

Modified Version of Morrow Project

Version 4.5

Collection from other sources

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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:

Endurance: - Constitution x Dexterity		
Structure points: - (Strength x Constitution) + 100		
<i>Blood Type</i>		1 – 17 + (positive) 18 – 20 - (negative)
1 – 8	O	Blood Points: (Strength x Constitution)/2
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 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 $3.5 \times \text{Strength}$, 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

M26A1, M7A3 CS, M9A1 BZ, MK3A2

B = 3.5m per Strength point

M6 CN-DM, M112 C4, Small throwing knives

C = 3m per Strength point

AN-M8 HC, M34 WP, KCB-70

D = 2.5m per Strength point

AN-M14 TH3, Morrow Assault Blade

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 targets 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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Skill Levels and Levelling

To curb the creation of ultimate god-like characters a skill point to level is necessary. Here it is:

Level 1 to level 50 costs 1 skill point per level point

Level 51 to level 75 costs 2 skill points per level point

Level 76 to level 98 costs 3 skill points per level point

Experience Points and Applications

A typical adventure will give the average player a fair amount of experience points. The amount given ranges from ten to twenty-five or even thirty if the group does well, per person is then applied (divide total experience by number of players).

Uses of experience points:

Raise a **combat** skill by one level (ratio does not apply here) = 2 experience points

Raise a **tech** skill by one level (ratio does not apply here) = 3 experience points

Raise a **recovery** skill by one level (ratio does not apply here) = 1 experience point

Raise a **knowledge** skill by one level (ratio does not apply here) = 4 experience points

Raise a **agility** skill by one level (ratio does not apply here) = 1 experience point

Raise a **degree** skill by one level (ratio does not apply here) = 6 experience points

Raise a **stat** by one level = 12 experience points

Pre-Life Skills

Every member of Morrow Project started out with a base amount of skills in which to college, the military, police, and then into Morrow. Here are the choices and the player may spend a maximum of 20% level points per skill with a starting pool of 70 skill points

Skills: Armed Combat, Carpentry, Climb, Computer Ops, Drive Wheeled, First Aid, Hand-to-Hand Combat, Handgun, Jump, Listen, Repair Mechanical, Rifle, Shotgun, Survival, Swim, Thrown Weapon

College Degrees

Every Morrow team member is required to have some type of college education before joining the Project. So here is a chart to determine the education level of the member.

Chance	College Level(s)
1 to 5	B.S.
6 to 8	M.S. or two B.S.'s
9 to 10	PhD. or M.S. and B.S. or three B.S.'s

B.S. degree has a level of 40%

M.S. degree has a level of 60%

PhD. degree has a level of 80%

Progression Skills: 8d10 to go in any skill with a maximum of 20% and a minimum of 5%

Languages (Int)

Everybody starts out with their primary language at 60%.

Everybody gets a second language at 10% to represent the extra language learned in High School *

For each BA/BS degree you get one language at 20% or add 20% to an existing language

For each MA/MS degree you get one language at 30% or add 30% to an existing language

For each PH.D you get one language at 40% or add 40% to an existing language

*If your primary language is not English then you must choose English as this language to represent taking the "English as a second language" course in High School. All others can choose from Spanish, French, or German.

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Military Training

Now some Project team members will be trained by military and have served in/or out of combat for the United States. Each team has a percentile in which they have probably served.

Type of Team	Veteran	Combat Veteran	Special Forces
Recon	60%	30%	15%
MARS	80%	40%	20%
Science	30%	15%	8%
Intelligence	40%	20%	10%
Medical	20%	10%	5%
Transportation	40%	20%	10%

Veteran: Handgun, Rifle, Light Machine Gun, Grenade Launcher, Shoulder Mounted Missile, Armed Combat, Hand-to-Hand Combat, Booby-Traps, First Aid, Cartography, Camouflage, Survival, Tracking, Stealth, Jump, Swim, Climb, Drive Wheeled all at 10%

Combat Veteran: Add 10% to any three: Handgun, Rifle, Shotgun, Submachine Gun, Heavy Weapons, Special Weapons, or Armed Combat

Add 10% to any four: First Aid, Camouflage, Stealth, Cartography, Reconnaissance, Survival, Tracking, or Climb

Special Forces: Handgun, Rifle, Heavy Weapons (pick two), Special Weapons (pick two) are at +20%. Armed Combat, Swim, Cartography, First Aid, Survival, Interrogation, Demolitions, and Stealth are at +15%

Choose Either:

Enlisted: Rifle, Heavy Weapons, Armed Combat, First Aid, Hide, Climb, Jump, and Swim at +5&

Officer: Oratory and Camouflage at +5%. Handgun, Special Weapons and Cartography at +10%

Law Enforcement Training

Type of Team	Patrol Cop	Drug Prevention	SWAT
Recon	80%	60%	25%
MARS	80%	60%	40%
Science	60%	30%	15%
Intelligence	60%	40%	20%
Medical	40%	20%	10%
Transportation	50%	25%	13%

Patrol Cop: Handgun, Shotgun, Hand-to-Hand Combat, First Aid, Climb, Drive Wheeled, Jump all at 10%

Drug Prevention: Add 10% to any three: Handgun, Shotgun, Armed Combat, Special Weapons, or Hand-to-Hand Combat.

Add 10% to any Four: First Aid, Camouflage, Stealth, Cartography, Reconnaissance, Interrogation, Oratory, Climb, Communication

SWAT: Handgun, Submachine Gun, Special Weapons (pick two) are at 20%, Armed Combat, Climb, Cartography, First Aid, Survival, Interrogation, Demolitions, and Stealth are at 15%.

Rank is determined by DM

Progression Skills: 6d10 to go in any skill with a maximum of 20% and a minimum of 5%

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Initial Morrow Project Basic 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
Submachine Gun	+20	Blacksmithing	+30
Rifle	+20	Carpentry	+30
Shotgun	+20	Farming	+30
Hand-to-Hand Combat	+20	Masonry	+30
Thrown Grenade	+20	Tailoring	+30
Drive Wheeled	+20		
First Aid	+20		
Survival	+20		
Instruction	+20		
GPK (General Project Knowledge)	+20		
Cartography	+20		
Communications	+20		
Swim	+20		
Heavy Weapons – All	+20		
Special Weapons – All	+20		

Progression Skills: 8d10 to go in any skill with a maximum of 20% and a minimum of 5%

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. For higher degrees, Morrow brought the use of trans-brain storage or brain taping. This greatly increases the amount of information the Project member could learn and store.

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Reconnaissance Teams are the first teams to be wakening to explore the surrounding area of interest to determine safety for the other teams, like Science or Medical.

Reconnaissance Team Training

Handgun	+10
Submachine Gun	+10
Survival	+25
First Aid	+20
Drive Wheeled	+20
Reconnaissance	+30
Repair Mechanical	+20
Stealth	+20
Communications	+20

Scout/Pointman

Handgun	+20
Submachine Gun	+20
Hand-to-Hand Combat	+20
Stealth	+40
Reconnaissance	+20
Camouflage	+25
Tracking	+25
Interrogation	+25

Vehicle Scout

Drive Wheeled	+40
Repair Mechanical	+25
Communications	+20
Handgun	+15
Submachine Gun	+15
Light Machine Gun	+20
Survival	+25
Cartography	+30

Recon Sharpshooter

Rifle	+25
Camouflage	+35
Submachine Gun	+15
Stealth	+30
Cartography	+20
Hand-to-Hand Combat	+15
Communications	+10
Drive Wheeled	+20

Recon Medic

Degree: Medical	+40
Degree: Pharmacy	+20
Lab Techniques	+20
Research Techniques	+10
Treat Poison	+15
Treat Disease	+15
Handgun	+10
Submachine Gun	+10

Recon Engineer

Degree: Architecture	+40
Repair Electrical	+20
Demolitions	+20
Communications	+25
Camouflage	+15
Handgun	+15
Stealth	+10
Heavy Vehicle Operation	+40

Infiltration Specialist

Armed Combat	+20
Camouflage	+20
Communication	+20
Handgun	+20
Hand-to-Hand Combat	+15
Submachine Gun	+20
Stealth	+35
Lockpicking	+25

Progression Skills: 6d10 to go in any skill with a maximum of 20% and a minimum of 5%

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MARS Teams are the firepower of the teams. Backing up Recon mostly, but due come to the rescue of other teams. Usually the hard-core combats are the ones that are in MARS.

MARS Team Training

Armed Combat	+15
Camouflage	+20
Crew Served Weapons	+15
Stealth	+20
Handgun	+15
Hand-to-Hand Combat	+15
Rifle	+15
Special Weapons	+15
Throw Grenade	+10
Heavy Weapons	+15

Hand-to-Hand Specialist

Armed Combat	+25
Hand-to-Hand Combat	+35
Listen	+20
Stealth	+25
Survival	+20
Swim	+20
Thrown Weapon	+25
Climb	+15

Sniper Specialist

Armed Combat	+10
Camouflage	+30
Climb	+15
Handgun	+15
Stealth	+30
Rifle	+35
Survival	+15

Weapons Specialist

Handgun	+25
Rifle	+25
Heavy Weapons	+25
Special Weapons	+25
Throw Grenade	+20
Thrown Weapon	+20
Stealth	+20
Communications	+15

HAAM Suit Specialist

Climb	+20
Laser	+25
Pilot HAAM Suit	+50
Repair Mechanical	+25
Shotgun	+20
Stealth	+20
Communications	+15
Hand-to-Hand Combat	+25

Demolitions Expert

Repair Electrical	+20
Camouflage	+20
Demolitions	+40
Handgun	+15
Booby Traps	+30
Climb	+15
Rifle	+20
Communications	+15

Heavy Weapons Specialist

Armed Combat	+15
Cartography	+15
Crew Served Weapons	+25
Heavy Weapons	+30
Repair Mechanical	+10
Rifle	+15
Special Weapons	+25
Communications	+15

Progression Skills: 6d10 to go in any skill with a maximum of 20% and a minimum of 5%

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Science Teams are one the biggest backbones to the awakened teams. Carrying many degrees, they are the experts at rebuilding a new world.

Science Team Training

Communications	+20
Handgun	+15
Lab Techniques	+25
Research Techniques	+25
Shotgun	+15
Swim	+15
Computer Ops	+20
Hand-to-Hand Combat	+10
Cartography	+15
Throw Grenade	+10

History Expert

Degree: History	+60
Degree: Sociology	+40
First Aid	+15
GPK	+40
Handgun	+15
Interrogation	+20
Shotgun	+20

Biological Specialist

Computer Ops	+15
Degree: Biology	+60
Degree: Zoology	+40
Handgun	+10
Lab Techniques	+25
Research Techniques	+20
Survival	+30

Computer Science Specialist

Computer Ops	+25
Degree: Computer Science	+60
Degree: Engineering	+40
Handgun	+10
Repair Electrical	+30
Shotgun	+25
Research Techniques	+15
Communications	+15

Chemistry Specialist

Computer Ops	+15
Degree: Chemistry	+60
Degree: Engineering	+40
Lab Techniques	+20
Research Techniques	+20
Shotgun	+20
First Aid	+15
Communications	+15

Nuclear Science Specialist

Computer Ops	+15
Degree: Chemistry	+40
Degree: Engineering	+40
Degree: Physics	+40
Repair Electrical	+30
Shotgun	+20
Lab Techniques	+15
Communications	+15

Recovery Specialist

Degree: Agriculture	+40
Animal Husbandry	+20
Blacksmithing	+25
Carpentry	+30
Farming	+20
Shotgun	+15
Masonry	+20
Communications	+15

Progression Skills: 8d10 to go in any skill with a maximum of 20% and a minimum of 5%

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Every society needs its medicine-men (and women). Medical teams provide the growth affect to small towns and even the ravaged cities. Disease and cancers can be controlled by the best of Medical.

Medical Team Training

Computer Ops	+30
First Aid	+30
Handgun	+10
Hand-to-Hand Combat	+10
Lab Techniques	+20
Armed Combat	+15
Treat Disease	+15
Treat Poison	+15

Medical Doctor

Degree: Biology	+40
Degree: Medicine	+80
Degree: Pharmacy	+40
Handgun	+15
Lab Techniques	+20
Survival	+20
Drive Wheeled	+15

Veterinarian

Degree: Biology	+40
Degree: Pharmacy	+40
Degree: Veterinary	+80
Handgun	+20
Lab Techniques	+20
Survival	+20
Swim	+15

Nurse

Degree: Pharmacy	+40
Degree: Medicine	+40
Degree: Nursing	+40
Degree: Biology	+40
First Aid	+20
Handgun	+15
Communications	+15

Dentist

Degree: Dentistry	+60
Degree: Pharmacy	+40
Handgun	+20
Lab Techniques	+20
Survival	+20
Drive Wheeled	+15
First Aid	+15

Progression Skills: 9d10 to go in any skill with a maximum of 20% and a minimum of 5%

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Wherever there is a threat, the Intelligence teams are the ones who can determine strengths and weaknesses of the enemy or just the people that make up a community.

Intelligence Team Training

Computer Ops	+15
Communication	+10
First Aid	+10
Handgun	+15
Hand-to-Hand Combat	+10
Research Techniques	+20
Shotgun	+20
Stealth	+15

First Contact Specialist

Oratory	+25
Interrogation	+20
Communications	+15
Reconnaissance	+15
Handgun	+15
Shotgun	+15
Degree: Political Science	+40

Cryptography Expert

Degree: Linguistics	+60
Communications	+40
Computer Ops	+30
Handgun	+15
Listen	+30
Research Techniques	+20
First Aid	+10

Intelligence Analyst

Cartography	+25
Communications	+20
Computer Ops	+20
Handgun	+15
Research Techniques	+20
Interrogation	+25
Hand-to-Hand Combat	+15

Logistics Specialist

Degree: Economics	+40
Oratory	+30
Handgun	+20
Repair Mechanical	+25
Repair Electrical	+25
Blacksmithing	+30
Survival	+20

Progression Skills: 7d10 to go in any skill with a maximum of 20% and a minimum of 5%

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Vehicle drivers are needed to assist every team member in getting him or her around the ground, air, or even water.

Transportation Team Training

Three Pilot or Drives	+40
Crew Served Weapons	+25
Survival	+20
Handgun	+20
Rifle	+15
Communications	+25
Repair Mechanical	+30
Heavy Weapons	+20

Wheeled Vehicle Expert

Drive Wheeled	+35
Handgun	+15
Survival	+15
Repair Mechanical	+25
Heavy Weapons	+15
Blacksmithing	+25
Cartography	+20

Tracked Vehicle Expert

Drive Tracked	+35
Handgun	+15
Repair Mechanical	+25
Heavy Weapons	+15
Crew Served Weapons	+20
Cartography	+20
Communications	+15

Watercraft Expert

Pilot ACV	+40
Pilot Watercraft	+40
Repair Mechanical	+30
Handgun	+15
Cartography	+20
Communications	+15
Heavy Weapons	+20

Fixed Wing Expert

Pilot Jet	+40
Pilot Propellers	+40
Repair Mechanical	+30
Repair Electrical	+30
Handgun	+15
Crew Served Weapons	+25
Survival	+20

Rotary Wing Expert

Pilot Helicopter	+40
Crew Served Weapons	+25
Handgun	+10
Repair Mechanical	+30
Survival	+20
Cartography	+25
Communications	+15

Progression Skills: 7d10 to go in any skill with a maximum of 20% and a minimum of 5%

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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) are the ability to use natural items to fashion traps, it also covers the use of claymores and mines.

DEMOLITIONS (Int) are 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) are 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) are 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.

HIDE (Int) is the ability to conceal one's self for a brief amount of time, usually a round or two. This is unlike Camouflage where one can conceal self for long periods of time. Best used during combat.

Technical Skills

DRIVE WHEELED (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 HAAM SUIT ((Int+Dex)/2) is the ability to pilot a HAAM Suit, power armour. 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/OBSERVATION (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 outdoors 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 microeconomics, 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.

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

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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

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

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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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Ammunition Packaging:

9mm: 72 rounds per carton, 20 cartons per box, 2 boxes per crate, total loose ammo: 2,880 round; crate: 52kg

.357 Magnum: 50 rounds per carton, 12 cartons per box, 2 boxes per crate, total loose ammo: 2,500 rounds; crate: 42kg

.44 Magnum: 50 rounds per carton, 12 cartons per box, 2 boxes per crate, total loose ammo: 1,200 rounds; crate: 43kg

5.56N: 20 rounds per carton, 41 cartons per box, 2 boxes per crate, total loose ammo: 1,640 round; crate: 31kg

5.56N Linked: 150 rounds per bandoleer, 4 bandoleers per box, 2 boxes per crate: total belts: 8; crate: 31kg

7.62N: 20 rounds per carton, 23 cartons per box, 2 boxes per crate: total loose ammo: 920 rounds; crate: 31kg

7.62N Linked: 100 rounds per bandoleer, 2 bandoleers per box, 4 boxes per crate: total belts: 8; crate: 35kg

12 gauge 00 Buck: 25 rounds per carton, 20 cartons per crate: total loose ammo: 500 rounds; crate: 40kg

20mm Linked: 100 rounds per belt, 1 belt per crate; crate: 43kg

12.7mm Linked: 105 rounds per belt, 1 belt per box, 2 boxes per crate; crate: 37.6kg

40mm HE Grenades: 6 rounds per bandoleer, 12 bandoleers per crate; crate: 26kg

40mm HEDP Grenades: 6 rounds per bandoleer, 12 bandoleers per crate; crate: 26kg

40mm CS Gas Grenades: 24 rounds per crate; crate: 11.8kg

40mm Multiple Projectile Grenade: 12 rounds per bandoleer, 12 bandoleers per crate; crate: 43kg

M26A1 Fragmentation Grenades: 30 per crate; crate: 23.4kg

M34 WP Grenades: 16 per crate; crate: 19kg

AN-M8 HC Smoke Grenades: 16 per crate; crate: 18.5kg

M6 CN-DM Gas Grenades: 16 per crate; crate: 15.8kg

M7A3 CS Gas Grenades: 16 per crate; crate: 13.5kg

AN-M14 Thermite Grenades: 16 per crate; crate: 21.2kg

MK3A2 Explosive Grenades: 20 per crate; crate: 20.3kg

M16A1 Antipersonnel Mines: 4 per crate; crate: 20.25kg

M18A1 Claymore Mine: 6 per crate; crate: 23.9kg

Firearms

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.



HK Mk 23 OHWS
(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: 15 round magazine
Magazine Weight: 0.3 kg
Notes: May be fitted with a silencer



UZI
(SMG)
Calibre: 9 x 19 mm
E-Factor: 9
Weight (Empty): 3.6 kg
Range: 2m / 13m / 27m / 54m / 108m
Type of Fire: SA/FA (3 round burst)
Recoil: -10 (-20 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



IMI Desert Eagle 44 Magnum
(Handgun)
Calibre: 0.44 Magnum
E-Factor: 13
Weight (Empty): 1.8 kg
Range:
2m / 15m / 30m / 60m / 130m
Type of Fire: SA
Recoil: -5 (-15 used one handed)
Feed Device: 9 round magazine
Magazine Weight: 0.85 kg



Colt Auto Super
(Handgun)
Calibre: 9 x 19 mm
E-Factor: 9
Weight (Empty): 1.10 kg
Range:
2m / 20m / 50m / 100m / 200m
Type of Fire: SA/FA (4 round burst)
Recoil: -5
Feed Device: 16 round magazine
Magazine Weight: 0.35 kg



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.



IMI Desert Eagle 357 Magnum
(Handgun)
Calibre: 0.357 Magnum
E-Factor: 10
Weight (Empty): 1.76 kg
Range:
2m / 17m / 39m / 72m / 165m
Type of Fire: SA
Recoil: -5 (-15 used one handed)
Feed Device: 9 round magazine
Magazine Weight: 0.75 kg



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.



HK UMP
(SMG)
Calibre: 9 x 19 mm
E-Factor: 10
Weight (Empty): 2.9 kg
Range: 2m / 20m / 40m / 80m / 160m
Type of Fire: SA/FA (3 round burst)
Recoil: -5 (-15 used one handed)
Feed Device: 45 round magazine
Magazine Weight: 0.852kg



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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: -10

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

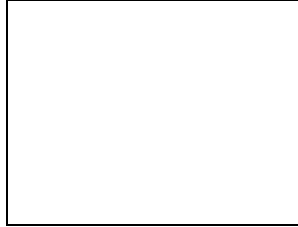
Range: 2m / 120m / 250m / 400m / 600m

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

Recoil: -5

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: -5

Feed Device: 30 round magazine

Magazine Weight: 0.455 kg

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



M4

(Rifle)

Calibre: 5.56 x 45mm

E-Factor: 15

Weight (Empty): 3.18Kg

Range: 2m / 52m / 160m / 350m / 470m

Type of Fire: SA/FA (5 round burst)

Recoil: -10

Feed Device: 30 round magazine

Magazine Weight: 0.455 kg

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



HK G36

(Rifle)

Calibre: 5.56 x 45mm

E-Factor: 15

Weight (Empty): 3.18Kg

Range: 2m / 150m / 280m / 400m / 550m

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

Recoil: -5

Feed Device: 40 round magazine

Magazine Weight: 0.56 kg

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



HK G63

(Rifle)

Calibre: 7.62 x 51mm

E-Factor: 17

Weight (Empty): 8.15Kg

Range: 2m / 250m / 480m / 670m / 900m

Type of Fire: SA/FA (10 round burst)

Recoil: -10

Feed Device: 70 round drum

Magazine Weight: 0.56 kg

Notes: May mount a starlight or telescopic scope



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.



Barrett M82A1

(Rifle)

Calibre: 12.5x45mm

E-Factor: 30

Weight (Empty): 15.8kg

Range: 2m / 325m / 650m / 1300m / 2600m

Type of Fire: SA

Recoil: -20

Feed Device: 10 round magazine

Magazine Weight: 4.2 kg

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



Barrett Payload Rifle M92A3

(Rifle)

Calibre: 20mm

E-Factor: Varies

Weight (Empty): 13.23kg

Range: na / 67m / 134m / 268m / 536m

Type of Fire: SA

Recoil: -30

Feed Device: 6 round magazine

Magazine Weight: 0.68 kg

Notes: The weapon is equipped with a 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.



MOSSBERG 590 SHOTGUN

(Shotgun)

Calibre: 12 Gauge

E-Factor: 10

Weight (Empty): 3.15 kg

Range: 2m / 25m / 60m / 90m / 150m

Type of Fire: Pump

Recoil: N/A

Feed Device: 9 round tube



SPAS 12 SHOTGUN

(Shotgun)

Calibre: 12 Gauge

E-Factor: 10

Weight (Empty): 3.20 kg

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

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

Recoil: N/A

Feed Device: 9 round tube



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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 (5 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 (5 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 (5 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 (5 round burst)

Recoil: - 0 (-5 when 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 (5 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

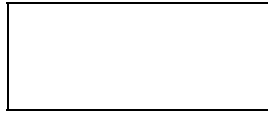
Type of Fire: FA (10 round burst)

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

(HMG)

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

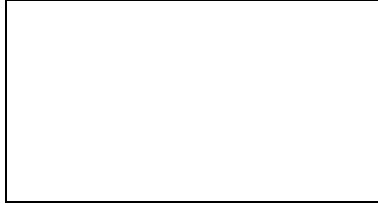
Type of Fire: SS

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

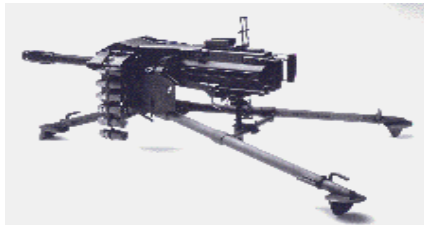
Type of Fire: SS/FA (4 round burst)

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 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

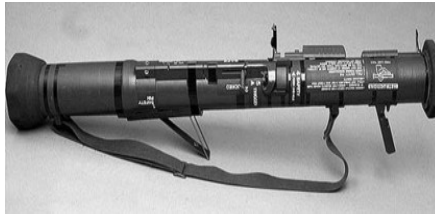
M72A2 LAW

(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.



M202 Flash Launcher

(Shoulder fired Rocket)
Calibre: 66mm HEAT
Dpw: 750
Weight: 5.3.kg
Range: N/A / 45m / 135m / 270m / 540m
Type of Fire: SS
Recoil: N/A
Magazine: 4 rockets
Feed Device: reload able rocket
Notes: Back blast of 2m x 1m



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Special Weapons

Mk2 Assault Laser Weapon

(Heavy Weapon)

Calibre: 10mm

E-Factor: Continuous: 90, Pulse: 60

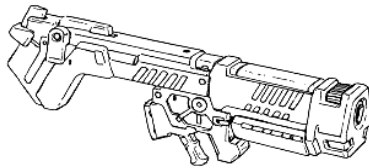
Weight (Empty): 15.6kg

Range: 10m / 125m / 250m / 500m / 1000m

Type of Fire: Continuous or Pulse

Feed Device: Backpack Fusion Pack

Pack Weight: 24.2 kg



Mk3I HAAM Laser Weapon

(Heavy Weapon)

Calibre: 10mm

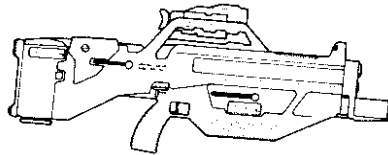
E-Factor: Continuous: 70, Pulse: 45

Weight (Empty): 25.5kg

Range: 10m / 125m / 250m / 500m / 1000m

Type of Fire: Continuous or Pulse

Feed Device: HAAM Power Supply



Mk4 HAAM Assault Shotgun

(Shotgun)

Calibre: 4 gauge

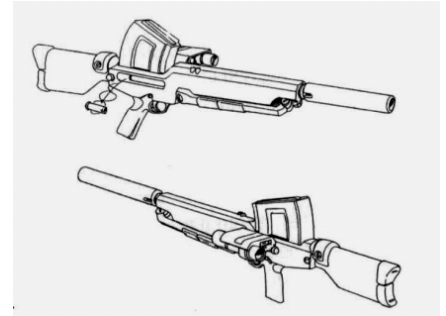
E-Factor: 16

Weight (Empty): 36.8kg

Range: 2m / 40m / 90m / 180m / 360m

Type of Fire: SA

Feed Device: 40 magazine



AN/PRC-68B Radio

Weight: 1.5kg

Battery Life: 36 days (fusion cell)

Effective Range: 2.5km



AN/PVS-15 Nightvision Goggles

Weight: 0.650kg

Battery Life: 7 days (fusion cell)

Effective Sight Range: 800m

Flash Sensitive



Stinger M99A34 Day/Night Scope

Weight: 0.75kg

Battery Life: 10 days (fusion cells)

Effective Sight Range, Day: 2.5km

Effective Sight Range, Night: 1.1km



Coyote Laser Rangefinder/Target Dot

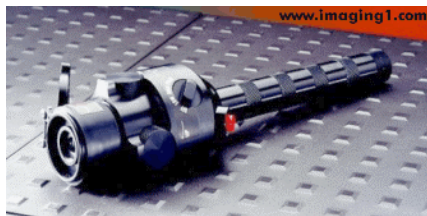
Weight: 0.23kg

Battery Life: 20 days (fusion cell)

Effective Range, Day: 1.8km

Effective Range, Night: 1.1km

This is mountable on Submachine Guns, Rifles, and Shotguns



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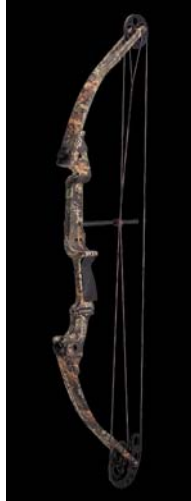
Morrow Assault Crossbow - 30

(Armed Combat)
Calibre: 5.5mm
E-Factor: 6
Weight: 4.28kg
Range: 2m / 18m / 55m / 120m / 215m
Type of Fire: Draw
Feed Device: 6 bolt magazine



Morrow Assault Compound Bow -25

(Armed Combat)
Calibre: 5.8mm
E-Factor: 4
Weight (Empty): 2.80 kg
Range: 2m / 12m / 60m / 110m / 190m
Type of Fire: Draw
Feed Device: 12 arrow magazine



Morrow Assault Compound Bow - 26

(Armed Combat)
Calibre: 5.8mm
E-Factor: 4
Weight (Empty): 2.7 kg
Range: 2m / 10m / 50m / 100m / 170m
Type of Fire: Draw
Feed Device: 12 arrow magazine



Morrow KCB-70 Knife

(Armed Combat)
Blade Length: 13.2cm
E-Factor: 4
Weight: 0.77kg
Range: Close



Morrow Assault Blade

(Armed Combat)
Blade Length: 32.5cm
E-Factor: 6
Weight: 1.55kg
Range: 1m



Morrow Assault Sword

(Armed Combat)
Blade Length: 85cm
E-Factor: 7
Weight: 2.56kg
Range: 2m



M26A1 Fragmentation

(Throw Grenade)
Weight: 0.448kg
Fuse Delay: 4 sec
Burst Radius: 15m
E-Factor: 4



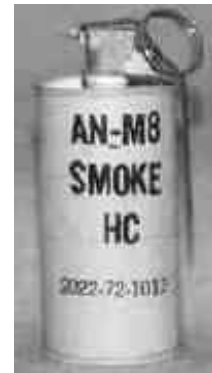
M34 White Phosphorus

(Throw Grenade)
Weight: 0.756kg
Fuse Delay: 4 sec
Burst Radius: 35m
E-Factor: Burn (2700C @ 60 sec)



AN-M8 HC Smoke

(Throw Grenade)
Weight: 0.672kg
Fuse Delay: 2 sec
Burst Radius: 120 sec



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M7A31 CN-DM Gas
(Throw Grenade)
Weight: 0.476kg
Fuse Delay: 2 sec
Burst Radius: 60 sec



M7A3 CS Gas
(Throw Grenade)
Weight: 0.434kg
Fuse Delay: 2 sec
Burst Radius: 60 sec



AN-M14 Thermite
(Throw Grenade)
Weight: 0.896kg
Fuse Delay: 2 sec
E-Factor: 2200C @ 40 sec



MK3A2 Explosive
(Throw Grenade)
Weight: 0.437kg
Fuse Delay: 4 sec
Burst Radius: 2m
DPW: 500



M18A1 Claymore
(Demolitions)
Weight: 1.6kg
Burst Radius: 100m by 50m
E-Factor: 4



M16A1 Antipersonnel Mine
(Demolitions)
Weight: 3.6kg
Burst Radius: 30m
E-Factor: 4



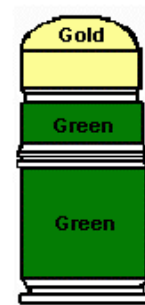
M19 Antitank Mine
(Demolitions)
Weight: 12.6kg
Burst Radius: 45m
DPW: 1200



M381 High Explosive 40mm
(Grenade Launcher)
Min. Range: 30m
Max Range: 400m
Burst Radius: 5m
E-Factor: 4



M433 HE Dual Purpose 40mm
(Grenade Launcher)
Min. Range: 30m
Max Range: 400m
Burst Radius: 5m
E-Factor: 120



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M576E2 Multiple Projectile 40mm

(Grenade Launcher)
Min. Range: 0m
Max Range: 50m
E-Factor: 4



M651 CS Gas 40mm

(Grenade Launcher)
Min. Range: 30m
Max Range: 400m
Burst Radius: 10m
E-Factor: 2



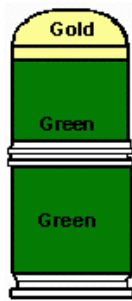
M874D2 WP 40mm

(Grenade Launcher)
Min. Range: 30m
Max. Range: 400m
Burst Radius: 25m
E-Factor: 2700C for 50 sec



M235E4 Thermite 40mm

(Grenade Launcher)
Min. Range: 30m
Max. Range: 400m
Burst Radius: 4m
E-Factor: 3800C for 120 sec



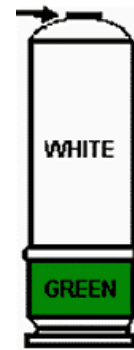
M458A3 Flechette 40mm

(Grenade Launcher)
Min. Range: 0m
Max Range: 150m
Burst Radius: 150m x 75m
E-Factor: 15



M908E5 Parachute Flare 40mm

(Grenade Launcher)
Min Range: 40m
Max Range: 550m
Illumination Radius: 350m
Burn Time: 180 sec

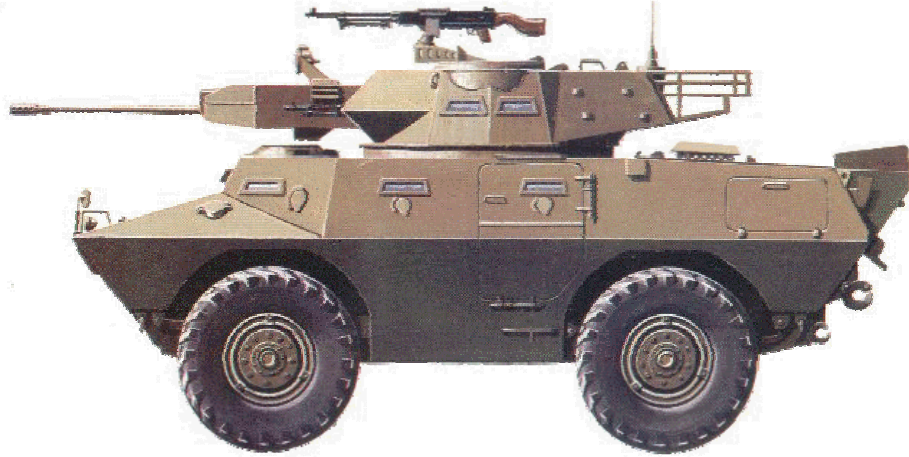


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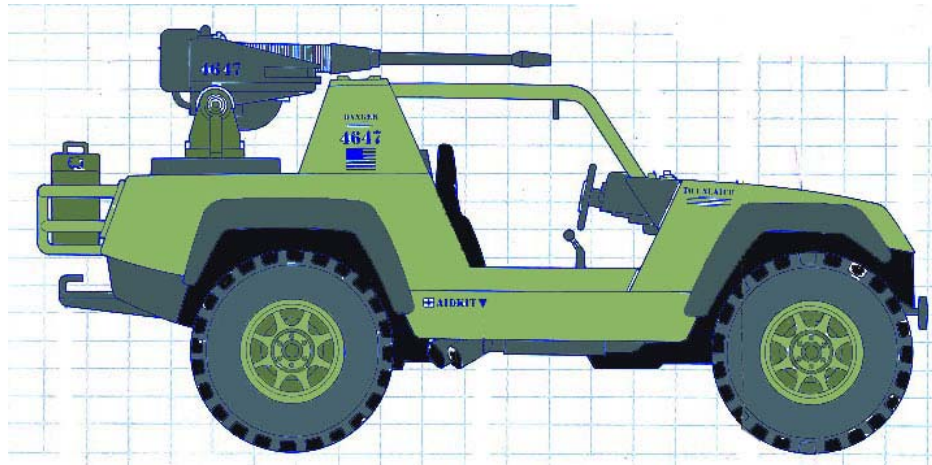
Cadillac Gage V150 Commando with Bushmaster

Crew: 4 Length: 5.69m Width: 2.26m Height to Turret Top: 2.54m Ground Clearance: 0.381m
Turning Radius: 8.382m Max Road Speed: 88kph Water Speed: 4.8kph
Gradient: 60% Vertical Obstacle: 0.609m Trench: 0.5m
Armour Class: 100 Armament: Rh 202 20mm Cannon, M60 Machine Gun



Ford Motor Company Multipurpose Assault Vehicle

Crew: 2 Length: 4.35m Width: 2.12m Height: 2.1m Ground Clearance: 0.28m
Turning Radius: 5.56m Max Road Speed: 200kph Forging Depth: 1.125m
Gradient: 71% Vertical Obstacle: 0.451m Trench: 0.4m
Armour Class: 40 Armament: Twin 12.7x99mm Machine Guns

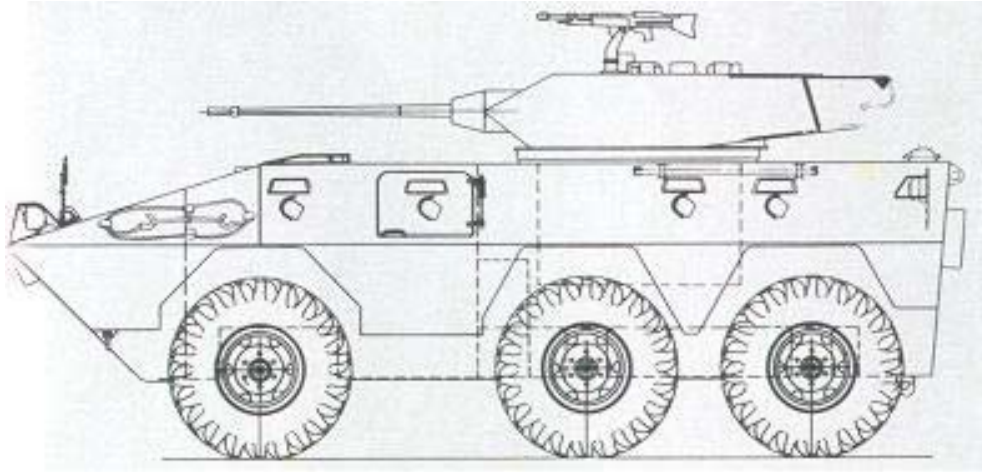


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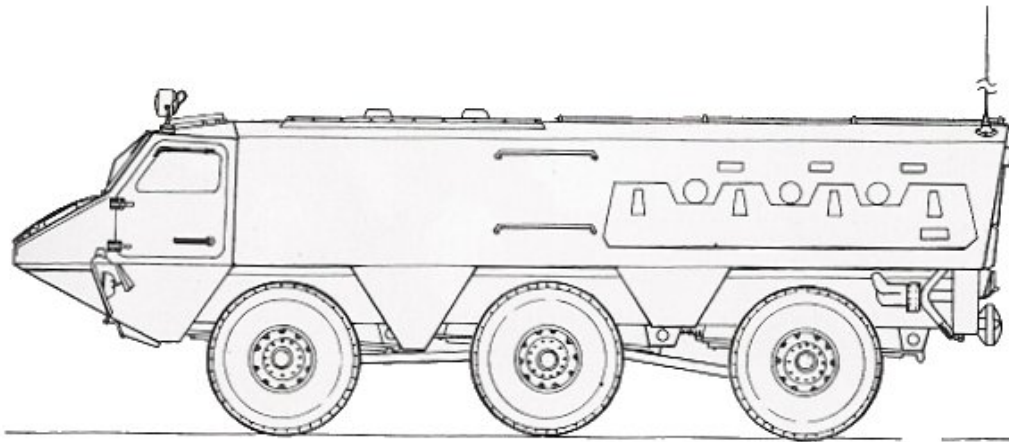
Cadillac Gage V300 with Bushmaster

Crew: 3 Passengers: 4 Length: 6.41m Width: 2.54m Height to Turret Top: 2.69m Ground Clearance: 0.381m
Turning Radius: 10.0m Max Road Speed: 92kph Water Speed: 5.2kph
Gradient: 60% Vertical Obstacle: 0.61m Trench: 0.5m
Armour Class: 100 Armament: Rh 202 20mm Cannon, M60 Machine Gun



Chrysler XA-180 Light Armoured Vehicle

Crew: 1 Passengers: 5 Length: 8.21m Width: 2.68m Height: 2.78m Ground Clearance: 0.381m
Turning Radius: 11.3m Max Road Speed: 85kph Water Speed: 7.1kph
Gradient: 70% Vertical Obstacle: 0.43m Trench: 0.5m
Armour Class: 75 Armament: M60 Machine Gun

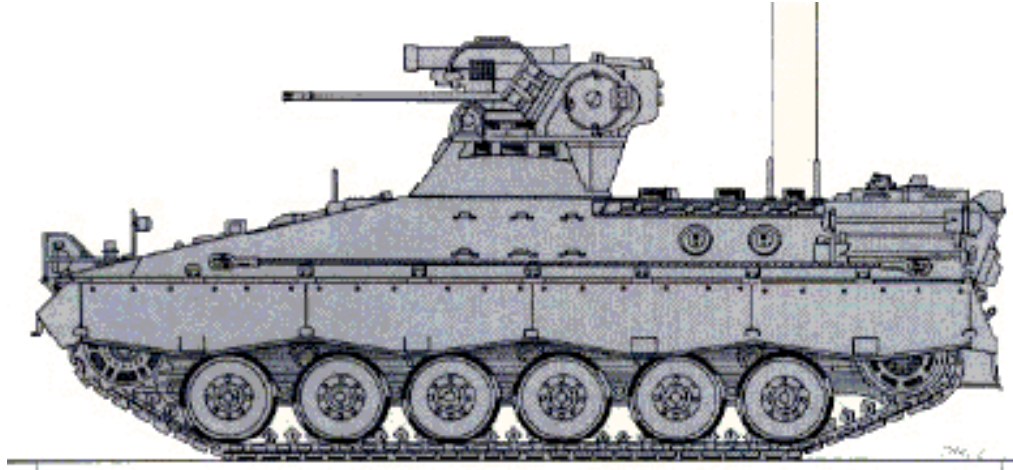


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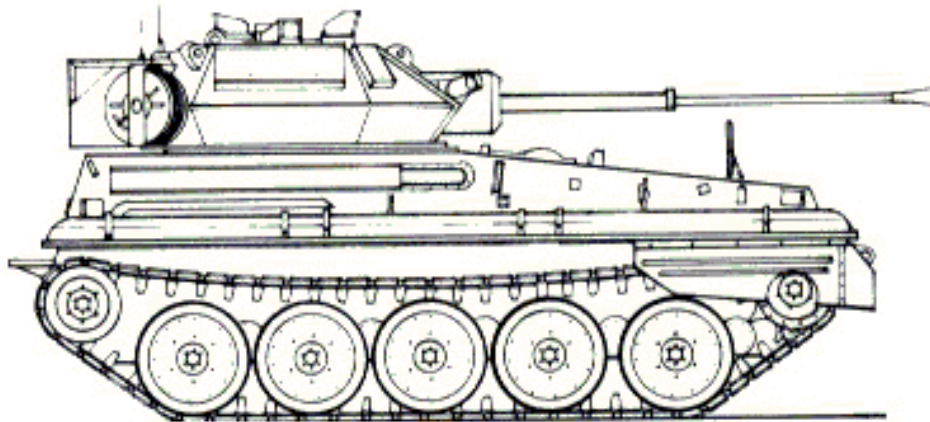
Ford Marder G85 with Bushmaster

Crew: 2 Passengers: 4 Length: 7.2m Width: 2.64m Height to Turret Top: 3.1m Ground Clearance: 0.324m
Turning Radius: 4.1m Max Road Speed: 90kph Forging Depth: 1.85m
Gradient: 72% Vertical Obstacle: 0.52m Trench: 1.8m
Armour Class: 250 Armament: Rh 202 20mm Cannon, Armburst Launcher



Cadillac Gage V300 with Bushmaster

Crew: 2 Length: 4.3m Width: 2.35m Height to Turret Top: 2.25m Ground Clearance: 0.32m
Turning Radius: 3.5m Max Road Speed: 85kph Water Speed: 3.1kph
Gradient: 62% Vertical Obstacle: 0.45m Trench: 1.1m
Armour Class: 200 Armament: Rh 202 20mm Cannon

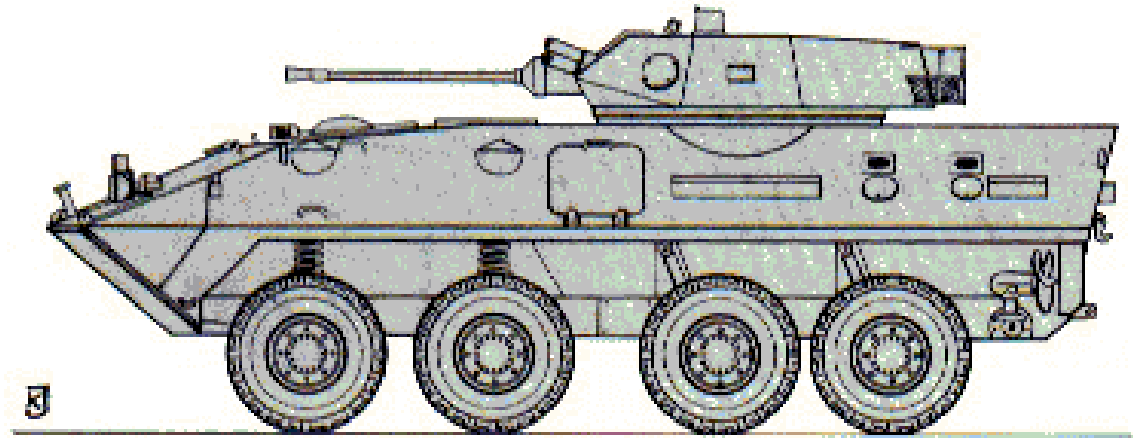


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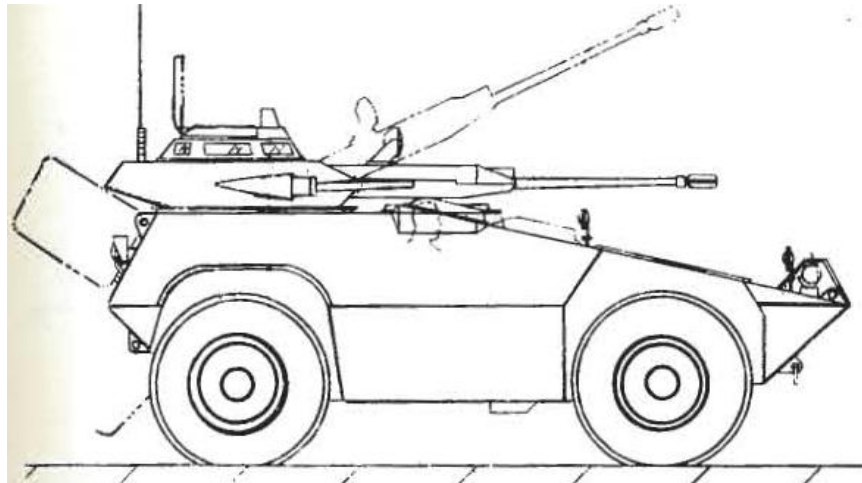
Cadillac Gage LAV-25 with Bushmaster

Crew: 3 Passengers: 4 Length: 8.35m Width: 2.65m Height to Turret Top: 3.25m Ground Clearance: 0.452m
Turning Radius: 12.4m Max Road Speed: 150kph Water Speed: 8.3kph
Gradient: 80% Vertical Obstacle: 0.43m Trench: 0.5m
Armour Class: 100 Armament: Rh 202 20mm Cannon, M2HB Machine Gun



Cadillac Gage Commando Scout

Crew: 2 Length: 4.69m Width: 2.16m Height to Turret Top: 2.06m Ground Clearance: 0.381m
Turning Radius: 7.62m Max Road Speed: 96kph Fording Depth: 1.168m
Gradient: 60% Vertical Obstacle: 0.61m Trench: 0.25m
Armour Class: 100 Armament: Rh 202 20mm Cannon, MAG-58

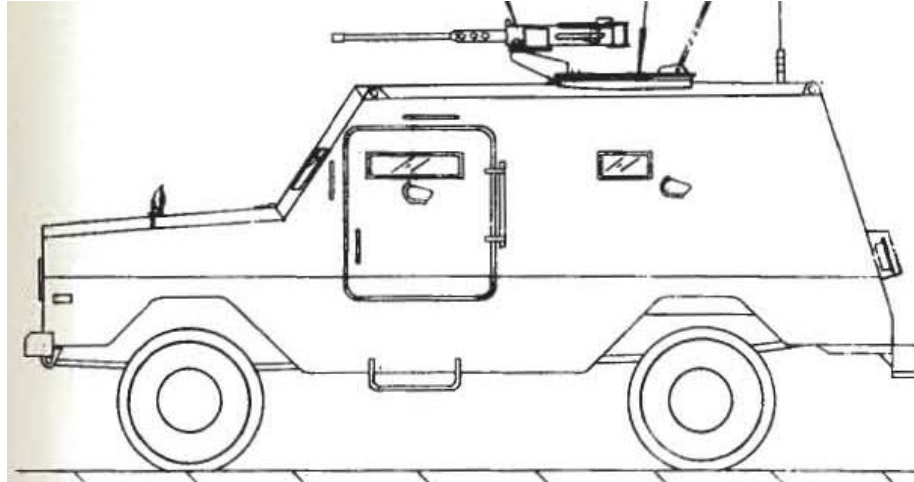


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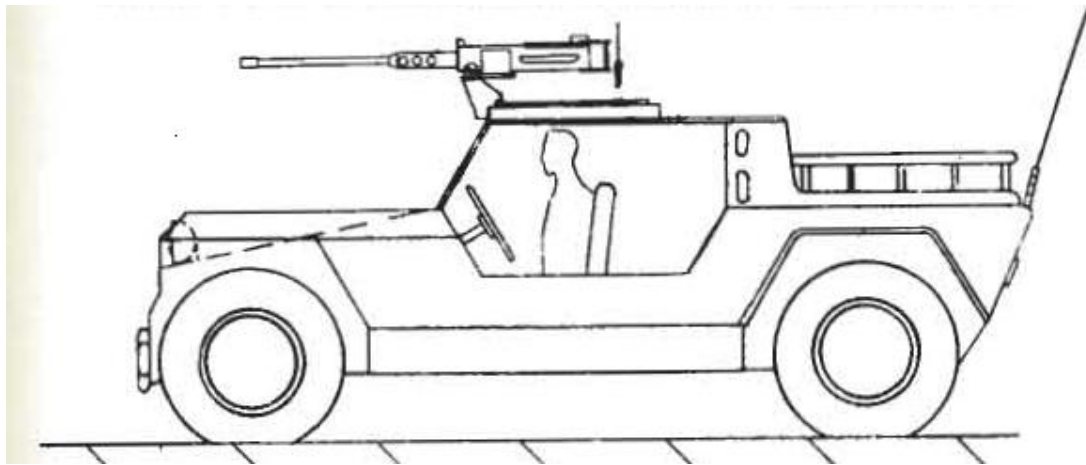
Cadillac Gage Commando Ranger

Crew: 2 Passengers: 6 Length: 5.34m Width: 2.16m Height: 2.41m Ground Clearance: 0.23m
Turning Radius: 7.93m Max Road Speed: 112kph Fording Depth: 0.762m
Gradient: 60% Vertical Obstacle: 0.254m Trench: 0.25m
Armour Class: 100 Armament: M2HB Machine Gun



GMC XR311 Assault Vehicle

Crew: 2 Length: 4.34m Width: 1.93m Height: 1.6m Ground Clearance: 0.335m
Turning Radius: 6.51m Max Road Speed: 130kph Fording Depth: 0.75m
Gradient: 60% Vertical Obstacle: 0.2m Trench: 0.25m
Armour Class: 35 Armament: M2HB Machine Gun

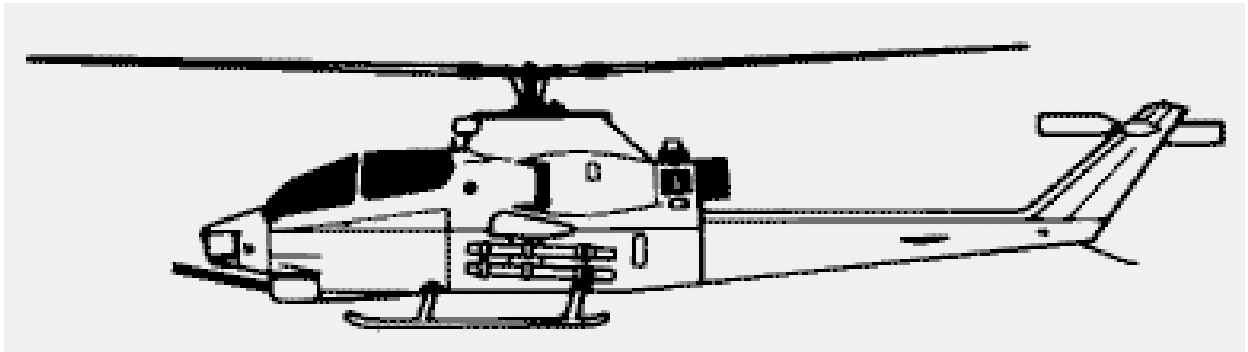


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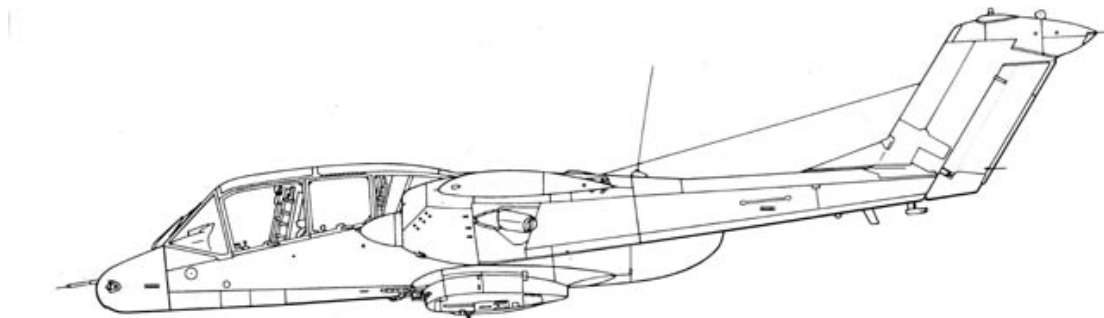
Lockheed AH-1D Cobra

Crew: 2 Length: 11.8m Width: 2.68m Height: 4.10m Rotor Diameter: 10.5m
Max Takeoff Weight: 3,600kg Max Road Speed: 250kph Min Speed: Hover
Rate of Climb: 1,200m/minute Service Ceiling: 8,500m Range: 900km
Armour Class: 80 Armament: 1xM134 Minigun, 4xStinger Missile Launchers, 4xTOW Launchers, 2xMultiple Rocket Pods

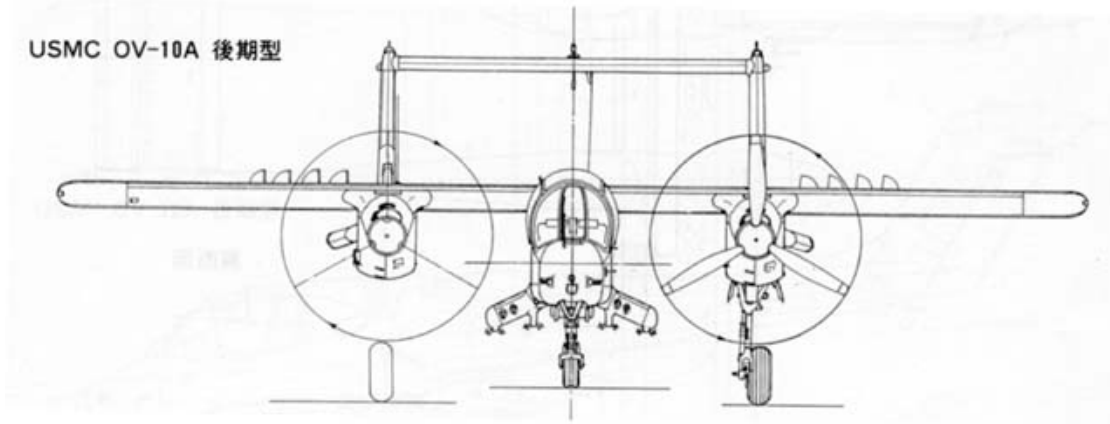


Grumman OV-10 Bronco

Crew: 2 Length: 10.2m Width: 9.4m Height: 4.6m
Max Takeoff Weight: 4,000kg Max Air Speed: 400kph Min Speed: 45kph
Rate of Climb: 3,400m/minute Service Ceiling: 9,400m Range: 2,600km
Armour Class: 95 Armament: 4xM2HB's and 3,000kg of Pylon Ordnance



USMC OV-10A 後期型

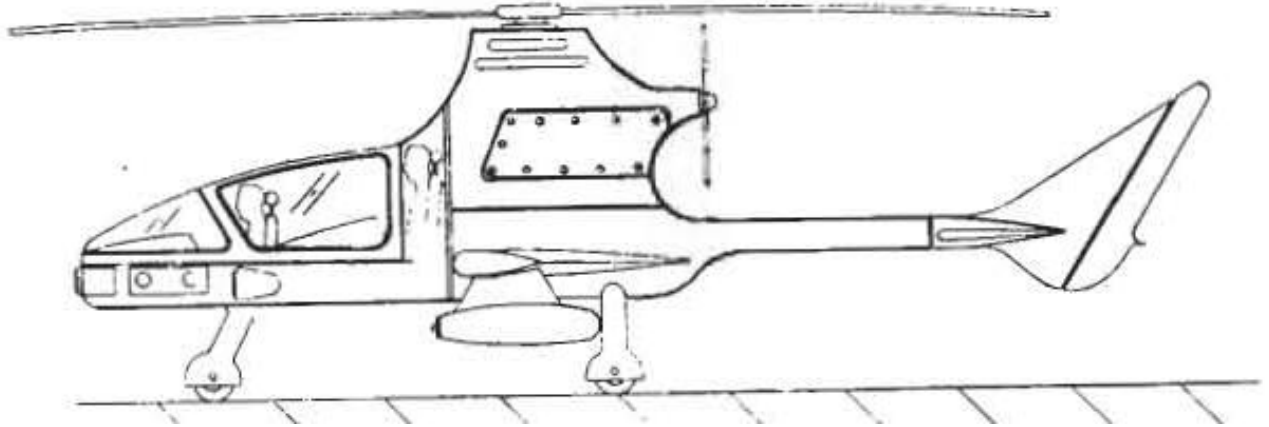


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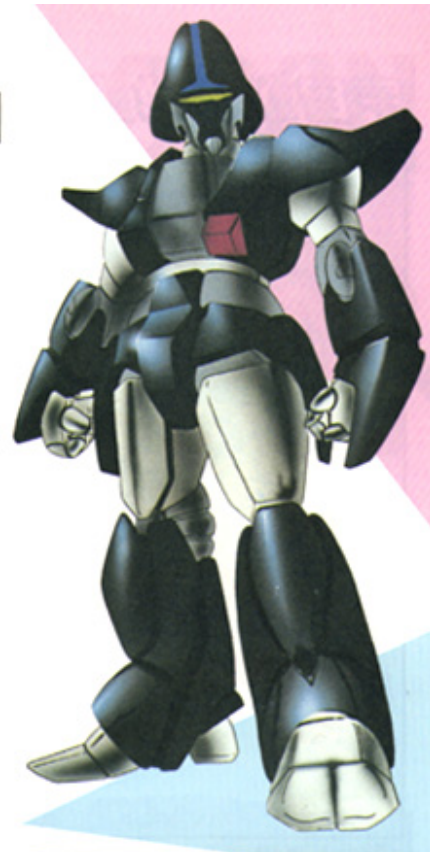
Grumman Airscout

Crew: 2 Length: 3.71m Width: 1.64m Height: 2.34m Rotor Diameter: 7.01m
Max Takeoff Weight: 510kg Max Road Speed: 185kph Min Speed: 24kph
Rate of Climb: 213m/minute Service Ceiling: 4256m Range: 1,800km
Armour Class: 40 Armament: 2xM207's, 2x2.75in Rocket Pods



General Electric HAAM Suit

Crew: 1 Height: 2.134m Weight: 800kg
Max Run Speed: 50kph Max Hover Speed: 190kph
Armour Class: 250 Armament: See Equipment



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Yamaha Recon Assault Bike

Crew: 1 Length: 2.3m Width: 0.45m Height: 1.7m
Turning Radius: 2.5m Max Road Speed: 195kph Fording Depth: 0.60m
Gradient: 85% Vertical Obstacle: 0.3m Trench: 0.25m
Armour Class: 25



Yamaha Recon Assault Quadrunner

Crew: 1 Length: 1.1m Width: 0.85m Height: 0.80m
Turning Radius: 1.5m Max Road Speed: 165kph Fording Depth: 0.51m
Gradient: 85% Vertical Obstacle: 0.3m Trench: 0.25m
Armour Class: 25



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Name		Rank		Rad. Class	
Specialty		Team		Rad Level	
Age		Sex			

Prior Exp:

	Value	Bonus	Location	Hit on D20	Total Bp/Sp	Current Bp/Sp
Str			Head 6%	1		
Con			Right Arm 9%	2, 3		
Dex			Left Arm 9%	4, 5		
Int			Torso 38%	6, 7, 8, 9, 10, 11, 12, 13, 14		
Chr			Right Leg 19%	15, 16, 17		
Luck			Left Leg 19%	18, 19, 20		

Encumbrance	Initiative
Str x 3.5	Max
Str x 4	Max - 1
Str x 4.5	Max - 2
Str x 5	Max - 3
Str x 5.5	Max - 4
Str x 6	Max - 5

Grenade Ranges				Handedness
A (Str x 4)	B(Str x 3.5)	C (Str x 3)	D (Str x 2.5)	

Endurance	
Blood Type	

Blood Points	
Structure Points	

Skills

Combat skills	%	Stat		%	Stat
Armed Combat			Rifle		
Booby traps			Shotgun		
Crew Served Weapons			Sub Machine Gun		
Demolitions			Special weapons		
Hand-to-hand Combat			Grenade launcher		
Handgun			Flame-thrower		
Heavy Weapons			Shoulder Mounted Missiles		
Light Machine Gun			Throw grenade		
Heavy Machine Gun			Thrown weapon		
Mortar					
Laser					

Agility skills	%	Stat		%	Stat
Climb			Stealth		
Jump			Swim		
Lock picking			Hide		

Tech skills	%	Stat		%	Stat
Drive Wheeled			Pilot Propellers		
Drive Tracked			Pilot HAAM Suit		
Heavy Vehicle Operation			Pilot Watercraft		
Pilot ACV			Repair Electrical		
Pilot Helicopter			Repair Mechanical		
Pilot Jet			Computer Ops		

Knowledge Skills	%	Stat
Cartography		
Camouflage		
Communications		
First aid		
GPk		
Instruction		
Interrogation		
Laboratory Techniques		
Listen/Observation		
Reconnaissance		
Research Techniques		
Survival		
Oratory		
Tracking		
Treat Disease		
Treat Poisons		

Recovery Skills	%	Stat
Animal Husbandry		
Blacksmithing		
Carpentry		
Farming		
Masonry		
Tailoring		

Degrees	%	Stat		%	Stat		%	Stat
Agriculture			Forestry			Pathology		
Architecture			Geology			Pharmacy		
Biology			History			Physics		
Chemistry			Linguistics			Political Science		
Computer Science			Mathematics			Sociology		
Economics			Medicine			Veterinary Medicine		
Engineering			Nursing			Zoology		

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Equipment

Miscellaneous Equipment	Weight Kg
	Total
Notes	

Weapon and range modifiers					
Weapon	Point Blank	Short	Medium	Long	Extreme
Shotgun	+20	+10	-5	-10	-20
Machinegun	+10	+5	+0	-5	-10
Submachine gun	+10	+5	-5	-10	-15
Assault Rifle	+5	+0	-5	-10	-15
Sniper Rifle	+0	+0	+0	-10	-15
Pistol	+0	-5	-10	-15	-25
Compound Bow/Crossbow	+0	+0	-10	-15	-25
Telescopic Sight	N/A	+0	+15	+15	+15
Heavy Weapon - Laser	+0	+0	-5	-10	-20
Guided Missile	N/A	-10	+30	+20	+10
Shoulder Launched Rocket	N/A	+10	+5	+0	-5
Target Cover – 25/50/75%	+0	-5/-5/-5	-5/-10/-15	-10/-20/-30	-20/-30/-40
Target Moving – Slow/Fast	+0	-5/-5	-10/-10	-15/-25	-25/-40
Specific Target – Head/Torso	+0	-5/+0	-10/+0	-15/-5	-25/-10
Specific Target – Arms/Legs	+0	-5	-10	-15	-20
Autofire Hit Roll/Missed Roll High	CDG	3-10	5-10	7-10	9-10

[illegible]

Combat Rules for Morrow Project 4.5

Combat can be a difficult set of actions in many role-playing games today. Well with this version of Morrow Project I have made it easy for anyone to understand both character creation and combat.

The first step in combat is to determine Initiative. That is easy! A character's initiative is the character's Dex. The higher the Dex the quicker a character is than another PC or even a large group of NPC's. So if John, Kelly, and Sam wanted to determine their Initiative they would compare their Dex. John has a 10, Kelly a 14, Sam a 12. The order of combat actions would start with Kelly first with a 14, then Sam and then John. But to declare the actions, John would go first, then Sam, and finally Kelly. The reason John declares first is because then Sam and Kelly can then determine their actions based on what John is going to do.

The second step in combat is stated above after determining Initiative. **Declaration of Action.** Every character or PC or NPC gets two actions. The first action is either a **Move Action (MA)** or an **Aiming Action (AmA)** or **Attack Action (AA)**. And the second action is similar to the first action. A **Move Action (MA)** or an **Aiming Action (AmA)** or **Attacking Action (AA)** can be part of the Two Actions. Now there are many different types of **Move Actions** like:

Type	# of MA's
Clear Jammed Weapon	1
Climb	2
Crawl	1
Crouch	1
Draw Equipment	1
Draw Weapon	1
Full Dodge	2
Jumping Up or Out	1
Load a CSW	2
Opening Door/Window	1
Partial Dodge	1
Run	1
Sprinting	2
Stand	1
Swimming	2

The reason some of the MA's take both the first and second action is that these MA's are totally using all available time of the **Declared Action**. Like can you swim and shot a gun or crossbow? With any hope of hitting your target? Likely not. To swim and shot is going to happen. But if you can stop swimming and float without **MOVING**, one can take an AmA or an AA. Dodging is a type MA that requires PC/NPC to try and make them a less likely target to hit. A **Partial Dodge** can allow for a AA, but a **Full Dodge** takes everything (both Actions) to try and one's self a less of a target. Sprinting is different from running (Run). **Running** one can take an AA, but when one is **Sprinting** no AA's can be attempted.

AmA or **Aiming Actions** are self-revealing. You do just that aim your weapon. PC/NPC can take a maximum of three (3) actions to aim. After that, you must fire the weapon or **Hold**. More than five (5) **Holds**, one will lose their **Aiming Action** bonuses. Holding can only be used with **Aiming Actions**, nothing else.

AA or **Attack Actions** are also easy. One just does attack, firing a weapon. There are four (4) types of **Attack Actions**. The first is **Single Shots**. This is taken after a single Move Action. It is a quick shot with all the bonuses counting. The second is an **Aimed Shot**. That is taken after one has used and minimum of one (1) Aiming Action. All standard bonuses are calculated and then the **Aiming Action** bonus is then added into the attempt of hitting the target. A single AmA is +10% to hit attempt. The third AA is **Rapid Fire**. No MA's are allowed when **Rapid Fire** is declared. The PC/NPC fires more than one consecutive shot after the first AA has been used. Anyone can keep declaring **Rapid Fire** as long as his or her weapon has ammo and/or it has not jammed. A recoil bonus is applied when **Rapid Fire** is being used in an AA. The forth AA is **Automatic Fire**. **Automatic Fire** is when a weapon can be used to attack in a burst/machine gun fashion. Some weapons fire 3 round, 4 round, 5 round, and 10 round bursts during a single AA. The first step in determining a round hit in a target with **Automatic Fire** is to roll a hit by the bonuses applied during a standard attack. This is only determining if one has hit the target's area with the burst from the weapon. Then if the target is hit then a ten-sided die is rolled for every round in the burst at the target. A set of target numbers is assigned for the range and if the target numbers are matched a round hits its target.

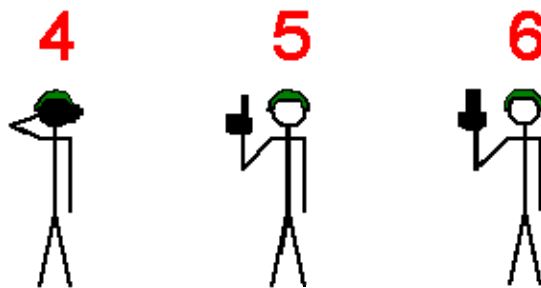
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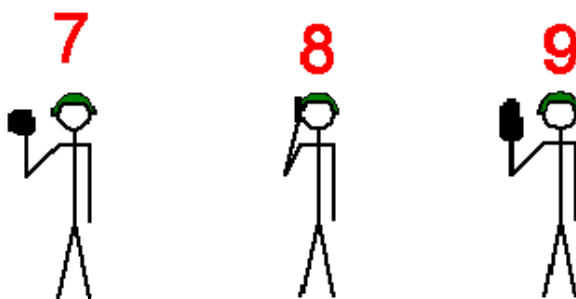
On with the signals, then...



1. All clear, or no enemy in sight (TIP: Fist clenched, thumb extended upwards).
2. Enemy in sight, or near. (TIP: Fist clenched, thumb extended downwards. Follow this by indicating in what direction the bad guys are, and then splaying your palm to the rest of your team, fingers spread out, the number of fingers equalling the distance, in tens of metres, that the enemy is from you. For instance, four fingers would equal forty metres or so).
3. Form on me or come here.



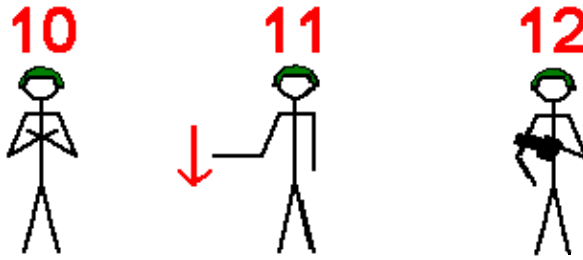
4. Form a hasty ambush NOW. (TIP: It's a little obscure in the illustration, but covering your eyes, and then pointing where you want the ambush is the accepted usage.)
5. Recon team (TIP: Fist clenched, one finger extended).
6. Rifle team (TIP: Fist clenched, two fingers extended).



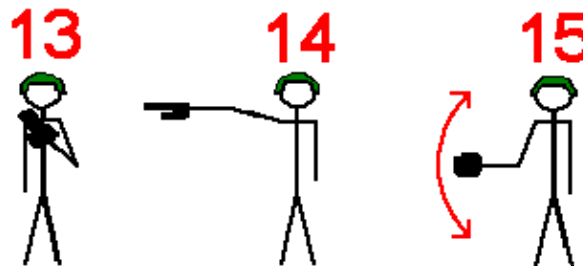
7. Gun team (or suppression fire team).
8. STOP AND LISTEN (TIP: Cover an ear with the cup of your hand. If conducting a patrol, if this signal is given, the rest of the patrol should automatically get down, or kneel, so as to present less of a target to potential snipers of ambushers, and to reduce their own sounds of movement).
9. Halt (TIP: If conducting a patrol, if a halt is given, the rest of the patrol should automatically get down, or kneel, so as to present less of a target to potential snipers of ambushers).

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10. Obstacle (TIP: Cross your chest with both arms. Indicate the direction, distance (as above), and, if a water obstacle, make a waves sign, like the cricket symbol for a '4'). If it's a wire or log obstacle, hold one arm across your body).
11. Get down, lie flat, or crawl.
12. Corporal (Section leader) to me (TIP: Fingers should tap the mid-upper-right arm, signifying a Coporal's rank tapes. If you want the sergeant, use three fingers!. In an Airsoft skirmish game, I'd make this mean something like Fire Team leader).



13. Lieutenant (Platoon leader) to me (TIP: Fingers should tap the right shoulder, the two fingers symbolising a Lieutenants rank pips. In an Airsoft skirmish game, I'd make this mean something like Team Leader).
14. 'O' (Orders) group, every one gather round, or come here, I want to talk to you.
15. Double, in other words RUN FASTER! (TIP: This is a pumping movement with a cleched fist, moving up and down from the ELBOW, not the wrist, which is a rude gesture :-) !)



16. Recon (TIP: This is meant to show a pair of binoculars being held to the eyes, but you try drawing that, without making the stick man look boggled!)
17. ATTACK NOW! (cutting motion with a flat hand, the direction of the cut showing the direction of the attack)
18. Deploy (TIP: There's a sweeping motion involved in this signal. I'd suggest you then point in the direction you want the team to deploy in, to save confusion).