

# The Morrow Project Players Guide

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## Creating a Character

### Attributes

In the morrow project the character takes shape through six primary attributes, these are strength, constitution, dexterity, intelligence, charisma and luck. A player is then allowed thirty two points to spend on increasing his or her characters statistics. The chart below shows how many points are needed to obtain a statistic of a certain value. All statistics start at 9.

10	1
11	2
12	3
13	4
14	6
15	8
16	10
17	13
18	15
19	17
20	18

The characters secondary (or derived) attributes can now be determined. The secondary attributes are movement, endurance, structure points (often referred to as hit points) and blood type. The chart below shows how these are determined:

Dexterity	Action Points	Endurance: - Constitution x Dexterity	
0 - 4	1	Structure points: - (Strength x Constitution) + 100	
5 - 8	2		
9 - 13	3		
14 - 18	4		
19 - 20	5		
		Blood Type	1 - 17 + (positive) 18 - 20 - (negative)
		1 - 8	O
		9 - 16	A
		17- 19	B
		20	AB

Your attributes while not limiting your skills do provide a small bonus to them; each skill has a linked attribute, consult the table below to find out the bonus added to each skill. The linked attribute can be used in the absence of the skill. The attribute bonus is a bonus and should not be considered part of the skill value for skill improvement or towards the skill limit of 50 during character generation.

Statistic Value	Bonus to skills
9 - 10	+0
11 - 12	+2
13 - 14	+4
15 - 16	+6
17 - 18	+8
19 - 20	+10

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## Encumbrance

The maximum encumbrance for a character without losing action points is 3.5 x Strength, for each additional 0.5 multiple the character loses one action point and gains an additional point of fatigue for each action.

## Thrown Weapon Ranges

Every thrown weapon from a knife to a grenade has an aerodynamic rating from A to D. The rating denotes a multiplier that combined with strength gives a maximum distance in meters.

A = 4m per Strength point

B = 3.5m per Strength point

C = 3m per Strength point

D = 2.5m per Strength point

## Action points and actions

Each character has an action allowance based on their dexterity after encumbrance; each point can be used over the six second combat round. Below are examples of many movement points each action takes. Note that some actions may take more movement points per round than a character has, simply carry the action on from one round to the next till the action has been completed.

Action	Action points
<b>Change Gun mode</b> - on selective weapons this moves the safety (On/Off, SA or FA). <b>Change position</b> - a character can change from standing, kneeling or prone. <b>Draw/Ready weapon</b> - a character can draw a holstered weapon, knock an arrow to a bow, position a rifle into firing position, draw a melee weapon, pull a grenade pin etc. <b>Eject magazine</b> - a character can eject a magazine from his weapon. <b>Fire weapon</b> - a character can fire a single round at a single target. <b>Fire a short burst</b> - a character can fire a short burst at a single target. <b>Make a called shot</b> - a character can target a specific body part/location, all called shots are made with a -20% penalty. Called shots can be combined with the take aim action. <b>Observe in detail</b> - a character can take the time to observe his surroundings in detail. <b>Reload magazine</b> - a character can reload a magazine into a weapon. <b>Take aim</b> - +5% per action point spent up to a maximum of +20%. <b>Throw weapon</b> - a character can throw a weapon. Note a thrown weapon must be readied first	1
<b>Assemble weapon</b> - attach a scope, screw on silencer etc. <b>Clear weapon</b> - removes a jam from the weapon, work bolt action etc. <b>Fire a medium burst</b> - a character can fire a combination of two short bursts, the bursts do not need to be fired at the same target. <b>Make a melee attack</b> - a character can use an armed or hand-to-hand combat attack. <b>Open door</b> - a character can open a door, window, move aside curtain etc. <b>Prepare Disposable weapon</b> - a character can prepare a disposable weapon for firing. <b>Use item</b> - a character can use a radio, enter simple commands onto a computer, administer a dose from a med kit, insert MP ID card into a reader etc.	2
<b>Aim or re-aim mortar</b> - a character can aim a mortar or re-aim a mortar. <b>Load revolver or belt fed weapon</b> - a character can reload a revolver, shotgun, grenade launcher, M60 etc. <b>Fire a long burst</b> - a character can fire a combination of three short bursts, the bursts do not need to be fired at the same target. <b>Put on a protective mask</b> - a character can don a protective mask. Note... the mask must be readied first. <b>Unpack weapon or item</b> - a character can unpack a weapon; remove a belt of ammunition from a container, place a tripod etc.	3
<b>Reload missile launcher</b> - a character can reload a missile system. A dragon, TOW etc.	6
<b>Don power armour</b> - a character can insert themselves into a powered suit. A "HAAM" suit for example.	30

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## Walking fire

With a medium burst or higher a character can attempt to walk the rounds over a group of targets. To determine the effect of walked rounds take the total number of rounds fired and minus one round for each meter walked. Then using the closest die to the remaining rounds roll to see how many have the possibility of hitting, divide this number by the number of targets then roll for each round individually to see which ones hit. If there are less rounds than target move left to right, if there are more rounds than targets lap move left to right lapping round.

Example: Andy, Neil, Jim and Jason are creeping around the outside of a house, the four project scouts are spread over an area of six meters. This is what Jan has been waiting for and he opens up with a long burst from his M60. The M60 is a LMG and so Jan fires a total of eighteen rounds.  $18 - 6 = 12$ . This tells us that there are twelve rounds remaining in the targeted area. A D12 is then rolled, being the closest die to the number of rounds remaining, to see how many rounds have the possibility of hitting.

Jan rolls a 7 meaning that seven rounds may have hit our unlucky scouts, each scout is assigned one round while the remaining three are assigned from left to right. Andy, Neil and Jim have the chance of being hit by two rounds' while Jason has the chance of being hit by only one round. Jan then rolls for each hit separately; he has a LMG skill of forty-three and rolls the following 22, 56, 43, 23, 59, 67 and 12. This indicates that one round hits Andy, two rounds hit Neil, both rounds miss Jim and the one round hits Jason.

## Suppressive fire

With a long burst a character can lay down a suppressive firing solution, the attacker specifies an area that is to be covered, anyone entering that area has a chance of being hit. Divide the number of rounds fired by the area covered, and then multiply that result by 10. The result is the percentage chance for anyone entering the area covered will be hit. Anyone already in an area that is designated for suppressive fire has a similar chance to be hit whenever they perform an action.

Example: Jan is firing at a nasty bunch of do gooders, he does not want them reaching his companions so he lays down a suppressive firing solution. He decides that the six-meter area slightly to his left is the ideal approach and fills the area full of lead. Jan is firing his trusty M60 so that is eighteen rounds over a six-meter area. Anyone entering the area has a 30%,  $((18/6) \times 10)$ , chance of being hit.

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## Training

Once the primary and secondary attributes have been assigned the player can then move onto the basic skills of his or her Morrow Project character. When initially enrolled in the Project, all personnel will undergo 6 months of basic training. At this time, the following skills will be learned:

Basic training (All personnel)		Recovery Skills (any two)	
Handgun	+20	Animal Husbandry	+30
SMG	+20	Blacksmithing	+30
Rifle	+20	Carpentry	+30
Shotgun	+20	Farming	+30
Hand-to-hand Combat	+20	Masonry	+30
Thrown Weapons	+20	Tailoring	+30
Drive MPV	+20		
First Aid	+20		
Survival	+20		
Instruction	+20		
GPK (General Project Knowledge)	+20		

Following basic training all Morrow Project team members undergo another six months of training, it is during that time that they learn the skills that are required to function together as a Morrow Project Recon squad. By virtue of the broad spectrum of subjects taught to the Morrow Project personnel during team training all members receive a basic grounding in most degree skills.

Reconnaissance Team Training Package (All Recon Personnel)			
Hand Gun	+10	Agriculture	+10
Rifle	+10	Architecture	+10
Survival	+25	Biology	+10
First aid	+20	Chemistry	+10
Reconnaissance	+30	Computer Science	+10
Drive M.P.V.	+20	Economics	+10
Heavy Vehicle Operation	+20	Engineering	+10
Repair Mechanical	+20	Forestry	+10
Crew Served Weapons	+20	Geology	+10
		History	+10
		Linguistics	+10
		Mathematics	+10
		Physics	+10
		Political Science	+10
		Sociology	+10
		Zoology	+10

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## Project Scout – No requisites

Hand Gun (+20)  
SMG (+20)  
Hand-to-hand Combat (+20)  
Stealth (+40)  
Reconnaissance (+20)  
Camouflage (+25)  
Tracking (+25)  
Interrogation (+25)

Available weapon loads  
1, 2, 5, 6, 9, 10, 11, 15 & 18

## Vehicle Specialist – Int 15 & Dex 15

Pilot (+70) – The vehicle specialist can spend 70 points on any pilot skill, no skill can be lower than 10 or higher than 50.

Heavy Vehicle Operation (+15)  
Repair Mechanical (+35)  
Communications (+20)  
Crew Served Weapons (+35)  
Handgun (+10)  
SMG (+10)

Available weapon Loads  
1, 6, 9, 10 & 11

## Field Medic – Int 15 & Con 15

Medical Degree (+40)  
Nursing Degree (+40)  
Pharmacy Degree (+20)  
Veterinary Degree (+30)  
Pathology Degree (+15)  
Lab Techniques (+20)  
Research Techniques (+10)  
Treat Poison (+25)  
Treat Disease (+25)

Available weapon loads  
1, 6, 9, 10 & 11 also receives surgical kit

## Weapon Specialist – Con 15, Str 15, Dex 15 & Int 11

Heavy Weapons  
LMG (+35)  
HMG (+30) or  
Mortar (+30) or  
Laser (+30)  
Rifle (+20)  
Special Weapons  
Grenade Launcher (+30)  
Flame Thrower (+30) or  
Rockets and Missiles (+30)  
Shotgun (+25)  
SMG (+25)

Available weapon Loads  
1 - 20

## First Contact Specialist – Int 15 and Luck 15

Oratory (+30)  
Interrogation (+20)  
Instruction (+30)  
Communications (+20)  
Reconnaissance (+10)  
Handgun (+10)  
SMG (+10)  
Political Science (+40)  
Sociology (+25)

Available weapon loads  
1, 6, 9, 10 & 11

## Field Engineer – Int 15, Con 14 and Dex 14

Engineering Degree (+40)  
Architecture Degree (+20)  
Repair Electrical (+20)  
Repair mechanical(+20)  
Demolitions (+35)  
Communications (+20)  
Camouflage (+20)  
Heavy Vehicle Operation (+20)

Available weapon loads  
1, 6, 7, 9, 11, 15, & 19

After choosing a specialisation the character receives an additional seventy points to spend on skills, either to increase existing skills or to buy new skills. Any new skill must be purchased with at least ten points and no skill can be increased beyond fifty.

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## Skills

### Combat Skills

**ARMED COMBAT** (Str) is the ability to use weapons in melee combat; this skill includes everything from a sharpened toothpick to a flamberge. Note: for armed combat, the basic chance number relates to two actions, an attack and a parry. Parry is blocking, deflecting or otherwise dodging an opponent's attack, only those trained in the skill can parry an opponent.

**BOOBY TRAPS** (Dex) is the ability to use natural items to fashion traps, it also covers the use of claymores and mines.

**DEMOLITIONS** (Int) is the use of explosives; this skill covers everything from plastique to gunpowder. Only those skilled in the use of demolitions can use the skill to set charges correctly and assign the correct amount of explosives, anyone without the skill attempting these feats will use Luck.

**HAND-TO-HAND COMBAT** (Str) is the use of natural weapons with which to strike an opponent, this will include skills from pugilism to modern martial arts. Note: for unarmed combat, the basic chance number relates to two actions, an attack and a parry. Parry is blocking, deflecting or otherwise dodging an opponent's attack, only those trained in the skill can parry an armed opponent.

**HANDGUNS** (Dex) is the ability to fire a pistol or revolver. Examples: HP-35, S&W 27 & S&W 29.

**HEAVY WEAPONS** (Str) is the use of several types of weapons that require special training, the sub skills are Light Machine Gun (Examples: Stoner M203, Stoner M207 & M60), Heavy Machine Gun (Examples: MAG-58, M85C & M2HB), Mortars (Example: M29A1) and Lasers (Example: Mk 2 Man portable laser).

**RIFLE** (Dex) is the ability to fire rifles. Examples: Stoner M23, Stoner M24, M16A1, M21, M203 when rifle mounted.

**SHOTGUNS** (Str) is the ability to use shotguns of all varieties. Examples: High Standard M10A, Atchisson, 40mm M57LE2, Multiple projectile round for M203, M79, and H&K 69A1

**SMG** (Dex) is the ability to fire a submachine gun. Examples: Ingram M10, Uzi

**SPECIAL WEAPONS** (Int) is the use of several types of weapons that require special training, the sub skills are Grenade Launcher (Example: M79, HK69A1, M174E3 & HAFLA-35L), Flamethrower (Example: M9A1-7) and Shoulder Mounted Missiles (Example: M72A2 LAW, ARMBRUST 300, M202A1)

**THROW GRENADE** (Str) is the ability to throw a grenade and identify types of grenades. Any character may simply pull the pin and roll a grenade across a floor.

**THROWN WEAPON** (Dex) is the ability to throw a melee weapon. This skill includes throwing axes and knives.

**CREW SERVED WEAPONS** (Int) is the ability to use crew served weapons and any weapon mounted on a vehicle. Examples: MAG 58, M85C, M2HB, RH202, & M29A1 mortar.

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## Agility Skills

**CLIMB** (Str) is the ability to climb without equipment; trees, rocks, walls, etc. This is assumed to be an impromptu affair.

**JUMP** (Str) this skill covers the likelihood of getting from here to there by means of a jump.

**LOCKPICKING** (Dex) the ability to open various locks with the appropriate tools. Lock picking can take one or more rounds depending on the complexity of the lock.

**STEALTH** ((Dex+Con)/2) is the ability to move silently and to blend in with your surroundings, it encompasses how to correctly walk on a terrain type while making the minimum of noise and how to best use the surrounding terrain to hide yourself.

**SWIM** (Str) all Project personnel can swim. Swim rolls are for unusual circumstances. 100 meters underwater, silently, in the dark, is a good example. Escaping from a sinking V-150 and then making it to shore a mile away is a swim roll situation

## Technical Skills

**DRIVE MPV** (Dex) is the ability to drive wheeled vehicles under adverse conditions, such as driving on ice, entering water, driving at high speeds and driving while under fire. This skill does not cover Articulated Lorries, large modes of public transport and plant vehicles. No skill roll is required for ordinary use.

**DRIVE TRACKED** (Dex) is the ability to drive tracked vehicles under adverse conditions, such as driving on ice, entering water, driving at high speeds and driving while under fire. This skill does not cover plant vehicles. No skill roll is required for ordinary use.

**HEAVY VEHICLE OPERATION** (Dex) this is the ability to drive articulated Lorries, large modes of public transport and plant vehicles.

**PILOT ACV** ((Int+Dex)/2) is the ability to pilot an Air Cushioned Vehicle. No skill roll is required for ordinary use.

**PILOT HELICOPTERS** ((Int+Dex)/2) is the ability to pilot a helicopter. This includes propeller based VTOL aircraft. No skill roll is required for ordinary use.

**PILOT JET** (Int) is the ability to pilot a jet aircraft. No skill roll is required for ordinary use.

**PILOT PROPELLERS** (Dex) is the ability to fly an aircraft with propellers. No skill roll is required for ordinary use.

**PILOT VTOL** ((Int+Dex)/2) is the ability to pilot a VTOL aircraft. Eg. Harrier Jump Jet. No skill roll is required for ordinary use.

**PILOT WATERCRAFT** (Int) is the ability to pilot a waterborne craft, be it powered by outboard engine or sail. No skill roll is required for ordinary use.

**REPAIR ELECTRICAL** (Int) is the ability to fix malfunctioning electrical devices including computers, this also covers the ability to jury rig equipment.

**REPAIR MECHANICAL** (Int) is the ability to fix malfunctioning mechanical devices, this also covers the ability to jury rig equipment.

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## Knowledge Skills

**CARTOGRAPHY** (Int) this is the ability to make maps that are accurate to within a few meters, it is also used to navigate from maps.

**CAMOUFLAGE** (Int) is the art of concealing things over a period of time, vehicles, buildings, or even personnel. Camouflage assumes time and material, and is therefore more effective than hiding from a search

**COMMUNICATIONS** (Int) is the ability to operate a radio and the knowledge of codes and wavelengths. This skill also includes signalling by use of lights, mirrors, flags, hand signals, etc.

**FIRST AID** (Dex) is the ability to do "field repairs" on damaged humans. This is not true medicine. First Aid is given to keep a human alive until real medical aid can be procured. It keeps the human alive it does not heal the victim

**GPK** (Int) this skill represents how much knowledge the character knows about the Morrow Project

**INSTRUCTION** (Int) is the ability to teach others the skills you know. Any attempt to teach a skill requires that the student make an intelligence check, if the resulting roll is less than the student's intelligence then the skill has been learnt and starts at 10%. A teacher's instruction skill is added to a student's intelligence for the purpose of this check. A teacher can then further teach a student in any skill they know, the maximum that can be taught in this way is either half the teachers instruction skill or the skill the teacher is training, whichever is the lower. Teaching a skill requires twenty four hours of study, of which no more than eight hours per day.

**INTERROGATION** (Int) this is the ability to make someone talk "unwilling" If truth serum is being applied a Medical Doctor must be present or major side effects can occur.

**LABORATORY TECHNIQUES** (Int) the knowledge of how to use laboratory equipment and how to obtain information from laboratory experimentation

**LISTEN** (Int) is the likelihood of hearing a particular sound; like the sloshing of a half filled canteen in the dark. Not explosives, gunfire or the like

**RECONNAISSANCE** (Int) the reconnaissance skill consists of determining troop strength and location. The term troop strength applies to tanks, aircraft and other types of vehicles. A failed skill roll can result in an over or under estimation of troop strength and/or size.

**RESEARCH TECHNIQUES** (Int) this is the skill of how to extract and correlate information from various sources, also the ability to document the evidence.

**SURVIVAL** (Con) this is the ability to survive in a hostile environment. This skill will be relevant to the area that the team was assigned to.

**ORATORY** (Chr) is the ability to speak with people who do not know you. This skill is especially important in making a good first impression or in convincing the locals of your point of view. Everything from "We are the liberators of the oppressed" to "Please don't eat me".



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**TRACKING** (Int) is the ability to follow tracks made by other people or things in an outdoor setting. The tracking skill can also be used to determine a number of things being tracked, type of tracks and for covering tracks. Each requires a separate skill roll. The following modifiers are applied depending on the situation.

Tracking Situation	Modifier
Tracks successfully covered	-40 %
Per thing above 1 being tracked	+10 %
Larger than human size	+10 %
Hurried pace (tracker)	-10 %
Slower pace (tracker)	+10 %
Per hour of rain	-20 %
Dawn/twilight	-20 %
In snow (reduced by 10) per hour	+70 %

**TREAT DISEASE** (Int) the art of identifying a disease and treating it. This is medical aid as opposed to first aid.

**TREAT POISON** (Int) is the art of identifying a poison and treating it. This is medical aid as opposed to first aid.

## Recovery Skills

**ANIMAL HUSBANDRY** (Int) all the knowledge of animal kind are at your finger tips, this skill tells you all you need to know about herd animals including how to skin and cure the hides.

**BLACKSMITHING** ((Str+Int)/2) this covers the ability to smelt metal and to manufacture metal goods. It includes the knowledge of how to work with all know metals.

**CARPENTRY** ((Dex+Int)/2) the ability to fashion items out of wood. This includes the ability to make buildings using wood.

**FARMING** (Int) the knowledge of crop rotation and what grains to plant and where. This basically gives you knowledge on how all things are grown, where and when to grow them and tasks need to produce a crop.

**MASONRY** ((Con+Int)/2) this is the ability to fashion bricks and cut stone. This includes the ability to make buildings using brick and stone.

**TAILORING** ((Dex+Int)/2) the skill to fashion items out or materials, this includes who to use cotton and how to cure leather but does not include the skill to skin animals.

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## Degree Skills

**AGRICULTURE** (Int) this skill is composed of knowledge dealing with growing seasons, fertilizers, farm ecology, soil analysis, food plant pathology, etc. Holding this skill does not make the character a farmer, nor can the character necessarily farm. The character does know more about the theory of farming than do most farmers.

**ARCHITECTURE** (Int) is the knowledge of buildings, and styles. The ability to design and layout plans for buildings.

**BIOLOGY** (Int) knowledge of this skill provides the character with knowledge of basic biology. The character will also have a nodding acquaintance with aquatic microbiology and physiology. The character will also be able to perform simple water, soil, and air analysis, identify artificial biological plagues, etc. A score of 40% or higher in this skill gives a bonus to the following skills:

**Treat Poison +05%**  
**Treat Disease +05%**  
**First Aid +10%**

**CHEMISTRY** (Int) the Chemist has a basic familiarity with all large fields of chemistry. This skill places an emphasis on practical combinations of substances to produce desired compounds. Holders of this skill can be expected to know how to produce fertilizers, gunpowder, and mild explosives, glass, etc. But to produce anything the chemist must first have materials to work with.

**COMPUTER SCIENCE** (Int) the holder of this skill has familiarity with hardware assembly, software design, and theory and operation of all major types of computers at the time of freezing. This skill includes the knowledge of all major programming languages and operating systems. The holder of this skill can best be thought of as a top-flight operator, second-string programmer and a third rate designer and builder. Holders of this skill who are Morrow Project personnel are familiar with all MP computers. A score of 40% or higher in this skill will give a bonus to the following:

**Electrical Repair +10%**

**This bonus only applies when using the electronics repair skill in relation to repairing or jury rigging a computer.**

**ECONOMICS** (Int) is emphasis on macroeconomics, capable of micro economics, flow analysis, an ecologist of economic conditions. Not so much concerned with money as with the flow of goods. Not a creator of systems, rather an analyst of existing systems.

**ENGINEERING** (Int) an all round engineer who is capable of mechanical, electrical, structural, or chemical engineering. A builder rather than a theoretician who can handle a variety of modest projects; 30 ft wooden bridges, forge/kiln design and construction, sewage systems, road construction etc. A score of 40% or higher in this skill will grant a bonus to the following skills:

**Repair Electrical +10%**  
**Repair Mechanical +10%**

**FORESTRY** (Int) forest ecology, economics of logging operations, wood types and their uses, growing cycles, tree pathology, etc.

**GEOLOGY** (Int) emphasis on mineral survey; determining what is in an area and the relative difficulty of extraction and refinement for use. The geologist is capable of identifying mineral deposits, their purity and concentration (size of deposit). The geologist is an adequate mining engineer, but by no means an expert on mining operations.

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**HISTORY** (Int) the historian is familiar with the history of human development, both in the U.S. and in the rest of the world. The emphasis here is on the arts of civilization and primitive methods of getting things done, both socially and technically. The possessor of such a skill can be expected to be conversant with primitive law, government, weaving, smelting, candle making, blacksmithing, etc. Although conversant with these skills the possessor is by no means an expert in them. Rather, the possessor can be expected to know the theories behind these skills.

**LINGUISTICS** (Int) is the theory of languages, analysis, roots, structure, etc. This skill is chancy and requires die rolls for ideas more complex than "I am friendly", "don't shoot" etc. Additionally for every week that the skill holder spends in constant contact with the language speakers, he is entitled to a SR for learning the language. This process is not a teaching/learning process. Once the character has learned the language to the point where his knowledge of the language is higher than his linguistic skill level, he then rolls for increase in language on the basis of how well he knows the language; his linguistic skill no longer applies. The linguist must live with the people whose language he is trying to learn. This means living in their community, tribe, etc. with or without other members of the Project in residence.

**MATHEMATICS** (Int) mathematicians are theoreticians of the first water, conversant with the higher forms of mathematics and their more exotic branches.

**Special: Skill holders are able to deal with the mathematical computation portions of problems at a minimum skill level of 40%.**

**MEDICINE** (int) the skill holder has studied medicine. The character is capable of treating disease, surgery, dentistry etc. The skill holder must have the necessary instruments, drugs, etc to be truly effective. This skill grants a bonus to the following skills, these bonuses are not cumulative, you merely use the highest:

**40% *Medical Student*** – you are competent enough to assist a resident doctor but not to be trusted with live human patients save in the direst emergency.

**+20 First Aid**  
**+10 Treat Poisons**  
**+10 Treat Diseases**

**60% *Medical Intern*** - you are almost a doctor but not quite there yet. You can handle most things though only surgery with some luck.

**+45 First Aid**  
**+25 Treat Poisons**  
**+25 Treat Diseases**

**80% *Resident Doctor*** – you are able to deal with all normal medical and surgical problems.

**+80 First Aid**  
**+50 Treat Poisons**  
**+50 Treat Diseases**

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**NURSING** (Int) male or female, of the four year Registered Nurse (RN) program, this skill also includes midwifery. In primitive cultures, midwives will always be female. When a skill level of 40% is reached this skill grants a bonus to the following skills:

- +30% First Aid**
- +15% Treat Disease**

**PATHOLOGY** (Int) this is the science of diseases, their nature, causes, progress and symptoms. It is the ability to treat diseases respectively and to know of the classification, causation, organic changes, symptoms, and cure of diseases. A score of 40% or higher in this skill will give a bonus to the following:

- +20% Treat Disease**

**PHARMACY** (Int) is the production of pharmaceutical products. The skill holder has the knowledge of medicines and their properties, drugs and their effects. The skill holder can make any medicine/drug existent at the time of freezing if given time, equipment, and materials. A score of 40% or higher in this skill will give a bonus to the following:

- +10% Treat Disease**
- +10% Treat Poison**

**PHYSICS** (Int) holders of this skill are assumed to have a working knowledge of all forms of the science, up to and including nuclear physics. Indeed most Project physicists are concerned with nuclear physics. These are not bomb makers. Rather, these specialists are concerned with the preservation of the pre-war nuclear power technology.

**POLITICAL SCIENCE** (Int) the holder of this skill has been provided with an understanding of various political systems and processes. Not necessarily the creator of such systems, but a specialist in analyzing the mechanical processes of government systems. A score of 40% or higher in this skill grants a bonus to the following skill:

- Oratory +05%**

**SOCIOLOGY** (Int) sociologists are specialists in identifying the ways in which people live together in society. Something like narrow gauge political scientists, but more concerned with the how then with the why. The sociologist is an analyst of social mores, expectations, ethnic influences, social history, etc.

**VETERINARY MEDICINE** (Int) is just what the degree traditionally implies, with an added emphasis on farm animals. This includes treatment of disease, surgery, etc. Holders of this skill can practice general medicine at half their skill level in veterinary medicine. Characters that have over 40% in this skill are granted a bonus to the following skills when dealing with animals:

- +40% First Aid**
- +25% Treat Disease**
- +25% Treat Poison**

**ZOOLOGY** (Int) is the study of animal life in general. The zoologist studies the classification, genetic properties, migratory habits, breeding habits, climatic and geographical ranges of animals

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## **Additional Information on skills**

Each skill has listed an attribute, that attribute is used as the default value when the character does not possess the skill. The same attribute is also added to the characters D100 roll when seeing if the skill has improved through use.

## **Improving skills**

Whenever a skill is used successfully it receives an accomplishment mark, each skill may only receive one accomplishment mark per game week. At the end of every game week each skill that is marked is checked for improvement; to see if the skill has improved the player rolls a D100 and must obtain higher than the skills percentage, you may add the value of the attribute associated with the skill to the D100 roll. If a skill has successfully improved the player adds five points to the skill, no skill can ever be improved beyond 95%.

## **Improving Attributes**

Once every game month the character chooses one attribute and rolls a D100, the result is then recorded next to the statistic, when the statistic exceeds 100 the attribute increases by one and the percentage score remaining is left next to the attribute.

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## Appendix

### Weapon loads

<p><b>Load 1</b> Stoner M22 Rifle Browning HP-35 M72A2 Rocket x2 RG-34 Grenade x5 M34 WP x3 Stoner M22 Magazines x5 Browning HP-35 Magazines x5</p>	<p><b>Load 2</b> M16A1 Assault Rifle M203 Grenade Launcher Browning HP-35 40mm HE Grenades x20 40mm CS Grenades x6 M34 WP x2 M16A1 Magazines x5 Browning HP-35 Magazines x5</p>	<p><b>Load 3</b> M21 Sniper Rifle Ingram MAC 10 SMG RG-34 Grenades x4 M34 WP x4 Silencer M98A23 Starlight Scope M21 Sniper Rifle Magazines x5 Ingram MAC 10 Magazines x5</p>	<p><b>Load 4</b> M47 Dragon Missile Launcher Dragon Missiles x3 Ingram MAC 10 SMG RG-34 Grenades x2 M34 WP x2 Ingram MAC 10 Magazines x5</p>	<p><b>Load 5</b> M249 SAW Browning HP-35 RG-34 Grenades x6 M34 WP x4 150 round drum of 5.56 ammunition x4 Browning HP-35 Magazines x5</p>
<p><b>Load 6</b> H&amp;K CAW Shotgun Browning HP-35 RG-34 Grenades x4 M34 WP x4 M25A2 C.S. Grenades x2 H&amp;K CAW Magazine x5 Browning HP-35 Magazines x5</p>	<p><b>Load 7</b> Ingram MAC 10 SMG Browning HP-35 RG-34 Grenades x2 M34 WP x1 Ingram MAC 10 Magazines x5 Browning HP-35 Magazines x5 Plastique 50 (3 KG) Crate 50 Detonators Radio Detonator</p>	<p><b>Load 8</b> M60 Machine Gun Browning HP-35 RG-34 Grenades x6 M34 WP x2 100 round belt of 7.62 ammunition x3 Browning HP-35 Magazines x5</p>	<p><b>Load 9</b> H&amp;K MP5A3 SMG Browning HP-35 RG-34 Grenades x4 M34 WP x2 M72A2 Rocket x2 H&amp;K MP5A3 SMG Magazines x5 Browning HP-35 Magazines x5</p>	<p><b>Load 10</b> SPAS 15 Shotgun Browning HP-35 RG-34 Grenades x8 M34 WP x6 M25A2 C.S. Grenades x5 Spas 12 Magazines x5 Browning HP-35 Magazines x5</p>
<p><b>Load 11</b> Stoner M23 Carbine Browning HP-35 RG-34 Grenades x8 M34 WP x4 M67 Grenades x4 M25A2 C.S. Grenades x2 Stoner M23 Magazines x5 Browning HP-35 Magazines x5</p>	<p><b>Load 12</b> Stoner M207 HMG Browning HP-35 RG-34 Grenades x8 M34 WP x4 M67 Grenades x4 M25A2 C.S. Grenades x2 150 round belt of 5.56 ammunition x4 Browning HP-35 Magazines x5</p>	<p><b>Load 13</b> M9A1-7 Flame- thrower Browning HP-35 M34 WP x4 HAFLA-35L x6 M9A1-7 reloads x3 Browning HP-35 Magazines x5</p>	<p><b>Load 14</b> M60 Machine Gun Ingram MAC 10 SMG RG-34 Grenades x2 HAFLA-35L x4 100 round belt of 7.62 ammunition x3 Ingram MAC 10 Magazines x5</p>	<p><b>Load 15</b> Ingram MAC 10 SMG RG-34 Grenades x4 M34 WP x4 M25A2 C.S. Grenades x2 M72A2 Rockets x3 Magazines x5 Ingram MAC 10 Magazines x5</p>
<p><b>Load 16</b> Stinger Ingram MAC 10 SMG M26A1 Grenades x4 M34 WP Grenades x2 Stinger Missiles x3 Ingram MAC 10 Magazines x5</p>	<p><b>Load 17</b> Armburst 300 Ingram MAC 10 SMG RG-34 Grenades x4 Armburst 300 Reloads x5 Ingram MAC 10 Magazines x5</p>	<p><b>Load 18</b> Ingram MAC 10 SMG HK69A1 Grenade Launcher M26A1 Grenades x4 M7A3 Grenades x2 AN-M14 TH3 Grenades x2 Ingram MAC 10 Magazines x5</p>	<p><b>Load 19</b> Ingram MAC 10 SMG M26A1 Grenades x8 M6 CN-DM Grenades x4 M9A1 BZ Grenades x4 M34 WP Grenades x4 HAFLA-35L x8</p>	<p><b>Load 20</b> Mk 1 Laser mounted on a Stabilising gyro harness with fusion pack. Browning HP-35 Browning HP-35 Magazines x5</p>

## Firearms

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### Handguns and Sub-machine Guns

#### BROWNING HP 35

(Handgun)  
Calibre: 9 x 19 mm  
E-Factor: 9  
Weight (Empty): 0.88 kg  
Range:  
2m / 30m / 70m / 120m / 250m  
Type of Fire: SA  
Recoil: N/A  
Feed Device: 13 round magazine  
Magazine Weight: 0.2 kg  
Notes: May be fitted with a silencer.



#### SMITH & WESSON M29

(Handgun)  
Calibre: 0.44 Magnum  
E-Factor: 13  
Weight (Empty): 1.42 kg  
Range:  
2m / 15m / 30m / 60m / 130m  
Type of Fire: SS  
Recoil: -10 (-15 used one handed)  
Feed Device: 6 round cylinder  
Single round Weight: 0.02 kg per round  
Notes: +3 to E-Factor at point blank and +2 to E-Factor at short range.



#### INGRAM M10

(SMG)  
Calibre: 9 x 19 mm  
E-Factor: 9  
Weight (Empty):  
Range: 2m / 10m / 20m / 50m / 100m  
Type of Fire: SA/FA (3 round burst)  
Recoil: -15 (-25 used one handed)  
Feed Device: 32 round magazine  
Magazine Weight: 0.62kg  
Notes: A very small submachine gun, it can be holstered and fired as a pistol. This weapon is equipped with a silencer.



#### UZI 2

(SMG)  
Calibre: 9 x 19 mm  
E-Factor: 10  
Weight (Empty): 3.6 kg  
Range: 2m / 10m / 20m / 50m / 100m  
Range – with stock: 2m / 20m / 40m / 80m / 180m  
Type of Fire: SA/FA (3 round burst)  
Recoil: -15 (-25 used one handed)  
Feed Device: 32 round magazine  
Magazine Weight: 0.62kg  
Notes: Due to its compact size this weapon can be fired one handed



#### H&K MP5A2

(SMG)  
Calibre: 9 x 19 mm  
E-Factor: 9  
Weight (Empty): 2.54 kg  
Range: 2m / 30m / 80m / 160m / 300m  
Type of Fire: SA/FA (3 round burst)  
Recoil: -5 (-10 used one handed)  
Feed Device: 30 round magazine  
Magazine Weight: 0.50 kg  
Notes: A flashlight is mounted under the barrel of the weapon.



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## Rifles and Carbines

### STONER M23 CARBINE

(Rifle)

Calibre: 5.56 x 45mm

E-Factor: 14

Weight (Empty): 3.7 kg

Range: 2m / 50m / 150m / 300m / 450m

Type of Fire: SA/FA (3 round burst)

Recoil: N/A

Feed Device: 30 round magazine

Magazine Weight: 0.455 kg



### STONER M22

(Rifle)

Calibre: 5.56 x 45mm

E-Factor: 15

Weight (Empty): 3.7 kg

Range: 2m / 120m / 250m / 400m / 600m

Type of Fire: SA/FA (3 round burst)

Recoil: N/A

Feed Device: 30 round magazine

Magazine Weight: 0.455 kg



### M16A1

(Rifle)

Calibre: 5.56 x 45mm

E-Factor: 15

Weight (Empty): 3.18Kg

Range: 2m / 120m / 250m / 400m / 600m

Type of Fire: SA/FA SA/FA (3 round burst)

Recoil: N/A

Feed Device: 30 round magazine

Magazine Weight: 0.455 kg

*Notes: May mount a starlight or telescopic scope along with a M203 grenade launcher.*



### M21 SNIPER RIFLE

(Rifle)

Calibre: 7.62x51mm

E-Factor: 17

Weight (Empty): 5.3kg

Range: 2m / 200m / 500m / 1000m / 2300m

Type of Fire: SA

Recoil: N/A

Feed Device: 20 round magazine

Magazine Weight: 0.68 kg

*Notes: The weapon is equipped with a silencer and telescopic sight. The telescopic sight can be swapped for a starlight scope.*





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## Shotguns

### M10A

(Shotgun)

Calibre: 12 Gauge

E-Factor: 8

Weight (Empty): 3.6 kg

Range: 2m / 30m / 60m / 90m / 150m

Type of Fire: SA

Recoil: - 0 ( -10 when fire one handed)

Feed Device: 5 round magazine

Magazine Weight: 0.4 kg

*Notes: This weapon utilises a folding but stock allowing it to be fired one-handed, a flashlight mounted on the top of the weapon is focused so that where the light beam hits the shot will impact*



### ATCHISSON ASSAULT SHOTGUN

(Shotgun)

Calibre: 12 Gauge

E-Factor: 8

Weight (Empty): 5.2 kg

Range: 2m / 30m / 60m / 90m / 150m

Type of Fire: FA (4 round burst)

Recoil: -10

Feed Device: 20 round drum

Drum Weight: 1.8 kg

*Notes: This weapon is a "machine-shotgun"*



### H&K CAWS SHOTGUN

(Shotgun)

Calibre: 12 Gauge

E-Factor: 10

Weight (Empty): 4.31 kg

Range: 2m / 30m / 70m / 120m / 250m

Type of Fire: SA/FA (4 round burst)

Recoil: - 0 ( -10 in FA mode)

Feed Device: 10 round magazine

Drum Device Wt: 1.2 kg

*Notes: This weapon is classed as a "machine-shotgun" when in FA mode.*



### SPAS 15 SHOTGUN

(Shotgun)

Calibre: 12 Gauge

E-Factor: 10

Weight (Empty): 3.20 kg

Range: 2m / 30m / 70m / 120m / 250m

Type of Fire: SA

Recoil: N/A

Feed Device: 6 round magazine

Feed Device Wt: 0.8kg



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## Light Machine Guns

### STONER MK23

(LMG)

Calibre: 5.56 x 45mm

E-Factor: 14

Weight (Empty): 4.5kg

Range – hand held: 2m / 80m / 150m / 300m / 500m

Range – with bipod: 2m / 200m / 350m / 700m / 1000m

Type of Fire: FA (6 round burst)

Recoil: - 0 ( -5 when fired hand held)

Feed Device: 150 round belt

Magazine Weight: 1.95 kg



### STONER M207

(LMG)

Calibre: 5.56 x 45mm

E-Factor: 15

Weight (Empty): 5.4kg

Range – hand held: 2m / 50m / 150m / 300m / 450m

Range – with bipod: 2m / 200m / 500m / 1000m / 2000m

Type of Fire: FA (6 round burst)

Recoil: - 0 ( -10 when fired hand held)

Feed Device: 150 round belt

Belt Weight: 1.95 kg



### M60

(LMG)

Calibre: 7.62x51mm

E-Factor: 17

Weight (Empty): 10.51kg

Range – hand held: 2m / 150m / 300m / 600m / 900m

Range – with bipod: 2m / 300m / 600m / 1200m / 2600m

Type of Fire: FA (6 round burst)

Recoil: - 0 ( -15 when fired hand held)

Feed Device: 100 round belt

Belt Weight: 2.94 kg

*Notes: If mounted on a tripod a 250 round belt can be used.*



### FN M249 SAW

(LMG)

Calibre: 5.56 x 45 mm

E-Factor: 13

Weight (Empty): 5.72 kg

Range – Hand held: 2m / 80m / 150m / 300m / 500m

Range – With bipod: 2m / 100m / 300m / 550m / 1000m

Type of Fire: FA (6 round burst)

Recoil: - 0 ( -5 when fire fired hand held)

Feed Device: 100 round disintegrating belt or 150 round drum

Drum Device Wt: 3.12 kg

100 Round Belt Wt: 1.47 kg



### M240G

(LMG)

Calibre: 7.62x51mm

E-Factor: 17

Weight (Empty): 11.89 kg

Range – Hand held: 2m / 70m / 150m / 300m / 500m

Range – With bipod: 2m / 100m / 300m / 650m / 1200m

Range – With tripod: 2m / 150m / 400m / 900m / 2000m

Type of Fire: FA (6 round burst)

Recoil: - 0 ( -15 when fired hand held)

Feed Device: 100 round disintegrating belt

100 Round Belt Wt: 2.94 kg



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## Heavy Machine Guns

### MAG 58

(HMG)

Calibre: 7.62x51mm

E-Factor: 17

Weight (Empty): 10.58

Range – with bipod: 2m / 300m / 600m /  
1200m / 2600m

Type of Fire: FA (10 round burst)

Recoil: N/A

Feed Device: 100 round belt

Belt Weight: 2.94kg

*Notes: Can only be fire when mounted on a tripod, this weapon is normally mounted on vehicles.*



### M85C

(HMG)

Calibre: 12.7x45mm

E-Factor: 30

Weight (Empty): 13.05kg

Range – with tripod: 2m / 200m / 500m /  
1000m / 2000m

Type of Fire: FA (10 round burst)

Recoil: N/A

Feed Device: 105 round belt

Belt Weight: 13.05 kg

*Notes: A short barrelled .50 calibre machine gun, usually fitted to vehicles but can be fired from a tripod.*



### M2HB

(Crew Served Weapon)

Calibre: 12.7x45mm

E-Factor: 30

Weight (Empty): 38.1 kg

Range – with tripod: 2m / 300m / 650m /  
1300m / 2800m

Type of Fire: FA (10 round burst)

Recoil: N/A

Feed Device: 105 round belt

Belt Weight: 13.05 kg

*Notes: Due to the weight of this weapon it will either be mounted on a tripod or a vehicle. Due to its size and heavy recoil it takes twice as long to setup and requires a crew of three.*



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## Grenade Launchers

### M79 GRENADE LAUNCHER

(Grenade Launcher)  
Calibre: 40mm  
E-Factor:\*  
Weight (Empty): 2.72 kg  
Range: NA / 40m / 125m / 250m / 400m  
Type of Fire: SS  
Recoil: N/A  
Feed Device: break open manual loading  
Grenade Weight: 0.27kg

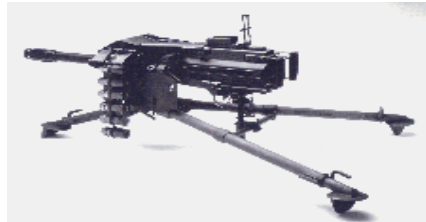
\* Notes: will fire any 40mm grenade, can also fire a gas powered grapple hook with line to a height of 150m. The hook without a line weighs 2.25kg)



### M174E3

(Grenade Launcher)  
Calibre: 40mm  
E-Factor:\*  
Weight (Empty): 7.25 kg  
Range: NA / 120m / 250m / 400m / 600m  
Type of Fire: SS/FA (4 round burst)  
Recoil: - 0 (-25 when fire fired hand held)  
Feed Device: 12 round drum  
Grenade Weight: 0.27kg

\* Notes: will fire any 40mm grenade, this weapon can be either tripod mounted or hand-held. If fired while hand held this weapon suffers a -25% hit modifier.



### HAFLA-35L

(Grenade Launcher)  
Calibre: 35mm  
E-Factor: N/A  
Burst Radius: 5m  
Weight (Empty): 0.625 kg  
Range: 2m / 25m / 50m / 70m / 70m  
Type of Fire: SS  
Recoil: N/A  
Feed Device: 3 round disposable launcher  
3 round Weight: 1.85 kg  
Notes: A single shot disposable launcher firing an incendiary shell. The shell burns at 1,300c for 120 seconds.



### M203

(Grenade Launcher)  
Calibre: 40mm  
E-Factor:\*\*  
Weight (Empty): 1.36 kg  
Range: NA / 30m / 100m / 200m / 300m  
Type of Fire: SS  
Recoil: N/A  
Feed Device: single action manual loading  
Grenade Weight: 0.27kg

Notes: This grenade launcher uses the rifle skill to fire; both weapons can be used simultaneously; however the grenade launcher will not fire unless it is attached to a rifle.



### HK69A1

(Grenade Launcher)  
Calibre: 40mm  
E-Factor:\*  
Weight (Empty): 2.72 kg  
Range: NA / 40m / 125m / 250m / 400m  
Type of Fire: SS  
Recoil: N/A  
Feed Device: break open manual loading  
Grenade Weight: 0.27kg

\* Notes: will fire any 40mm grenade, has a folding stock and when folded can be placed in a pistol holster.



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## Rockets and Missiles

### M72A2 LAW

(Shoulder fired Rocket)

Calibre: Explosive Warhead

Dpw: 533

Weight : 2.37 kg

Range: N/A / 50m - 149m / 150m / 300m / 450m

Type of Fire: SS

Recoil: N/A

Feed Device: disposable rocket

Notes: *Back blast of 5m x 5m*



### ARMBRUST 300

(Shoulder fired Rocket)

Calibre: Explosive Warhead

Dpw: 533

Weight : 6.3.kg

Range: N/A / 50m - 149m / 150m / 300m / 450m

Type of Fire: SS

Recoil: N/A

Feed Device: disposable rocket

Notes: *Back blast of 1m x 1m*



### M47 DRAGON

(Shoulder fired Missile)

Calibre: Explosive Warhead

Dpw: 3120

Weight : 14.6.kg

Range: N/A / 65m - 149m / 150m / 300m / 450m

Type of Fire: SA

Recoil: N/A

Feed Device: 3 round disposable magazine

Magazine Weight: 34.5 kg

Notes: *The target must stay in sight for the guided missile to hit.*



### M220 TOW

(Crew Served Weapon)

Calibre: Explosive Warhead

Dpw: 3120

Weight : 78.5.kg

Range: N/A / 65m - 149m / 150m / 300m / 450m

Type of Fire: SA

Recoil: N/A

Feed Device:

Notes: *The target must stay in sight for the guided missile to hit, the missile is wire guided and if the wire breaks the missile goes out of control. This system requires a crew of at least two.*



## **Vehicle weapons**

### **RH202**

(Crew Served Weapon)

Calibre: 20mm

E-Factor: 57

Weight (Empty): 81.5kg

Range : 20m / 500m / 1000m / 2000m /  
5000m

Type of Fire: FA (10 round burst)

Feed Device: 100 round belt

Belt Weight : 41.7 kg

*Notes: A vehicle mounted "machine-cannon", it can fire HE, AP or IN rounds.*

*The value given is for AP.*

