

Underground!

GAMEMASTER'S PACK



combined combat modifiers

to hit challenge

<u>Situation</u>	<u>Challenge</u>
Attacker moved at jog SPD this Turn	+2
Attacker moved at run SPD this Turn	+3
Target is moving at run SPD this Turn	+3
Target is evading	+3
Target is at Medium Range	+3
Target is at Long Range	+6
Attacker is firing gun and fired gun during previous Turn (Recoil)	+2
More than one shot fired at target (automatic fire)	-1 *
Firing at more than one target (Per add. target)	+3
Called Shot	+6
Kicking	+3

penetration challenge

<u>Situation</u>	<u>Challenge</u>
More than one shot fired at target (automatic fire)	+1 •
Called Shot	+6
Kicking	+3

healing chart

Make a Recovery Check every 24 hours after last damage taken (P/F RES Challenge).

<u>Wound Level</u>	<u>Difficulty</u>
LW	3
MW	6
HW	9
IN	12

Success lowers Wound Level one step.

Medical Treatment: Passing a P/F Challenge against the patient's Recovery Difficulty before the Recovery Challenge allows the patient to subtract 3 from the Recovery Recovery Challenge Difficulty.

Surgery: is necessary before Incapacitated characters can attempt Recovery Challenges.

challenge chart

<u>Difference</u>	<u>Grade</u>
1-3	D
4-7	C
8-10	B
11+	A

damage caused by hand-to-hand attacks

<u>STR</u>	<u>Damage</u>
1-3	STN/STN/KO/LW
4-6	STN/KO/KO/LW
7-12	STN/KO/LW/MW
13-24	KO/LW/LW/MW
25+	KO/LW/MW/HW

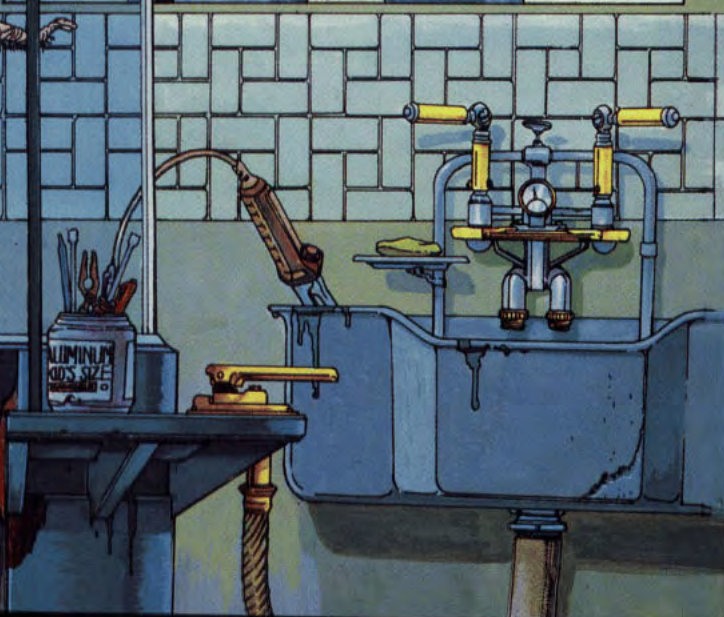
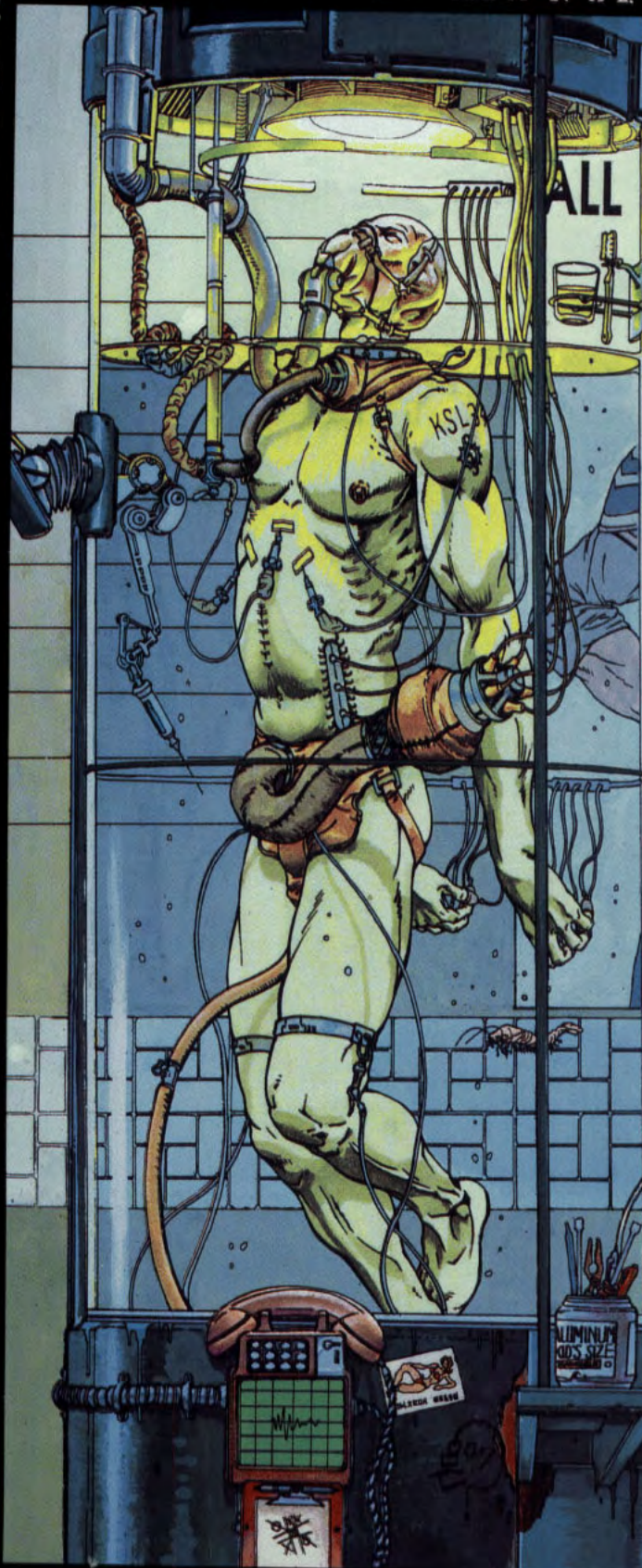
governing attributes for skills

Acrobatics	DEX
Administration	AURA
Artist	AURA
Business	INT
Charm	AURA
Computer Science	INT
Detective	INT
Genetic Engineering	INT
Gun Combat	DEX
Intimidation/Interrogation	AURA
Invention/Repair	INT
Languages	INT
Leadership	WILL
Martial Arts	SPD
Medicine	INT
Military Science	INT
Psychology	INT
Science	INT
Social Science	INT
Streetwise	WILL
Thief	DEX
Vehicles	DEX
Weaponry	DEX

resilience of common substances

<u>Substance</u>	<u>RES</u>
Glass	-6
Wood	7
Brick	13
Concrete	15
Stone	16
Brixblox	17
Steel	18

ALL THAT YOU CAN BE



unit benchmark table

Units	Weight	Distance	Time	Volume	Information
-5	30 lbs.	3 feet	1 second	15 cu. ft.	
-4	40 lbs.	4 feet	1 1/2 seconds	20 cu. ft.	Sentence
-3	50 lbs.	5 feet	2 seconds	25 cu. ft.	
-2	60 lbs. (sack of grain)	6 feet	2 1/2 sec.	32 cu. ft.	
-1	75 lbs.	7 feet	3 seconds	40 cu. ft.	
0	100 lbs. (child)	10 feet	4 sec. (1)	50 cu. ft.	Paragraph
1	125 lbs. (avg. adult female)	12 feet	5 seconds	64 cu. ft. (pantry)	
2	150 lbs.	15 feet	6 seconds	80 cu. ft.	
3	200 lbs. (avg. adult male)	20 feet	8 sec. (2)	100 cu. ft.	Typed page
4	250 lbs.	25 feet	10 seconds	125 cu. ft. (lg. tent)	
5	300 lbs.	30 feet	12 sec. (3)	150 cu. ft.	
6	400 lbs.	40 feet	15 sec. (4)	200 cu. ft.	2 Typed pages
7	500 lbs.	50 feet	20 sec. (5)	250 cf (bathroom)	
8	600 lbs.	60 feet	24 sec. (6)	300 cu. ft.	
9	800 lbs. (small tree)	80 feet	30 sec. (8)	400 cu. ft.	1000 words
10	1000 lbs. (large animal)	100 feet	40 sec. (10)	500 cu. ft.	
11	1200 lbs.	120 feet	48 sec. (12)	600 cu. ft.	
12	1500 lbs.	150 feet	1 min. (15)	800 cf (living room)	Chapter of a novel
13	1 ton	200 feet	1 1/4 min. (19)	1000 cu. ft.	
14	1 1/4 tons	250 feet	1 1/2 min. (23)	1200 cu. ft.	
15	1 1/2 tons (small car)	100 yards	2 min. (30)	1600 cf (store front)	Term paper
16	2 tons	125 yards	2 1/2 min. (38)	2000 cu. ft.	
17	2 1/2 tons (large car)	150 yards	3 min. (45)	2500 cu. ft.	
18	3 tons (elephant)	200 yards	4 min. (60)	3200 cf (studio apt)	Short story
19	4 tons	250 yards	5 min. (75)	4000 cu. ft.	
20	5 tons	300 yards	6 min. (90)	5000 cu. ft.	
21	6 tons	400 yards	8 min. (120)	6400 cf (small apt)	64K memory
22	8 tons (semi-truck)	1/4 mile	10 min. (150)	8000 cu. ft.	
23	10 tons	600 yards	12 min. (180)	10,000 cu. ft.	
24	12 tons (light tank)	800 yards	15 min. (225)	12,500 cf (house)	Novella
25	16 tons	1/2 mile	20 min. (300)	15,000 cu. ft.	
26	20 tons	1200 yards	24 min. (360)	20,000 cu. ft.	
27	25 tons (DC-9 airplane)	1600 yards	30 min. (450)	25,000 cf (2 flat)	Paperback Novel
28	32 tons (battle tank)	1 mile	40 min. (600)	30,000 cu. ft.	
29	40 tons	1 1/4 mile	48 min. (720)	40,000 cu. ft.	
30	50 tons	1 1/2 miles	1 hour (900)	50,000 cf (4 flat)	Elementary textbook
31	64 tons (blue whale)	2 miles	1 1/4 hrs (1125)	60,000 cu. ft.	
32	80 tons	2 1/2 miles	1 1/2 hrs (1350)	80,000 cu. ft.	
33	100 tons	3 miles	2 hours (1800)	100,000 cu. ft.	1 megabyte
34	125 tons (Boeing 747 plane)	4 miles	2 1/2 hrs (2250)	120,000 cu. ft.	
35	150 tons	5 miles	3 hours (2700)	150K cf (warehouse)	
	Freighter (450 tons) = 39 Destroyer (900 tons) = 42 Small Building (1800 tons) = 45	10 miles = 38 50 miles = 45 100 miles = 48 1000 miles = 58	1 day = 44 1 month = 59 1 year = 70	8 story building = 41 skyscraper = 56	War and Peace = 36 Encyclopedias = 48

effect of anti-stress medication

Result

Tolerance Gained

F.....0
D.....+1
C.....+2
B.....+3
A.....+4

Standard WILL Challenge against a Difficulty of 0.

stress from other sources

- 1 Stress whenever a wound is suffered.
- 1 Stress on 5th Turn of combat.
- 1 Stress on 10th Turn of combat.
- Flashbacks (see Chapter Five).

Once Stress equals or exceeds Tolerance, Difficult P/F WILL Challenge to avoid manifesting Psychosis.

DON'T TREAD ON ME

I Like Dyke
INRUSH
PHENOMENON

DISNEY SUP
T-BACK
GIRLS

DISCHARGE NOW
ice baby
National Abortion Campaign
ONE DEAD SMITH

IT JUST CAN'T



stress recovery modifiers

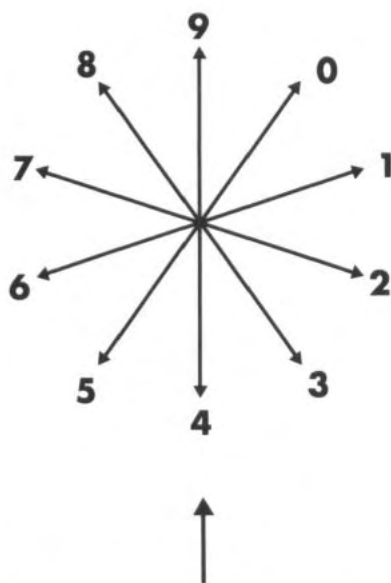
No strenuous activity since Stress sustained (ie. no fighting, strenuous physical activity, or anxiety)	-3
Character spent the majority of the last 12 hours in a serene setting (in the country, a quiet suburb, etc).....	-3
During the last 12 hours, a character with the Psychology/Therapy Specialty successfully attended to the character attempting the Recovery	-3
Character spent the majority of the last 12 hours in an anxiety-filled setting (Los Angeles, on a battlefield, etc).....	+3

Stress recovery challenge every 12 hours.
Standard WILL challenge (Diff:0)

The Grade earned in the Recovery Challenge indicates the number of Stress points removed according to the table at the right:

Grade	Stress Removed
F.....	1
D.....	2
C.....	4
B.....	6
A.....	8

grenade scatter



DIRECTION OF THROW

difficulty chart

Description	Approx. Odds	Difficulty
Simple.....	3 in 4	-4
Easy.....	2 in 3	-2
Average.....	Even Money.....	0
Tricky.....	2 in 5	2
Difficult.....	1 in 3	3
Very Difficult	1 in 4	4
Impressive.....	1 in 10	9
Phenomenal	1 in 25	15
Legendary.....	1 in 100	20
Superhuman.....	1 in 1000	30



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multiple chart

Multiple	Add
x 1/4	-6
x 1/3	-5
x 1/2	-3
x 2	+3
x 3	+5
x 4	+6
x 5	+7
x 10	+10
x 20	+13
x 50	+17
x 100	+20
x 500	+27
x 1000	+30
x 10,000	+40
x 100,000	+50
x 1,000,000	+60

wound level progression

Old Wound Level

	LW
LW.....	MW
MW.....	HW
HW.....	IN
IN.....	KL

Wound Inflicted

MW	HW	IN
HW	IN	KL
IN	KL	KL
KL	KL	KL

CONTACTS, FRIENDS, ETC.

NOTES

[illegible][illegible]

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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BACKGROUND

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ARMOR	BONUS	NOTES

TRAITS

CODES

Travel

Map Key



= Major Country

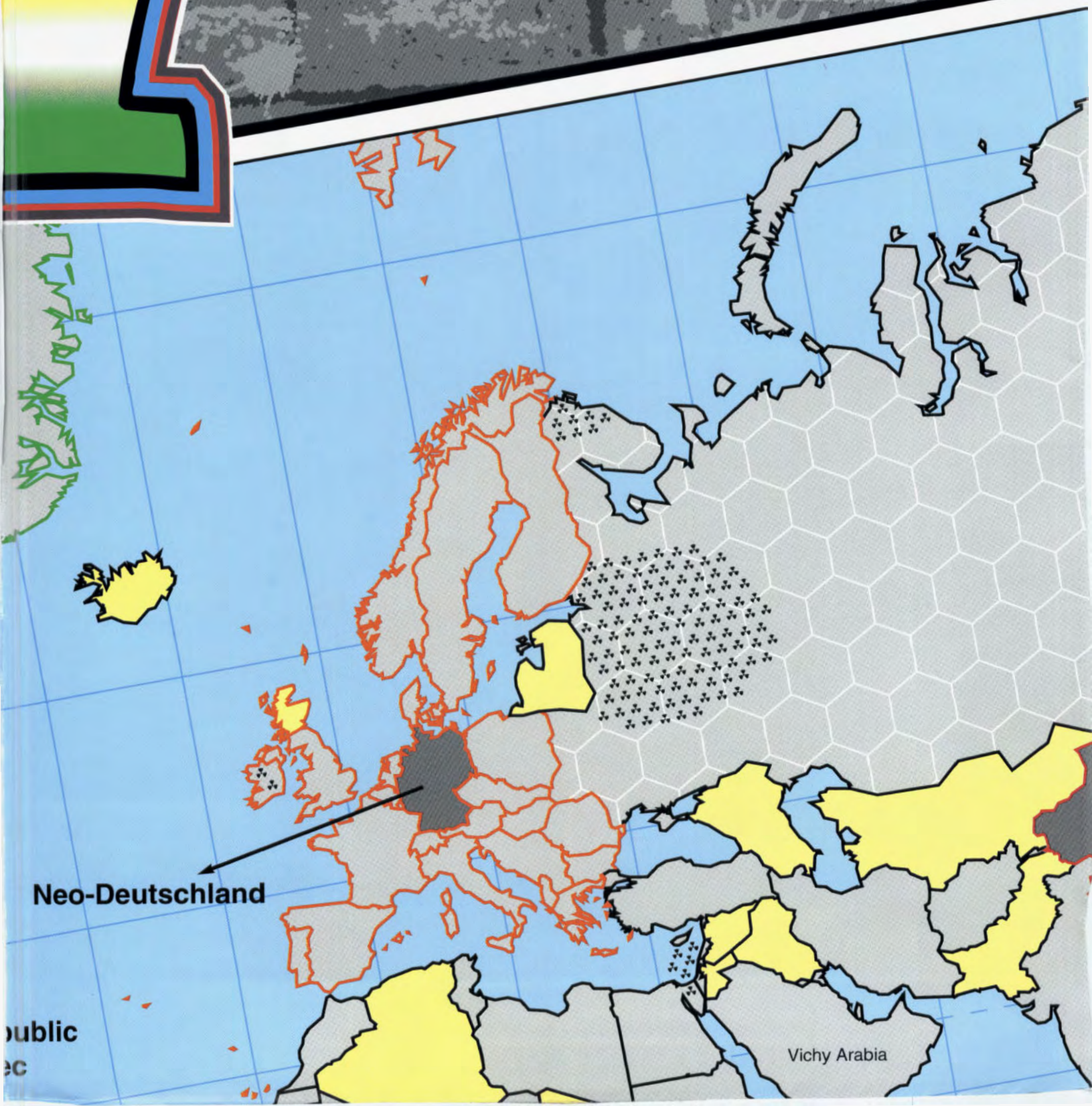


= European Common Market





We the People



Neo-Deutschland

public
ec

Vichy Arabia



Russo-Slavic Grid

Neo-Tibet

China





= Far East Collective



= North American Confederation



= Hot Spot (warfare imminent)



= Nuclear Devastation

Parameters of American Cities

City	Wealth	Safety	Gov. Purity	Quality of Life	Education
Atlanta.....	11	10	7	11	8
Baltimore.....	7	7	7	9	8
Boston.....	7	7	6	9	8
Chicago.....	7	6	4	8	6
Cincinnati.....	6	7	7	8	9
Cleveland.....	6	6	4	8	9
Denver.....	10	8	6	10	10
Havana.....	6	5	3	6	6
Los Angeles.....	6	5	5	4	6
Montreal.....	10	9	5	9	11
Philadelphia.....	6	6	4	7	8
Pittsburgh.....	6	8	6	7	8
New York.....	7	6	4	8	7
San Francisco.....	11	10	5	10	9
Toronto.....	11	10	5	9	9
Washington DC.....	10	15	3	10	14

Parameters of Major Nations

Nation	Wealth	Safety	Gov. Purity	Quality of Life	Education
China.....	8	11	7	8	7
Luna.....	5	5	3	6	6
Neo-Deutschland.....	7	13	5	8	9
Neo-Vatican.....	10	8	6	6	6
New Providence.....	13	13	9	11	7
Quebec.....	6	8	4	6	6
United States.....	7	7	5	9	8



Neo-Vatican

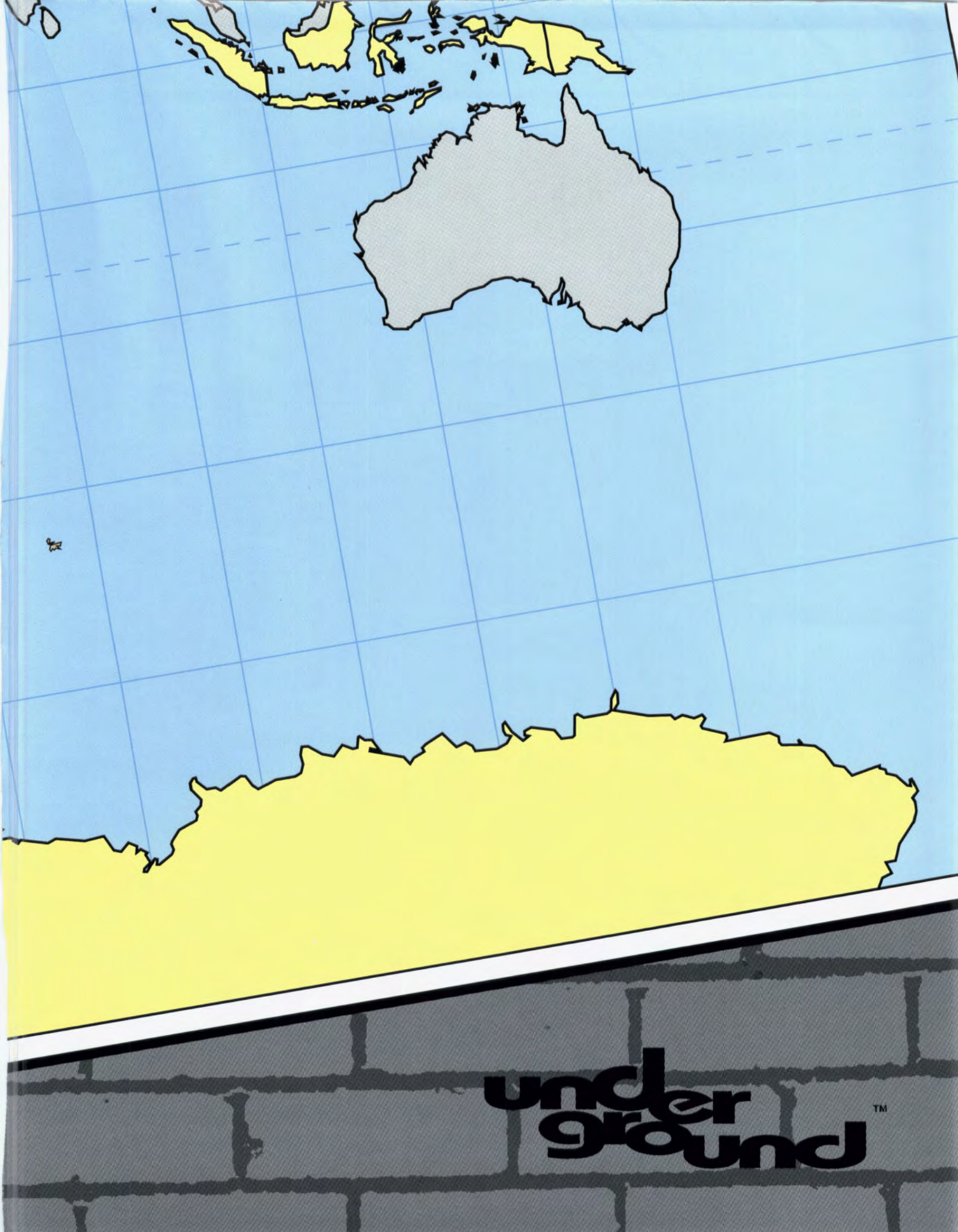
n	Necessities	Take Home Pay
	12	8
	11	9
	11	9
	10	9
	10	9
	11	10
	12	8
	7	11
	6	10
	12	8
	10	9
	11	9
	10	10
	12	8
	12	9
	13	8

n	Necessities	Take Home Pay
	10	8
	8	14
	11	8
	9	10
	13	8
	9	8
	11	9



Rain Forest
National Park

New Providence™



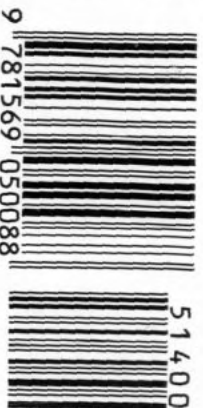
**under
ground** TM



BREAK 'EM OFF SOMETHIN'!

In this package, you'll find playing aids and reference materials designed to help you melt caps in crooked cops and back-stabbing politicians. Contents include:

- A GM Screen filled with charts that come in handy when the drama starts.
- 20 nasty wound stickers to help you remember you've been popped.
- A full-color poster map of the world of 2021 to remind you why the politicians are selling you out.
- And a pad of new, improved character sheets featuring some info we forgot on the originals and designed to fit into the UNDERGROUND NOTEBOOK.



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