76-80	Hazard	Hazard	Money	Money	Money
81-85	Hazard	Hazard	Hazard	Money	Money
86-90	Hazard	Hazard	Hazard	Hazard	Money
91-95	Hazard	Hazard	Hazard	Hazard	Hazard
96-00	Draft	Draft	Draft	Draft	Draft

HAZARD TABLE

1D100	Result	Effect	End Career
01	Maj. Disability (table below)	1 Attribute to 0	Automatic
02-05	Min. Disability (table below)	1 Attribute halved	50%
06-15	Maj. Injury (table below)	1 Attribute -1D6	25%
16-25	Major Illness	Health - 1D6	10%
26-50	Minor Injury or Illness	-1D100 BP	5%
51-90	Minor Hazard	+1D100 BP	1%
91+	Major Hazard	+2D100 BP	1%

Modifiers to the Hazard Table:

- + Luck
- 5 if Criminal, Law Enforcement, any Military
- 10 if any Military during Wartime
- 10 if Resistance Fighter
- Results less than 01 are treated as 02-05

DISABILITY TABLE

Die Roll	Attribute	Notes
1D100	Affected	
01-05	Strength	Torso, Abdomen, or Back Injury
06-30	Agility	Leg Injury
31-55	Dexterity	Arm or Hand Injury (choose arm randomly)
56-65	Perception	Impaired Sight or Hearing
66-70	Wit	Impaired Speech
71-80	Will	Psychological Trauma
81-00	Appearance	Severe Scarring

BACKGROUND SKILL TABLE

1D100	Urban	Non-Urban	Rural	Foreign
01-05	Art/Craft (Spec.)	Art/Craft (Spec.)	Animal Handling (Spec.)	Art/Craft (Spec.)
06-10	Brawling	Brawling	Art/Craft (Spec.)	Brawling
11-15	Brawling	Brawling	Brawling	Brawling
16-20	Carousing	Carousing	Carousing	Carousing
21-25	Carousing	Carousing	Dance (Spec.)	Carousing
26-30	Dance (Spec.)	Carousing	Driver (Spec.)	Culture, American
31-35	Gaming (Spec.)	Dance (Spec.)	Gaming (Spec.)	Dance (Spec.)
36-40	Gaming (Spec.)	Gaming (Spec.)	Insight	English, Spoken
41-45	Insight	Gaming (Spec.)	Instruction	English, Spoken
46-50	Insight	Insight	Maintenance (Spec.)	English, Written
51-55	Instruction	Insight	Maintenance (Spec.)	Gaming (Spec.)
56-60	Music (Spec.)	Instruction	Music (Spec.)	Insight
61-65	Orienteering, Urban	Music (Spec.)	Orienteering, Rural	Persuasion
66-70	Orienteering, Urban	Persuasion	Persuasion	Seduction
71-75	Persuasion	Seduction	Seduction	Sports (Spec.)
76-80	Seduction	Sports (Spec.)	Sports (Spec.)	Sports (Spec.)
81-85	Sports (Spec.)	Sports (Spec.)	Subculture, Rural	Trivia (Spec.)
86-90	Subculture, Urban	Trivia (Spec.)	Survival, Wilderness	Trivia (Spec.)
91-95	Subculture, Urban	Trivia (Spec.)	Trivia (Spec.)	Trivia (Spec.)
96-00	Trivia (Spec.)	Trivia (Spec.)	Trivia (Spec.)	Trivia (Spec.)

RANDOM SKILL POOLS

Pool	Urban	Origins Non-Urban	Rural	Foreign
Criminal	01-50	01-20	01-30	01-20
Foreign	51-65	41-55	31-50	21-25
Religious	66-80	56-65	51-75	26-50
Urban	81-85	66-70	76-80	51-70
Rural	86-90	71-75	auto	71-90
Law Enforcement	91-92	76-80	81-90	91-92
Military	93-94	81-83	91-96	93-94
Academic	95	84-86	97-98	95-96
Scientific	95-115	87-89	99	97-98
Business	116-120	90-115	100-115	98-115
Entertainment	121-125	116-120	116-120	116-120
Political	126-165	121-125	121-125	121-125
High Society		126-165	126-165	126-165

Duplicate results allow player or Gamemaster choice of Pool.
Doubles results grant an additional roll.

Modifiers:

- Poor = +0
- Low Income = +10
- Middle Income = +20
- Upper Income = +30
- Wealthy = +40
- Optional modifier of +25 or -25 (player's choice).

MONEY CHART

Money Level	Amount	Random Rolls
0	1D10 x 10	Poor & Low Income
1	1D10 x 20	1
2	1D10 x 40	2
3	1D10 x 60	3
4	1D10 x 80	4
5	1D10 x 100	5
6	1D10 x 200	6
7	1D10 x 400	Middle Income
8	1D10 x 600	1
9	1D10 x 800	2
10	1D10 x 1000	3
11	1D10 x 2000	4
12	1D10 x 4000	5
13	1D10 x 6000	6
14	1D10 x 8000	Upper Income & Wealthy
15	1D10 x 10,000	1
16	1D10 x 20,000	2
17	1D10 x 40,000	3
18	1D10 x 60,000	4
19	1D10 x 80,000	5
20	1D10 x 100,000	6
21	1D10 x 200,000	
22	1D10 x 400,000	
23	1D10 x 600,000	
24	1D10 x 800,000	
25	1D10 x 1 million	

BACKGROUND SKILL POOLS

Asterisked skills must be purchased if they are not already held.

Poor Social Class Background Skills:

Art/Craft (Spec.) (Dexterity)
Bargaining (Wit)
Brawling (Agility)
Bribery (Wit)
Carousing (Stamina)
Combat (Will)
Culture, Native (Intelligence)*
Dance (Spec.) (Agility)
Deception (Wit)
Driver, Small Vehicle (Spec.) (Dexterity)
Gaming (Spec.) (Intelligence)
Insight (Perception)
Language, Spoken, Native (Wit)*
Language, Written, Native (Memory)*
Leadership (Charisma)
Music (Spec.) (Perception)
Persuasion (Wit)
Research (Will)
Running (Stamina)
Seduction (Appearance)
Service (Spec.) (Intelligence)
Sports (Spec.) (Stamina)
Swimming (Agility)
Trivia (Spec.) (Intelligence)
Writing (Spec.) (Wit)

Foreign Background Skills:

Culture (Spec.) (Intelligence)
Language, Spoken (Spec.) (Wit)
Language, Written (Spec.) (Memory)
Contacts: Common (x2)
Contacts: Foreign
Contacts: Government

Criminal Background Skills:

Bargaining (Wit)
Boosting (Dexterity)
Brawling (Agility)
Bribery (Wit)
Cardsharp (Dexterity)
Carousing (Stamina)
Climbing (Agility)
Combat (Will)
Deception (Wit)
Fence (Intelligence)
First Aid (Intelligence)
Forgery (Dexterity)
High-Recoil Firearms (Strength)
Insight (Perception)
Jumping (Agility)
Lockpick (Dexterity)
Marksmanship (Spec.) (Dexterity)
Melee Weapon, Knife (Agility)
Negotiation (Wit)
Persuasion (Wit)
Pickpocket (Dexterity)
Questioning (Wit)
Running (Stamina)
Search (Perception)
Stealth (Agility)
Subculture, Criminal (Intelligence)*
Subculture, Law Enforcement (Intelligence)*
Surveillance (Perception)
Wireman (Dexterity)
Contacts: Criminal
Contacts: Law Enforcement
Contacts: Common (x2)

Low Income Social Class Background Skills:

Art/Craft (Spec.) (Dexterity)
Bargaining (Wit)
Brawling (Agility)
Carousing (Stamina)
Culture, Native (Intelligence)*
Dance (Spec.) (Agility)
Driver, Small Vehicle (Spec.) (Dexterity)
Gaming (Spec.) (Intelligence)
Insight (Perception)
Language, Spoken, Native (Wit)*
Language, Written, Native (Memory)*
Music (Spec.) (Perception)
Persuasion (Wit)
Research (Will)
Running (Stamina)
Seduction (Appearance)
Service (Spec.) (Intelligence)
Sports (Spec.) (Stamina)
Swimming (Agility)
Trivia (Spec.) (Intelligence)
Writing (Spec.) (Wit)

Upper Income Social Class Background Skills:

Art/Craft (Spec.) (Dexterity)
Carousing (Stamina)
Culture, Native (Intelligence)*
Dance (Spec.) (Agility)
Driver, Small Vehicle (Spec.) (Dexterity)
Gaming (Spec.) (Intelligence)
Insight (perception)
Language, Spoken, Native (Wit)*
Language, Written, Native (Memory)*
Leadership (Charisma)
Music (Spec.) (Perception)
Persuasion (Wit)
Research (Will)
Running (Stamina)
Seduction (Appearance)
Service (Spec.) (Intelligence)
Sports (Spec.) (Stamina)
Swimming (Agility)
Trivia (Spec.) (Intelligence)
Writing (Spec.) (Wit)

Political Background Skills:

Bargaining (Wit)
Bribery (Wit)
Culture, Native
Deception (Wit)
Finance (Intelligence)
Insight (Perception)
Language, Spoken, Native (Wit)
Language, Written, Native (Memory)
Law (Spec.) (Memory)
Leadership (Charisma)
Management (Spec.) (Intelligence)
Persuasion (Wit)
Public Speaking (Wit)
Research (Will)
Security (Intelligence)
Subculture, Bureaucracy (Intelligence)
Subculture, Political (Intelligence)*
Writing (Spec.) (Wit)
Contacts: Government
Contacts: Common (x2)

Urban Background Skills:

Orienteering, Urban (Intelligence)
Subculture, Urban (Intelligence)*
Contacts: Common (x2)

Middle Income Social Class Background Skills:

Art/Craft (Spec.) (Dexterity)
Bargaining (Wit)
Carousing (Stamina)
Culture, Native (Intelligence)*
Dance (Spec.) (Agility)
Driver, Small Vehicle (Spec.) (Dexterity)
Gaming (Spec.) (Intelligence)
Insight (Perception)
Language, Spoken, Native (Wit)*
Language, Written, Native (Memory)*
Music (Spec.) (Perception)
Persuasion (Wit)
Research (Will)
Running (Stamina)
Seduction (Appearance)
Service (Spec.) (Intelligence)
Sports (Spec.) (Stamina)
Swimming (Agility)
Trivia (Spec.) (Intelligence)
Writing (Spec.) (Wit)

Wealthy Social Class Background Skills:

Art/Craft (Spec.) Dexterity
Carousing (Stamina)
Culture, Native (Intelligence)*
Dance (Spec.) (Agility)
Driver, Small Vehicle (Spec.) (Dexterity)
Finance (Intelligence)
Gaming (Spec.) (Intelligence)
Insight (Perception)
Language, Spoken, Native (Wit)*
Language, Written, Native (Memory)*
Leadership (Charisma)
Music (Spec.) (Perception)
Persuasion (Wit)
Research (Will)
Running (Stamina)
Seduction (Appearance)
Sports (Spec.) (Stamina)
Swimming (Agility)
Trivia (Spec.) (Intelligence)
Writing (Spec.) (Wit)

Religious Background Skills:

Art/Craft (Spec.) (Dexterity)
Culture (Spec.) (Intelligence)
Education
Insight (Perception)
Instruction (Wit)
Language, Spoken (Spec.) (Wit)
Language, Written (Spec.) (Memory)
Music (Spec.) (Perception)
Public Speaking (Wit)
Research (Will)
Subculture, Religious (Intelligence)*
Writing (Spec.) (Wit)
Contacts: Common
Contacts: Religious

Rural Background Skills:

Animal Handling (Spec.) (Will)
Construction (Dexterity)
Contractor (Spec.) (Dexterity)
Driver, Heavy Equipment (Dexterity)
Driver, Small Vehicle (Dexterity)
High-Recoil Firearms (Strength)
Maintenance (Spec.) (Will)
Marksmanship, Rifle (Dexterity)
Orienteering, Rural (Intelligence)
Subculture, Rural (Intelligence)*
Survival, Wilderness (Will)
Swimming (Agility)
Contacts: Common (x2)

Law Enforcement Background Skills:

Brawling (Agility)
 First Aid (Intelligence)
 Forensic Science (Perception)
 Insight (Perception)
 Leadership (Charisma)
 Maintenance, Weapon (Will)
 Marksmanship, Pistol (Dexterity)
 Questioning (Wit)
 Search (Perception)
 Security (Intelligence)
 Stealth (Agility)
Subculture, Law Enforcement (Intelligence)*
 Surveillance (Perception)
 Contacts: Law Enforcement
 Contacts: Common (x2)

Scientific Background Skills:

Clerical (Intelligence)
 Culture (Spec.) (Intelligence)
 Education
 Electronics (Dexterity)
 Instruction (Wit)
 Laboratory (Intelligence)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Programming (Intelligence)
 Research (Will)
 Science (Spec.) (Memory)
Subculture, Scientific (Intelligence)*
 Technology (Spec.) (Memory)
 Writing (Spec.) (Wit)
 Contacts: Academic
 Contacts: Scientific
 Contacts: Medical
 Contacts: Common (x2)

Entertainment Background Skills:

Acrobatics (Agility)
 Acting (Wit)
 Art/Craft (Spec.) (Dexterity)
 Balancing (Agility)
 Cardsharp (Dexterity)
 Carousing (Stamina)
 Dance (Spec.) (Agility)
 Deception (Wit)
 Disguise (Dexterity)
 Escape Artist (Agility)
 Hypnosis (Will)
 Insight (Perception)
 Jumping (Agility)
 Language, Spoken (Spec.) (Wit)
 Mimic (Wit)
 Music (Spec.) (Perception)
 Persuasion (Wit)
 Photography (Perception)
 Public Speaking (Wit)
 Seduction (Appearance)
 Sleight-of-Hand (Dexterity)
Subculture, Entertainment (Intelligence)*
 Writing (Spec.) (Wit)
 Contacts: Entertainment
 Contacts: Common (x2)

Military Background Skills:

Brawling (Agility)
 Camouflage (Perception)
 Culture (Spec.) (Intelligence)
 First Aid (Intelligence)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Leadership (Charisma)
 Maintenance, Weapon (Will)
 Marksmanship (Spec.) (Dexterity)
 Orienteering, Rural (Intelligence)
 Recon (Perception)
 Security (Intelligence)
Subculture, Military (Intelligence)*
 Survival (Spec.) (Will)
 Tactics (Spec.) (Intelligence)
 Throwing (Dexterity)
 Contacts: Military
 Contacts: Common (x2)

Business Background Skills:

Bargaining (Wit)
 Clerical (Intelligence)
 Deception (Wit)
 Finance (Intelligence)
 Insight (Perceptions)
 Law, Business (Memory)
 Leadership (Charisma)
 Management (Spec.) (Intelligence)
 Persuasion (Wit)
 Questioning (Wit)
 Research (Will)
Subculture, Business (Intelligence)*
 Writing (Spec.) (Wit)
 Contacts: Business
 Contacts: Common (x2)

High Society Background Skills:

Bribery (Wit)
 Carousing (Stamina)
 Culture (Spec.) (Intelligence)
 Dance (Spec.) (Agility)
 Finance (Intelligence)
 Insight (Perception)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Leadership (Charisma)
 Persuasion (Wit)
 Photography (Perception)
 Security (Intelligence)
 Seduction (Appearance)
 Sports (Spec.) (Stamina)
Subculture, High Society (Intelligence)*
 Swimming (Agility)
 Contacts: Foreign
 Contacts: High Society
 Contacts: Government
 Contacts: Business
 Contacts: Military
 Contacts: Academic
 Contacts: Scientific
 Contacts: Religious
 Contacts: Common (x2)

Academic Background Skills:

Clerical (Intelligence)
 Culture (Spec.) (Intelligence)
 Education
 Insight (Perception)
 Instruction (Wit)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Research (Will)
 Science (Spec.) (Memory)
Subculture, Academic (Intelligence)*
 Writing (Spec.) (Wit)
 Contacts: Academic
 Contacts: Common (x2)

Hobby Background Skills:

Acrobatics (Agility)
Animal Handling (Spec.) (Will)
 Archery (Dexterity)
 Art/Craft (Spec.) (Dexterity)
 Balancing (Agility)
 Boat Handling (Spec.) (Dexterity)
 Brawling (Agility)
 Cardsharp (Dexterity)
 Communications (Spec.) (Intelligence)
 Contractor (Spec.) (Dexterity)
 Cryptography (Intelligence)
 Culture (Spec.) (Intelligence)
 Dance (Spec.) (Agility)
 Driver, Small Vehicle (Dexterity)
 Electronics (Dexterity)
 First Aid (Intelligence)
 Jumping (Agility)
 Laboratory (Intelligence)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Maintenance (Spec.) (Will)
 Marksmanship (Spec.) (Dexterity)
 Martial Arts (Spec.) (Agility)
 Mechanic (Spec.) (Dexterity)
 Melee Weapons (Spec.) (Agility)
 Music (Spec.) (Perception)
 Orienteering, Rural (Intelligence)
 Pharmacy (Memory)
 Photography (Perception)
 Programming (Intelligence)
 Running (Stamina)
 Science (Spec.) (Memory)
 Seamanship (Intelligence)
 Sleight-of-Hand (Dexterity)
 Survival (Spec.) (Will)
 Swimming (Agility)
 Technology (Spec.) (Memory)
 Throwing (Dexterity)
 Tracking (Perception)
 Traps (Perception)
 Trivia (Spec.) (Intelligence)
 Writing (Spec.) (Wit)

BACKGROUND PURCHASE DATA:

Benefit Points Received = (Intelligence + Memory + Will) × Lifestyle Modifier

Procedures for Skill Purchase: An initial score in a skill costs 25 Benefit Points; the initial score is equal to the Governing Attribute divided by 2.

Only skills which are in bold type or in italics can be increased beyond the initial score, unless the character has a Talent in that skill, during the Background Cycle.

Asterisks (*) indicate skills which must be purchased if they are not already held.

Increases to Attributes, Personality alterations or Motivation alterations follow usual cost procedures.

FOREIGN LOCATIONS

Location	Location Code			
	A	B	C	D
Western Europe	01-25	01-10	01-15	01-15
Canada	26-30	11-12	16-25	16-17
Near East	31-45	13-20	26-27	18-30
Middle East	36-55	21-30	28	31-40
Southeast Asia	56-65	31-40	29-30	41-50
Japan	66-75	41	31-40	51-60
U.S.S.R.	—	42-50	41-45	—
China	—	51-55	46-50	—
Eastern Europe	—	56-65	51-55	—
North Africa	—	66-68	56	—
Central Africa	—	69-70	57-58	—
South Africa	—	71	59-60	—
Pacific Oceania	76-80	72	61-75	61-62
Australia/New Zealand	81-90	73	76-80	63-65
South America	—	74-75	81-85	—
Caribbean	91-95	76-80	86-98	66-70
Central America	96-00	81-00	99-00	71-00

MONEY CHART

Money Level	Amount	Random Rolls
0	1D10 x 10	Poor & Low Income
1	1D10 x 20	1
2	1D10 x 40	2
3	1D10 x 60	3
4	1D10 x 80	4
5	1D10 x 100	5
6	1D10 x 200	6
7	1D10 x 400	Middle Income
8	1D10 x 600	1
9	1D10 x 800	2
10	1D10 x 1000	3
11	1D10 x 2000	4
12	1D10 x 4000	5
13	1D10 x 6000	6
14	1D10 x 8000	Upper Income & Wealthy
15	1D10 x 10,000	1
16	1D10 x 20,000	2
17	1D10 x 40,000	3
18	1D10 x 60,000	4
19	1D10 x 80,000	5
20	1D10 x 100,000	6
21	1D10 x 200,000	
22	1D10 x 400,000	
23	1D10 x 600,000	
24	1D10 x 800,000	
25	1D10 x 1 million	

AVAILABLE HOBBIES

Career Entering From	Chance of Entry
Investigation	20%
Combat	25%
Outdoorsman	90%
Aviation	20%
Maritime	30%
Foreign	30%
Science	30%
Technical	50%
Thief	30%
Instruction	50%
Vice	30%
Transportation	70%
Entertainment	60%
Arts	80%
Journalism	70%
Martial Arts	10%
Religious	90%
Student Career	90%
Sports	70%

RANDOM SKILLS

Skill Received	Die Roll to Receive Skill when Location is:			
	Urban	Non-Urban	Rural	Foreign
Animal Handling (Spec.) (Will)	01-02	01-02	01-05	01
Art/Craft (Spec.) (Dexterity)	01-05	03-05	06-08	02-04
Cardsharp (Dexterity)	06	06	09	05
Carousing (Stamina)	07-15	07-15	10-15	06-15
Culture, American (Intelligence)	16-20	16-20	16-20	—
Culture (Spec.) (Intelligence)	—	—	—	16-25
Driver, Small Vehicle (Spec.) (Dexterity)	21-25	21-25	21-25	26-30
English, Spoken (Wit)	26-30	26-30	26-30	—
English, Written (Memory)	31-35	31-35	31-35	—
Gaming (Spec.) (Intelligence)	36-40	36-40	36-40	31-35
Insight (Perception)	41-45	41-45	41-45	36-40
Language, Spoken (Spec.) (Wit)	—	—	—	41-50
Language, Written (Spec.) (Memory)	—	—	—	51-60
Music (Spec.) (Perception)	46-50	46-50	46-50	61-65
Orienteering, Rural (Intelligence)	—	—	51-55	—
Orienteering, Urban (Intelligence)	51-55	—	—	—
Persuasion (Wit)	56-60	51-55	56-60	66-70
Seduction (Appearance)	61-70	56-65	61-70	71-80
Science (Spec.) (Intelligence)	71-75	66-70	71-75	81-85
Subculture, Rural (Intelligence)	—	—	76-85	—
Subculture, Urban (Intelligence)	76-85	—	—	—
Swimming (Agility)	86-90	71-75	86-90	86-90
Trivia (Spec.) (Intelligence)	91-00	76-00	91-00	91-00

BUSINESS CAREER DATA

	Employee	Management	Self-Employed
Entrance Roll Requirements	90%	50%	75%
Intelligence (Min./Adv.)	5+/10+	10+/15+	—
Wit (Min./Adv.)	10+/15+	10+/15+	—
Will (Min./Adv.)	—	—	10+/15+
Other		Bachelor's Degree in Business	
Minimum Service Length	1 year	1 year	1 year
Term Length	1D6 years	1D3 years	1 year
Term Length	1D6 years	1D3 years	1 year
Event Rolls	1/term	1/term	1/term
Location Roll	1/term	1/term	1/term
Urban	01–40	01–30	—
Non-Urban	41–80	31–80	—
Rural	81–95	81–95	—
Foreign (Table C)	96–00	96–00	—
Skill Rolls	1/year	1/year	1/year
Promotion Rolls (1/year)	1/year	1/year	Special
Benefit Points Received	Int. x Will	(Int. + Per.) x Will	(Int. + Per.) x Will
Money Cost	x 3	x 1	x 2
Career Skill Pool	Business	Business	Self-Employed
Initial Rank (Maximum Rank)	0 (10)	11 (25)	See Notes

Branches: (Pick one Primary Branch plus [optionally] a Hobby)

Administration (Automatic)
 Arts (30% — Self-Employed only)
 Aviation (50%)
 Construction (40%)
 Entertainment (10% — Self-Employed only)
 Investigation (35% — Management or Self-Employed only)
 Journalism (75%)
 Legal (40% — Management only)
 Manufacturing (Automatic — Employee only)
 Maritime (60%)
 Medical (20% — Employee or Management only)
 Sales (Automatic)
 Science (30%)
 Security (75%)
 Sports (20% — Self-Employed only)
 Technical (50% — Employee or Self-Employed only)
 Transportation (Automatic)

Term Benefits

Per Term: 50 x Rank Number Benefit Points (for Contacts only).

End of Service: 100 x Rank Number Benefit Points (for Money or Businesses only).

Self-Employed Characters entering the game out of this career must purchase a Business benefit.

Business Career Skills:

Bargaining (Wit)
 Bribery (Wit)
 Carousing (Stamina)
 Clerical (Intelligence)*
 Culture, American (Intelligence)
 Deception (Wit)
 Driver, Small Vehicle (Spec.) (Dexterity)
 English, Spoken (Wit)
 English, Written (Memory)
 Finance (Intelligence)
 Gaming (Spec.) (Intelligence)
 Insight (Perception)
 Law, Business (Memory)
 Management (Spec.) (Intelligence)
 Persuasion (Wit)
 Profession (Spec.) (Intelligence)
 Research (Will)
 Seduction (Appearance)
 Service (Spec.) (Intelligence)
 Subculture, Business (Intelligence)*
 Swimming (Agility)
 Trivia (Spec.) (Intelligence)
 Contacts: Common (x 2)
 Contacts: Business

Self-Employed Career Skills:

Bargaining (Wit)
 Bribery (Wit)
 Carousing (Stamina)
 Clerical (Intelligence)*
 Culture, American (Intelligence)
 Deception (Wit)
 Driver, Small Vehicle (Spec.) (Dexterity)
 English, Spoken (Wit)
 English, Written (Memory)
 Finance (Intelligence)*
 Gaming (Spec.) (Intelligence)
 Insight (Perception)
 Law, Business (Memory)
 Management, Business (Intelligence)*
 Negotiation (Wit)
 Persuasion (Wit)
 Profession (Spec.) (Intelligence)
 Research (Will)
 Seduction (Appearance)
 Service (Spec.) (Intelligence)
 Subculture, Business (Intelligence)*
 Swimming (Agility)
 Trivia (Spec.) (Intelligence)
 Contacts: Common (x 2)
 Contacts: Business

Business Rank Table

Rank No.	Promotion Roll	Business Rank Description	Self-Employed Status
0	90%	Trainee	Lose 10 Money rolls
1	80%	Junior Employee	Lose 5 Money rolls
2	70%	Junior Employee	Lose 3 Money rolls
3	60%	Employee	Lose 1 Money roll
4	50%	Employee	Social Decrease
5	40%	Senior Employee	Social Increase
6	30%	Senior Employee	Add 1 Money roll
7	20%	Junior Supervisor	Add 1 Money roll
8	15%	Supervisor	Add 2 Money rolls
9	10%	Senior Supervisor	Add 2 Money rolls
10	—(5%)*	Shift Supervisor	Add 3 Money rolls
11	40%	Management Trainee	Add 3 Money rolls
12	30%	Junior Executive	Add 4 Money rolls
13	25%	Executive	Add 4 Money rolls
14	20%	Senior Executive	Add 5 Money rolls
15	15%	Department Head	Add 5 Money rolls
16	10%	Vice President	Add 6 Money rolls
17	05%	Senior Vice President	Add 7 Money rolls
18	05%	Chief Operating Officer	Add 8 Money rolls
19	02%	Director	Add 9 Money rolls
20	01%	Chairman of the Board	Add 10 Money rolls
21+	—	Exceptional Position	Major Corporation

Business Event Table

Employee	Management	Self-Employed
01–05 Hazard	Hazard	Hazard
06–10 Hazard	Choose Location	Lose 1 Money roll
11–15 Lose 1 Money roll	Lose 1 Money roll	Skill Roll
16–20 Skill Roll	Skill Roll	Skill Roll
21–25 Skill Roll	Skill Roll	Money Roll
26–30 Skill Roll	Skill Roll	Benefit Bonus
31–35 Skill Roll	Skill Roll	Benefit Bonus
36–40 Skill Roll	Benefit Bonus	Benefit Bonus
41–45 Benefit Bonus	Benefit Bonus	Benefit Bonus
46–50 Benefit Bonus	Benefit Bonus	Benefit Bonus
51–55 Benefit Bonus	Benefit Bonus	Benefit Bonus
56–60 Money Roll	Money Roll	Status + 1D6
61–65 Money Roll	Money Roll	Status + 1D3
66–70 Position	Money Roll	Status + 1
71–75 Auto Promotion	Auto Promotion	Status — 1
76–80 Auto Promotion	Auto Promotion	Status — 1D3
81–85 Expelled	Auto Promotion	Social Increase
86–90 Expelled	Expelled	Social Decrease
91–95 Fired	Fired	Lose Status
96–00 Prison	Prison	Prison

Remember, a modifier of + or — Luck is allowed.

* Self-Employed promotion only.

CRIMINAL CAREER DATA

	Solitary Crime	Organized Crime	Terrorist
Entrance Roll Requirements	90%	45%	05%
Intelligence (Min./Adv.)	—	5+/15+	10+/15+
Will (Min./Adv.)	5+/15+	5+/15+	10+/15+
Minimum Service Length	1 year	Life*	Life*
Term Length	1D3 years	1D3 years	1D3 years
Event Rolls	1/term	1/term	1/term
Location Roll	1/term	1/term	1/term
Urban	01—30	01—30	01—25
Non-Urban	31—60	31—60	26—50
Rural	61—90	61—90	51—75
Foreign (Table C)	91—00	91—00	76—00
Skill Rolls	1/year	1/year	1/year
Promotion Rolls	1/year	1/year	1/year
Benefit Points Received	Int. x Will	Int. x Will	(Int. + Per.) x Will
Money Cost	x 1	x 1	x 3
Career Skill Pool	Criminal	Criminal	Criminal
Initial Rank (Maximum Rank)	0 (25)	0 (25)	0 (25)

* Once entered in this career, the character must remain unless expelled, or by 'Purchasing' an end to the career at a cost of 200 Benefit Points.

Branches: (Pick one primary, one secondary, and one Hobby [optional]. Branches can be changed as desired.

Criminal Career Skills:

Acting (Wit)
 Bargaining (Wit)
 Brawling (Agility)
 Bribery (Wit)
 Cardsharp (Dexterity)
 Carousing (Stamina)
 Culture, American (Intelligence)
 Deception (Wit)*
 Disguise (Dexterity)
 Driver, Small Vehicle (Spec.) (Dexterity)
 English, Spoken (Wit)
 English, Written (Memory)
 Fence (Intelligence)
 High-Recoil Firearms (Strength)
 Improvisation (Intelligence)
 Insight (Perception)
 Law, Criminal (Memory)*
 Maintenance, Vehicle (Will)
 Maintenance, Weapon (Will)
 Marksmanship (Spec.) (Dexterity)
 Persuasion (Wit)
 Research (Will)
 Seduction (Appearance)
 Service (Spec.) (Intelligence)
 Stealth (Agility)
 Subculture, Criminal (Intelligence)*
 Subculture, Law Enforcement (Intelligence)
 Swimming (Agility)
 Trivia (Spec.) (Intelligence)
 Contacts: Criminal
 Contacts: Law Enforcement
 Contacts: Common (x 2)

Primary Branches

Administration (50% — Organized Crime only).
 Combat (Automatic — Terrorist or Organized Crime only).
 Thief (Automatic — Solitary or Organized Crime only).
 Vice (Automatic — Solitary or Organized Crime only).

Secondary Branches

Aviation (20% — —50 modifier in Vice Primary).
 Combat (Automatic — Combat Primary only).
 Commando (15% — Combat Primary only).
 Instruction (40%)
 Legal (10% — Administration Primary only).
 Maritime (20% — —50 modifier in Vice Primary).
 Medical (20%)
 Sales (20% — Administration and Vice Primaries only).
 Security (20% — Combat Primary only).
 Spy (10% — Combat Primary only).
 Technical (30%)
 Thief (Automatic — Vice/Thief/Combat Primaries).
 Transportation (50%)
 Vice (Automatic — Administration/Vice Primaries).

Term Benefits:

Per Term: 50 x Rank Number Benefit Points (for Contacts or Money only).

Criminal Rank Table

Rank	Promotion	Rank Descriptions		
No.	Roll	Solitary	Organized	Terrorist
0	80%	Novice	Recruit	Recruit
1	75%	Petty Criminal	Petty Criminal	Soldier
2	70%	Petty Criminal	Petty Criminal	Soldier
3	65%	Petty Criminal	Petty Criminal	Soldier
4	60%	Criminal	Petty Criminal	Soldier
5	55%	Criminal	Henchman	Corporal
6	50%	Criminal	Henchman	Corporal
7	45%	Successful	Henchman	Corporal
8	40%	Successful	Henchman	Sergeant
9	20%	Successful	Supervisor	Sergeant
10	10%	Wanted	Supervisor	Sergeant
11	10%	Wanted	Supervisor	Officer
12	10%	Wanted	Manager	Officer
13	10%	Major Criminal	Manager	Officer
14	10%	Major Criminal	Manager	Officer
15	10%	Major Criminal	Lieutenant	Lieutenant
16	10%	Hunted	Lieutenant	Lieutenant
17	10%	Hunted	Lieutenant	Lieutenant
18	05%	Hunted	TopLieutenant	TopLieutenant
19	05%	Master Criminal	TopLieutenant	TopLieutenant
20	—	Master Criminal	Leader	Leader
21-25	—	Positions of exceptional notoriety or authority.		

Criminal Event Table

1D100	Solitary Criminals	Organized Crime	Terrorists
01—05	Prison	Prison	Prison
06—10	Prison	Prison	Prison
11—15	Prison	Prison	Prison
16—20	Prison	Prison	Position
21—25	Prison	Position	Money Roll
26—30	Position	Auto Promotion	Money Roll
31—35	Auto Promotion	Skill Roll	Money Roll
36—40	Skill Roll	Benefit Bonus	Money Roll
41—45	Social Decrease	Social Decrease	Social Decrease
46—50	Choose Location	Choose Location	Choose Location
51—55	Benefit Bonus	Money Roll	Benefit Bonus
56—60	Money Roll	Money Roll	Benefit Bonus
61—65	Money Roll	Money Roll	Skill Roll
66—70	Money Roll	Money Roll	Auto Promotion
71—75	Money Roll	Money Roll	Hazard
76—80	Money Roll	Hazard	Hazard
81—85	Money Roll	Hazard	Hazard
86—90	Hazard	Hazard	Hazard
91—95	Hazard	Hazard	Hazard
96—00	Hazard	Expelled	Expelled

Modifier of + or — Luck is allowed.

ESPIONAGE CAREER DATA

	Intelligence	Field Agents
Entrance Roll	60%	20%
Requirements	Age 18+	Age 18+
Intelligence (Min./Adv.)	10+/15+	12+/18+
Perception (Min./Adv.)	10+/15+	12+/18+
Wit (Min./Adv.)	—	12+/18+
Will (Min./Adv.)	—	12+/18+
Minimum Service Length	1 year	1 year
Term Length	1D3 years	1 year
Event Rolls	1 per term	2 per term
Location Roll	1 per term	1 per term
Urban	01–25	01–15
Non-Urban	26–50	16–30
Rural	51–75	31–45
Foreign (Table B)	76–00	46–00
Notes	—	+10 DM in War
Skill Rolls	1 per year	2 per year
Promotion Rolls	1 per year	1 per year
Benefit Points Received	Int. x Per.	(Int. + Per.) x Will
Money Cost	x 3	x 2
Career Skill Pool	Espionage	Espionage
Initial Rank (Maximum Rank)	0 (10)	11 (25)

Branches: Choose one Primary, one Secondary, and one Hobby (optional). Branches can be changed as desired.

Primary Branches:

Spy (Automatic — Field Agents only).
Administration — (Automatic)

Secondary Branches:

Aviation (25% — Field Agents only).
Combat (50% — Field Agents only).
Commando (20% — Field Agents only).
Entertainment (30% — Field Agents only).
Foreign (Automatic)
Government (75%).
Instruction (50%).
Investigation (Automatic — Field Agents only).
Legal (50% — Administration Primary only).
Maritime (25% — Field Agents only).
Martial Arts (15% — Field Agents only).
Medical (50% — Administration Primary only).
Science (50% — Administration Primary only).
Security (75%).
Technical (75% — Administration Primary only).
Thief (30% — Field Agents only).
Transportation (50%).
Vice (25% — Field Agents only).

Term Benefits:

Per Term: 50 x Rank Number Benefit Points (for Contacts only).

Espionage Event Table

1D100	Intelligence	Field Agents
01–05	Hazard	Hazard/POW
06–10	Hazard	Hazard
11–15	Choose Location	Hazard
16–20	Skill Roll	Hazard
21–25	Skill Roll	Hazard
26–30	Skill Roll	Skill Roll
31–35	Skill Roll	Skill Roll
36–40	Skill Roll	Benefit Bonus
41–45	Skill Roll	Benefit Bonus
46–50	Benefit Bonus	Benefit Bonus
51–55	Benefit Bonus	Benefit Bonus
56–60	Benefit Bonus	Social Increase
61–65	Benefit Bonus	Auto Promotion
66–70	Benefit Bonus	Auto Promotion
71–75	Auto Promotion	Auto Promotion
76–80	Money Roll	Money Roll
81–85	Expelled	Expelled
86–90	Fired	Fired
91–95	Prison	Prison
96–00	Prison	Prison

A modifier of + or — Luck is allowed.

Espionage Career Skills:

Acting (Wit)
Brawling (Agility)
Bribery (Wit)
Carousing (Stamina)
Clerical (Intelligence)*
Cryptography (Intelligence)
Culture, American (Intelligence)
Culture (Spec.) (Intelligence)
Deception (Wit)
Driver, Small Vehicle (Spec.) (Dexterity)
English, Spoken (Wit)
English, Written (Memory)
Gaming (Spec.) (Intelligence)
Improvisation (Intelligence)
Insight (Perception)
Maintenance, Vehicle (Spec.) (Will)
Negotiation (Wit)
Persuasion (Wit)
Photography (Perception)
Profession (Spec.) (Intelligence)
Questioning (Wit)
Recon (Perception)
Research (Will)*
Security (Intelligence)
Seduction (Appearance)
Service (Spec.) (Intelligence)
Subculture (Spec.) (Intelligence)
Subculture, Espionage (Intelligence)*
Surveillance (Perception)
Swimming (Agility)
Trivia (Spec.) (Intelligence)
Contacts: Common (x 1)
Contacts: Espionage

Espionage Ranks and Promotions

Rank	Promotion	Rank	Title or Description
Number	Roll		
0	auto		Recruit
1	90%		Junior Operative
2	80%		Junior Operative
3	70%		Operative
4	60%		Operative
5	50%		Operative
6	40%		Senior Operative
7	30%		Senior Operative
8	20%		Junior Supervisor
9	10%		Supervisor
10	—		Chief Supervisor
11	90%		Novice Agent
12	80%		Agent
13	70%		Agent
14	60%		Agent
15	50%		Senior Agent
16	40%		Senior Agent
17	30%		Senior Agent
18	20%		Special Agent
19	10%		District Director
20	—		Regional Director
21–25			Positions of special prestige or authority

LAW ENFORCEMENT CAREER DATA

	City	State	Federal
Entrance Roll	60%	80%	40%
Requirements	Age 18+	Age 18+	Age 18+
Stamina (Min./Adv.)	10+/15+	10+/15+	12+/16+
Health (Min./Adv.)	10+/15+	10+/15+	12+/16+
Intelligence (Min./Adv.)	—	—	12+/16+
Other	Police Academy	None	Bachelor's Legal
Minimum Service Length	1 year	1 year	1 year
Term Length	1D3 years	1D3 years	1D3 years
Event Rolls	1 per term	1 per term	1 per term
Location Roll	1 per term	1 per term	1 per term
Urban	01-60	01-10	01-33
Non-Urban	71-90	11-30	34-66
Rural	91-99	31-99	67-99
Foreign (Table C)	00	00	00
Skill Rolls	1 per year	1 per year	1 per year
Promotion Rolls	1 per year	1 per year	1 per year
Benefit Points Received	Int. x Will	Int. x Will	(Int. + Mem.) x Will
Money Cost	x 4	x 5	x 3
Career Skill Pool	Law Enforcement	Law Enforcement	Law Enforcement
Initial Rank (Maximum Rank)	0 (25)	0 (25)	10 (25)

Law Enforcement Career Skills:

Carousing (Stamina)
 Clerical (Intelligence)
 Communications, Radio (Intelligence)
 Culture, American (Intelligence)
 Driver, Small Vehicle (Spec.) (Dexterity)
 English, Spoken (Wit)
 English, Written (Memory)
 First Aid (Intelligence)
 High-Recoil Firearms (Strength)
 Insight (Perception)
 Jumping (Agility)
 Law, Civil (Memory)*
 Law, Criminal (Memory)*
 Leadership (Charisma)
 Maintenance, Weapon (Will)
 Marksmanship (Spec.) (Dexterity)
 Persuasion (Wit)
 Questioning (Wit)*
 Recon (Perception)
 Research (Will)
 Running (Stamina)
 Search (Perception)
 Security (Intelligence)
 Seduction (Appearance)
 Service (Spec.) (Intelligence)
 Subculture, Criminal (Intelligence)*
 Subculture, Law Enforcement (Intelligence)*
 Special Weapons, Grenade Launcher (Dexterity)
 Surveillance (Perception)
 Swimming (Agility)
 Trivia (Spec.) (Intelligence)
 Contacts: Common (x 2)
 Contacts: Criminal
 Contacts: Law Enforcement

Branches: Choose one Primary, one Secondary, and one Hobby (optional). Branches can be changed as desired.

Law Enforcement Ranks and Promotions Table

Rank	Promotion	City Police Title	State Police Title	Federal Agcy.
Number	Roll			
0	auto	Rookie	Rookie Trooper	—
1	80%	Patrolman 3rd	Trooper	—
2	75%	Patrolman 2nd	Trooper	—
3	70%	Patrolman 1st	Senior Trooper	—
4	65%	Sergeant	Senior Trooper	—
5	60%	Sergeant	Senior Trooper	—
6	55%	Sergeant	Sergeant	—
7	50%	Sergeant	Sergeant	—
8	45%	Sergeant	Sergeant	—
9	40%	Lieutenant	Sergeant	—
10	35%	Lieutenant	Lieutenant	Novice Agent
11	30%	Lieutenant	Lieutenant	Agent
12	25%	Lieutenant	Lieutenant	Agent
13	20%	Captain	Lieutenant	Agent
14	20%	Captain	Captain	Agent
15	15%	Captain	Captain	District Agent
16	15%	Captain	Captain	District Agent
17	10%	Deputy/Inspector	Captain	Regional Agent
18	10%	Inspector	Captain	Regional Agent
19	05%	Dep.Chief Insp.	Senior Inspector	District Director
20	—	Chief Inspector	Chief Inspector	Regional Director
21-25	—	Positions of special prestige or authority.		

Law Enforcement Events Table

1D100	City Police	State Police	Federal Agcy.
01-05	Hazard	Hazard	Hazard
06-10	Hazard	Hazard	Hazard
11-15	Hazard	Choose Location	Hazard
16-20	Hazard	Choose Location	Choose Location
21-25	Choose Location	Benefit Bonus	Choose Location
26-30	Social Decrease	Benefit Bonus	Social Decrease
31-35	Benefit Bonus	Benefit Bonus	Social Increase
36-40	Benefit Bonus	Benefit Bonus	Benefit Bonus
41-45	Benefit Bonus	Benefit Bonus	Benefit Bonus
46-50	Skill Roll	Skill Roll	Benefit Bonus
51-55	Skill Roll	Skill Roll	Benefit Bonus
56-60	Skill Roll	Skill Roll	Skill Roll
61-65	Skill Roll	Skill Roll	Skill Roll
66-70	Auto Promotion	Skill Roll	Skill Roll
71-75	Auto Promotion	Auto Promotion	Skill Roll
76-80	Auto Promotion	Auto Promotion	Auto Promotion
81-85	Money Roll	Money Roll	Money Roll
86-90	Expelled	Expelled	Expelled
91-95	Fired	Fired	Fired
96-00	Prison	Prison	Prison

Term Benefits:

Per Term: 50 x Rank Number Benefit Points (for contacts only).

A modifier of + or - Luck is allowed.

LEGAL/POLITICAL CAREER DATA

	Paralegal	Legal	Political
Entrance Roll	60%	80%	60%
Requirements	Age 18+	Age 18+	Age 18+
Intelligence (Min./Adv.)	10+/15+	10+/15+	—
Memory (Min./Adv.)	10+/15+	10+/15+	—
Wit (Min./Adv.)	—	10+/15+	10+/15+
Other	Bachelor's Legal	Doctorate Legal	—
Minimum Service Length	1 year	1 year	1 year
Term Length	1D6 years	1D3 years	1D3 years
Event Rolls	1 per term	1 per term	1 per term
Location Roll	1 per term	1 per term	1 per term
Urban	01–40	01–50	01–30
Non-Urban	41–80	51–75	31–60
Rural	81–99	76–95	61–90
Foreign (Table C)	00	96–00	91–00
Skill Rolls	1 per year	1 per year	1 per year
Promotion Rolls	1 per year	1 per year	1 per term
Benefit Points Received	Int. x Mem.	Int. x Mem.	Int. x Per.
Money Cost	x 2	x 1	x 1
Career Skill Pool	Legal/Political	Legal/Political	Legal/Political
Initial Rank (Maximum Rank)	0 (10)	11 (25)	See notes

Branches: Pick one Primary branch from below. One Hobby (optional) is also allowed.

Available Branches:

Foreign (60%)
 Administration (Automatic — Political Career only).
 Government (Automatic — Political Career only).
 Legal (Automatic — Paralegal or Legal Careers only).
 Instruction (30% — Legal Career only).

Term Benefits:

Per Term: 50 x Rank Number Benefit Points (for Contacts only).
 End of Service: 100 x Rank Number Benefit Points (for Money and Businesses only).

Political/Legal Career Skills:

Acting (Wit)
 Bargaining (Wit)
 Bribery (Wit)
 Carousing (Stamina)
 Clerical (Intelligence)
 Culture, American (Intelligence)*
 Deception (Wit)
 Driver, Small Vehicle (Spec.) (Dexterity)
 English, Spoken (Wit)
 English, Written (Memory)
 Gaming (Spec.) (Intelligence)
 Insight (Perception)*
 Law (Spec.) (Memory)
 Maintenance, Vehicle (Will)
 Negotiation (Wit)
 Persuasion (Wit)
 Public Speaking (Wit)
 Research (Will)
 Seduction (Appearance)
 Service (Spec.) (Intelligence)
 Subculture, Legal (Intelligence)*
 Swimming (Agility)
 Trivia (Spec.) (Intelligence)
 Contacts: Common (x 1)

Legal/Political Rank Table

Rank	Promotion	Paralegal/Legal Rank	Political Rank/Position
0	automatic	Trainee	No Position
1	90%	Junior Clerk	Minor Local Office
2	85%	Junior Clerk	Local Office
3	80%	Clerk	Major Local Office
4	75%	Clerk	Top Local Office
5	70%	Clerk	Minor City Office
6	65%	Senior Clerk	City Office
7	60%	Senior Clerk	Major City Office
8	55%	Legal Aide	Top City Office
9	50%	Legal Aide	Minor County Office
10	— (45%)*	Senior Legal Aide	County Office
11	40%	Novice Lawyer	Major County Office
12	35%	Junior Lawyer	Top County Office
13	30%	Junior Lawyer	Minor State Office
14	25%	Lawyer	State Office
15	20%	Lawyer	Major State Office
16	15%	Junior Partner	Top State Office
17	10%	Partner	Minor National Office
18	10%	Partner	National Office
19	05%	Senior Partner	Important National Office
20	03%	Prominent Attorney	Major National Office
21–25	— (0%)*	Very Prom. Attny.	Top National Offices

* = Political 'promotions' only.

Legal/Political Career Event Table

1D100	Paralegal	Legal	Political
01–05	Hazard	Hazard	Hazard
06–10	Choose Location	Choose Location	Hazard
11–15	Lose 1 Money Roll	Lose 1 Money Roll	Choose Location
16–20	Skill Roll	Skill Roll	Skill Roll
21–25	Skill Roll	Skill Roll	Skill Roll
26–30	Skill Roll	Skill Roll	Lose 1 Money roll
31–35	Skill Roll	Skill Roll	Benefit Bonus
36–40	Benefit Bonus	Benefit Bonus	Benefit Bonus
41–45	Benefit Bonus	Benefit Bonus	Benefit Bonus
46–50	Benefit Bonus	Auto Promotion	Social Increase
51–55	Benefit Bonus	Auto Promotion	Social Increase
56–60	Benefit Bonus	Social Increase	Money Roll
61–65	Auto Promotion	Social Increase	Money Roll
66–70	Auto Promotion	Money Roll	Money Roll
71–75	Auto Promotion	Money Roll	Expelled
76–80	Social Increase	Money Roll	Expelled
81–85	Money Roll	Expelled	Expelled
86–90	Expelled	Fired	Prison
91–95	Fired	Prison	Prison
96–00	Prison	Prison	Prison

A modifier of + or — Luck is always allowed.

MILITARY CAREER DATA

	Enlisted	Officer
Entrance Roll	90%	30%
Requirements	Age 18+	Age 18+
Stamina (Min./Adv.)	10+/15+	10+/15+
Health (Min./Adv.)	10+/15+	10+/15+
Intelligence (Min./Adv.)	—	10+/15+
Education Skill Level	—	16+
Minimum Service Length	4 years	6 years
Term Length	1D3 years	1D3 years
Event Rolls	1 per term	1 per term
Location Roll	1 per term	1 per term
Urban	01–25	01–25
Non-Urban	26–50	26–50
Rural	51–75	51–75
Foreign (Column A)	76–00	76–00
Notes	+20 DM in War	+20 DM in War
Skill Rolls	1 per year	1 per year
Promotion Rolls	1 per year	1 per term
Benefit Points Received	(Int. + Mem.) x Will	(Int. + Mem.) x Will
Money Cost	x 5	x 3
Career Skill Pool	Military	Military
Initial Rank (Maximum Rank)	0 (10)	12 (25)

Branches: Pick one Primary, one Secondary, one Hobby (optional). Primary branch cannot change.

Primary Branches:

Combat (Army/Marines) (Automatic)
 Technical (Air Force) (75%)
 Maritime (Navy/Coast Guard) (75%)

Secondary Branches

Security (60%)
 Transport (75%)
 Construction (60%)
 Technical (30%)
 Administration (50%)
 Service (90%)
 Same as Primary (random only)
 Astronaut (01% — Officers with past Aviation experience only).
 Aviation (25% — Officers only).
 Combat (20% — with —70 DM if Combat Primary branch).
 Commando (10% — Rank E5+ or O1+ only).
 Instruction (30%).
 Investigation (25%)
 Legal (25% — Officers only).
 Maritime (20% — with —50 DM if Maritime Primary branch).
 Medical (30%)
 Religious (25% — Officers only).
 Spy (30% — Officers only).

Term Benefits:

Per Term: 50 x Rank Number Benefit Points (for Contacts only).

Military Career Skills:

Brawling (Agility)
 Carousing (Stamina)
 Culture, American (Intelligence)
 Driver, Small Vehicle (Spec.) (Dexterity)
 English, Spoken (Wit)
 English, Written (Memory)
 First Aid (Intelligence)
 Gaming (Spec.) (Intelligence)
 High-Recoil Firearms (Strength)
 Insight (Perception)
 Jumping (Agility)
 Law, Military (Memory)
 Leadership (Charisma)
 Maintenance, Weapon (Will)*
 Marksmanship (Spec.) (Dexterity)
 Persuasion (Wit)
 Research (Will)
 Running (Stamina)*
 Seduction (Appearance)
 Service (Spec.) (Intelligence)
 Subculture, Military (Intelligence)*
 Support Weapons (Spec.) (Dexterity)
 Survival (Spec.) (Will)
 Swimming (Agility)
 Throwing (Dexterity)
 Trivia (Spec.) (Intelligence)
 Contacts: Military
 Contacts: Common (x2)

Military Rank Table

Rank Number	Military Grade	Promotion Roll	Army Title	Marine Title	Navy Title	Air Force Title
0	E1	Automatic	Private	Private	Seaman Recruit	Airman Basic
1	E2	90%	Private	PFC	Seaman Apprentice	Airman
2	E3	80%	PFC	Lance Corporal	Seaman	Airman 1st Class
3	E4	70%	Corporal	Corporal	Petty Officer 3rd	Sergeant
4	E5	60%	Sergeant	Sergeant	Petty Officer 2nd	Staff Sergeant
5	E6	50%	Staff Sergeant	Staff Sergeant	Petty Officer 1st	Technical Sergeant
6	E7	40%	Sergeant 1st Class	Gunnery Sergeant	Chief Petty Officer	Master Sergeant
7	E8 (A)	30%	First Sergeant	First Sergeant	Senior CPO	Senior Master Sergeant
8	E8 (B)	20%	Master Sergeant	Master Sergeant	Senior CPO	Senior Master Sergeant
9	E9 (A)	10%	Command Sgt. Major	Sergeant Major	Master CPO	Chief Master Sergeant
10	E9 (B)	—	Sergeant Major	Master Gunnery Sgt.	Master CPO	Chief Master Sergeant
11	O0	80%	Cadet	Cadet	Midshipman	Cadet
12	O1	75%	2nd Lieutenant	2nd Lieutenant	Ensign	2nd Lieutenant
13	O2	70%	1st Lieutenant	1st Lieutenant	Lieutenant JG	1st Lieutenant
14	O3	65%	Captain	Captain	Lieutenant	Captain
15	O4	60%	Major	Major	Lt. Commander	Major
16	O5	50%	Lt. Colonel	Lt. Colonel	Commander	Lt. Colonel
17	O6	40%	Colonel	Colonel	Captain	Colonel
18	O7	30%	Brigadier General	Brigadier General	Commodore	Brigadier General
19	O8	20%	Major General	Major General	Rear Admiral	Major General
20	O9	10%	Lt. General	Lt. General	Vice Admiral	Lt. General
21	O10	05%	General	General	Admiral	General
22-25	O10	—	Officers of exceptional prestige or authority.			

Military Event Table

1D100	Enlisted	Officer
01-05	POW/Hazard	POW/Hazard
06-10	Hazard/Commendation	Hazard/Commendation
11-15	Hazard	Hazard/Commendation
16-20	Hazard	Hazard
21-25	Hazard	Hazard
26-30	Commendation	Commendation
31-35	Position	Choose Location
36-40	Choose Location	Choose Location
41-45	Benefit Bonus	Benefit Bonus
46-50	Benefit Bonus	Skill Roll
51-55	Skill Roll	Auto Promotion
56-60	Skill Roll	Auto Promotion
61-65	Auto Promotion	Money Roll
66-70	Auto Promotion	Money Roll
71-75	Money Roll	Money Roll
76-80	Money Roll	Social Decrease
81-85	Social Decrease	Social Increase
86-90	Social Increase	Social Increase
91-95	Prison	Prison
96-00	Dishonorable Discharge	Prison

Modifiers:

—10 during Wartime (less than 01-05 = 06-10).

Doubles results (in Peacetime) = 96-00.

Doubles results (in Wartime) = 91-95.

A modifier of + or — Luck is always allowed.

Commendations (Military)

1D10	Commendation	Effect
01-101	Citation	—25 DM on Promotion Rolls this term.
102-125	Bronze Star	Position on 05%; if not, Promotion on 50%. 1D100 Bonus Benefit Points received.
126-145	Silver Star	Position on 10%; if not, Promotion on 60%. 1D100 Bonus Benefit Points received.
146-155	Legion of Merit	Position on 20%; if not, Promotion on 70%. 1D100 Bonus Benefit Points received.
156-168	Distinguished Service Cross	Position on 25%; if not, Promotion on 90%. 1D100 x 1D6 Bonus Benefit Points received.
169+	Medal of Honor	Position Automatic. —50 DM on Location next term. 1D100 x 1D10 Bonus Benefit Points.

+30 DM in time of War.

+ Character's Will and + Character's Luck applied as modifiers.

RESISTANCE FIGHTER CAREER DATA

	Followers	Leaders
Entrance Roll	75%	25%
Requirements	After Invasion	After Invasion
Minimum Service Length	1 year	1 year
Term Length	1 year	1 year
Event Rolls	1 per term	2 per term
Location Roll	1 per term	choice
Urban	01-33	01-30
Non-Urban	34-66	31-60
Rural	67-99	61-90
Foreign (Table C)	00	91-00
Skill Rolls	1 per year	2 per year
Promotion Roll	1D10 per term	1D10 per term
Benefit Points Received	Int. x Per.	(Int. x Per.) x Will
Money Cost	Not Available	Not Available
Career Skill Pool	Resistance Fighter	Resistance Fighter
Initial Rank (Maximum Rank)	1D10 (25)	10 + 1D10 (25)

Branches: Choose two Primary branches below. No Hobbies are available.

Available Branches:

Administration (30%)
 Aviation (15%)
 Combat (Automatic)
 Commando (40%)
 Government (10%)
 Instruction (15%)
 Manufacturing (25%)
 Maritime (25%)
 Martial Arts (05%)
 Medical (25%)
 Outdoorsman (75%)
 Religious (50%)
 Science (20%)
 Security (Automatic)
 Spy (25%)
 Technical (50%)
 Thief (50%)
 Transportation (75%)
 Vice (50%)

Resistance Fighter Career Skills:

Acting (Wit)
 Bargaining (Wit)
 Boosting (Dexterity)
 Brawling (Agility)
 Bribery (Wit)
 Camouflage (Perception)
 Carousing (Stamina)
 Combat (Will)
 Culture, American (Intelligence)
 Deception (Wit)*
 Disguise (Dexterity)
 Driver, Small Vehicle (Spec.) (Dexterity)
 English, Spoken (Wit)
 English, Written (Memory)
 First Aid (Intelligence)
 Gaming (Spec.) (Intelligence)
 High-Recoil Firearms (Strength)
 Improvisation (Intelligence)
 Insight (Perception)
 Instruction (Wit)
 Interrogation (Will)
 Invader Special Skills (Spec.) (Various)*
 Jumping (Agility)
 Leadership (Charisma)
 Maintenance (Spec.) (Will)
 Management, Logistics (Intelligence)
 Management, Personnel (Intelligence)
 Marksmanship (Spec.) (Dexterity)
 Melee Weapons (Spec.) (Agility)
 Persuasion (Wit)
 Profession (Spec.) (Intelligence)
 Questioning (Wit)
 Research (Will)
 Running (Stamina)
 Security (Intelligence)
 Seduction (Appearance)
 Service (Spec.) (Intelligence)
 Stealth (Agility)
 Subculture (Spec.) (Intelligence)
 Swimming (Agility)
 Tactics, Guerilla (Intelligence)
 Trivia (Spec.) (Intelligence)
 Contacts: Common (x 1)

Resistance Fighter Rank Table

Rank No.	Promotion Roll	Rank
0	Automatic	Recruit
1	95%	Reserve Soldier
2	90%	Reserve Soldier
3	85%	Soldier
4	80%	Soldier
5	75%	Corporal
6	70%	Corporal
7	65%	Corporal
8	60%	Sergeant
9	55%	Sergeant
10	50%	Sergeant
11	45%	Officer
12	40%	Officer
13	35%	Officer
14	30%	Officer
15	25%	Lieutenant
16	20%	Lieutenant
17	15%	Lieutenant
18	10%	Top Lieutenant
19	05%	Top Lieutenant
20	05%	Leader
21-25	—	Positions of exceptional authority/importance.

Resistance Fighter Event Table

1D100	Followers	Leaders
01-05	POW	POW
06-10	POW	POW
11-15	Choose Location	POW
16-20	Position	Lose 1 Money Roll
21-25	Lose 1 Money Roll	Benefit Bonus
26-30	Benefit Bonus	Benefit Bonus
31-35	Benefit Bonus	Benefit Bonus
36-40	Social Decrease	Social Decrease
41-45	Social Decrease	Social Decrease
46-50	Auto Promotion	Auto Promotion
51-55	Auto Promotion	Auto Promotion
56-60	Auto Promotion	Skill Roll
61-65	Skill Roll	Skill Roll
66-70	Skill Roll	Choose Location
71-75	Skill Roll	Hazard
76-80	Hazard	Hazard
81-85	Hazard	Hazard
86-90	Hazard	Hazard
91-95	Hazard	Hazard
96-00	Hazard	Hazard

A modifier of + or — Luck is always allowed.

SCIENTIFIC/MEDICAL CAREER DATA

	Science Career		Medical Career	
	Assistant	Scientist	Assistant	Doctor
Entrance Roll	75%	50%	60%	70%
Requirements				
Intelligence (Min./Adv.)	—	Age 18+	—	Age 18+
Will (Min./Adv.)	—	12+/18+	—	12+/18+
Education Skill Level	10+/15+	—	10+/15+	—
Other	12+	16+	12+	20+
Minimum Service Length	—	Bachelor's Science	—	Doctorate Medical
Term Length	1 year	1 year	1 year	1 year
Event Rolls	1D6 years	1D3 years	1D3 years	1D3 years
Location Roll	1 per term	1 per term	1 per term	1 per term
Urban	1 per term	1 per term	1 per term	1 per term
Non-Urban	01–30	01–30	01–40	01–40
Rural	31–60	31–60	41–80	41–80
Foreign (Table C)	61–70	61–70	81–95	81–95
Skill Rolls	71–00	71–00	96–00	96–00
Promotion Rolls	1 per year	1 per year	1 per year	1 per year
Benefit Points Received	None	1 per year	None	1 per year
Money Cost	Int. x Will	(Int. + Per.) x Will	Int. x Will	(Int. + Mem.) x Will
Career Skill Pool	x 3	x 2	x 2	x 1
Initial Rank (Maximum Rank)	Science	Science	Medical	Medical
	0 (10)	11 (25)	Varies (10)	11 (25)

Branches: Pick one Primary and one Secondary Branch, and (optionally) one Hobby.

Primary Branches:

Science (Automatic in Science careers).
Medical (Automatic in Medical careers).
Administration (50%).

Secondary Branches:

Administration (50%).
Astronaut (01%).
Aviation (10%, –25 DM for Science Primary).
Foreign (75% – Science Primary only).
Instruction (50%).
Maritime (50%).
Medical (25%, –75 DM for Medical Primary).
Outdoorsman (50% – Science Primary only).
Science (25%, –75 DM for Science Primary).
Technical (50% – Science Primary only).

Term Benefits:

Per Term: 50 x Rank Number Benefit Points
(for Contacts only).

Scientific Career Skills:

Carousing (Stamina)
Clerical (Intelligence)
Culture, American (Intelligence)
Culture (Spec.) (Intelligence)
Driver, Small Vehicle (Spec.) (Dexterity)
Education
Electronics (Dexterity)
English, Spoken (Wit)
English, Written (Memory)
Gaming (Spec.) (Intelligence)
Improvisation (Intelligence)
Insight (Perception)
Laboratory (Intelligence)*
Language, Spoken (Spec.) (Wit)
Language, Written (Spec.) (Memory)
Persuasion (Wit)
Programming (Intelligence)
Research (Will)*
Science (Spec.) (Memory)
Seduction (Appearance)
Service (Spec.) (Intelligence)
Subculture, Scientific (Intelligence)*
Technology (Spec.) (Memory)
Trivia (Spec.) (Intelligence)
Contacts: Common (x 2)
Contacts: Scientific

Medical Career Skills:

Carousing (Stamina)
Clerical (Intelligence)
Culture, American (Intelligence)
Diagnosis (Memory)
Driver, Small Vehicle (Spec.) (Dexterity)
English, Spoken (Wit)
English, Written (Memory)
Finance (Intelligence)
First Aid (Intelligence)*
Gaming (Spec.) (Intelligence)
Insight (Perception)
Laboratory (Intelligence)
Latin, Spoken (Wit)
Latin, Written (Memory)
Maintenance, Vehicle (Will)
Management, Logistics (Intelligence)
Management, Personnel (Intelligence)
Persuasion (Wit)
Pharmacy (Memory)
Research (Will)
Seduction (Appearance)
Service (Spec.) (Intelligence)
Subculture, Medical (Intelligence)*
Swimming (Agility)
Therapy (Will)
Trivia (Spec.) (Intelligence)
Contacts: Common (x 1)
Contacts: Medical

Scientific/Medical Rank Table

Rank Number	Promotion Roll	Science Rank Description	Medical Rank Description
0	—	Lab Attendant	Orderly
1	—	Lab Attendant	Paramedic
2	—	Junior Technician	Junior Technician
3	—	Technician	Technician
4	—	Technician	Technician
5	—	Senior Technician	Senior Technician
6	—	Lab Assistant	Junior Nurse
7	—	Lab Assistant	Nurse
8	—	Senior Lab Assistant	Nurse
9	—	Senior Lab Assistant	Senior Nurse
10	—	Senior Lab Assistant	Head Nurse
11	75%	Junior Scientist	Junior Intern
12	70%	Junior Scientist	Intern
13	65%	Junior Scientist	Intern
14	60%	Scientist	Resident
15	55%	Scientist	Resident
16	50%	Scientist	Doctor
17	45%	Senior Scientist	Doctor
18	40%	Senior Scientist	Doctor
19	35%	Senior Scientist	Doctor
20	30%	Respected Scientist	Department Head
21–25	—	Position of exceptional authority	

Scientific/Medical Event Table

1D100	Science	Medical
01–05	Hazard	Hazard
06–10	Hazard	Lose 1 Money Roll
11–15	Lose 1 Money Roll	Skill Roll
16–20	Skill Roll	Skill Roll
21–25	Skill Roll	Skill Roll
26–30	Skill Roll	Skill Roll
31–35	Skill Roll	Benefit Bonus
36–40	Skill Roll	Benefit Bonus
41–45	Benefit Bonus	Benefit Bonus
46–50	Benefit Bonus	Benefit Bonus
51–55	Benefit Bonus	Benefit Bonus
56–60	Benefit Bonus	Benefit Bonus
61–65	Benefit Bonus	Money Roll
66–70	Money Roll	Money Roll
71–75	Auto Promotion	Money Roll
76–80	Auto Promotion	Money Roll
81–85	Auto Promotion	Auto Promotion
86–90	Expelled	Expelled
91–95	Fired	Fired
96–00	Prison	Prison

Promotion in junior ranks is by Event only.

A modifier of + or – Luck is always allowed.

SPECIAL CAREER DATA

	Not Employed	High Society	Prison
Entrance Roll	Mandated	Automatic	Mandated
Requirements	—	Wealthy Social Class	—
Minimum Service Length	1 year	1 year	1D10 years
Term Length	1 year	1D3 years	1D6 years
Event Rolls	1 per term	1 per term	1 per term
Location Roll	1 per term	Choice	None
Urban	01–33	—	—
Non-Urban	34–66	—	—
Rural	67–99	—	—
Foreign (Table C)	00	—	—
Skill Rolls	1 per year	1 per year	1 per year
Promotion Rolls	None	None	None
Benefit Points Received	Int. x Will	(Int. + Per.) x Will	Int. x Will
Money Costs	Not Available	Not Available	Not Available
Career Skill Pool	Not Employed	High Society	Prison
Initial Rank (Maximum Rank)	NA	NA	NA

Branches: No Branches are normally held.

Hobbies are optional for 'Not Employed' and 'High Society;' they are not allowed for the Prison career.

Term Benefits:

High Society: Receive 10 x 1D100 Benefit Points for Contacts only.

Prison: Receive 10 x 1D100 Benefit Points for Contacts only.

Not Employed: None.

If permitted by a Random Event (on the Event Table only), the following branches are available to characters in Prison or in Prison as POWs.

In Prison

Random Roll	Branch Permitted
01–15	Administration
16–30	Thief
31–50	Instruction
51–00	Vice

As POW

Random Roll	Branch Permitted
01–10	Combat
11–25	Construction
26–50	Thief
51–70	Thief
71–85	Instruction
86–00	Outdoorsman

Special Career Event Table

1D100	Not Employed	High Society	Prison
01–05	Hazard	Hazard	Escape Attempt
06–10	Hazard	Hazard	Escape Attempt
11–15	Choose Location	Skill Roll	Special Branch
16–20	Skill Roll	Skill Roll	Special Branch
21–25	Skill Roll	Skill Roll	Benefit Bonus
26–30	Skill Roll	Skill Roll	Benefit Bonus
31–35	Skill Roll	Skill Roll	Benefit Bonus
36–40	Skill Roll	Benefit Bonus	Benefit Bonus
41–45	Skill Roll	Benefit Bonus	Benefit Bonus
46–50	Benefit Bonus	Benefit Bonus	Benefit Bonus
51–55	Benefit Bonus	Benefit Bonus	Benefit Bonus
56–60	Benefit Bonus	Benefit Bonus	Benefit Bonus
61–65	Benefit Bonus	Money Roll	Benefit Bonus
66–70	Money Roll	Money Roll	Hazard
71–75	Lose 1 Money Roll	Money Roll	Hazard
76–80	Lose 1 Money Roll	Money Roll	Hazard
81–85	Social Decrease	Lose 1 Money Roll	Hazard
86–90	Social Decrease	Social Decrease	Hazard
91–95	Prison	Social Decrease	Hazard
96–00	Prison	Prison	Parole

A modifier of + or — Luck is always allowed.

Not Employed Career Skills:

Carousing (Stamina)
 Culture, American (Intelligence)
 Driver, Small Vehicle (Spec.) (Dexterity)
 English, Spoken (Wit)
 English, Written (Memory)
 Gaming (Spec.) (Intelligence)
 Insight (Perception)
 Maintenance, Vehicle (Will)
 Persuasion (Wit)
 Research (Will)
 Seduction (Appearance)
 Service (Spec.) (Intelligence)
 Swimming (Agility)
 Trivia (Spec.) (Intelligence)
 Contacts: Common (x 3)

High Society Career Skills:

Animal Handling (Spec.) (Will)
 Boat Handling (Spec.) (Dexterity)
 Bribery (Wit)
 Cardsharp (Dexterity)
 Carousing (Stamina)*
 Clerical (Intelligence)*
 Culture, American (Intelligence)*
 Culture (Spec.) (Intelligence)
 Dance (Spec.) (Agility)
 Deception (Wit)
 Driver, Small Vehicle (Spec.) (Dexterity)
 English, Spoken (Wit)
 English, Written (Memory)
 Finance (Intelligence)
 Gaming (Spec.) (Intelligence)
 Insight (Perception)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Leadership (Charisma)
 Management, Personnel (Intelligence)
 Music (Spec.) (Perception)
 Persuasion (Wit)
 Photography (Perception)
 Pilot, Small Aircraft (Spec.) (Dexterity)
 Public Speaking (Wit)
 Questioning (Wit)
 Research (Will)
 Seduction (Appearance)
 Service (Spec.) (Intelligence)
 Sports (Spec.) (Stamina)
 Subculture, High Society (Intelligence)*
 Swimming (Agility)
 Trivia (Spec.) (Intelligence)
 Contacts: Common (x 1)
 Contacts: High Society

Prison Career Skills:

Acting (Wit)
 Bargaining (Wit)
 Brawling (Agility)
 Bribery (Wit)
 Clerical (Intelligence)
 Construction (Dexterity)
 Culture, American (Intelligence)
 Deception (Wit)
 English, Spoken (Wit)
 English, Written (Memory)
 First Aid (Intelligence)
 Gaming (Spec.) (Intelligence)
 Insight (Perception)
 Instruction (Wit)
 Leadership (Charisma)
 Maintenance, Equipment (Will)
 Manufacture, Machinist (Dexterity)
 Negotiation (Wit)
 Persuasion (Wit)
 Questioning (Wit)
 Research (Will)
 Search (Perception)
 Security (Intelligence)
 Service (Spec.) (Intelligence)
 Sports (Spec.) (Stamina)
 Subculture (Spec.) (Intelligence)
 Trivia (Spec.) (Intelligence)
 Contacts: Criminal
 Contacts: Common (x 1)

BUSINESS BENEFITS

Level	Assets to Start	Weekly Income
01	1D10 x 4 Hundred dollars	1D10 x 10 dollars
02	1D10 x 6 Hundred dollars	1D10 x 20 dollars
03	1D10 x 8 Hundred dollars	1D10 x 40 dollars
04	1D10 x 1 Thousand dollars	1D10 x 60 dollars
05	1D10 x 2 Thousand dollars	1D10 x 80 dollars
06	1D10 x 4 Thousand dollars	1D10 x 100 dollars
07	1D10 x 6 Thousand dollars	1D10 x 200 dollars
08	1D10 x 8 Thousand dollars	1D10 x 400 dollars
09	1D10 x 10 Thousand dollars	1D10 x 600 dollars
10	1D10 x 20 Thousand dollars	1D10 x 800 dollars
11	1D10 x 40 Thousand dollars	1D10 x 1000 dollars
12	1D10 x 60 Thousand dollars	1D10 x 2000 dollars
13	1D10 x 80 Thousand dollars	1D10 x 4000 dollars
14	1D10 x 100 Thousand dollars	1D10 x 6000 dollars
15	1D10 x 200 Thousand dollars	1D10 x 8000 dollars
16	1D10 x 400 Thousand dollars	1D10 x 10,000 dollars
17	1D10 x 600 Thousand dollars	1D10 x 20,000 dollars
18	1D10 x 800 Thousand dollars	1D10 x 40,000 dollars
19	1D10 x 1 Million dollars	1D10 x 60,000 dollars
20	1D10 x 10 Million dollars	1D10 x 80,000 dollars
21	1D10 x 20 Million dollars	1D10 x 100,000 dollars
22	1D10 x 40 Million dollars	1D10 x 250,000 dollars
23	1D10 x 60 Million dollars	1D10 x 500,000 dollars
24	1D10 x 80 Million dollars	1D10 x 750,000 dollars
25	1D10 x 100 Million dollars	1D10 x 1 Million dollars

STUDENT CAREER DATA

	Vocational	College	Post-Graduate
Entrance Roll	145%	135%	125%
Requirements	DM of $+(10 \times T)$	DM of $+(10 \times T)$	DM of $+(10 \times T)$
Intelligence (Min./Adv.)	—	5+/10+	12+/18+
Memory (Min./Adv.)	—	5+/10+	12+/18+
Will (Min./Adv.)	—	5+/10+	12+/18+
Education Skill Level	10+	12+	16+
Tuition (Minimum)	\$250.00	\$500.00	\$1000.00
Scholarship Chance	90%	80%	70%
Money Received	$\frac{1}{2}D10 \times \$250$	$\frac{1}{2}D10 \times \$500$	$\frac{1}{2}D10 \times \$1000$
Minimum Service Length	1 year	1 year	1 year
Event Rolls	1 per year	1 per year	1 per year
Location	Choice	Choice	Choice
Skill Rolls	1 per year	1 per year	1 per year
Promotion Rolls	1 per year	1 per year	1 per year
Benefit Points Received	$(Int. + Will) \times T/2$	$(Int. + Mem.) \times T/2$	$(Int. + Will) \times Mem. \times T/2$
Money Cost	Not Available	Not Available	Not Available
Career Skill Pool	Student	Student	Student
Initial Rank (Maximum Rank)	10(11)	12(16)	16(25)

Note that 'x T/2' means that the amount of Benefit Points is based on Attributes (specified) times the number of blocks of Tuition paid divided by two (T/2), from 1–10 blocks being allowed. Scholarships are paid out in similar blocks.

Term Benefits:

Per Term: 50 x Rank Number Benefit Points (for Contacts only).

Branches: Pick one Primary, one Secondary, one Hobby (optional). Any branch can change. Primary and Secondary pools are identical.

† = See Branch Notes.

Branches Available:

Arts (75%).
 Administration (80% — College or Post-Graduate only).
 Aviation (60% — Vocational only).
 Business Career (75% — College or Post-Graduate only).†
 Construction (90% — Vocational only).
 Entertainment (75%).
 Foreign (75% — College or Post-Graduate only).
 Instruction (60% — College or Post-Graduate only).
 Journalism (60% — College or Post-Graduate only).
 Law Enforcement Career (50% — Vocational only).†
 Legal (45% — College or Post-Graduate only).
 Legal Career (25% — College or Post Graduate only).†
 Maritime (50% — College only).
 Medical Career (20% — College or Post-Graduate only).†
 Military Career (75% — College only).†
 Religious (90% — College or Post-Graduate only).
 Sales (80% — College or Post-Graduate only).
 Science (50% — College or Post-Graduate only).
 Scientific Career (15% — College or Post-Graduate only).†
 Sports (50% — College only).
 Technical (60% — Vocational or College only).
 Transportation (90% — Vocational only).

Notes:

Military Career Branch represents entrance to a Military Academy. Go to Military Career to choose Skill Pools, but resolve events and other activities from the Student charts. Character holds the military rank of 'cadet' until graduation; minimum term length is 4 years (automatic promotions count only on entrance to regular military service). Branches cannot be changed once selected. Graduation provides automatic entrance into the Military.

Law Enforcement Career Branch represents entrance to a Police Academy. This is required for entrance in some Law Enforcement Careers.

Business Career Branch is required for entrance into a Business Management Career.

Science Career Branch is required for entrance into a Science/Medicine Scientific Career.

Medical Career Branch is required for entrance to a Science/Medicine Medical Career.

Legal Career Branch is required for entrance to some levels of the Legal/Political Careers.

Student Rank Table

Rank Number	Promotion Roll	Educational Achievement	Notes
0	—	No formal education	
1	—	First Grade	
2	—	Second Grade	
3	—	Third Grade	
4	—	Fourth Grade	
5	—	Fifth Grade	
6	—	Sixth Grade	
7	—	Seventh Grade	
8	—	Eighth Grade	
9	—	High School Freshman	
10	—	High School Sophomore	Minimum Vocational (Vocational Graduate)
11	—	High School Junior	Minimum College
12	90%	High School Senior	
13	80%	College Freshman	
14	70%	College Sophomore	(Associate Degree)
15	60%	College Junior	
16	50%	College Senior	(Bachelor's Degree) Minimum Post-Graduate
17	40%	Post-Graduate 1 year	
18	30%	Post-Graduate 2 years	(Master's Degree)
19	25%	Post-Graduate 3 years	
20	20%	Post-Graduate 4 years	(Doctorate Degree)
21-25		Post-Graduate 5+ years	Advanced Post-Graduate work

Modifiers of —Intelligence and —Memory should be applied to all rolls.

Student Event Table

1D100	Vocational	College	Post-Graduate
01-05	Hazard	Hazard	Hazard
06-10	Check Scholarship	Hazard	Check Scholarship
11-15	Lose 1 Money Roll	Check Scholarship	Lose 1 Money Roll
16-20	Benefit Bonus	Lose 1 Money Roll	Benefit Bonus
21-25	Benefit Bonus	Benefit Bonus	Benefit Bonus
26-30	Benefit Bonus	Benefit Bonus	Benefit Bonus
31-35	Benefit Bonus	Benefit Bonus	Benefit Bonus
36-40	Skill Roll	Skill Roll	Skill Roll
41-45	Skill Roll	Skill Roll	Skill Roll
46-50	Skill Roll	Skill Roll	Skill Roll
51-55	Skill Roll	Auto Promotion	Skill Roll
56-60	Skill Roll	Auto Promotion	Auto Promotion
61-65	Skill Roll	Money Roll	Money Roll
66-70	Money Roll	Money Roll	Money Roll
71-75	Money Roll	Money Roll	Money Roll
76-80	Money Roll	Social Decrease	Social Increase
81-85	Social Decrease	Social Increase	Social Increase
86-90	Social Decrease	Expelled	Expelled
91-95	Expelled	Expelled	Expelled
96-00	Prison	Prison	Prison

A modifier of + or — Luck is always allowed.

Student Career Skills:

Carousing (Stamina)
 Clerical (Intelligence)*
 Culture, American (Intelligence)
 Driver, Small Vehicle (Spec.) (Dexterity)
 Education*
 English, Spoken (Wit)
 English, Written (Memory)
 Gaming (Spec.) (Intelligence)
 Insight (Perception)
 Instruction (Wit)
 Maintenance, Vehicle (Will)
 Persuasion (Wit)
 Profession (Spec.) (Intelligence)
 Public Speaking (Wit)
 Questioning (Wit)
 Research (Will)*
 Seduction (Appearance)
 Service (Spec.) (Intelligence)
 Subculture, Academic (Intelligence)*
 Swimming (Agility)
 Trivia (Spec.) (Intelligence)
 Writing (Spec.) (Wit)
 Contacts: Academic
 Contacts: Common (x 2)

Administration Skills:

Bargaining (Wit)
 Bribery (Wit)
 Clerical (Intelligence)*
 Deception (Wit)
 Finance (Intelligence)
 Insight (Perception)
 Law, Business (Memory)
 Leadership (Charisma)
 Management (Spec.) (Intelligence)
 Negotiation (Wit)
 Persuasion (Wit)
 Profession (Spec.) (Intelligence)
 Programming (Intelligence)
 Public Speaking (Wit)
 Questioning (Wit)
 Research (Will)
 Subculture, Bureaucratic (Intelligence)*
 Writing, Business (Wit)
 Writing, Propaganda (Wit)
 Contacts: Common (x 2)

Arts Skills:

Art/Craft (Spec.) (Dexterity)
 Clerical (Intelligence)
 Communications (Spec.) (Intelligence)
 Culture (Spec.) (Intelligence)
 Insight (Perception)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Maintenance, Equipment (Will)
 Photography (Perception)
 Research (Will)
 Subculture, Arts (Intelligence)*
 Trivia (Spec.) (Intelligence)
 Writing (Spec.) (Wit)
 Contacts: Common (x 2)
 Contacts: Arts

Astronaut Skills:

Acrobatics (Agility)
 Balancing (Agility)
 Clerical (Intelligence)
 Communications (Spec.) (Intelligence)
 Contractor (Spec.) (Dexterity)
 Education
 Electronics (Dexterity)*
 AVA (Agility)*
 First Aid (Intelligence)*
 Improvisation (Intelligence)*
 Instruction (Wit)
 Jumping (Agility)
 Laboratory (Intelligence)
 Leadership (Charisma)
 Maintenance (Spec.) (Will)
 Management, Logistics (Intelligence)
 Mechanic, Generator (Dexterity)
 Navigation (Intelligence)
 Parachute (Will)
 Pharmacy (Memory)
 Photography (Perception)
 Pilot, Space Shuttle (Dexterity)
 Pilot, Test (Dexterity)
 Programming (Intelligence)*
 Public Speaking (Wit)
 Research (Will)
 Science (Spec.) (Memory)
 Seamanship (Intelligence)
 Security (Intelligence)
 Service (Spec.) (Intelligence)
 Subculture, Scientific (Intelligence)*
 Survival (Spec.) (Will)
 Swimming (Agility)
 Technology (Spec.) (Memory)
 Contacts: Military
 Contacts: Scientific
 Contacts: Journalist
 Contacts: Common (x 1)

Aviation Skills:

Combat† (Will)
 Communications, Radio (Intelligence)
 Electronics (Dexterity)
 Gunnery, Aerial† (Dexterity)
 Leadership (Charisma)
 Maintenance, Aviation (Will)*
 Maintenance, Electronic (Will)
 Maintenance, Equipment (Will)*
 Mechanic, Aviation (Dexterity)
 Navigation (Intelligence)
 Parachute (Will)
 Pilot (Spec.) (Dexterity)
 Programming (Intelligence)
 Recon† (Perception)
 Seamanship (Intelligence)
 Survival (Spec.) (Will)
 Swimming (Agility)
 Tactics, Aerial† (Intelligence)
 Contacts: Common (x 2)
 † = Available to only Military or Law Enforcement.

Commando Skills:

Acrobatics (Agility)
 Autofire (Dexterity)
 Balancing (Agility)
 Boat Handling, Small (Dexterity)
 Brawling (Agility)
 Bugging (Perception)
 Camouflage (Perception)
 Climbing (Agility)
 Combat (Will)*
 Communications, Radio (Intelligence)
 Deception (Wit)
 Demolitions (Dexterity)
 Driver, Small Vehicle (Dexterity)
 First Aid (Intelligence)
 High-Recoil Firearms (Strength)
 Improvisation (Intelligence)
 Instruction (Wit)
 Interrogation (Will)
 Jumping (Agility)
 Leadership (Charisma)
 Maintenance, Equipment (Will)
 Maintenance, Vehicle (Will)
 Maintenance, Weapon (Will)
 Marksmanship (Spec.) (Dexterity)
 Martial Arts (Spec.) (Agility)
 Melee Weapon, Club (Agility)
 Melee Weapon, Knife (Agility)
 Melee Weapon, Polearm (Agility)
 Orienteering, Rural (Intelligence)
 Parachute (Will)
 Questioning (Wit)
 Recon (Perception)
 Running (Stamina)
 Seamanship (Intelligence)
 Search (Perception)
 Security (Intelligence)
 Sports, Scuba (Stamina)
 Stealth (Agility)*
 Support Weapons (Spec.) (Dexterity)
 Surveillance (Perception)
 Survival (Spec.) (Will)
 Swimming (Agility)
 Tactics, Guerilla (Intelligence)*
 Tactics, Rural (Intelligence)
 Tactics, Urban (Intelligence)
 Throwing (Dexterity)
 Tracking (Perception)
 Traps (Perception)
 Contacts: Common (x 2)
 Contacts: Military

Combat Skills:

Acrobatics (Agility)
 Autofire (Dexterity)
 Balancing (Agility)
 Brawling (Agility)
 Camouflage (Perception)
 Combat (Will)
 Communications, Radio (Intelligence)
 Driver, Small Vehicle (Dexterity)
 Driver, Heavy Equipment (Dexterity)
 First Aid (Intelligence)
 Gunnery, Artillery (Dexterity)
 High-Recoil Firearms (Strength)
 Jumping (Agility)
 Leadership (Charisma)
 Maintenance, Weapon (Will)*
 Marksmanship (Spec.) (Dexterity)
 Melee Weapon, Club (Agility)
 Melee Weapon, Knife (Agility)
 Melee Weapon, Polearm (Agility)
 Orienteering, Rural (Intelligence)
 Recon (Perception)
 Running (Stamina)
 Stealth (Agility)
 Support Weapons (Spec.) (Dexterity)
 Survival (Spec.) (Will)
 Swimming (Agility)
 Tactics, Guerilla (Intelligence)
 Tactics, Rural (Intelligence)
 Tactics, Urban (Intelligence)
 Throwing (Dexterity)
 Contacts: Common (x 2)
 Contacts: Military

Construction Skills:

Construction (Dexterity)*
 Contractor (Spec.) (Dexterity)
 Demolitions (Dexterity)
 Driver, Heavy Equipment (Dexterity)
 Instruction (Wit)
 Maintenance, Equipment (Will)
 Maintenance, Vehicle (Will)
 Mechanic, Diesel (Dexterity)
 Profession (Spec.) (Intelligence)
 Recon (Perception)
 Contacts: Common (x 2)

Entertainment Skills:

Acrobatics (Agility)
 Acting (Wit)
 Carousing (Stamina)
 Communications (Spec.) (Intelligence)
 Culture (Spec.) (Intelligence)
 Dance (Spec.) (Agility)
 Deception (Wit)
 Disguise (Dexterity)
 Escape Artist (Agility)
 Hypnosis (Will)
 Insight (Perception)
 Jumping (Agility)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Mimic (Perception)
 Persuasion (Wit)
 Photography (Perception)
 Public Speaking (Wit)*
 Questioning (Wit)
 Research (Will)
 Seduction (Appearance)
 Sleight of Hand (Dexterity)
 Sports (Spec.) (Stamina)
 Subculture, Entertainment (Intelligence)*
 Contacts: Entertainment
 Contacts: Common (x 1)

Government Skills:

Acting (Wit)
 Bargaining (Wit)
 Clerical (Intelligence)
 Culture (Spec.) (Intelligence)
 Deception (Wit)
 Finance (Intelligence)
 Insight (Perception)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Law, Civil (Memory)*
 Management, Logistics (Intelligence)
 Negotiation (Wit)
 Persuasion (Wit)
 Public Speaking (Wit)
 Questioning (Wit)
 Research (Will)
 Security (Intelligence)
 Subculture, Bureaucratic (Intelligence)*
 Subculture, Political (Intelligence)
 Writing, Propaganda (Wit)
 Contacts: Common (x 2)
 Contacts: Government

Investigation Skills:

Acting (Wit)
 Bargaining (Wit)
 Brawling (Agility)
 Bribery (Wit)
 Bugging (Perception)
 Camouflage (Perception)
 Carousing (Stamina)
 Clerical (Intelligence)
 Cryptography (Intelligence)
 Deception (Wit)
 Disguise (Dexterity)
 Driver, Small Vehicle (Spec.) (Dexterity)
 Fence (Intelligence)
 First Aid (Intelligence)
 Forensic Science (Perception)
 High-Recoil Firearms (Strength)
 Insight (Perception)
 Interrogation (Will)
 Jumping (Agility)
 Law (Spec.) (Memory)
 Leadership (Charisma)
 Lockpick (Dexterity)
 Maintenance, Equipment (Will)
 Maintenance, Vehicle (Will)
 Maintenance, Weapon (Will)
 Marksmanship (Spec.) (Dexterity)
 Orienteering, Urban (Intelligence)
 Persuasion (Wit)
 Photography (Perception)
 Questioning (Wit)
 Recon (Perception)
 Research (Will)
 Running (Stamina)
 Search (Perception)
 Security (Intelligence)
 Stealth (Agility)
 Subculture, Criminal (Intelligence)*
 Subculture, Law Enforcement (Intelligence)*
 Surveillance (Perception)
 Wireman (Dexterity)
 Contacts: Common (x 2)
 Contacts: Criminal
 Contacts: Law Enforcement

Instruction Skills:

Clerical (Intelligence)
 Communications (Spec.) (Intelligence)
 Culture (Spec.) (Intelligence)
 Education
 Insight (Perception)
 Instruction (Wit)*
 Laboratory (Intelligence)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Leadership (Charisma)
 Management, Personnel (Intelligence)
 Persuasion (Wit)
 Public Speaking (Wit)
 Questioning (Wit)
 Research (Will)*
 Subculture, Academic (Intelligence)*
 Contacts: Common (x 2)
 Contacts: Academic

Journalism Skills:

Acting (Wit)
 Bargaining (Wit)
 Bribery (Wit)
 Carousing (Stamina)
 Clerical (Intelligence)*
 Communications (Spec.) (Intelligence)
 Culture (Spec.) (Intelligence)
 Deception (Wit)
 Disguise (Dexterity)
 English, Spoken (Wit)*
 English, Written (Memory)*
 Insight (Perception)
 Negotiation (Wit)
 Persuasion (Wit)
 Public Speaking (Wit)
 Questioning (Wit)
 Research (Will)
 Search (Perception)
 Stealth (Agility)
 Subculture (Spec.) (Intelligence)
 Subculture, Journalism (Intelligence)*
 Surveillance (Perception)
 Trivia (Spec.) (Intelligence)
 Writing (Spec.) (Wit)
 Contacts: Journalist
 Contacts: Common (x 1)

Legal Skills:

Acting (Wit)
 Bargaining (Wit)
 Clerical (Intelligence)*
 Culture, American (Intelligence)
 Deception (Wit)
 Education
 English, Spoken (Wit)
 English, Written (Memory)
 Finance (Intelligence)
 Forensic Science (Perception)
 Insight (Perception)
 Instruction (Wit)
 Interrogation (Will)
 Law (Spec.) (Memory)
 Leadership (Charisma)
 Management (Spec.) (Intelligence)
 Negotiation (Wit)
 Persuasion (Wit)
 Public Speaking (Wit)
 Questioning (Wit)
 Research (Will)*
 Subculture, Criminal (Intelligence)
 Subculture, Law Enforcement (Intelligence)
 Subculture, Legal (Intelligence)*
 Contacts: Criminal
 Contacts: Law Enforcement
 Contacts: Legal
 Contacts: Common (x 1)

Manufacturing Skills:

Contractor (Spec.) (Dexterity)
 Electronics (Dexterity)
 Instruction (Wit)
 Maintenance (Spec.) (Will)
 Manufacture (Spec.) (Dexterity)
 Contacts: Common (x 2)

Maritime Skills:

Boat Handling (Spec.) (Dexterity)
 Combat† (Will)
 Communications, Radio (Intelligence)
 Electronics (Dexterity)
 Gunnery, Naval† (Dexterity)
 Jumping (Agility)
 Leadership (Charisma)
 Maintenance, Electronic (Will)
 Maintenance, Equipment (Will)*
 Maintenance, Maritime (Will)*
 Mechanic, Marine (Dexterity)
 Navigation (Intelligence)
 Seamanship (Intelligence)*
 Ship Handling (Dexterity)
 Survival (Spec.) (Will)
 Swimming (Agility)
 Tactics, Naval† (Intelligence)
 Contacts: Common (x 2)
 † = Available to only Military or Law Enforcement.

Martial Arts Skills:

Acrobatics (Agility)*
 Balancing (Agility)*
 Combat (Will)
 Culture (Spec.) (Intelligence)
 Escape Artist (Agility)
 Insight (Perception)
 Instruction (Wit)
 Jumping (Agility)
 Martial Arts Dodge/Block (Agility)
 Martial Arts Hold (Agility)
 Martial Arts Kick (Agility)
 Martial Arts Strike (Agility)
 Martial Arts Throw (Agility)
 Martial Arts Weapon (Agility)
 Running (Stamina)
 Stealth (Agility)
 Subculture, Martial Arts (Intelligence)*
 Throwing (Dexterity)
 Contacts: Martial Arts
 Contacts: Common (x 2)

Medical Skills:

Animal Handling, Lab (Will)
 Clerical (Intelligence)
 Culture (Spec.) (Intelligence)
 Deception (Wit)
 Diagnosis (Dexterity)
 First Aid (Intelligence)
 Hypnosis (Will)
 Insight (Perception)
 Instruction (Wit)
 Laboratory (Intelligence)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Medical Specialty (Spec.) (Memory)
 Pathology (Memory)
 Persuasion (Wit)
 Pharmacy (Memory)
 Questioning (Wit)
 Research (Will)
 Science, Biology (Memory)*
 Science, Chemistry (Memory)*
 Subculture, Medical (Intelligence)*
 Surgery (Dexterity)
 Therapy (Will)
 Contacts: Common (x 1)

Outdoorsman Skills:

Acrobatics (Agility)
 Animal Handling (Spec.) (Will)
 Archery (Dexterity)
 Balancing (Agility)
 Boat Handling (Spec.) (Dexterity)
 Brawling (Agility)
 Camouflage (Perception)
 Climbing (Agility)
 Communications, Radio (Intelligence)
 Driver, Small Vehicle (Spec.) (Dexterity)
 First Aid (Intelligence)
 High-Recoil Firearms (Strength)
 Jumping (Agility)
 Leadership (Charisma)
 Maintenance, Equipment (Will)*
 Maintenance, Weapon (Will)
 Maintenance, Vehicle (Will)
 Marksmanship (Spec.) (Dexterity)
 Melee Weapon, Knife (Agility)
 Orienteering, Rural (Intelligence)
 Photography (Perception)
 Recon (Perception)
 Running (Stamina)
 Seamanship (Intelligence)
 Sports (Spec.) (Stamina)
 Stealth (Agility)
 Survival (Spec.) (Will)
 Swimming (Agility)
 Tracking (Perception)
 Traps (Perception)
 Contacts: Common (x 2)

Religious Skills:

Culture (Spec.) (Intelligence)
 Dance (Spec.) (Agility)
 Education
 Insight (Perception)
 Instruction (Wit)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Leadership (Charisma)
 Management, Logistics (Intelligence)
 Management, Personnel (Intelligence)
 Music (Spec.) (Perception)
 Persuasion (Wit)
 Public Speaking (Wit)*
 Research (Will)
 Subculture, Religious (Intelligence)*
 Contacts: Common (x 1)
 Contacts: Religious

Sales Skills:

Bargaining (Wit)*
 Bribery (Wit)
 Carousing (Stamina)
 Clerical (Intelligence)
 Culture, American (Intelligence)*
 Deception (Wit)
 Driver, Small Vehicle (Spec.) (Dexterity)
 Finance (Intelligence)
 Insight (Perception)*
 Instruction (Wit)
 Language, Spoken (Spec.) (Wit)
 Law, Business (Memory)
 Management, Personnel (Intelligence)
 Negotiation (Wit)
 Persuasion (Wit)
 Profession (Spec.) (Intelligence)
 Public Speaking (Wit)
 Questioning (Wit)
 Research (Will)
 Subculture (Spec.) (Intelligence)
 Writing, Business (Wit)
 Writing, Propaganda (Wit)
 Contacts: Common (x 1)

Science Skills:

Animal Handling, Lab (Will)
 Clerical (Intelligence)*
 Conditioning (Will)
 Culture (Spec.) (Intelligence)
 Education
 Electronics (Dexterity)
 Instruction (Wit)
 Laboratory (Intelligence)*
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Management, Logistics (Intelligence)
 Pathology (Memory)
 Pharmacy (Memory)
 Photography (Perception)
 Programming (Intelligence)
 Questioning (Wit)
 Research (Will)
 Science (Spec.) (Memory)
 Subculture, Scientific (Intelligence)*
 Technology (Spec.) (Memory)
 Writing, Technical (Wit)
 Contacts: Common (x 2)

Security Skills:

Animal Handling, Dog (Will)
 Autofire (Dexterity)
 Brawling (Agility)
 Clerical (Intelligence)
 Combat (Will)
 Communications, Audio (Intelligence)
 Communications, Radio (Intelligence)
 Communications, Video (Intelligence)
 Driver, Small Vehicle (Dexterity)
 First Aid (Intelligence)
 High-Recoil Firearms (Strength)
 Insight (Perception)
 Interrogation (Will)
 Jumping (Agility)
 Law (Spec.) (Memory)
 Leadership (Charisma)
 Maintenance, Weapon (Will)
 Marksmanship (Spec.) (Dexterity)
 Orienteering, Urban (Intelligence)
 Persuasion (Wit)
 Photography (Perception)
 Questioning (Wit)
 Recon (Perception)
 Running (Stamina)
 Search (Perception)
 Security (Intelligence)*
 Stealth (Agility)
 Support Weapons (Spec.) (Dexterity)
 Surveillance (Perception)
 Tactics, Guerilla (Intelligence)
 Tactics, Urban (Intelligence)
 Throwing (Dexterity)
 Traps (Perception)
 Wireman (Dexterity)
 Contacts: Law Enforcement
 Contacts: Common (x 2)

Sports Skills:

Acrobatics (Agility)
 Balancing (Agility)
 Brawling (Agility)
 Carousing (Stamina)
 First Aid (Intelligence)
 Insight (Perception)
 Instruction (Wit)
 Jumping (Agility)
 Leadership (Charisma)
 Negotiation (Wit)
 Running (Stamina)
 Seduction (Appearance)
 Sports (Spec.) (Stamina)*
 Swimming (Agility)
 Therapy (Will)
 Throwing (Dexterity)
 Trivia (Spec.) (Intelligence)
 Contacts: Common (x 1)

Spy Skills:

Acting (Wit)
 Bargaining (Wit)
 Bribery (Wit)
 Bugging (Perception)
 Carousing (Stamina)
 Clerical (Intelligence)*
 Conditioning (Will)
 Counterfeiting (Perception)
 Cryptography (Intelligence)
 Culture (Spec.) (Intelligence)
 Deception (Wit)
 Disguise (Dexterity)
 Forensic Science (Perception)
 Improvisation (Intelligence)
 Insight (Perception)
 Interrogation (Will)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Leadership (Charisma)
 Marksmanship (Spec.) (Dexterity)
 Martial Arts (Spec.) (Agility)
 Mimic (Memory)
 Negotiation (Wit)
 Orienteering, Urban (Intelligence)
 Persuasion (Wit)
 Pharmacy (Memory)
 Photography (Perception)
 Programming (Intelligence)
 Questioning (Wit)
 Recon (Perception)
 Research (Will)*
 Search (Perception)
 Security (Intelligence)
 Seduction (Appearance)
 Stealth (Agility)
 Subculture (Spec.) (Intelligence)
 Surveillance (Perception)
 Traps (Perception)
 Contacts: Common (x 1)

Technical Skills:

Electronics (Dexterity)
 Instruction (Wit)
 Maintenance (Spec.) (Will)
 Management, Logistics (Intelligence)
 Mechanic (Spec.) (Dexterity)
 Programming (Intelligence)
 Research (Will)
 Technology (Spec.) (Memory)
 Writing, Technical (Wit)
 Contacts: Common (x 2)
 Contacts: Scientific
 Contacts: Technical

Thief Skills:

Acrobatics (Agility)
 Balancing (Agility)
 Bargaining (Wit)
 Boosting (Dexterity)
 Brawling (Agility)
 Climbing (Agility)
 Combat (Will)
 Deception (Wit)
 Demolitions (Dexterity)
 Disguise (Dexterity)
 Driver, Small Vehicle (Spec.) (Dexterity)
 Fence (Intelligence)*
 High-Recoil Firearms (Strength)
 Jumping (Agility)
 Law, Criminal (Memory)
 Leadership (Charisma)
 Lockpick (Dexterity)
 Maintenance (Spec.) (Will)
 Marksmanship (Spec.) (Dexterity)
 Pickpocket (Dexterity)
 Questioning (Wit)
 Recon (Perception)
 Running (Stamina)
 Safecracking (Dexterity)
 Search (Perception)
 Security (Intelligence)
 Stealth (Agility)
 Subculture, Criminal (Intelligence)*
 Surveillance (Perception)
 Traps (Perception)
 Wireman (Dexterity)
 Contacts: Criminal
 Contacts: Common (x 2)

Transportation Skills:

Communications, Radio (Intelligence)
 Culture (Spec.) (Intelligence)
 Driver, Large Vehicle (Spec.) (Dexterity)
 Driver, Small Vehicle (Spec.) (Dexterity)*
 Insight (Perception)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Maintenance, Vehicle (Will)*
 Mechanic, Automobile (Dexterity)
 Mechanic, Diesel (Dexterity)
 Orienteering (Spec.) (Intelligence)*
 Contacts: Common (x 2)

Vice Skills:

Acting (Wit)
 Bargaining (Wit)*
 Brawling (Agility)
 Bribery (Wit)
 Bugging (Dexterity)
 Cardsharp (Dexterity)
 Carousing (Stamina)
 Counterfeiting (Perception)
 Culture (Spec.) (Intelligence)
 Dance (Spec.) (Agility)
 Deception (Wit)
 Disguise (Dexterity)
 Fence (Intelligence)
 Finance (Intelligence)
 Insight (Perception)
 Language, Spoken (Spec.) (Wit)
 Language, Written (Spec.) (Memory)
 Law, Criminal (Memory)
 Music (Spec.) (Perception)
 Negotiation (Wit)
 Persuasion (Wit)
 Pharmacy (Memory)
 Photography (Perception)
 Pickpocket (Dexterity)
 Questioning (Wit)
 Running (Stamina)
 Search (Perception)
 Seduction (Appearance)
 Stealth (Agility)
 Subculture, Criminal (Intelligence)*
 Subculture, Law Enforcement (Intelligence)*
 Surveillance (Perception)
 Therapy (Will)
 Contacts: Criminal
 Contacts: Law Enforcement
 Contacts: Common (x 1)

SUBCULTURES LIST

Academic
 Arts
 Bureaucracy
 Business
 Criminal
 Entertainment
 Espionage
 High Society
 High-Technology
 Journalism
 Law Enforcement
 Legal
 Martial Arts
 Medical
 Military
 Political
 Religious
 Rural
 Scientific
 Urban

CONTACTS**Contact Attitudes****1D100**

Less than 05
 05-15
 16-30
 31-70
 71-85
 85-95
 96+

Contact Attitude Towards Character

Very Friendly
 Friendly
 Favorable
 Neutral
 Unfavorable
 Dislike
 Hostile

Any doubles result indicates the contact is Very Hostile.

Use the Character's Charisma level as a modifier (probably a minus DM) to the die roll. Note that doubles results are never modified and that the modifier cannot cause a contact to become Very Hostile (when a modified result would be doubles).

Master Contacts List

Common Contacts allow selection (at the price multiple listed in the Skill Pool) of any of the contact types that appear in *italics* on the list below.

Academic
Arts
Business
Criminal
Entertainment
Espionage
Foreign
Government
High Society
Journalist
Law Enforcement
Legal
Martial Arts
Medical
Military
Religious
Scientific
Technical

Contacts not listed in italics are not available as common contacts. Note ranks and attitudes for all contacts.

Gender: _____ Ethnic Type: _____ App Code: _____ Origins Mod: _____ Class Mod: _____ Family Mod: _____

Strength: _____
Stamina: _____
Dexterity: _____
Agility: _____
Health: _____
Intelligence: _____
Memory: _____
Wit: _____

Perception: _____
Will: _____
Appearance: _____
Charisma: _____
Luck: _____
Talents: _____
Motivations: _____

Ego: _____
Sentiment: _____
Greed: _____
Ambition: _____
Loyalty: _____

Independence: _____
Integrity: _____
Adaptability: _____
Stability: _____
Sophistication: _____

Eyesight: _____ Hearing: _____ Handedness: _____ Off-Dex: _____

Mother: _____ Father: _____ Siblings: _____ Extended Family: _____

[illegible]

Current Business Assets: _____ Current Income: _____

[illegible]

Strength () ()
Stamina () ()
Dexterity () ()
Agility () ()
Health () ()
Intelligence () ()
Memory () ()
Perception () ()
Wit () ()
Will () ()
Reactions () ()
Speed: _____
Size: _____
Recovery Rate: _____

```
Autofire ( ) ( )
Archery ( ) ( )
Brawling ( ) ( )
Throwing ( ) ( )
Marksmanship
  *Pistol ( ) ( )
  *Rifle ( ) ( )
Support Weapons
  *Flamethrower ( ) ( )
  *Grenade Launcher ( ) ( )
  *Machinegun ( ) ( )
  *Mortar ( ) ( )
  *Recoilless ( ) ( )
  *Rocket Launcher ( ) ( )
```

- *Clubs () ()
- *Knives () ()
- *Polearms () ()
- _____ () ()
- _____ () ()

```
*Dodge/Block ( ) ( )
*Hold ( ) ( )
*Kick ( ) ( )
*Strike ( ) ( )
*Throw ( ) ( )
*Weapon ( ) ( )
```

Combat () ()
First Aid () ()
Stealth () ()
Acrobatics () ()
Balancing () ()
Climbing () ()
Jumping () ()
Running () ()
Tactics
 *Guerrilla () ()
 *Rural () ()
 *Urban () ()

Target Value _____

Has Advantage: + 25
Attacker under Fire: + 25
Attacker shifted Fire: + 50

[illegible][illegible]

Attack	Weapons	Modifier	Damage	Defense	Weapons	Modifier	Damage
Quick Blow	Any	-25	x ½	Quick Blow	Any	-25	x ½
Full Blow	Any	—	x 1	Parry	Any	-50	—
Grapple	Hands	-25	variable	Block	Any	—	—
Tackle	Special	-25	variable	Throw	Special	MA Throw	variable
Throw	Special	MA Throw	variable	Hold	Special	—	variable
Hold	Special	—	variable	Disarm	Any	-50	variable
Flying Kick	Feet	-50	x 3	Break Off	—	—	None
Disarm	Any	-50	variable	No Defense	—	—	None

Variable Damage = see text for damage calculations.

Movement Mode	Terrain is . . . Class I	Class II	Class III	Class IV	Defense Modifier
Hold	0	0	0	0	—
— Stand	0	0	0	0	0
— Sit/Crouch	0	0	0	0	+10
— Kneel	0	0	0	0	+20
— Prone	0	0	0	0	+30
Slow Crawl					+40
Crawl					+55
Slow Walk					+10
Walk					+25
Trot (1)					+50
Run (2)				N/A	+75
Sprint (4)			N/A	N/A	+100

Weapon	Ammo	Accuracy	+50	+100	+150	+200	+250	+300	ROF	Shots	Rld	Rel
		R										
		D(P)										
		R										
		D(P)										
		R										
		D(P)										
		R										
		D(P)										
		R										
		D(P)										
Throwing		R							1	1	1	N/A

Die Roll	Location	Hit Points	Size
01-09	Head		
10-27	Upper Torso		
28-46	Lower Torso		
47-55	Left Arm		
56-64	Right Arm		
65-73	Upper L Leg		
74-82	Upper R Leg		
83-91	Lower L Leg		
92-00	Lower R Leg		
Abv 00	Lower Torso		

[illegible]

Prone, front DM -36
Prone, rear DM +65

FREEDOM FIGHTERS™

Player: _____

CHARACTER NAME: _____ Sex: _____ Age: _____ Birthdate: _____ Birthplace: _____
Height: _____ Weight: _____ Size: _____ Complexion: _____ Hair Color: _____ Eye Color: _____

CHARACTERISTICS

Strength () ()	Intelligence () ()	Appearance () ()	Jump (Height): _____	Total Hit Points: _____
Stamina () ()	Memory () ()	Charisma () ()	Jump (Distance): _____	UNC Thresh.: _____
Agility () ()	Perception () ()	Luck () ()	Carry: _____	Fatigue Limit: _____
Dexterity () ()	Wit () ()	Reactions () ()	Lift: _____	Fatigue Thresh.: _____
Health () ()	Will () ()	Speed: _____	Drag: _____	Recovery Rate: _____

PERSONALITY

Ego () ()	Sentiment () ()
Loyalty () ()	Integrity () ()
Stability () ()	Ambition () ()
Independence () ()	Adaptability () ()
Greed () ()	Sophistication () ()

SKILLS

Acrobatics () ()	Driver, Small () ()
Acting () ()	* _____ () ()
Animal Handling () ()	* _____ () ()
* _____ () ()	* _____ () ()
Archery () ()	Education () ()
Art/Craft () ()	Electronics () ()
* _____ () ()	Escape Artist () ()
* _____ () ()	EVA () ()
Autofire () ()	Fence () ()
Balancing () ()	Finance () ()
Bargaining () ()	First Aid () ()
Boat Handling () ()	Forensic Science () ()
* Large () ()	Forgery () ()
* Power () ()	Gaming () ()
* Sail () ()	* _____ () ()
* Small () ()	* _____ () ()
Boosting () ()	Gunnery () ()
Brawling () ()	* Air-to-Air () ()
Bribery () ()	* Air-to-Surface () ()
Bugging () ()	* Field Artillery () ()
Camouflage () ()	* Naval () ()
Cardsharp () ()	* Strategic () ()
Carousing () ()	* Surface-to-Air () ()
Clerical () ()	High-Recoil Firearms () ()
Climbing () ()	Hypnosis () ()
Combat () ()	Improvisation () ()
Communications () ()	Insight () ()
* Audio () ()	Instruction () ()
* Print () ()	Interrogation () ()
* Radio () ()	Jumping () ()
* Telephone () ()	Laboratory () ()
* Television () ()	Language, Spoken () ()
* Video () ()	* English () ()
Conditioning () ()	* _____ () ()
Construction () ()	* _____ () ()
Contractor () ()	Language, Written () ()
* Carpentry () ()	* English () ()
* Electrical () ()	* _____ () ()
* Heat/AC () ()	* _____ () ()
* Masonry () ()	Law
* Plumbing () ()	* Civil () ()
Counterfeiting () ()	* Commercial () ()
Cryptography () ()	* Criminal () ()
Culture () ()	* International () ()
* American () ()	* Military () ()
* _____ () ()	Leadership () ()
* _____ () ()	Lockpick () ()
Dance () ()	Maintenance
* _____ () ()	* Aviation () ()
* _____ () ()	* Electronic () ()
Deception () ()	* Equipment () ()
Demolitions () ()	* Marine () ()
Diagnosis () ()	* Vehicle () ()
Disguise () ()	* Weapon () ()
Driver, Heavy () ()	Management
* _____ () ()	* Business () ()
* _____ () ()	* Logistics () ()
* _____ () ()	* Organization () ()
Driver, Large () ()	* Personnel () ()
* _____ () ()	Marksmanship
* _____ () ()	* Pistol () ()
	* Rifle () ()

MOTIVATIONS

_____ () ()	_____ () ()
_____ () ()	_____ () ()
_____ () ()	_____ () ()
_____ () ()	_____ () ()
_____ () ()	_____ () ()

Manufacture

- * Aviation () ()
- * Electronics () ()
- * Equipment () ()
- * Gunsmith () ()
- * Locksmith () ()
- * Machinist () ()
- * Maritime () ()
- * Vehicle () ()

Martial Arts

- * Dodge/Block () ()
- * Hold () ()
- * Kick () ()
- * Strike () ()
- * Throw () ()
- * Weapon () ()

Mechanic

- * Automobile () ()
- * Aviation () ()
- * Diesel () ()
- * Marine () ()

Medical Specialty () ()

- * _____ () ()
- * _____ () ()

Melee Weapons () ()

- * Clubs () ()
- * Knives () ()
- * Polearms () ()
- * _____ () ()
- * _____ () ()

Mimic () ()

Music

- * _____ () ()
- * _____ () ()

Navigation () ()

Negotiation () ()

Orienteering

- * Rural () ()
- * Urban () ()

Parachute () ()

Pathology () ()

Persuasion () ()

Pharmacy () ()

Photography () ()

Pickpocket () ()

Pilot

- * Helicopter () ()
- * Large Jet () ()
- * Large Prop () ()
- * Small Jet () ()
- * Small Prop () ()
- * Space Shuttle () ()
- * Test () ()

Profession

- * _____ () ()
- * _____ () ()

Programming () ()

Public Speaking () ()

Questioning () ()

Recon () ()

Research () ()

Running () ()

Safecracking () ()

Science

- * _____ () ()
- * _____ () ()

Seamanship () ()

Search () ()

Security () ()

Seduction () ()

Service

- * Barber () ()
- * Butler () ()
- * Cook () ()
- * Tailor () ()
- * Valet () ()
- * Waiter () ()

Ship Handling () ()

Sleight-of-Hand () ()

Sports

- * _____ () ()
- * _____ () ()

Stealth () ()

Subculture

- * _____ () ()
- * _____ () ()
- * _____ () ()

Support Weapons

- * Flamethrower () ()
- * Grenade Launcher () ()
- * Machinegun () ()
- * Mortar () ()
- * Recoilless () ()
- * Rocket Launcher () ()

Surgery () ()

Surveillance () ()

Survival

- * Arctic () ()
- * Desert () ()
- * Jungle () ()
- * Wilderness () ()

Swimming () ()

Tactics

- * Aerial () ()
- * Guerrilla () ()
- * Maritime () ()
- * Rural () ()
- * Urban () ()

Technology

- * Communications () ()
- * Computer () ()
- * Laser () ()
- * Power () ()
- * Space () ()
- * Weapons () ()

Therapy () ()

Throwing () ()

Tracking () ()

Traps () ()

Trivia

- * _____ () ()

Wireman () ()

Writing

- * _____ () ()

CHARACTER INTERACTION SHEET

Character Name: _____

Gamemaster: _____

ATTRIBUTES

Strength () ()
 Stamina () ()
 Dexterity () ()
 Agility () ()
 Health () ()
 Intelligence () ()
 Memory () ()
 Perception () ()
 Wit () ()
 Will () ()
 Appearance () ()
 Charisma () ()

Rank Rating: _____

TRAITS

Ego () ()
 Sentiment () ()
 Greed () ()
 Ambition () ()
 Loyalty () ()
 Independence () ()
 Integrity () ()
 Adaptability () ()
 Stability () ()
 Sophistication () ()
 Size () ()

Social Rating: _____

MOTIVATIONS

SKILLS

Acting () ()
 Bargaining () ()
 Brawling () ()
 Bribery () ()
 Combat () ()
 Culture
 * American () ()
 * _____ () ()
 * _____ () ()
 Deception () ()
 Disguise () ()

Education () ()
 Insight () ()
 Interrogation () ()
 Language, Spoken
 * English () ()
 * _____ () ()
 * _____ () ()
 Leadership () ()
 Medical Speciality
 * Psychology () ()
 Mimic () ()

Negotiation () ()
 Persuasion () ()
 Public Speaking () ()
 Questioning () ()
 Seduction () ()
 Subculture
 * _____ () ()
 * _____ () ()
 * _____ () ()
 * _____ () ()
 * _____ () ()

INTERACTION VALUES

Interaction Type

Attack Value

Defense Value

Threaten		
Dominate		
Lead		
Appeal		
Reason		
Channel		(-)
Insult		
Flatter		
Dazzle		
Charm		
Negotiate		
Bribe		
Blackmail		
Physical Torture		(+) (-)
Psychological Torture		(-)
Interrogate		
Question		
Deceive		
Impersonate		
Seduce		
Haggle		

FREEDOM FIGHTERS™

Player: _____

CHARACTER NAME: _____ Sex: _____ Age: _____ Birthdate: _____ Birthplace: _____
Height: _____ Weight: _____ Size: _____ Complexion: _____ Hair Color: _____ Eye Color: _____

CHARACTERISTICS

Strength () ()	Intelligence () ()	Appearance () ()	Jump (Height): _____	Total Hit Points: _____
Stamina () ()	Memory () ()	Charisma () ()	Jump (Distance): _____	UNC Thresh.: _____
Agility () ()	Perception () ()	Luck () ()	Carry: _____	Fatigue Limit: _____
Dexterity () ()	Wit () ()	Reactions () ()	Lift: _____	Fatigue Thresh.: _____
Health () ()	Will () ()	Speed: _____	Drag: _____	Recovery Rate: _____

PERSONALITY

Ego () ()	Sentiment () ()
Loyalty () ()	Integrity () ()
Stability () ()	Ambition () ()
Independence () ()	Adaptability () ()
Greed () ()	Sophistication () ()

MOTIVATIONS

_____ () ()	_____ () ()
_____ () ()	_____ () ()
_____ () ()	_____ () ()
_____ () ()	_____ () ()
_____ () ()	_____ () ()

SKILLS

Acrobatics () ()	Driver, Small () ()	Manufacture	Safecracking () ()
Acting () ()	* _____ () ()	*Aviation () ()	Science
Animal Handling () ()	* _____ () ()	*Electronics () ()	• _____ () ()
* _____ () ()	* _____ () ()	*Equipment () ()	* _____ () ()
• _____ () ()	Education () ()	*Gunsmith () ()	Seamanship () ()
Archery () ()	Electronics () ()	*Locksmith () ()	Search () ()
Art/Craft () ()	Escape Artist () ()	*Machinist () ()	Security () ()
• _____ () ()	EVA () ()	*Maritime () ()	Seduction () ()
• _____ () ()	Fence () ()	*Vehicle () ()	Service
Autofire () ()	Finance () ()	Martial Arts	*Barber () ()
Balancing () ()	First Aid () ()	*Dodge/Block () ()	*Butler () ()
Bargaining () ()	Forensic Science () ()	*Hold () ()	*Cook () ()
Boat Handling () ()	Forgery () ()	*Kick () ()	*Tailor () ()
*Large () ()	Gaming () ()	*Strike () ()	*Valet () ()
*Power () ()	• _____ () ()	*Throw () ()	*Waiter () ()
*Sail () ()	* _____ () ()	*Weapon () ()	Ship Handling () ()
*Small () ()	Gunnery () ()	Mechanic	Sleight-of-Hand () ()
Boosting () ()	*Air-to-Air () ()	*Automobile () ()	Sports
Brawling () ()	*Air-to-Surface () ()	*Aviation () ()	• _____ () ()
Bribery () ()	*Field Artillery () ()	*Diesel () ()	• _____ () ()
Bugging () ()	*Naval () ()	*Marine () ()	Stealth () ()
Camouflage () ()	*Strategic () ()	Medical Specialty () ()	Subculture
Cardsharp () ()	*Surface-to-Air () ()	* _____ () ()	* _____ () ()
Carousing () ()	High-Recoil Firearms () ()	* _____ () ()	* _____ () ()
Clerical () ()	Hypnosis () ()	Melee Weapons () ()	* _____ () ()
Climbing () ()	Improvisation () ()	*Clubs () ()	Support Weapons
Combat () ()	Insight () ()	*Knives () ()	*Flamethrower () ()
Communications () ()	Instruction () ()	*Polearms () ()	*Grenade Launcher () ()
*Audio () ()	Interrogation () ()	* _____ () ()	*Machinegun () ()
*Print () ()	Jumping () ()	* _____ () ()	*Mortar () ()
*Radio () ()	Laboratory () ()	* _____ () ()	*Recoilless () ()
*Telephone () ()	Language, Spoken () ()	Mimic () ()	*Rocket Launcher () ()
*Television () ()	*English () ()	Music	Surgery () ()
*Video () ()	* _____ () ()	* _____ () ()	Surveillance () ()
Conditioning () ()	* _____ () ()	Navigation () ()	Survival
Construction () ()	Language, Written () ()	Negotiation () ()	*Arctic () ()
Contractor () ()	*English () ()	Orienteering	*Desert () ()
*Carpentry () ()	* _____ () ()	*Rural () ()	*Jungle () ()
*Electrical () ()	• _____ () ()	*Urban () ()	*Wilderness () ()
*Heat/AC () ()	Law	Parachute () ()	Swimming () ()
*Masonry () ()	*Civil () ()	Pathology () ()	Tactics
*Plumbing () ()	*Commercial () ()	Persuasion () ()	*Aerial () ()
Counterfeiting () ()	*Criminal () ()	Pharmacy () ()	*Guerrilla () ()
Cryptography () ()	*International () ()	Photography () ()	*Maritime () ()
Culture () ()	*Military () ()	Pickpocket () ()	*Rural () ()
*American () ()	Leadership () ()	Pilot	*Urban () ()
* _____ () ()	Lockpick () ()	*Helicopter () ()	Technology
* _____ () ()	Maintenance	*Large Jet () ()	*Communications () ()
Dance () ()	*Aviation () ()	*Large Prop () ()	*Computer () ()
* _____ () ()	*Electronic () ()	*Small Jet () ()	*Laser () ()
* _____ () ()	*Equipment () ()	*Small Prop () ()	*Power () ()
Deception () ()	*Marine () ()	*Space Shuttle () ()	*Space () ()
Demolitions () ()	*Vehicle () ()	*Test () ()	*Weapons () ()
Diagnosis () ()	*Weapon () ()	Profession	Therapy () ()
Disguise () ()	Management	* _____ () ()	Throwing () ()
Driver, Heavy () ()	*Business () ()	* _____ () ()	Tracking () ()
* _____ () ()	*Logistics () ()	Programming () ()	Traps () ()
* _____ () ()	*Organization () ()	Public Speaking () ()	Trivia
* _____ () ()	*Personnel () ()	Questioning () ()	* _____ () ()
Driver, Large () ()	Marksmanship	Recon () ()	Wireman () ()
* _____ () ()	*Pistol () ()	Research () ()	Writing
* _____ () ()	*Rifle () ()	Running () ()	* _____ () ()

CHARACTER INTERACTION SHEET

Character Name: _____ Gamemaster: _____

ATTRIBUTES

Strength () ()
 Stamina () ()
 Dexterity () ()
 Agility () ()
 Health () ()
 Intelligence () ()
 Memory () ()
 Perception () ()
 Wit () ()
 Will () ()
 Appearance () ()
 Charisma () ()

Rank Rating: _____

TRAITS

Ego () ()
 Sentiment () ()
 Greed () ()
 Ambition () ()
 Loyalty () ()
 Independence () ()
 Integrity () ()
 Adaptability () ()
 Stability () ()
 Sophistication () ()

Size () ()

Social Rating: _____

MOTIVATIONS

SKILLS

Acting () ()
 Bargaining () ()
 Brawling () ()
 Bribery () ()
 Combat () ()
 Culture
 *American () ()
 *_____
 *_____
 Deception () ()
 Disguise () ()

Education () ()
 Insight () ()
 Interrogation () ()
 Language, Spoken
 *English () ()
 *_____
 *_____
 Leadership () ()
 Medical Speciality
 *Psychology () ()
 Mimic () ()

Negotiation () ()
 Persuasion () ()
 Public Speaking () ()
 Questioning () ()
 Seduction () ()
 Subculture
 *_____
 *_____
 *_____
 *_____
 *_____
 *_____

INTERACTION VALUES

Interaction Type

Attack Value

Defense Value

Threaten		
Dominate		
Lead		
Appeal		
Reason		
Channel		(-)
Insult		
Flatter		
Dazzle		
Charm		
Negotiate		
Bribe		
Blackmail		
Physical Torture		(+) (-)
Psychological Torture		(-)
Interrogate		
Question		
Deceive		
Impersonate		
Seduce		
Haggle		

FREEDOM FIGHTERS™

Player: _____

CHARACTER NAME: _____ Sex: _____ Age: _____ Birthdate: _____ Birthplace: _____
Height: _____ Weight: _____ Size: _____ Complexion: _____ Hair Color: _____ Eye Color: _____

CHARACTERISTICS

Strength () ()	Intelligence () ()	Appearance () ()	Jump (Height): _____	Total Hit Points: _____
Stamina () ()	Memory () ()	Charisma () ()	Jump (Distance): _____	UNC Thresh.: _____
Agility () ()	Perception () ()	Luck () ()	Carry: _____	Fatigue Limit: _____
Dexterity () ()	Wit () ()	Reactions () ()	Lift: _____	Fatigue Thresh.: _____
Health () ()	Will () ()	Speed: _____	Drag: _____	Recovery Rate: _____

PERSONALITY

Ego () ()	Sentiment () ()
Loyalty () ()	Integrity () ()
Stability () ()	Ambition () ()
Independence () ()	Adaptability () ()
Greed () ()	Sophistication () ()

MOTIVATIONS

_____ () ()	_____ () ()
_____ () ()	_____ () ()
_____ () ()	_____ () ()
_____ () ()	_____ () ()
_____ () ()	_____ () ()

SKILLS

Acrobatics () ()	Driver, Small () ()	Manufacture	Safecracking () ()
Acting () ()	* _____ () ()	* Aviation () ()	Science
Animal Handling () ()	* _____ () ()	* Electronics () ()	* _____ () ()
* _____ () ()	* _____ () ()	* Equipment () ()	* _____ () ()
* _____ () ()	Education () ()	* Gunsmith () ()	Seamanship () ()
Archery () ()	Electronics () ()	* Locksmith () ()	Search () ()
Art/Craft () ()	Escape Artist () ()	* Machinist () ()	Security () ()
* _____ () ()	EVA () ()	* Maritime () ()	Seduction () ()
* _____ () ()	Fence () ()	* Vehicle () ()	Service
Autofire () ()	Finance () ()	Martial Arts	* Barber () ()
Balancing () ()	First Aid () ()	* Dodge/Block () ()	* Butler () ()
Bargaining () ()	Forensic Science () ()	* Hold () ()	* Cook () ()
Boat Handling () ()	Forgery () ()	* Kick () ()	* Tailor () ()
* Large () ()	Gaming () ()	* Strike () ()	* Valet () ()
* Power () ()	* _____ () ()	* Throw () ()	* Waiter () ()
* Sail () ()	* _____ () ()	* Weapon () ()	Ship Handling () ()
* Small () ()	Gunnery () ()	Mechanic	Sleight-of-Hand () ()
Boosting () ()	* Air-to-Air () ()	* Automobile () ()	Sports
Brawling () ()	* Air-to-Surface () ()	* Aviation () ()	* _____ () ()
Bribery () ()	* Field Artillery () ()	* Diesel () ()	* _____ () ()
Bugging () ()	* Naval () ()	* Marine () ()	Stealth () ()
Camouflage () ()	* Strategic () ()	Medical Specialty () ()	Subculture
Cardsharp () ()	* Surface-to-Air () ()	* _____ () ()	* _____ () ()
Carousing () ()	High-Recoil Firearms () ()	* _____ () ()	* _____ () ()
Clerical () ()	Hypnosis () ()	Melee Weapons () ()	* _____ () ()
Climbing () ()	Improvisation () ()	* Clubs () ()	Support Weapons
Combat () ()	Insight () ()	* Knives () ()	* Flamethrower () ()
Communications () ()	Instruction () ()	* Polearms () ()	* Grenade Launcher () ()
* Audio () ()	Interrogation () ()	* _____ () ()	* Machinegun () ()
* Print () ()	Jumping () ()	* _____ () ()	* Mortar () ()
* Radio () ()	Laboratory () ()	* _____ () ()	* Recoilless () ()
* Telephone () ()	Language, Spoken () ()	Mimic () ()	* Rocket Launcher () ()
* Television () ()	* English () ()	Music	Surgery () ()
* Video () ()	* _____ () ()	* _____ () ()	Surveillance () ()
Conditioning () ()	* _____ () ()	Navigation () ()	Survival
Construction () ()	Language, Written () ()	Negotiation () ()	* Arctic () ()
Contractor () ()	* English () ()	Orienteering	* Desert () ()
* Carpentry () ()	* _____ () ()	* Rural () ()	* Jungle () ()
* Electrical () ()	* _____ () ()	* Urban () ()	* Wilderness () ()
* Heat/AC () ()	Law	Parachute () ()	Swimming () ()
* Masonry () ()	* Civil () ()	Pathology () ()	Tactics
* Plumbing () ()	* Commercial () ()	Persuasion () ()	* Aerial () ()
Counterfeiting () ()	* Criminal () ()	Pharmacy () ()	* Guerrilla () ()
Cryptography () ()	* International () ()	Photography () ()	* Maritime () ()
Culture () ()	* Military () ()	Pickpocket () ()	* Rural () ()
* American () ()	Leadership () ()	Pilot	* Urban () ()
* _____ () ()	Lockpick () ()	* Helicopter () ()	Technology
* _____ () ()	Maintenance	* Large Jet () ()	* Communications () ()
Dance () ()	* Aviation () ()	* Large Prop () ()	* Computer () ()
* _____ () ()	* Electronic () ()	* Small Jet () ()	* Laser () ()
* _____ () ()	* Equipment () ()	* Small Prop () ()	* Power () ()
Deception () ()	* Marine () ()	* Space Shuttle () ()	* Space () ()
Demolitions () ()	* Vehicle () ()	* Test () ()	* Weapons () ()
Diagnosis () ()	* Weapon () ()	Profession	Therapy () ()
Disguise () ()	Management	* _____ () ()	Throwing () ()
Driver, Heavy () ()	* Business () ()	* _____ () ()	Tracking () ()
* _____ () ()	* Logistics () ()	Programming () ()	Traps () ()
* _____ () ()	* Organization () ()	Public Speaking () ()	Trivia
* _____ () ()	* Personnel () ()	Questioning () ()	* _____ () ()
Driver, Large () ()	Marksmanship	Recon () ()	Wireman () ()
* _____ () ()	* Pistol () ()	Research () ()	Writing
* _____ () ()	* Rifle () ()	Running () ()	* _____ () ()

CHARACTER INTERACTION SHEET

Character Name: _____ Gamemaster: _____

ATTRIBUTES

Strength () ()
 Stamina () ()
 Dexterity () ()
 Agility () ()
 Health () ()
 Intelligence () ()
 Memory () ()
 Perception () ()
 Wit () ()
 Will () ()
 Appearance () ()
 Charisma () ()

Rank Rating: _____

TRAITS

Ego () ()
 Sentiment () ()
 Greed () ()
 Ambition () ()
 Loyalty () ()
 Independence () ()
 Integrity () ()
 Adaptability () ()
 Stability () ()
 Sophistication () ()
 Size () ()

Social Rating: _____

MOTIVATIONS

SKILLS

Acting () ()
 Bargaining () ()
 Brawling () ()
 Bribery () ()
 Combat () ()
 Culture
 * American () ()
 * _____ () ()
 * _____ () ()
 Deception () ()
 Disguise () ()

Education () ()
 Insight () ()
 Interrogation () ()
 Language, Spoken
 * English () ()
 * _____ () ()
 * _____ () ()
 Leadership () ()
 Medical Speciality
 * Psychology () ()
 Mimic () ()

Negotiation () ()
 Persuasion () ()
 Public Speaking () ()
 Questioning () ()
 Seduction () ()
 Subculture
 * _____ () ()
 * _____ () ()
 * _____ () ()
 * _____ () ()
 * _____ () ()

INTERACTION VALUES

Interaction Type

Attack Value

Defense Value

Threaten		
Dominate		
Lead		
Appeal		
Reason		
Channel		(-)
Insult		
Flatter		
Dazzle		
Charm		
Negotiate		
Bribe		
Blackmail		
Physical Torture		(+) (-)
Psychological Torture		(-)
Interrogate		
Question		
Deceive		
Impersonate		
Seduce		
Haggle		

OUTCOMES

OUTCOME CHART

Outcome Number	Task Result	Verbal Interaction	Fire Combat	Random Fire	Melee Combat	Thrown Weapons	Support Weapons
-300 or less	Success (+250)	Success (+225)	Damage x 5	25% hits	Damage x 2 (-100)	Damage x 3	On Target
-275 to -299	Success (+225)	Success (+200)	Damage x 4	15% hits	Damage x 2 (-100)	Damage x 2	On Target
-250 to -274	Success (+200)	Success (+175)	Damage x 3	15% hits	Damage x 1.5 (-90)	Damage x 1	On Target
-225 to -249	Success (+175)	Success (+150)	Damage x 2.5	10% hits	Damage x 1.5 (-80)	Damage x 1	On Target
-200 to -224	Success (+150)	Success (+125)	Damage x 2	10% hits	Damage x 1.25 (-70)	Damage x 1	On Target
-175 to -199	Success (+125)	Success (+100)	Damage x 1.75	5% hits	Damage x 1.25 (-60)	Damage x 1	On Target
-150 to -174	Success (+100)	Success (+75)	Damage x 1.5	5% hits	Damage x 1 (-50)	Damage x 1	On Target
-125 to -149	Success (+75)	Success (+50)	Damage x 1.25	1 hit	Damage x 1 (-40)	Damage x .5	On Target
-100 to -124	Success (+50)	Success (+25)	Damage x 1	1 hit	Damage x .75 (-30)	Damage x .5	On Target
-75 to -99	Success (+25)	Success (+0)	Damage x 1	1 hit	Damage x .75 (-20)	Damage x .5	On Target
-50 to -74	Success (+0)	Success (-25)	Damage x .5	Morale Check	Damage x .5 (-10)	Scatter	On Target
-25 to -49	Success (+0)	Success (-50)	Damage x .5	Morale Check	Damage x .5 (0)	Scatter	Scatter
0 to -24	Success (+0)	Success (-100)	Miss (becomes RF)	Morale Check	Damage x .25 (0)	Scatter	Scatter
01 to 25	Failure (-50)	Failure (-50)	Miss (becomes RF)	Morale Check	Damage x .25 (0)	Scatter	Scatter
26 to 50	Failure (-100)	Failure (+0)	Miss (becomes RF)	Morale Check	Miss	Scatter	Scatter
51 to 100	Failure (-150)	Failure (+50)	Miss (becomes RF)	No Effect	Miss	Scatter	Scatter
101 to 150	Failure (-200)	Failure (+100)	Miss (becomes RF)	No Effect	Miss	Scatter	Scatter
151 to 200	Failure (-250)	Failure (+150)	Miss (becomes RF)	No Effect	Miss	Scatter	Scatter
201 to 250	Failure (-300)	Failure (+200)	Miss (becomes RF)	No Effect	Miss	Scatter	Scatter
251 or more	Failure (-500)	Failure (+250)	Miss (becomes RF)	No Effect	Miss	Scatter	Scatter

Numbers in Parentheses are Outcome Numbers.

TASKS

TASK DIFFICULTY CHART

Difficulty Rating	Completion Time
01-20	1D5 Action Rounds
21-40	1D10 Action Rounds
41-70	1D5 Minutes
71-130	1D10 Minutes
131-170	2D10 Minutes
171-210	1D5 x 10 Minutes
211-240	1D10 x 10 Minutes
241-270	1D5 Hours
271-300	1D10 Hours
301-330	2D10 Hours
331-360	3D10 Hours
361-390	1D100 Hours
391-420	2D100 Hours
421-450	3D100 Hours
450+	5D100 Hours

CRITICAL OUTCOME TABLE

1D100	Critical Success Outcome	Critical Failure Outcome
01-25	No Effect	No Effect
26-35	No Effect	Noticeable Effect
36-75	Noticeable Effect	Noticeable Effect
76-00	Noticeable Effect	Unnoticed Effect

Roll for any Attribute or Skill Saving Throw with a critical success or critical failure result.

REPUTATION

REPUTATION POINT CHART

Action	Points
Each enemy soldier killed or wounded	10
Each enemy officer killed or wounded	50
Each enemy government official killed or wounded	75
Each civilian killed	500
Each civilian wounded	100
Each prisoner/hostage taken	1 x Rank
Each bomb, shell, grenade, explosive, etc. used	1 x Blast Rating
Each vehicle destroyed (round up)	10 x Structure
Equipment stolen or destroyed	1 x Price

Double all awards for second and subsequent strikes in a given day.

AVAILABILITY

AVAILABILITY CHART

Base Availability	Availability %	Time	Restricted Availability %
Very Common	95%	1D3 days	85%
Common	75%	1D5 days	65%
Uncommon	55%	1D10 days	45%
Unusual	35%	2D10 days	25%
Scarce	15%	4D10 days	05%
Very Scarce	01%	1D100 days	01%

MOVEMENT

Class I Terrain

Movement Mode	Action Round (3 seconds)	Basic Turn (1 minute)	Tactical Turn (10 minutes)	Hourly Turn (1 hour)	Op. Turn (6 hours)
Hold	0	0	0	0	0
Slow Crawl	1	20	200	1200	7200
Crawl	2	40	400	2400	14,400
Slow Walk	3	60	600	3600	21,600
Walk	6	120	1200	7200	43,200
Trot	9	180	1800	NA	NA
Run	12	240	2400	NA	NA
Sprint	18	360	NA	NA	NA

All distances are in yards.

Class II Terrain

Movement Mode	Action Round (3 seconds)	Basic Turn (1 minute)	Tactical Turn (10 minutes)	Hourly Turn (1 hour)	Op. Turn (6 hours)
Hold	0	0	0	0	0
Slow Crawl	1	20	200	1200	7200
Crawl	2	40	400	2400	14,400
Slow Walk	3	60	600	3600	21,600
Walk	6	120	1200	7200	43,200
Trot	9	180	1800	10,800	NA
Run	12	240	2400	NA	NA
Sprint	15	300	NA	NA	NA

Class III Terrain

Movement Mode	Action Round (3 seconds)	Basic Turn (1 minute)	Tactical Turn (10 minutes)	Hourly Turn (1 hour)	Op. Turn (6 hours)
Hold	0	0	0	0	0
Slow Crawl	1	20	200	1200	7200
Crawl	1	20	200	1200	7200
Slow Walk	2	40	400	2400	14,400
Walk	3	60	600	3600	21,600
Trot	6	120	1200	7200	NA
Run	9	180	1800	NA	NA
Sprint	NA	NA	NA	NA	NA

Class IV Terrain

Movement Mode	Action Round (3 seconds)	Basic Turn (1 minute)	Tactical Turn (10 minutes)	Hourly Turn (1 hour)	Op. Turn (6 hours)
Hold	0	0	0	0	0
Slow Crawl	1	20	200	1200	7200
Crawl	1	20	200	1200	7200
Slow Walk	1	20	200	1200	7200
Walk	2	40	400	2400	14,400
Trot	3	60	NA	NA	NA
Run	6	NA	NA	NA	NA
Sprint	NA	NA	NA	NA	NA

BARRIERS

Substance	Barrier Value % Inch Thickness
Sand	2
Soil	3
Stone	8
Wicker	3
Wood, Veneer	2
Wood, Solid	3
Wood, Tough	4
Plywood	5
Cloth	2
Leather, Light	4
Leather, Heavy	5
Metal, Veneer	5
Metal, Light	8
Metal, Heavy	10
Metal, Hardened	15
Plastic, Light	2
Plastic, Medium	3
Plastic, Heavy	5
Glass	2
Safety Glass	6
Shatterproof/Bulletproof Glass	7
Concrete	20

Common Barriers

Barrier Type	Barrier Value
Human Body	.75 x Size
Wooden Partition	12
Wooden Wall	60
Plaster Wall	30
Brick Wall	300
Thick Brick Wall	900
Concrete Wall	500
Reinforced Concrete Wall	1500
Interior Door	25
Exterior Door	50
Window	3
Tree Trunk	150
Thick Tree Trunk	300
Sand Bag (each)	60
Boulder	750

FATIGUE

PERMANENT FATIGUE CHART

Activity or Situation	Movement Mode					
	Hold	Slow Crawl	Slow Walk	Trot	Run	Sprint
Normal Exertion	2	3	4	(6)	NA	NA
High Exertion	3	5	6	(9)	NA	NA
Carrying*	+1	+1	+1	(+1)	NA	NA
Dragging*	+1	+1	+1	(+1)	NA	NA
Heat 100-110°F	+4	+6	+8	(+10)	NA	NA
Heat 111°F +	+8	+12	+16	(+20)	NA	NA
Cold (Below 65°F)	+3/-10°F	+2/-10°F	+1/-10°F	(+0)	NA	NA
Alertness	10-AL	10-AL	10-AL	(10-AL)	NA	NA
Water ½ Rations	+2	+2	+2	(+2)	NA	NA
Meager Rations	+4	+4	+4	(+4)	NA	NA
No Water	+8	+8	+8	(+8)	NA	NA
Food ½ Rations	+2 per day. Food requirements assessed on a daily, not hourly basis, re-					
Meager Rations	+4 per day. regardless of modes used. See Survival Rules.					
No Food	+6 per day. Fatigue Points from food shortage nor recoverable by sleep.					

VEHICLES

VEHICLE MOVEMENT TABLE

Speed (mph)	Distance Covered In					
	1 Round	1 Minute	10 Minutes	1 Hour	6 Hours	24 Hours
05 mph	7 yards	147 yards	1470 yards	5 miles	30 miles	120 miles
10 mph	15 yards	293 yards	2930 yards	10 miles	55 miles	220 miles
15 mph	22 yards	440 yards	2.5 miles	15 miles	85 miles	340 miles
20 mph	29 yards	587 yards	3.3 miles	20 miles	110 miles	440 miles
25 mph	37 yards	733 yards	4.2 miles	25 miles	140 miles	560 miles
30 mph	44 yards	880 yards	5.0 miles	30 miles	165 miles	660 miles
35 mph	51 yards	1027 yards	5.8 miles	35 miles	195 miles	780 miles
40 mph	59 yards	1173 yards	6.7 miles	40 miles	220 miles	880 miles
45 mph	66 yards	1320 yards	7.5 miles	45 miles	250 miles	1000 miles
50 mph	71 yards	1467 yards	8.4 miles	50 miles	275 miles	1100 miles
55 mph	81 yards	1613 yards	9.2 miles	55 miles	305 miles	1220 miles
60 mph	88 yards	1760 yards	10 miles	60 miles	330 miles	1320 miles
65 mph	95 yards	1907 yards	10.8 miles	65 miles	360 miles	1440 miles
70 mph	103 yards	2053 yards	11.7 miles	70 miles	385 miles	1540 miles
75 mph	110 yards	2200 yards	12.5 miles	75 miles	415 miles	1660 miles
80 mph	117 yards	1.33 miles	13.3 miles	80 miles	440 miles	1760 miles
85 mph	128 yards	1.45 miles	14.5 miles	85 miles	470 miles	1880 miles
90 mph	132 yards	1.5 miles	15.0 miles	90 miles	495 miles	1980 miles
95 mph	139 yards	1.58 miles	15.8 miles	95 miles	525 miles	2100 miles
100 mph	147 yards	1.67 miles	16.7 miles	100 miles	550 miles	2200 miles
110 mph	158 yards	1.8 miles	18.0 miles	110 miles	605 miles	2420 miles
120 mph	176 yards	2.0 miles	20 miles	120 miles	660 miles	2640 miles

Hit Locations

CIVILIAN GROUND VEHICLES

1D100	Top	Bottom	Target Aspect	Front	Rear
01-05	Engine	Engine	Engine	Engine	Cargo
06-10	Engine	Engine	Engine	Engine	Cargo
11-15	Engine	Engine	Engine	Engine	Cargo
16-20	Compartment	Fuel	Engine	Engine	Cargo
21-25	Compartment	Fuel	Engine	Engine	Cargo
26-30	Compartment	Fuel	Compartment	Engine	Cargo
31-35	Compartment	Fuel	Compartment	Engine	Cargo
36-40	Compartment	Fuel	Compartment	Engine	Cargo
41-45	Compartment	Wheel	Compartment	Compartment	Compartment
46-50	Compartment	Wheel	Wheel	Compartment	Compartment
51-55	Compartment	Wheel	Wheel	Compartment	Compartment
56-60	Cargo	Wheel	Wheel	Compartment	Compartment
61-65	Cargo	Wheel	Cargo	Compartment	Compartment
66-70	Cargo	Wheel	Cargo	Compartment	Compartment
71-75	No Effect	Cargo	Cargo	Compartment	Compartment
76-80	No Effect	Cargo	Cargo	Compartment	Compartment
81-85	No Effect	Cargo	Cargo	Compartment	Compartment
86-90	No Effect	No Effect	No Effect	Wheel	Wheel
91-95	No Effect	No Effect	No Effect	No Effect	Fuel
96-00	No Effect	No Effect	No Effect	No Effect	No Effect

ARMORED FIGHTING VEHICLES

1D100	Top	Bottom	Target Aspect	Front	Rear
01-05	Turret	Wheel/Track	Turret	Turret	Turret
06-10	Turret	Wheel/Track	Turret	Turret	Turret
11-15	Turret	Wheel/Track	Turret	Turret	Turret
16-20	Turret	Wheel/Track	Turret	Wheel/Track	Wheel/Track
21-25	Turret	Wheel/Track	Compartment	Wheel/Track	Wheel/Track
26-30	Engine	Wheel/Track	Compartment	Wheel/Track	Wheel/Track
31-35	Engine	Engine	Compartment	Compartment	Weapon
36-40	Engine	Engine	Compartment	Compartment	Fuel
41-45	Compartment	Engine	Wheel/Track	Compartment	Ammo
46-50	Compartment	Engine	Wheel/Track	Compartment	Cargo
51-55	Compartment	Cargo	Wheel/Track	Compartment	Cargo
56-60	Compartment	Cargo	Wheel/Track	Compartment	Cargo
61-65	Compartment	Cargo	Cargo	Compartment	Engine
66-70	Compartment	Cargo	Cargo	Compartment	Engine
71-75	Cargo	Ammo	Weapon	Cargo	Weapon
76-80	Cargo	Fuel	Ammo	Cargo	Engine
81-85	Ammo	Fuel	Engine	Cargo	Engine
86-90	Weapon	Fuel	Engine	Weapon	Engine
91-95	Fuel	No Effect	Engine	Ammo	Engine
96-00	No Effect	No Effect	Engine	No Effect	Engine

VEHICLE SPEED MODIFICATIONS

Terrain Class	Reduction in Speed Characteristic	
	Cruising	Maximum
I	100%	100%
II	75%	100%
III	50%	90%
IV	25%	75%

When terrain is of the class given, cruising and maximum speeds of vehicles are reduced to the levels listed on the table.

VEHICLE HANDLING CHART

Speed Differential	Saving Throw Frequency
0 or less	Event Rolls only
05-15	1 roll per 6 hours
16-30	1 roll per hour
31-45	1 roll per 10 minutes
46-60	1 roll per minute
65 or more	1 roll per action round

VEHICLE EVENT TABLE

Die Roll + Differential	Event
Less than 0	No Effect
0-10	No Effect
11-20	No Effect
21-30	Check Reliability
31-40	Check Reliability
41-50	Check Reliability
51-60	Check Reliability
61-70	Obstacle. DM + 0
71-80	Obstacle. DM + 5
81-90	Obstacle. DM + 10
91-100	Obstacle. DM + 15
101-110	Obstacle. DM + 20
111-120	Obstacle. DM + 25
121-130	Obstacle. DM + 30
131-140	Possible Loss of Control. DM + 40
141-150	Possible Loss of Control. DM + 50
151-160	Possible Loss of Control. DM + 60
161 or higher	Total Loss of Control.

FUEL EFFICIENCY TABLE

Fuel	Maximum Speed	Operating Range
Gasoline	100%	100%
Diesel	100%	100%
Avgas	100%	100%
Ethanol	60%	40%
Methanol	60%	25%

AIRCRAFT

1D100	Top	Bottom	Target Aspect		
			Sides	Front	Rear
01-05	Wing	Wing	Wing	Wing	Wing
06-10	Wing	Wing	Wing	Wing	Wing
11-15	Wing	Wing	Wing	Wing	Wing
16-20	Wing	Wing	Wing	Cockpit	Tail
21-25	Wing	Wing	Weapon	Cockpit	Tail
26-30	Wing	Wing	Weapon	Cockpit	Tail
31-35	Cockpit	Weapon	Weapon	Cockpit	Tail
36-40	Cockpit	Weapon	Tail	Cockpit	Tail
41-45	Cockpit	Weapon	Tail	Cockpit	Cargo
46-50	Cockpit	Weapon	Tail	Cockpit	Cargo
51-55	Tail	Tail	Cargo	Cockpit	Cargo
56-60	Tail	Tail	Cargo	Weapon	Cargo
61-65	Cargo	Cargo	Cargo	Weapon	Fuel
66-70	Cargo	Cargo	Cargo	Weapon	Fuel
71-75	Cargo	Landing Gear	Cargo	Weapon	Engine
76-80	Cargo	Landing Gear	Engine	Weapon	Engine
81-85	Fuel	Fuel	Engine	Cargo	Engine
86-90	Engine	Engine	Engine	Cargo	Engine
91-95	Engine	Engine	Engine	Tail	Engine
96-00	Engine	Engine	Engine	Engine	Engine

MARINE VEHICLE

1D100	Top	Bottom	Target Aspect		
			Sides	Front	Rear
01-05	Helm	Hull	Hull	Hull	Hull
06-10	Helm	Hull	Hull	Hull	Hull
11-15	Helm	Hull	Hull	Helm	Weapon
16-20	Weapon	Hull	Helm	Helm	Cargo
21-25	Weapon	Hull	Helm	Helm	Cargo
26-30	Weapon	Hull	Helm	Helm	Cargo
31-35	Weapon	Hull	Helm	Helm	Cargo
36-40	Cargo	Hull	Cargo	Weapon	Engine
41-45	Cargo	Hull	Cargo	Weapon	Engine
46-50	Cargo	Hull	Cargo	Weapon	Engine
51-55	Cargo	Hull	Cargo	Weapon	Engine
56-60	Cargo	Hull	Weapon	Weapon	Engine
61-65	Cargo	Hull	Engine	Cargo	Engine
66-70	Cargo	Hull	Engine	Cargo	Fuel
71-75	Cargo	Hull	Engine	Cargo	Fuel
76-80	Engine	Rudder	Engine	Cargo	Fuel
81-85	Engine	Rudder	Fuel	Cargo	Rudder
86-90	Engine	Fuel	Fuel	Cargo	Rudder
91-95	Fuel	Propellor	Rudder	Cargo	Rudder
96-00	Fuel	Propellor	Propellor	Cargo	Propellor

COMBAT

COMBAT MOVEMENT CHART

Movement Mode	Basic Distance Covered Per Round When Terrain is Class				Defense Bonus
	I	II	III	IV	
Hold	0	0	0	0	—
Standing	—	—	—	—	+0
Sitting	—	—	—	—	+10
Kneeling	—	—	—	—	+20
Prone	—	—	—	—	+30
Slow Crawl	1	1	1	1	+40
Crawl	2	2	1	1	+55
Slow Walk	3	3	2	1	+10
Walk	6	6	3	2	+25
Trot* (1)	9	9	6	3	+50
Run* (2)	12	12	9	N/A	+75
Sprint* (4)	18	15	N/A	N/A	+100

• Character can perform marked Actions (see Action Lists and descriptions) in Action Segment if in this mode during Second Movement Segment (only).

Numbers in parentheses represent Fatigue taken (reduced by 1 if Running Saving Throw is made).

Evasion halves distance covered, doubles defense bonus.

All distances covered are multiplied by the character's Speed.

MASTER HIT LOCATION TABLE

Die Roll	Hit Location:	Die Roll	Hit Location
1D100	Human	1D100	Animal
01–09	Head	01–09	Head
10–27	Upper Torso	10–19	Right Foreleg
28–46	Lower Torso	20–29	Left Foreleg
47–55	Left Arm	30–50	Forequarters
56–64	Right Arm	51–75	Hindquarters
65–73	Upper Left Leg	76–85	Right Hind Leg
74–82	Upper Right Leg	86–95	Left Hind Leg
83–91	Lower Left Leg	96–00	Tail
92–00	Lower Right Leg	Above 00	Hindquarters
Above 00	Lower Torso		

Use table when target is standing and hit from front or rear. All modifications listed below are cumulative.

Modifiers

If prone and hit from front	–36
If prone and hit from rear	+65
If kneeling	–16
Attacker at higher elevation	–20
Attacker at lower elevation	+5
If hit from left side, all 'right' results become 'left.'	
If hit from right side, all 'left' results become 'right.'	

HIT POINT VALUES

Location	(Animal Location)	Hit Points	Size
Head	(Head)	20%	9% (9%)
Upper Torso	(Forequarters)	45%	18% (18%)
Lower Torso	(Hindquarters)	45%	19% (16%)
Right Arm	(Right Foreleg)	30%	9% (9%)
Left Arm	(Left Foreleg)	30%	9% (9%)
Upper Right Leg	(—)	30%	9% (—)
Upper Left Leg	(—)	30%	9% (—)
Lower Right Leg	(Right Hind Leg)	25%	9% (18%)
Lower Left Leg	(Left Hind Leg)	25%	9% (18%)
	(Tail)	40%	— (3%)

Parenthetical data applies to animals only.

MAJOR HIT TABLES

ARMS

1D100	Impact Damage	Penetration Damage	Burn Damage
01–15	No Effect	No Effect	No Effect
16–40	Sprain	Minor Bleeding	Minor Burn
41–60	Simple Fracture	Major Bleeding	Minor Burn
61–75	Compound Fracture	Torn Muscle/Ligament	Severe Burn
76–90	Complex Fracture	Artery Severed	Severe Burn
91–00	Serious Wound	Major Artery Severed	Serious Wound

LEGS

1D100	Impact Damage	Penetration Damage	Burn Damage
01–10	No Effect	No Effect	No Effect
11–35	Sprain	Minor Bleeding	Minor Burn
36–55	Simple Fracture	Major Bleeding	Minor Burn
56–70	Compound Fracture	Torn Muscle/Ligament	Severe Burn
71–85	Complex Fracture	Artery Severed	Severe Burn
86–00	Serious Wound	Major Artery Severed	Serious Wound

Use 'Legs' Table for animal forelegs and hindlegs, and for animal tails. Use for upper and lower legs of humans.

UPPER TORSO

1D100	Impact Damage	Penetration Damage	Burn Damage
01–10	No Effect	No Effect	No Effect
11–25	Stunned	Minor Bleeding	Minor Burn
26–40	Stunned	Major Bleeding	Minor Burn
41–60	Simple Fracture	Artery Severed	Minor Burn
61–70	Compound Fracture	Major Artery Severed	Severe Burn
71–80	Complex Fracture	Internal Bleeding	Mortal Wound
81–90	Internal Bleeding	Serious Wound	Mortal Wound
91–95	Serious Wound	Mortal Wound	Mortal Wound
96–00	Mortal Wound	Dead	Dead

Use for animal forequarters as well.

LOWER TORSO

1D100	Impact Damage	Penetration Damage	Burn Damage
01–05	No Effect	No Effect	No Effect
06–25	Stunned	Minor Bleeding	Minor Burn
26–45	Stunned	Major Bleeding	Minor Burn
46–65	Stunned	Internal Bleeding	Severe Burn
66–80	Internal Bleeding	Serious Wound	Severe Burn
81–90	Internal Bleeding	Mortal Wound	Mortal Wound
91–00	Mortal Wound	Dead	Dead

Use for animal hindquarters as well.

HEAD

1D100	Impact Damage	Penetration Damage	Burn Damage
01–05	No Effect	No Effect	No Effect
06–25	Stunned	Stunned	Minor Burn
26–50	Unconscious	Unconscious	Severe Burn
51–65	Unconscious	Concussion	Dead
66–80	Concussion	Concussion	Dead
81–95	Dead	Dead	Dead
96–00	Attribute*	Attribute*	Dead

*Attribute Hits — Roll 1D10

01. . . Perception is reduced to 1 until recovery.
02. . . Perception is reduced –1D5 until recovery.
03. . . Perception is Halved until recovery.
04. . . Perception is 0 until recovery.
05. . . Wit is –1 until recovery.
06. . . Wit is –1D5 until recovery.
07. . . Wit is Halved until recovery.
08. . . Wit is 0 until recovery.
09. . . Will is Halved until recovery.
10. . . Will is Halved permanently.

THROWING RANGES

Point Blank	Strength Level x ½
Short	Strength Level x 1
Effective	Strength Level x 2
Long	Strength Level x 3
Very Long	Strength Level x 4
Extreme	Strength Level x 5

SPECIAL DEFENSIVE BONUSES

Defender Movement	See Movement Chart
Attacker under fire this segment	+25
Attacker has shifted fire	+50
Defender has the Advantage	+25

SPECIAL ATTACK BONUSES

Attacker has the Advantage	+25
----------------------------	-----

ARMOR CHART

Clothing or Armor Type	Clothing			Area Protected
	Light	Medium	Heavy	
Long Coat	0.25	0.50	1	10-82
Short Coat	0.25	0.50	1	10-64
Parka	0.50	1	2	10-64
Jacket/Blazer	0.25	0.50	1	10-64
Sweater	0.25	0.50	1	10-64
Vest	0.25	0.50	1	10-46
Shirt	0.25	0.50	1	10-64
Long Dress	0.25	0.50	1	10-00
Medium Dress	0.25	0.50	1	10-82
Long Skirt	0.25	0.50	1	28-00
Long Shorts	0.25	0.50	1	28-82
Shorts	0.25	0.50	1	28-46
Coveralls	0.25	0.50	1	10-00
Boots	1	2	3	83-00
Long Socks	1	2	3	83-00
Leather Jacket	1	2	3	10-64
Ballistic Cloth Vest	1	12	16	10-46

Armor Type	Value	Area Protected
Steel Plate Insert	+5	15-40
Hard Steel Plate Insert	+10	15-40
Ceramic Plate Insert	+15	15-40
Helmet	10	01-04
Cap or Hat	0.5	01-04
Ski Mask	0.5	01-07
Gas Mask	2	01-09

SCATTER TABLE

Die Roll 2D10	Scatters How	Thrown or Grenade Scatter Distance	Support Weapon Scatter Distance
02	Long	1D5 yards	2D10 yards
03	Long, Left	1D5 yards	2D10 yards
04	Long, Left	1D10 yards	3D10 yards
05	Left	1D5 yards	2D10 yards
06	Left	1D10 yards	3D10 yards
07	Short, Left	1D5 yards	2D10 yards
08	Short, Left	1D10 yards	3D10 yards
09	Short	1D10 yards	3D10 yards
10	Short	1D5 yards	2D10 yards
11	Short	1D10 yards	2D10 yards
12	Short	1D5 yards	2D10 yards
13	Short	1D10 yards	3D10 yards
14	Short, Right	1D10 yards	3D10 yards
15	Short, Right	1D5 yards	2D10 yards
16	Right	1D10 yards	3D10 yards
17	Right	1D5 yards	2D10 yards
18	Long, Right	1D10 yards	3D10 yards
19	Long, Right	1D5 yards	2D10 yards
20	Long	1D10 yards	3D10 yards

MORALE DATA

Morale Check: Make a Combat Saving Throw

Modifiers:

- Will Level
- Stability Level
- 100 if no combat this round
- +25 if wounded
- +10 per friendly casualty since battle start (character must see or hear about casualties to activate this modifier).

Panic Choices:

- | | |
|--------------------------------|------------------------------|
| Freeze | Berserk Charge |
| Drop and Freeze | Berserk Charge w/Random Fire |
| Move and Freeze | Flee |
| Hold w/Random Fire | Discard Weapon and Flee |
| Surrender | Feign Injury or Death |
| Drop and Hold with Random Fire | |
| Move and Hold with Random Fire | |

To rally, roll 1D100 less than or equal to Combat skill Level or have an unpanicked character make a successful Leadership Verbal Interaction Attack.

Continue Morale Checks, even when panicked.

FUMBLE TABLE

Die Roll	Melee	Firearms	Fumbles Thrown	Other	Vehicle
01-05	No Effect	No Effect	No Effect	No Effect	No Effect
06-10	No Effect	No Effect	No Effect	No Effect	No Effect
11-15	No Effect	No Effect	No Effect	No Effect	No Effect
16-20	No Effect	No Effect	Scatter	No Effect	Passengers
21-25	No Effect	No Effect	Scatter	Stun	Passengers
26-30	Unlucky Hit	Unlucky Hit	Scatter	Stun	Passengers
31-35	Unlucky Hit	Unlucky Hit	Off Balance	Stun	Passengers
36-40	Unlucky Hit	Unlucky Hit	Off Balance	Stun	Passengers
41-45	Off Balance	Hurt Hand	Off Balance	Stun	Check Rel.
46-50	Off Balance	Hurt Hand	Stumble	Stun	Check Rel.
51-55	Off Balance	Hurt Hand	Stumble	Drop Wpn.	Skid
56-60	Stumble	Drop Wpn.	Fall	Drop Wpn.	Skid
61-65	Stumble	Drop Wpn.	Fall	Drop Wpn.	Skid
66-70	Fall	Drop Wpn.	Twist Ankle	Off Balance	Skid
71-75	Fall	Drop Wpn.	Sprain Ankle	Off Balance	1 Major Hit
76-80	Twist Ankle	Drop Wpn.	Drop Wpn.	Off Balance	1 Major Hit
81-85	Sprain Ankle	Wpn. Jam	Drop Wpn.	Stumble	Obstacle
86-90	Stun	Wpn. Jam	Drop Wpn.	Stumble	Obstacle
91-95	Wpn. Breakage	Dud Round	Dud Round	Fall	Obstacle
96-00	Drop Wpn.	Explosion	Short Fuse	Fall	Lose Control

THE ERRANT KNIGHT GAMBIT

INTRODUCTION

The Errant Knight Gambit is an introductory adventure for *Freedom Fighters* which pits a band of partisans against a treacherous collaborator. The adventure has been carefully designed to fit into almost any campaign background, so Gamemasters can incorporate it into their games, no matter what direction they intend to take.

Before playing this adventure, the players (2-5 is an ideal number, but more could participate) should create characters and otherwise prepare for the game. The Gamemaster should choose and develop (if necessary) a campaign background for the adventure, specifying when the adventure is taking place and who the invading power is. Other details, such as a specific history, can also be developed or drawn from *The Red Tide* or other published background Books for *Freedom Fighters*. These facts are necessary only as general background for the players; they play no real part in the adventure itself.

One major element of campaign background is postulated here: within the last ten years, the United States has been involved in a major foreign war. Central America has been mentioned in the adventure, but the Gamemaster is free to change this to some other region if that would better fit his own campaign background. If any of the player-characters has served in the military in the past decade, they were probably involved in this war themselves.

Locale

It is intended that this adventure be set in or near the region where the Gamemaster and his group are playing. The maps and allusions in this adventure should be replaced by the Gamemaster by local materials to give the scenario a local flavor. Gamemasters who prefer not to play in their own neighborhoods (sometimes a Gamemaster unfamiliar with an area is at a disadvantage when the players know more than he does) can substitute other locales or retain the materials provided in this scenario, as the mood takes them.

Briefing

The freedom fighters have been lying low for several weeks since their last brush with the opposition. Their highly successful raid on the local enemy supply depot served to replenish their supplies of weapons ammunition, and food, but at the cost of a considerable increase in patrol and garrison strengths throughout the area. It has been dangerous to stir about much of late, but the lack of Resistance activity seems finally to have lulled the opposition into a false sense of security. Soon it will be safe to strike again.

Three days ago a brief flurry of activity was reported by one of the group's contacts, whose job with the local collaborationist government makes him privy to much of the intelligence that filters through City Hall. A man attempted to elude an enemy patrol on a motorcycle, but was gunned down. Before he died, he tossed the envelope he carried into the burning gasoline beside his overturned bike, but an enemy officer retrieved it before the message it contained was completely consumed.

The group's contact learned of the message through the office grapevine and managed to learn something of its contents from a talkative clerk. The remains of the message were stamped with the symbol of the National Resistance Network, and was written in a code the enemy has not yet cracked. But the message was written in red ink, which in itself is an important clue to its contents. The partisans know that red ink is the Network's way of indicating when a message concerns internal security matters of a sensitive, highly restricted nature. If such a message was being sent to the group, it must have been a warning of some threat to their own safety.

The National Resistance Network

The Network is an informal organization of various partisan groups operating throughout the country. Although the various Resistance

groups are largely independent of one another, many of them do maintain irregular contact with the NRN as a clearinghouse for information, intelligence, and liaison with both irregular and regular forces across the country. The Network has also been gathering supplies and equipment in hidden stockpiles, and training soldiers in formal military tactics, against the day when the partisans can openly rise against their oppressors and engage in a full-scale confrontation.

The symbol of the Network is the Greek letter Omega, a symbol of electrical resistance in scientific and technical notation. The Omega symbol is incorporated into many guerrilla unit markings, and is often used to mark safehouses, messages, and rebel equipment. It can also be found on cards, pins, rings, and other small, personal objects which are used to identify members of the Network to one another.

Although the symbol itself is usually well-known to the enemy, the ways in which it is employed change frequently, and the Omega sign is used as only one of several means of identification. The symbol is not a guarantee of instant safety or trust, but it has become a rallying point for an embattled handful of guerrillas scattered across the land.



GAMEMASTER'S SYNOPSIS

All material which follows is to be revealed only as far as the player-characters would reasonably become aware of it through events, or as directed by the text. This section sums up the enemy plans and the basic course of events of this adventure for the benefit of the Gamemaster, while later sections expand upon those events in greater detail.

Following the previous activities of the resistance group, the enemy has hatched a devious scheme to draw the partisans out in the open and trap them for once and for all. The Network courier carried a warning of the plot, gleaned from other intelligence sources, but his death and the loss of the message he carried means that the characters have only the vague knowledge that something isn't quite right to guide them in their attempts to fathom the true nature of the adventure.

The enemy has used threats to the safety of his beloved daughter to force a famous war hero and resistance fighter, Major Alexander Knight, to cooperate with them. Knight, backed by an assortment of collaborators and enemy shock troops disguised as partisans, is to make contact with the player-characters, convince them that he is in town to carry out a raid of major importance, and enlist their aid to plan and execute his 'raid'. In fact, though, Knight is to lead the partisans into the hands of the enemy in exchange for freedom for himself and his daughter. The girl is being held captive by the fake 'partisans' in an old farmhouse several miles from the group's base of operations.

Knight attracts the attention of the party by mounting what appears to be a guerrilla raid, during which the enemy 'identifies' him; advertisements demanding his capture are circulated to convince the resistance that he is a wanted guerrilla. After this, Knight himself makes an appearance at a drop once used by the Network but since abandoned by the guerrillas because the enemy discovered it; clever ruses are used to make sure that the characters discover him and make contact.

Laying out his plan, Knight asks for all of the armed support the guerrillas can muster to seize a unique opportunity — an upcoming inspection of a nearby communications facility by a prominent enemy military leader. This officers's death or capture would be a major blow to the opposition's prestige as well as a morale coup of no mean proportions.

If the adventurers are on their guard and make proper use of their skills and attributes, they may detect enough inconsistencies to realize their peril. In this case, they have a chance to confront Knight and

force the truth out of him. Should they fail to divine his duplicity, they could walk into a devastating trap.

Adventurers who do wring the truth from Knight can cap their success by mounting a raid to rescue his daughter and so redeem the hero once known as 'The White Knight'.

PREPARING THE ADVENTURE

The Gamemaster will find a character record sheet for Major Knight at the end of this adventure, as well as basic information on enemy and friendly Extras and several prepared Abstract Combat units for each side. If the adventurers have already formed an established resistance force, or other NPCs are already available, these can be substituted.

It may be useful to expand upon the information found here by filling out Verbal Interaction and/or Combat sheets for various Non-Player-Characters, providing additional information on extras, and so forth. Such advanced preparation can be very useful to cut down the number and strength of interruptions during the course of play.

OPENING MOVES

Three days after the loss of the Network courier, there is a disturbance in town. Characters with any reason to be in the heart of town near the building which houses the enemy Security Headquarters are surprised to hear the sounds of an explosion followed by shooting. The disturbance dies away after a few minutes, but it is plain that there has been a bombing at HQ.

The tightly-controlled news services — radio, television, and newspapers — all carry an almost identical account of the incident. Several guerrillas were detected planting explosives around the security building by alert guards, whose vigilance forced the terrorists to trigger their explosives prematurely and withdraw in disorder. Surveillance cameras produced an identifiable photograph of one of the assailants, a former U.S. Army officer by the name of Alexander Knight who is believed to be a prominent Resistance leader and agent provocateur. Knight's reappearance here after a period of several months out of sight suggests that he has been in hiding, but has now emerged to threaten the peace once more.

The adventurers are fairly sure to see these reports somewhere, along with pictures and a promise of a sizable reward for information leading to the capture of Knight.

Major Alexander Knight should be known to anyone who can make a Subculture Military or Culture American Saving Throw. In America's last war, he was the most decorated officer in the U.S. Army, and the leader of an elite company of Rangers whose exploits were the stuff of schoolboy legends. Before the current crisis, his name was a household word, and since the enemy occupation he has been heard of from time to time through the Network. Together with his daughter, whom he reputedly rescued from an enemy labor camp, Major Knight — 'America's White Knight,' as one newsmagazine called him — has been one of the real heroes of the Resistance. Both of the Knights disappeared several months ago after a particularly bloody ambush, and haven't been heard of since.

Now, evidently, they are back.

RESPONSES AND DEVELOPMENTS

The Gamemaster should be sure to convey the proper tone in describing Major Knight. He is the epitome of the Resistance movement, a hero whose exploits bring to mind people like Audie Murphy, Roger Young, and Commando Kelly. He is definitely the sort of Contact players are going to want to make.

Finding Knight, however, might not be easy. Though he is operating in the area, he certainly isn't advertising his hideout (any more than the player-characters would). Let the players devise ways and means to get in touch with him.

Characters would know that there are several addresses in town where couriers can drop off messages from the Network or other sources not directly connected with their unit. Since Knight is connected with the NRN, he would use these to contact local guerrillas at need, and it would be reasonable to keep an eye on these. If the players ask (or the Gamemaster feels the need to reveal it to a character who can make a Memory Saving Throw), there are several drops around town which were used months ago, but were since discovered by the enemy. Players may think to have these watched as well. If possible, the player-characters should themselves be involved in the surveillance of some or all of these drops.

If the adventurers fail to cover all of the drops, a followup news story two days after the original raid will report a brush between a patrol and a suspect believed to be Knight in an alley in town. The particular alley is, in fact, the site of an abandoned message drop. Though Knight escaped, the news reports reveal that a cryptic message written in red ink was discovered on the inside lid of a garbage dump-

ster — the way messages were passed on at this dump before it was abandoned.

The group should realize that Knight is trying to get in touch with them, and should recognize the connection with the lost courier. This would cause them to mount a closer surveillance. In the event that they watched all the drops right from the start, including the abandoned ones, Knight will turn up as described below, but there is no message or hint of message involved here.

When Knight shows up at one of the abandoned drops watched by the characters, he spends several minutes poking around a back alley. Though wearing shabby clothes with a low-brimmed hat and a turned-up collar, his hawklike features are fairly easy to spot (recognition on an Appearance Saving Throw). Whether the characters contact him immediately, or wait and observe, they must quickly make a decision to act. Four ersatz 'policemen' — collaborators working for the enemy to enforce law locally — put in an appearance. Armed with a mixed bag of weapons (two revolvers, a shotgun, and an SMG all of the Gamemaster's choice), these four close in on Knight. Characters who haven't revealed themselves will have to do so now to keep the Major from being taken away. After a brief firefight, the 'police' withdraw in disorder, and the adventurers — with Knight — can make good their escape.

KNIGHT'S MOVES

It will be up to the players to decide where they take Knight and how much they compromise security. The truly paranoid — and these are the player whose characters last longest — will probably not reveal such important details as where their Headquarters is or whether or not Knight is there or at a safehouse of some kind. If they don't trust him yet, they may blindfold him, or otherwise act to keep their location a secret. Players who believe Knight's publicity may take no precautions at all. The Major's reception at the partisan headquarters will also be colored by how players handle their security. Only players who make a direct statement of intent to scrutinize Knight should be allowed to use Verbal Interaction techniques or Insight Saving Throws to detect any of the flaws in his story.

As soon as he is safely ensconced in a secure place with the adventurers, Knight inquires if the characters have 'received the Network message' — and when answered in the negative, looks concerned and launches into his story.

Knight says that he discovered that one of the most prominent and charismatic enemy generals is scheduled to make an inspection tour — largely for propaganda purposes — of a nearby military installation. Upon learning this, he gathered together a number of followers while sending word to the NRN of the windfall and sketching out his plans. The Network was to have alerted the adventurers of Knight's plans and needs so that they could join him in his strike. The message should have arrived several days ago. (If Knight was also supposed to have left a message at the first drop point, he can allude to this as well.)

On reaching town, Knight and his men were prevented from concealing some diversionary explosives around the Security HQ; thereafter, he attempted to contact the guerrillas, but ran into difficulties because he has been out of touch with the NRN for a while, and was not aware of changes in these.

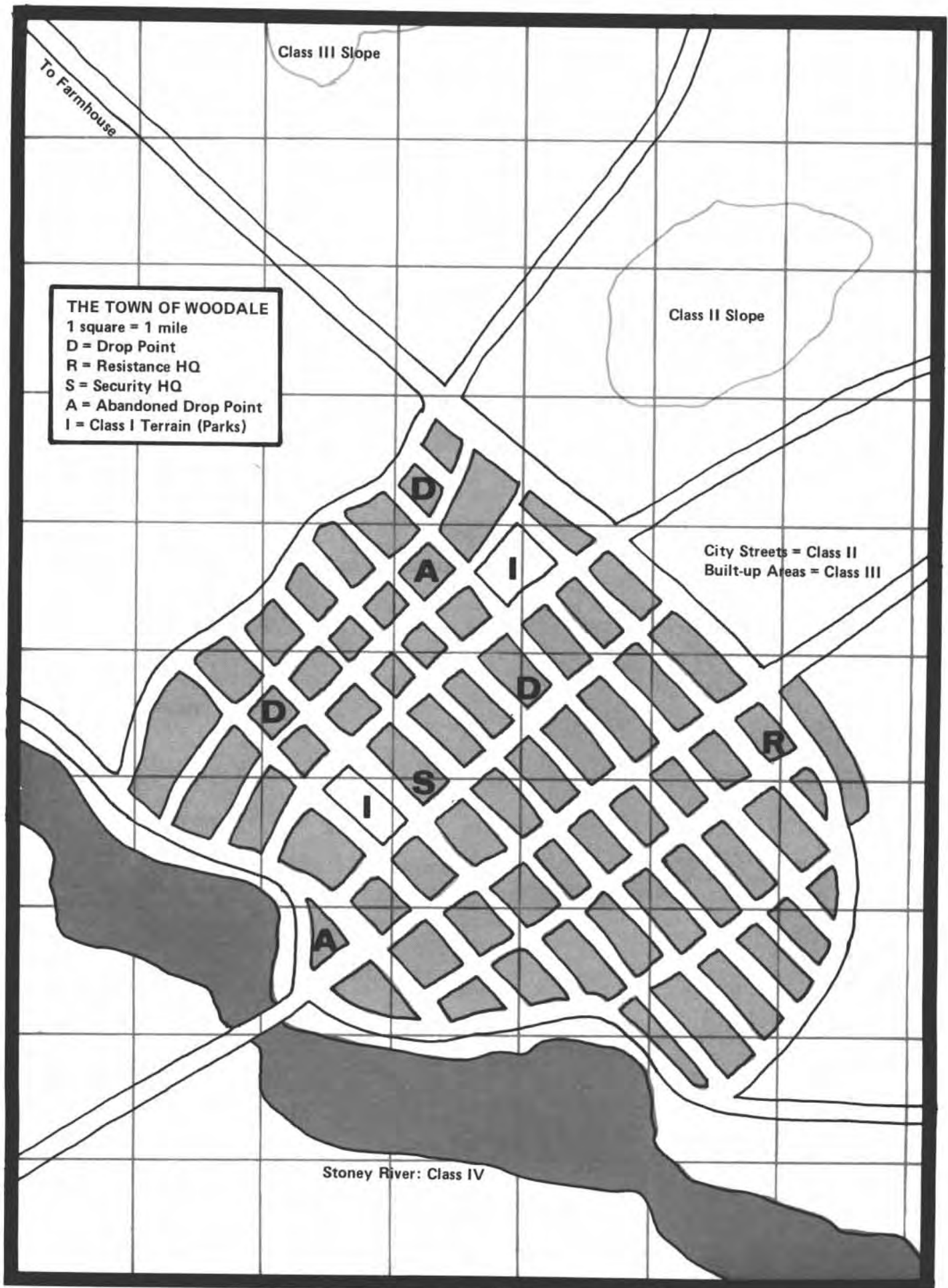
Knight's needs are simple; he has the equipment, information, and plans required for his proposed raid, but could use as much manpower as possible. He wants the local resistance to assemble as large a force as possible to support him in the plan, arranging a sunset rendezvous two days hence at an abandoned farmhouse several miles out of town, so the two partisan forces can link up and move out.

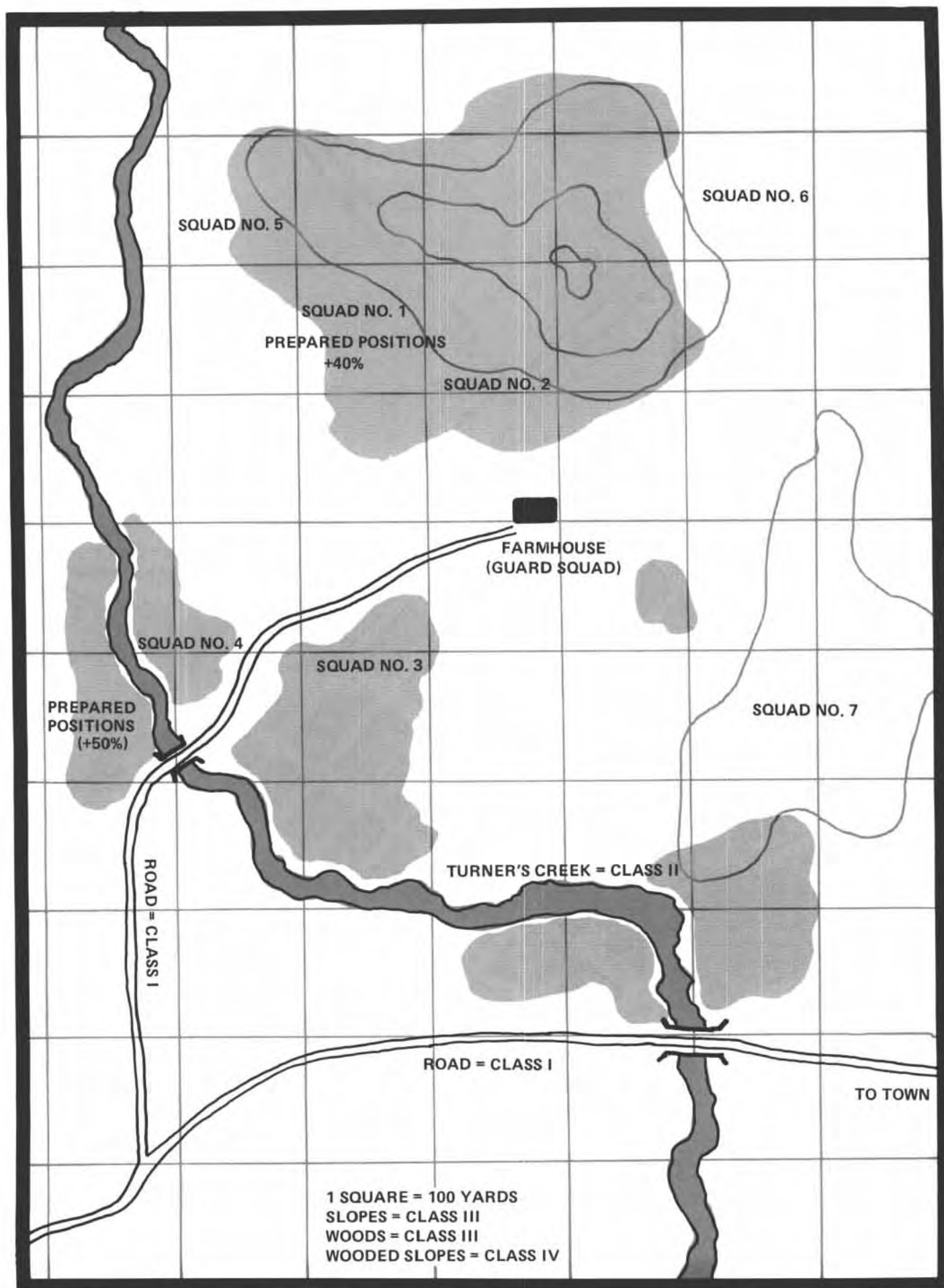
Flaws

Astute players may notice some basic flaws in Knight's story. First and foremost is the fact that red-ink messages are supposed to denote internal security matters, while Knight's operation has nothing to do with internal security. Knight never mentions ink colors in his story, and in fact is unaware of the nature of the intercepted message or its fictitious counterpart supposedly left at the first drop. The enemy is unaware of this extra authentication step in the Network message delivery.

Another flaw players may pick up on is the faulty logic of planning diversionary explosives so early. If an important dignitary is really the Major's target, he would not want to arouse suspicion and cause tightened security by showing his hand too early. This, however, is a matter of opinion, not hard evidence.

Characters who listen to Knight's story may, if the players so inform the Gamemaster, use Insight or Verbal Interaction to closely examine the Major's tale. (If the Gamemaster so desires, he could even allow the Major to make a Deception VI Attack against each player





character, if this option is in use. The methods noted below are used if this approach is not taken.)

An Insight Saving Throw made successfully while following Knight's story should result in a Gamemaster suggestion that Knight seems preoccupied and worried. If a Critical Success is obtained, the character should have the definite feeling the Knight is not telling the truth. How the players choose to act on this is up to them.

Characters can also attempt the Questioning or Interrogation forms of Verbal Interaction while following Knight's story. (There is no real justification at this point to use Physical or Psychological Torture.) Success has a percent chance equal to the Outcome Number of obtaining the whole story right on the spot; if this doesn't happen, success will still mean that the story has obvious flaws in it that should excite suspicion. Failure reveals nothing in the way of doubts.

Acting on the Flaws

If characters get suspicious, the players should be free to follow any plans that seem reasonable to them. Suspicious players whose characters have no reason to be suspicious can share their reasoning with other members of the group. They can only obtain full freedom to act, however, by arranging to talk with Knight further in hopes of finding flaws as outlined above. Until they have some solid character evidence of deceit, however, the Gamemaster should keep the group from acting out of character.

Players may have their characters notice discrepancies they themselves have already commented on by making an Intelligence Saving Throw. This is an alternate way to free them up to take action openly.

The Trap

Knight's whole story is a complete fabrication. Because his daughter is being held hostage, he has agreed to betray the guerrillas here. If the adventurers assemble their partisan unit and go to the farmhouse

rendezvous, they will find themselves walking into a trap.

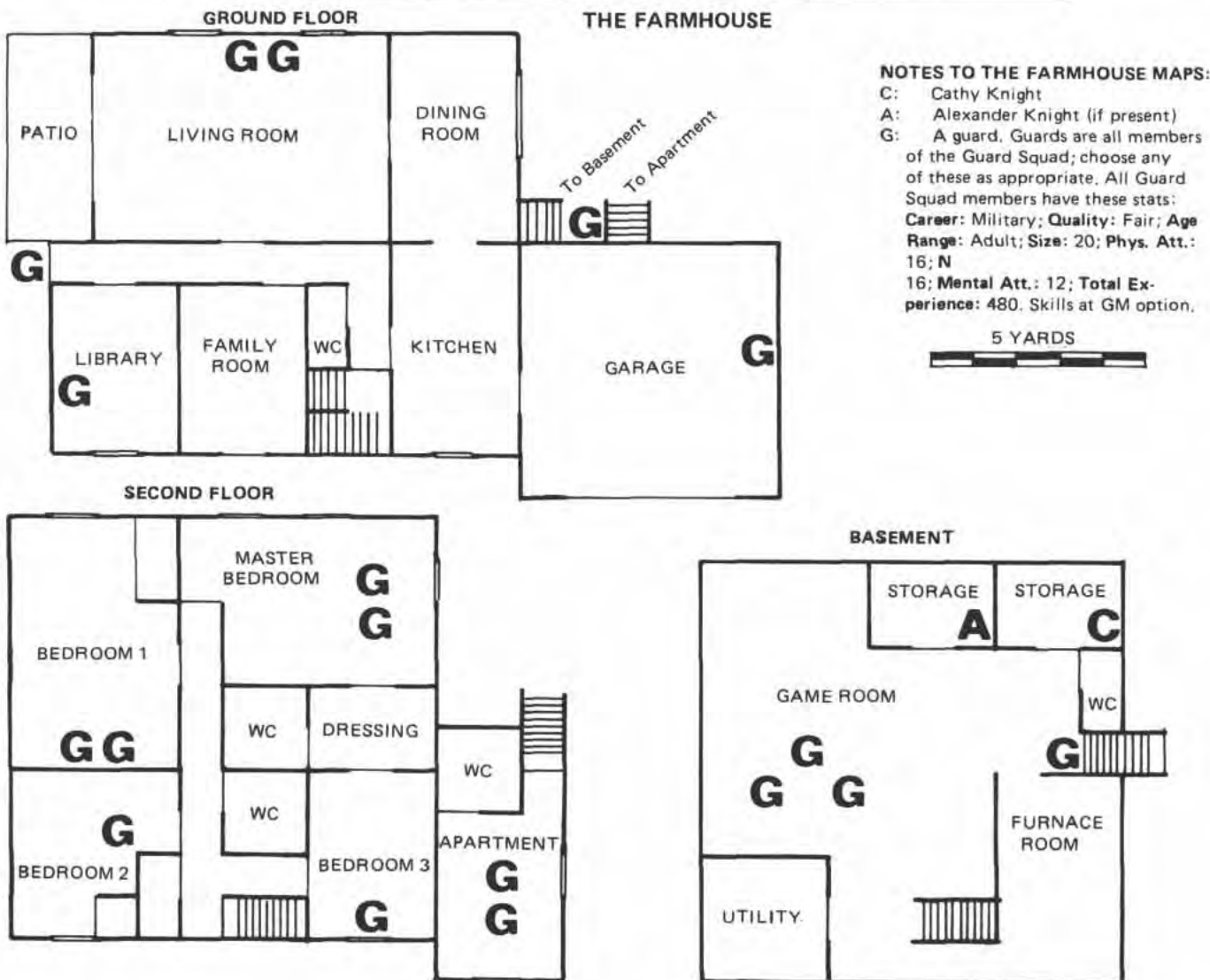
Should this happen, have the players create their force (or use the sample units provided in this adventure) for abstract combat under the pretense that it will be needed for Knight's raid. The enemy units — a mix of enemy troops and collaborators armed and clothed like civilians — are also given in here, as is a grid map (at scale-3) of the area around the farmhouse. Prepare the situation and resolve it using the large-scale combat rules. The battle is decidedly unbalanced and is likely to cost the group dearly.

THE TRAP REVEALED

Characters who are able to act on any hunches regarding Knight's deceit can follow any number of courses. If they detain and forcibly question Knight, use Verbal Interaction to determine how much cooperation and/or information they get from him. Because of his concern for his daughter's safety, his initial attitude to such efforts is Hostile, but he may still be swayed. Because his daughter is likely to be killed if he does not get in touch with his superiors within three hours of making contact with the group, time can be a valuable ally in the process. Treat this as a special kind of Channel Attack based on his Close Family Ties Motivation. Even if the players don't attempt such an attack, one should be made every hour (the initial meeting, incidentally, should take no more than an hour), giving the attack a DM+100 when one hour remains, and a DM+200 when time is almost up, and using the other attack values of whoever is in charge of the other aspects of Verbal Interaction.

Players could also choose to have Knight followed, using Surveillance skill to follow him and discover his meeting with enemy security operatives shortly thereafter. Knight is no fool, and will make every effort to shake off pursuit of this kind.

Finally, players could decide to reconnoiter the farmhouse. If they do, resolve the action in detail. (See 'Rescue,' below.) They may dis-



cover the two Knights imprisoned in the cellar or uncover other proof of the trap.

HELPING KNIGHT

If Knight breaks down and reveals the truth, it is up to the players to decide what to do about him. He could be eliminated as or imprisoned as a traitor, of course, but this is rather unsympathetic.

Equally, seeing Knight meet and ride off with the enemy could be followed by a refusal to fall into the trap, or even by more drastic action, (trying to kill or capture the traitor, for instance). But in all these cases, this kind of approach would ignore something of great importance — answering the question of why a war hero like Alex Knight would betray his cause.

The Gamemaster should do his best to portray Knight in such a way as to make the adventurers want to help him. That means liberating both the Major and his daughter — a rescue of no little danger.

RESCUE

If characters mount a reconnaissance of the farmhouse and discover the two prisoners, or if Knight confesses his treachery and the characters choose to help him, it is possible to mount a rescue operation to free Knight's daughter (and the Major as well, if he is a prisoner) from the clutches of the opposition.

A detailed map of the farmhouse is provided for the Gamemaster, showing the location of various guards and other points of interest. A somewhat less complete version can be sketched, to be shown to the players. If photocopied, the second map is suitable for resolving the action.

Note that the enemy is keeping only part of their ambush force on guard at the farmhouse. The rest are employed away from the site, patrolling the surrounding countryside, preparing the area for battle, and so on. The section on Encounters regulates the chance of meeting such units while moving about around the farm before or after a raid. Guards at the farmhouse proper are in manageable numbers for the characters to take on in a straightforward raid if they so desire, provided the raid is carried out before Knight's scheduled 'rendezvous'.

The rescue attempt should be role-played in detail, using such rules as the Gamemaster sees fit to incorporate. Some of the later sections of the adventure give the Gamemaster some basic useful material for resolving the raid.

RESOLUTION

The resolution of the adventure depends upon the choices the players make, and on their luck along the way. It is possible that the whole operation will end in disaster (especially if they fall into the enemy ambush). It is equally possible that they will liberate the two Knights; if so, both father and daughter have much to offer to the Resistance unit if they are recruited. Knight's treachery is a good reason to keep him in a non-leadership position, while still allowing the Gamemaster to maintain him as a formidable pool of knowledge and experience. After he has helped guide them onto the path of successful guerrilla activities, he can die a hero's death. His seventeen-year-old daughter (who plays only a minimal role in this adventure) may be kept as an NPC (or even developed into a player-character) as long as the Gamemaster desires to make use of her.

If the twin extremes of utter disaster and complete success both fail to materialize, events may prove tragic to the Knights. Should Cathy Knight be killed, the Major will go into a berserk rage that will certainly leave him quite dead as well. Knight's death in the raid would leave his daughter bitter and unfriendly to the adventurers.

Assuming the group avoids the ambush but have revealed the location of their Headquarters to the Major, they can expect an attack before dawn of the morning after the rendezvous by the same ambushing forces. If the players were lacking in the foresight needed to evacuate, or if they decide to arrange an ambush of their own on the premises, the Gamemaster may wish to resolve the operation in one manner or another as a fitting climax to events.

COMPLICATIONS

The Gamemaster may wish to introduce several additional factors to the basic storyline which will increase the danger, excitement, or impact of the adventure. Some of these complications will be dictated by the nature and background of the campaign selected by the Gamemaster. Others involve simple shifts in emphasis, such as altering the size, armament, or other abilities of one or both sides.

The emotional impact of the adventure can be heightened by good role-playing. If one of the player characters is himself a former military man, it might be intriguing to take that player aside prior to the game and let him know that his character has always had a tremendous respect, even a sense of hero-worship, for Major Alexander Knight. In the hands of a good role-player, what was a simple story of treachery becomes much more complex as the characters react to this important subplot.

Another variation is to select a player (a willing accomplice is required) to actually play Alexander Knight. It is best in this case to create characters secretly, so that no one knows the sorts of characters available to the players. Within the guidelines of Knight's given motivations, the player can choose to go along with the enemy black-mail or seek help from other players. This alternative will require that the Major's player be a consummate role-player, and one willing to go along with this sort of deception.

Other possible plot complications are left to the fiendish imaginations of Gamemasters everywhere to devise and implement.

THE MAPS

Several maps are included in this adventure. The first is a map of a typical small town, Woodale, which can be used if the Gamemaster does not wish to set the scene in his own neighborhood. Marked on the map are the locations of the partisan headquarters (the basement of a small retail shop owned by a Resistance sympathizer), several safe houses, and the various current and abandoned message drops in town. When transferring the adventure to real locales, the Gamemaster (perhaps consulting with the players for their own ideas of good sites) should designate similar numbers of each of these in real, familiar locations.

The second map is a Battle Grid showing the area surrounding the farmhouse where the ambush is set. Included are the starting positions of the various enemy units plus additional notes of importance to setting up the battle. The Gamemaster can use this map, a photocopy, or a hand-drawn version that omits such special information as he wishes.

Another map gives the detailed layout of the farmhouse itself. The Gamemaster may feel free to create other maps as the situation warrants it.

THE UNITS

Several prepared unit record sheets have been filled out to represent the various Main Units available to each side in the event of a large-scale battle (such as the ambush). The unit assigned to the partisans do not include player-characters, who should be added in separately before play begins. Both sides should feel free to organize and record data for subsidiary units based on these main units. If the partisan group is already established in detail, substitute information already assembled for the units shown in these record sheets.

THE EXTRAS

Several pre-generated Extras have already been described for use in encounters and battles. Descriptions give all the basics, plus a few key combat skills, and describe the nature of the weapons that they carry. The Gamemaster is encouraged to expand upon these descriptions, and to add new ones, as he sees fit.

ENCOUNTERS

Two Encounter Tables are included below. The first is used whenever characters attempt to approach the farmhouse prior to the scheduled rendezvous time. The second table is used when characters attempt to flee the area, either after a raid on the building or in the wake of the enemy ambush.

Encounters may occur once per hour if the characters are not moving, or as characters move from square to square on the battle grid (which should be used any time player characters are moving towards or away from the farmhouse). If several distinct groups of characters are operating in separate areas of the map, each group checks for encounters each time they become eligible. Do not roll for encounters during the actual resolution of the ambush, but do check for them if individual characters perform reconnaissance before the battle, or if characters break away from the action and try to escape the fighting when it is concluded (assuming the characters did not reach the board edge before the Gamemaster declared the battle at an end).

The basic chance for an encounter is 50% prior to the ambush, and 75% after the ambush.

ENCOUNTER TABLE 1

Before the Ambush (50%)

Die Roll 2D6	Observed Event	GM Information
2	1D6 Lounging enemy soldiers	Number: 1D6 Alertness: 8 Quality: Average Armaments: 2 x M16A2 1 x Colt M1911A1 3 x .223 rifles (ss) Assign in this order. Notes: If the adventurers make a Perception ST, they avoid contact and overhear plans for the ambush. Otherwise, resolve combat.
3 - 4	1D6 Working enemy soldiers	Number: 1D6 Alertness: 6 Quality: Average Armaments: As above, but weapons are stacked. Soldiers have picks and shovels. Notes: If adventurers make a Perception ST, they avoid combat. The soldiers are preparing a rifle pit for the ambush.
5 - 9	Lone Sentry	Numbers: 1 Alertness: 1D5 Quality: Pick Armament: Select sentry by quality and armament from list of NPCs. Notes: Roll a Perception ST to spot sentry before coming into contact.
10 - 11	1D6 soldiers on patrol	Number: 1D6 Alertness: 3 Quality: Fair Armaments: 2 x M16A2 2 x Uzi SMG 1 x M60 MG 1 x .44 Automag Assign in this order. Notes: Patrol and characters blunder into each other and commence combat resolution immediately.
12	Enemy squad on patrol	Number: 1 unit, selected at random (but not the Guard unit). Alertness: 1 Quality: by unit Armament: by unit Notes: Full squad-sized unit is present. Roll Perception CST to avoid contact.

ENCOUNTER TABLE 2

After the Raid or Ambush (75%)

Die Roll 2D6	Observed Event	GM Information
2	Enemy casualty in abandoned MG nest	Number: 1 Alertness: 0 Quality: Dead Armaments: 1 x M60 MG Notes: A dead soldier is sprawled over a MG nest with a working gun and 3 belts of ammo.
3	Enemy casualty in abandoned MG nest	Number: 1 Alertness: 2 Quality: Good Armaments: 1 x M60 MG 1 x Mini Uzi SMG Notes: Much as above, but the casualty is feigning death. He will attack if characters try to use the MG. The man has a mortal wound.
4 - 5	1D5 Enemy soldiers resting after the fighting	Number: 1D5 Alertness: 5 Quality: Average Armaments: 1 x M16A2 4 x .223 SS rifles Assign in that order. Notes: Soldiers are automatically taken by surprise.
6 - 8	1D5 Enemy soldiers searching area.	Number: 1D5 Alertness: 1 Quality: Average Armaments: as above. Notes: Surprise occurs as per usual rules.
9 - 11	Characters are fired upon unexpectedly	Number: 1D5 Alertness: 1 Quality: Average Armaments: As above. Notes: Enemy soldiers gain automatic surprise in the first round.
12	Characters are pinned under a hail of bullets	Number: 1D10 + 5 Alertness: 1 Quality: Good. Armaments: 1 x M60 MG 3 x M16A2 4 x .223 SS rifles 6 assorted pistols 1 Dragon ATGW Assign in that order. Notes: The characters find themselves under fire by a large and well-armed enemy force which achieves automatic surprise on the first round.

EXTRAS

Quality: Fair
Age Range: Young Adult
Phys. Att: 12
Experience: 220 (rem)
Skills: Combat — 14, Marksmanship, Rifle — 12, Autofire — 17, Throwing — 5, Stealth — 17, Brawling — 18, Search — 9
Weapons: M16A2 rifle

Quality: Mediocre
Age Range: Young Adult
Phys. Att: 17
Experience: 187 (rem)
Skills: Marksmanship, Rifle — 10, Melee Weapon, Clubs — 8, Melee Weapon, Knife — 9, Combat — 9, Stealth — 7, Brawling — 10
Weapons: .223 single-shot rifle, knife

Quality: Fair
Age Range: Adult
Phys. Att: 12
Experience: 381 (rem)
Skills: Autofire — 18, Marksmanship, Pistol — 15, Leadership — 12, Combat — 11, Brawling — 14, Tactics, Guerrilla — 13, Stealth — 16.
Weapons: Uzi SMG

Quality: Average
Age Range: Young Adult
Phys. Att: 15
Experience: 215 (rem)
Skills: Marksmanship, Pistol — 11, Brawling — 7, Stealth — 10, Leadership — 10, Combat — 15, Tactics, Guerrilla — 12
Weapons: Colt M1911A1 automatic pistol

Quality: Low
Age Range: Young Adult
Phys. Att: 11
Experience: 149 (rem)
Skills: Marksmanship, Pistol — 7, High Recoil Firearms — 8, Stealth — 7, Brawling — 8, Leadership — 8, Combat — 6, Tactics, Rural — 7
Weapons: .44 Automag

Quality: Fair
Age Range: Mature Adult
Phys. Att: 8
Experience: 362 (rem)
Skills: Autofire — 14, Marksmanship, Rifle — 12, Melee Weapon, Polearms — 13, Stealth — 10, Combat — 15, Brawling — 13
Weapons: C.O.P. .357 and .223 single-shot rifle

Quality: Average
Age Range: Adult
Phys. Att: 8
Experience: 362 (rem)
Skills: Marksmanship, Pistol — 14, Marksmanship, Rifle — 10, Brawling — 7, Stealth — 6, Combat — 10, Leadership — 11
Weapons: C.O.P. .357 and .223 single-shot rifle

Quality: Average
Age Range: Young Adult
Phys. Att: 17
Experience: 220 (rem)
Skills: Autofire — 6, Marksmanship, Rifle — 9, Support Weapon Grenade Launcher — 12, Brawling — 8, Stealth — 14, Combat — 12
Weapons: M16A2 and M203 Grenade Launcher

Quality: Mediocre
Age Range: Adult
Phys. Att: 11
Experience: 324 (rem)
Skills: Autofire — 8, Marksmanship, Pistol — 8, Combat — 7, Stealth — 6, Brawling — 7.
Weapons: Ingram M10 9mm SMG

Quality: Low
Age Range: Teen
Phys. Att: 10
Experience: 59 (rem)
Skills: High-Recoil Firearms — 8, Marksmanship, Rifle — 7, Melee Weapon, Knife — 8, Combat — 4, Brawling — 6, Stealth — 8
Weapons: 12 gauge shotgun, knife

Quality: Good
Age Range: Teen
Phys. Att: 12
Experience: 96 (rem)
Skills: Combat — 13, Brawling — 14, Marksmanship, Rifle — 19, Marksmanship, Pistol — 12, Stealth — 16, Recon — 15, Tactics, Guerrilla — 15
Note: This is Cathy Knight, the Major's daughter. She begins unarmed when encountered.

**ALEXANDER KNIGHT**

Sex: M
Birthplace: Nebraska
Weight: 253
Complexion: Avg
Eye Color: blue-grey
Hearing: Norm
Other Description: Left-hand Dexterity = 12

Characteristics

Strength: (17)(85)
Agility: (16)(90)
Health: (19)(95)
Memory: (17)(85)
Wit: (17)(85)
Appearance: (15)(75)
Luck: (5)(25)
Jump (ht): 4.5'
Carry: 80 lbs
Drag: 250 lbs
UNC Thresh: 34
Fat Limit: 270

Stamina: (16)(80)
Dexterity: (15)(75)
Intell: (16)(80)
Percept: (16)(80)
Will: (18)(90)
Charisma: (17)(85)
Speed: x 1.92
Jump (dis): 17.5'
Lift: 210 lbs
Total Hit Points: 53
Recovery Rate: 19
Fat Thresh: 185

Personality

Ego: (13)(65)
Stability: (19)(95)
Independence: (14)(70)
Integrity: (17)(85)
Adaptability: (17)(85)

Loyalty: (20)(100)
Sentiment: (17)(85)
Greed: (1)(5)
Ambition: (19)(95)
Sophistication: (13)(65)

Motivations

War and the Military: (17)(85)
Close Family Ties: (20)(100)
Children: (17)(85)

Fighting: (19)(95)
Responsibility: (20)(100)

Subculture Skills

Academic: (12)(70)
Business: (9)(63)
High Society: (14)(75)
Religious: (8)(60)

Bureaucracy: (18)(85)
Entertainment: (8)(60)
Military: (25)(103)
Rural: (16)(80)

Notes

Married; wife and 1 child deceased
 1 Daughter (Very Friendly Resistance Fighter)
 2 Parents, 3 Extended Family
 \$367,200.00 in cash and assets

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Freedom Fighters allows for the design of detailed characters who can fit any style campaign to participate in the heroic struggle for renewed American freedom and liberty! The nature of the

The nature of the fight is up to the gamemaster and the players, as is the true nature of the invasion and possible occupation of North American territory.

Can you save America from the powerful forces of the invaders? Will the American will to be free win out in the long struggle against tyranny and oppression? Only your characters can decide these issues as they take part in the resistance movement and attempt to liberate their homeland!

INCLUDED IN THIS BOX ARE:

- The Character: Rulebook 1 for Freedom Fighters, this volume contains all the data required to create detailed characters in the 1990s. Regardless of the choice made for the nature of the invader, all characters will have complete and detailed backgrounds, contacts in many walks of life, skills, and professional backgrounds.
- The Resistance: Rulebook 2 for Freedom Fighters, this volume details the rules for combat, equipment, weapons, large scale military actions, military organizations, and the actual organization of the Resistance. Guidelines for the different style campaigns are also included for the Gamemaster.
- A booklet of charts and tables for use in character generation.
- The Errant Knight Gambit: Introductory Adventure.



Freedom Fighters also comes complete with a judge's screen and a master character sheet (suitable for photocopying).

Other important master forms for the listing of military units, vehicles, etc. are also included in a form suitable for easy photocopying.

In short, this box contains everything required to begin a full-blown campaign wherein the player-characters take part in the ongoing fight for freedom and to liberate America from the tyranny of the Invading Forces.



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