

**Name of OCC:** MARS for Palladium Games.

**Description/Note:** MARS teams are the warriors of Morrow Project. MARS stands for Mobile, Assault, Rescue and Strike forces. The members of these teams are equipped with heavy weapons and the knowledge of how to use them. The teams are centered around the 4 MARS ONE vehicles, heavily armed mobile command posts. The MARS teams are in no way mercenaries but are pledged to defend the Morrow Project and the people it was created to help. Many of the members of the MARS teams are veterans and as such have higher scores in Physical Prowess, Physical Strength and Physical Endurance than some of the other teams.

**Attribute Requirements:** PS, PP, and PE 11 or better

**Alignment Requirements:** None. Rarely any Evil

**Special Bonuses:** SDC of 4d6+20 plus and skill bonuses. +1d4 to PS +2 to PE, +1 to PP and +1d6 to SPD. They also get the following combat bonuses, +1 action / melee round +1 to their initiative, +1 to Strike, Parry and Dodge. +2 to Roll with Punch Fall and Impact, +2 to Pull Punch and +2 to any Horror factor saves.

**OCC Skills:** Native Language at (98%) (1) Language of Choice at (+15%) Climbing/Rappelling at (+10%) Swimming at (+10%) Radio Basic at (+15%) Demolitions at (+15%) Armorer at (+10%) Detect Ambush at (+10%) Military Etiquette at (+15%) Strategy and Tactics at (+15%) Wilderness Survival at (+10%) Piloting Tank/APC at (+10%) Prowl at (+5%) Weapon Proficiencies of Assault Rifle, Auto-Pistol and Knife. Begins with HTH Expert but this may be changed to HTH Martial Arts at the cost of one of the "other" skill choices.

**OCC Related Skills:** Select (8) "other" skills from the list below. Plus select (2) new skills at Level 3 and (1) new one at Levels 5,8,11 and 14.

Communications	ANY (+10%)	Pilot	ANY
Domestic	ANY	Pilot Related	ANY (+10%)
Electrical	ANY	Rogue	ANY (+5%)
Espionage	ANY (+10%)	Science	Math ONLY
Mechanical	ANY	Technical	ANY
Medical	First Aid (+10%) or Paramedic (+5%)	WP	ANY
Military	ANY (+12%)	Wilderness	ANY
Physical	ANY (+10%)		

**Secondary Skills:** (6) from the above list without the ( ) bonuses listed

**Standard Equipment:** The Morrow Project basic pack and then whichever of the Basic Load Packages that is chosen, usually stressing the heavy weapons choices.