

CORPS

The Global Conspiracy Role-Playing Game



BTRC

Greg Porter

CORPS

©1990 by Greg Porter

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CORPS is the BTRC trademark for its global conspiracy role-playing game.



Contents

CORPS is supposed to be remarkably easy to use. Each major section has its own distinctive icon, and pages are labeled as to their subject. If all else fails, use the table of contents and see the section that seems closest to what you are looking for.

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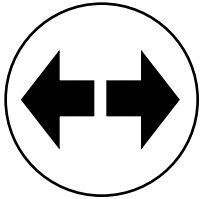
Stuff you will need - Almost everything you need to play the **CORPS** system is in this 52-page book. The only extras you will need are pencil, paper, a 10-sided die (referred to from now on as a d10), imagination and a healthy dose of paranoia or cynicism. It also wouldn't hurt to photocopy the character and reference sheets in the back for your personal use.

Introduction - The world is *not* as it seems. Oh, it is much like we think it is. People are born, live and die, raise families, complain about taxes, and do all the things we associate with a normal life. But there is more to it than that. *This* world has a hidden side, one which we know nothing about. A world where there are UFO's, but the government keeps the evidence hidden. A world where secret labs work on the next generation of mankind, but the media is influenced not to report on it. A world where people disappear, but no one looks for them. A world where strange creatures prowl the night, but the attacks are attributed to gang violence. A world where shadowy figures influence world events far more than we will ever know. In short, a world far more sinister than any of us want to believe, and in our fear, we look the other way. We get glimpses now and then of this secret undercurrent. An item will appear on the back page of the paper. It looks interesting, but you never hear any more of it. Someone claims irrefutable evidence that contradicts the *official* record of an event, *supposedly* clear-cut and closed. You never hear of it again. Some dramatic new discovery is made, but despite its promise, no research is ever funded. The world is so busy, we quickly forget these things, but they happen none the less. *You* can look the other way, but your characters cannot...

Designer Notes - **CORPS** is (to me at least), a radical departure in RPG design and philosophy. While designing it in early 1990, the thought of creating a role-playing system without the "roll" was enough to make me totally abandon other projects until I had the bare bones of the system down on paper. **CORPS** makes it possible to phase out over 90% of the dice rolls you would have to make in a normal system, but yet retains a level of realism that is unmatched by any other game of equal ease of play. If you have to read a rule twice to understand it, we did something wrong. **CORPS** is a system where the same modifiers apply to *all* characters, regardless of skill, and yet the results are fair for those at both the high and low end of the skill ranges. The simplicity and intuitive feel for the rules will let you pick them up almost immediately, and give you more time to devote to adventures, rather than complex or contradictory rule hassles. Those who play the BTRC's **TimeLords** system will no doubt see some parallels in **CORPS**. Much of the raw data included in the **TimeLords** rules is condensed and incorporated here, even if the systems have entirely different ways of getting their results (lots of dice vs. few dice).

In another change for me, **CORPS** is the first system I've designed with more background than rules. Even with bargain basement superheroes, organizations, character creation and combat, there is still plenty of space left over for the nasty and twisted background that your characters will find themselves in.

To me, **CORPS** is the next generation of RPG rules, fast, concise, expandable, realistic, and yes, even affordable. What it needs is *you*. All systems live and die by the support they get. If you think you can write adventures good enough for publication, give us a try. If players are still talking about last year's adventures with enthusiasm, why not give others the chance for that experience? The BTRC needs good writers for all its systems. If you think you qualify, send an SASE for a copy of our guidelines. Good luck, and good gaming!



Background

For centuries, rumors have flourished that the history of the world has been influenced overtly or covertly by a number of powerful individuals or secretive groups, through manipulation, fear, violence or economics.

Some of these groups, like the Spanish Inquisition, were overt and extremely powerful. They no longer exist, but there are still radical religious groups willing to kill for their beliefs. Other groups, like the Masons, still exist, but only as shells of their former selves, retaining the trappings and secrecy, but having no influence, or so they want us to believe. They were small, and wielded their influence in a more subtle fashion. Still others, like the Illuminati, have remained shrouded in mystery, believed in only by what we would call the "lunatic fringe", their existence and purpose never conclusively proven.

These groups have started and ended major wars, caused the overthrow of governments, and stirred up strife and discord in any region they could influence. Why? It depends on the group. Those in control of an arms industry thrive on strife, and might promote wars. Those in religious positions might benefit from persecutions of unbelievers or changes in government policy. A government might find a "convenient" plague opening up a new area for colonization. Any of these events would have their financial rewards as well, and individuals could easily see that much of that profit goes to pockets other than was intended. Was it accident that many Native Americans died of smallpox about the same time as the Americas were colonized by Europe? Did Henry the Eighth have other reasons for making himself supreme head of the Church of England? What motivated the English callousness towards the Irish during potato blight? What were the true reasons for global persecution of Jews in the Middle Ages? Or the suppression of scientific thought? Any historical event can and probably does have more meaning than is visible on the surface.

As the centuries passed, the world became a smaller place. Transportation became faster and more reliable, books allowed better exchange of information, and trade became more and more widespread. Local interests became national interests, and then world interests. Different groups collided, colluded, merged and fought, behind the guise of national interest, religion, colonial rights, industrial secrets and racial superiority. Everyone wanted complete power, and would do anything to get it.

In the 1900's, the world suddenly became *too* small. We developed the technologies for mass destruction, but not the technologies to leave the Earth behind. By 1990, we live with the real or imagined spectres of atomic war, global plagues, ozone destruction, toxic waste and global warming. But, the power groups remain intact, each with their own secret agenda.

These groups *do* exist today, in various forms. The main thing they all have in common is secrecy, and the fact that the average person doesn't or doesn't want to believe in their existence. Most people would rather deny the existence of global conspiracies than admit that their own free will might be compromised by forces beyond their control, that their election votes are meaningless, or that they are a statistic on a page.

This won't go on forever, though. Something terrible is about to happen. Through the vast resources at their control, all the major groups suspect a total collapse of civilization in the next decade, something referred to privately as The Doom. Only those in the highest, innermost circles have this knowledge, but it tinges all their decisions. No one knows what The Doom is, only that it is very likely to happen before 2010, it drops humanity back down to ground level just when it was reaching for the stars, and it can, just maybe, be prevented somehow.

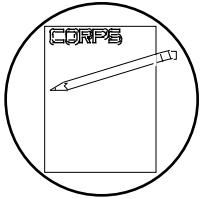
The problem is, some groups are trying to bring it (or something like it) about, while others are trying to prevent it, and still others are simply preparing themselves to take advantage of the situation as it occurs. Plots and counterplots are afoot, and the world situation is becoming increasingly chaotic as these long-hidden groups become increasingly open in their activities. The fabric of society is becoming more and more frayed as corporations flaunt government regulations, ethnic and racial tensions continue to build, and the economy becomes more and more stratified into the "haves" and the "have-nots", a technically sophisticated, wealthy minority controlling a technically illiterate, impoverished majority.

Where do you fit in?

In **CORPS**, you are a "believer". You know or suspect there are vast forces beyond your control, secretly shaping world events, and plotting schemes you have no inkling of. This is our world, but a world where rumor is actually truth. A world where UFO's do cattle mutilations to see how badly we have abused our environment, where the government secretly performs genetic and chemical experiments on unknowing subjects, where inventors have radical new ideas squashed by major industries, where bizarre rituals summon entities unknown to science, and where the highest figures in government are manipulated by unseen forces that know all the secrets of their past.

And the public never knows. Media reports are suppressed, or overloaded with garbage to hide the unusual. True events are drowned in a sea of diet plans, two-headed babies and Elvis sightings, and no one believes them. Police files are closed, governments do shallow investigations, witnesses disappear or are intimidated, "accidents" happen, evidence is confiscated, and the public never suspects, or if they do suspect, they have short memories, and are distracted by new events.

Because you know, you are either an ally or an enemy. There is *no* middle ground. You work for the same goal as one of these groups, or against it. This could be for the good of humanity, or simply for your own personal gain. You might be operating on your own, or under the guidance of a powerful patron. No matter what, there is probably some broker of power that either wants your aid, or wants you out of the picture. You could have stayed among the unknowing sheep, who labor under the illusion of freedom, but you chose the path of knowledge, and now you must pay the price for your enlightenment.



Designing Characters

Your **CORPS** character will be bought from two pools of points, the Attribute Pool and the Skill Pool (AP and SP). Characters have a default starting age of 16 years, and get 100AP, and 50SP to build a character with. AP and SP are *not* interchangeable.

These points can be increased by taking disadvantages (p.6), or decreased through the purchase of special abilities (p.29), or invested in non-stat parts of character design.

Attributes - Your **CORPS** character will have 6 attributes, each of which will serve usually several functions.

STR	Strength - physical strength
AGL	Agility - dexterity, coordination
AWR	Awareness - IQ, perception
WIL	Will - toughness, personality, looks
HLT	Health - constitution, recovery, stamina
POW	Power - psychic potential

People will usually range from 1-10 in each of these attributes, and the cost of a given Attribute level is the level times itself, so a level of 1 would cost 1AP, a level of 3 would cost 9AP, a level of 5 would cost 25AP, and so on.

Level	Cost	Average man*		Average woman*	
1	1	STR	5	STR	4
2	4	AGL	4	AGL	5
3	9	AWR	4	AWR	4
4	16	WIL	4	WIL	4
5	25	HLT	5	HLT	5
6	36	POW	2	POW	2
7	49				
8	64	*Based on 102AP, at age 17			
9	81				
10	100				

Having extra AP to play with from age or other disadvantages gives most characters attribute levels at least 1 point higher than the average person. These levels are sharply scaled, and 90% of an average population will fall between 3 and 7. Exceptional individuals have 8's or higher in an attribute, and most of the time it is obvious. That is, a person with an 8+ in STR is obviously well-muscled, while a person with a WIL of 8+ has a penetrating, forceful personality that tends to overshadow those around them. Likewise, very low levels of an attribute are also noticeable. A low STR character looks like a weakling, a low WIL character is wimpy, a low HLT character looks sickly, and so on. For those attributes which do not usually have overt physical or emotional manifestation (like POW), low or high levels are not especially noticeable in casual encounters with the person.

Each attribute has a number of uses:

STR - Strength is a measure of your overall physical strength, how much you can lift, and how much damage you can cause with melee attacks or weapons.

Your normal carrying capacity is your STR squared in kilograms, and you may carry up to a quarter of this (round to nearest kg) before you are impaired by the load. You take a -1 modifier to all physical actions if you are encumbered, and an additional -1 if carrying over half your capacity. If you carry over your normal capacity, each multiple of your normal maximum is an extra -2 to all physical actions, rounding up.

Example - A STR 5 character has a normal load of 25kg, and can carry 6kg without being impaired. From 7-12kg, they take a -1, and from 13-25kg they take a -2. They *can* carry more, but at a higher penalty. For instance, they can move 26-50kg at a -4, 51-75kg at a -6, 76-100kg at a -8, and 101-125kg at a -10. You can never move anything past the -10 level, and most people will be unable to move at all past the -8 level, since it subtracts from the normal human max of 9 meters per second.

STR	Unencumbered(-0)	Maximum(-10)
1	0kg	5kg
2	1kg	20kg
3	2kg	45kg
4	4kg	80kg
5	6kg	125kg
6	9kg	180kg
7	12kg	245kg
8	16kg	320kg
9	20kg	405kg
10	25kg	500kg

AGL - As a tool-using species, many of our skills will default to AGL. For instance, combat skills are AGL skills. Whenever you try to do a physical task that requires dexterity or fine control of your physical abilities, it is an AGL-based task.

AWR - AWR combines the attributes of intelligence, common sense and perception, and is a general measure of how aware you are of the world around you. If you see things, but can't interpret them, you do not have a high AWR. If you don't notice things, but are still intelligent, you do not have a high AWR. If you have common sense, see things, and intelligently use that information, *then* you have a high AWR.

WIL - A measure of the forcefulness of your personality, determination, self-image and sheer willpower. Trying to con or verbally coerce someone is a WIL task, as is bluffing. Resisting temptation, fear, pain or intimidation is also a WIL task.

HLT - This is your physical stamina, drug and disease resistance and recuperative ability. It is not a measure of how much damage you can take, although it is vitally important to your survival if you take a wound which would be eventually fatal, or if you recover at all under poor conditions.

POW - An imprecisely defined quantity that is a measure of your psychic potential. The abilities lie dormant in all but a handful of the population, and are never used. Even those with high potential have difficulty in learning to use it, and face constant hazards from an ignorant and unsympathetic public.

Character Design

Aptitude - All characters have a minimum chance to perform skills, based on their level of attribute on which the skill is based. So a person with a high AGL and no training could perform AGL skills better than a low AGL person with no training. Your default level of skill in each attribute is equal to one-quarter the attribute, rounding to the nearest whole number.

Attribute	Aptitude
1	0
2-5	1
6-9	2
10-13	3

This is important, since the cost of your skills is based on how far up you buy them *from your Aptitude level*. If you consider a skill to be very important to the conception of your character, you should have a level of at least 6 in the attribute the skill is based on, which will save you 4SP on *each* skill based on that attribute. *In addition*, the *maximum* Primary skill level you can achieve is equal to the level of the attribute the skill is based on, so a person with a AGL of 6 could not buy any *Primary* AGL skill past a level of 6.

Skills - Skills have the same cost as attributes, but have the advantage that you subtract the "cost" of your Aptitude from the final cost. So, a person with an AGL Aptitude of 2 trying to buy a skill level of 5 would pay 21SP, since the skill costs 25SP, and their Aptitude would "cost" 4SP.

Skills fall into one of three categories, Primary, Secondary and Tertiary.

Primary skills are broad categories, like Firearms, and are the *only* skills that Aptitude is applied to the cost of.

Secondary skills are subgroups of Primary skills, and *add* to the level of the Primary skill, like Pistols would be a secondary use of Firearms skill, and your level in Pistols would add to your Firearms skill when using a pistol. Secondary skills may never be more than half the level of the Primary skill, rounding fractional skills down, *but you can always have a Secondary skill at a level of 1, if you have bought any level above Aptitude in the Primary skill*. So, you could not buy a Pistol skill of +1 unless you had previously bought some level of Firearms skill. The cost for Secondary skills is like buying a Primary skill, except Aptitude does *not* reduce the cost.

Tertiary skills are specializations of Secondary skills. For instance, Beretta semi-autos would be a specialization of Pistols, which is a secondary function of Firearms skill. Tertiary skills may never be more than half the level of the Secondary skill, rounding fractional skills down, *but you can always have a Tertiary skill at a level of 1, if you have bought any level in the Secondary skill*. The cost for secondary skills is like buying a Primary skill, except Aptitude does *not* reduce the cost.

The most economical way to get a good level of expertise in a given specific field is the 4-2-1 level, where you buy a level of 4 in the Primary skill for 16SP-Aptitude cost, a +2 in the secondary skill for 4SP, and a +1 in the Tertiary skill for 1SP, for a total skill of 7.

Example:	Firearms-----	4
	Pistols-----	+2
	Beretta pistols---	+1
	Total -----	7

Since the Primary level of skill is 4, you would need an appropriate attribute (AGL in this case) of 4 to do this, and the final cost would be 17SP for a person with an AGL Aptitude of 2. To get a level of 8 in that skill, you would have to buy the Primary skill up to 5, since the Secondary and Tertiary skills are at their maximum level, and the appropriate attribute would also have to be at a level of 5 or more.

You *can* have more than one Secondary skill based on a Primary skill, and more than one Tertiary skill based on a Secondary skill.

Difficulty - Some skills are inherently harder or easier to learn than others. Skills that are Difficult will have a +1 or more next to the skill, while those that are Easy will have a -1 or less. You have to add that number to the level of skill you want to get before figuring the *actual* SP cost. It has *no* effect vs. the *level* of secondary or tertiary skill you can get, only the cost. For instance, if you wanted a level of 2 in a +1 Secondary skill, you would have to pay 9SP instead of 4SP. If this were a Primary skill, you *would* get to subtract your Aptitude cost.

Free skills - All characters are assumed to get two particular skills free of charge. These are their native language and native culture, the first at a level of their AWR, and the second at half their AWR, rounding fractions up. Language covers everyday use, and may be tinged with regional accents. Culture covers the social, historical and geographical context of where the character was raised, and includes basic familiarity with technology used in that culture. Characters with an overall AWR of 4 or less can be considered ignorant of many aspects of their culture due to lack of intelligence or curiosity.

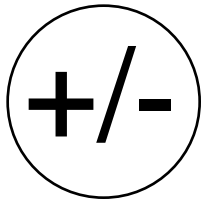
Equivalence - For purposes of your character background, a total skill level of 3 is high-school equivalence, with a 4 being an especially good student. A 6 is considered marginally professional, for instance, a Bachelor's degree with a so-so grade average. A 7 or more represents a solid professional level of skill, while anything at 8 or higher almost requires special advanced training, like a Master's degree (8), or a Ph.D. (9). Most of the time, this will be achieved through Secondary or Tertiary skills, rather than an overall level.

Similar progressions apply to other fields, such as combat, trades or vehicle use, and character background should reflect how the character achieved any exceptional level of proficiency.

Skill list - The following list shows many of the normal skills characters might be expected to have. The overall reference category is to the far left. Primary skills are boldfaced and indented slightly, and Secondary and Tertiary skills are indented two or three places. Most skills are self-explanatory, and those that aren't should be explained in the appropriate rules section. This is *not* a comprehensive or exclusive list. Players can add new skills to their characters or the list with GM permission.

Key: Category (Attribute) Primary skills Secondary skills Tertiary skills <hr/> Combat skills (AGL) <hr/> Projectile weapons Pistols Longarms Crossbow Launchers Grenade launchers Anti-tank missiles Flamethrowers Autoweapons* Bows Melee weapons Knife Club Sword Thrown weapons Grenades Knives Other Unarmed combat Punch Kick Hold Martial Arts(+1) Punch Kick Hold Block Dodge Throw Lethal blow	Medical (AWR) <hr/> Paramedic Medicine(+1) Trades (AWR) <hr/> Mechanic Automobiles Electrician Security systems Bomb disposal Cook Nationality/cuisine type Trades (AGL) <hr/> Jeweler Carpenter Locksmith Lockpicking Machinist Weapon repair Sciences (AWR) <hr/> Aerospace Astronomy Astrology Chemistry Explosives Civil engineering Demolitions Computer science Hacking Electronics Electronic countermeasures Mechanical engineering Nuclear engineering Oceanics	Music Instrument Philosophy Arcane religions Psychology Influence Theater Disguise Catfall Pickpocket Writing Journalism Area knowledge (AWR) <hr/> Very large area/subject (+3) Examples: US geography Global politics Multinational corporations Large area/subject (+2) Examples: French geography US politics Organized crime Medium area/subject (+1) Examples: Manhattan geography CIA activities British politics Small area/subject (+0) Examples: Washington geography City politics Forbes 400 Culture (per country) Very small area/subject (-1) Examples: Downtown DC Members of Congress Heads of state Local Mafia
Vehicle Operation (AGL) <hr/> Land vehicles Automobile Motorcycle Tracked vehicle Hovercraft Air vehicles Ultralight Light Commercial High performance(+1) Helicopter(+1) Water vehicles Sailboat Speedboat Equestrian Equestrian sports	Liberal Arts (AWR) <hr/> Art Forgery Biology Pharmacy Economics Bribery Foreign language (specify) Spoken or written only (-1) Related language History Secret societies (+1) Investigative research Forensics Law Nationality Criminal law Mathematics Numerology Military science Tactics	Environment (AWR) <hr/> Survival Warm climate Cold climate Dry climate Urban Hunting Stealth Tracking Environment (HLT) <hr/> Drinking Running Swimming Climbing Other (?) <hr/> Sports Hobbies

*Averages with appropriate projectile weapon skill, round down



Ads & Disads

Usually you will find that you don't have nearly enough points to make the character you want. Trying to get those 6's in the Attributes can get expensive, much less 7's or 8's.

To get there, you will either have to play, and slowly gain experience, or take the risks of acquiring some character disadvantages. On the other hand, if after taking these you have some points left over, consider putting them towards a character advantage or two.

Note - GM's should make a note of which ads & disads will be allowed. Any item with a "Ω" beside it is extremely unusual for normal humans, but which *can* occur in the game world. Whether or not there are characters who are mutants or other paranormals in a campaign is up to the GM.

Age - The base age for **CORPS** characters is 16 years, at which point you have 100AP and 50SP. You get 2AP and 4SP for each year of character age over 16.

Age	Total AP	Total SP
16	100	50
18	104	58
20	108	66
22	112	74
24	116	82
26	120	90
28	124	98
30	128	106

Characters over 30 years old may suffer aging effects, which are determined *after* character creation is complete. For *each* year over 30 years old, you need to roll a HLT task equal to your age/5, rounding fractions up (see Tasks, p.12). If failed, you lose age/5 in AP *and* SP, from attributes and skills of your choice. Normally, characters over 30 years old are not allowed.

Contacts - You know people, or have friends who will stick their necks out for you, if only a little. Each level of contacts *costs* 5SP to get. The way contacts work is that a given "favor" will have a certain level of difficulty. If the level of the contact is greater or equal to the difficulty of the favor, you can get it, provided the contact is capable of providing it. The frequency with which these favors can be granted is inversely proportional to their magnitude. Easy favors may be on a daily basis, but big ones may only be on a monthly or yearly basis. If the difficulty of the task is higher than the level of the contact, the favor can still be granted, provided that the player is willing to *permanently* lose the difference from the level of the contact. Or, the difference could be made up by a bribe or other inducement, at GM option. Contacts may also ask the same favors of characters, which the characters *must* perform or risking losing levels in the contact. The GM will have to assign contact ratings according to their campaign, but guidelines are below. Illegal or black market contacts are less worried about the law, but have other concerns and reasons why they will or won't help you out.

Contacts

- Level 1 You are acquainted with someone, and they will do you favors that involve little hardship or risk, like anonymous phone tips, or looking up publicly available information from files they have at their place of work.
- Level 2 You are friends with someone, and they will do you favors on occasion that may involve the risk of a reprimand if caught, like leaving a confidential file within your sight while they go for a cup of coffee, or processing paperwork for you first, instead of earlier or more legitimate requests for the same.
- Level 3 You are close friends with someone, and they will occasionally do you favors that could put them at risk of losing their job, and they will perform these only if there is little chance of being caught. Examples might be trying to alter motor vehicle records, tamper with police files, or reveal information that has been classified by the government.
- Level 4 You have been lifelong friends with someone, and they will risk prosecution on your behalf, at least once, and only if there is virtually no chance of being caught, or they really believe in the reason they are being asked to do the favor. Examples include computer fraud, theft of government property, or divulging information classed as "Secret" by the government.
- Level 5 The contact is like a member of your family, and is willing to risk almost anything for you at least once, including personal injury, financial hardship or imprisonment. Examples might include assisting a jailbreak, theft of military hardware, revealing top secret information or stealing police evidence.

Like enemies (see below) characters should be limited in the level of contacts they can have, and have a reason in their character backgrounds for such. This does not mean that characters cannot have close, loyal friends at younger ages, but that they are not "on call" at the character's whim.

Characters who work for an organization may have "contacts" both inside and outside the organization. Remember that contacts are people *outside* the normal lines of authority. For instance, the group you work for may tell you something, but conceal something else. Obviously, they didn't want you to know. A contact in that organization *might* be able to help you out, but then again, the organization probably does good background checks (finding out the relationship between character and contact), and might suspect you would try this angle, and could feed the contact *false* information, which would then make its way to the characters.

Contacts are *not* the same as Influence (p.39), although they might be able to provide similar assistance at times. For instance, your Level 2 contact in the records branch of the police force is not going to intercede with the judge to try and get you out on bail, although they might "overlook" certain files which might cause you to have bail denied altogether, should the judge get wind of them. It is a GM call whether or not a contact can add to any Influence used in a particular situation. This can be helped by having the player specifically describe the abilities and limits of the contact.

Those with less scruples could also use the contact rules to represent blackmail instead of friendship. In either case, being caught performing an illegal, immoral or unethical act for the character will likely result in a loss of contact levels, and implication of the character. Contacts who are arrested, implicated or publicly humiliated are likely to go down one or more levels as a result. Contacts can be gained as a result as a result of play at no cost in points, gaining in level at an equivalent rate of 1 or 2 points per adventure in which the character and contact are useful to each other.

A sample list of contacts is below. Note that some of these can also be used for the Enemies disadvantage, at one level or another.

Contacts/Enemies

Amnesty International	Library of Congress
Arms smugglers	Military officials
Central Intelligence Agency	National Security Agency
City Hall	Neo-Nazis
Drug Enforcement Agency	Organized crime (p.35)
Drug smugglers	Patent office
Environmental Protection Agency	Police
European nobility	Random fanatics
Federal Bureau of Investigation	Religious fanatics
Greenpeace	Reporters (p.36)
Hackers (p.35)	Street gangs
Illuminati (p.33)	Survivalists
Immortals (p.34)	Terrorists (p.36)
Internal Revenue Service	The Hierarchy (p.34)
Interpol	Think tanks
Legislators	Wiccans

Enemies - Someone out there doesn't like you. If you want enemies, you get 5AP or SP per level of enemies you choose to have after you. These enemies you start the game with, and you may pick up additional ones in play, but you will not get points for them.

It is optional but recommended that characters must have 1 level of enemies for each 5 years of age over 16, and the age over 16 always rounds to the next highest multiple of 5 years, so being age 17-21 (1-5 years extra age) is 1 Enemy, age 22-26 is 2 Enemies, and so on. Instead of multiple Enemies, you may instead increase the potential of a single enemy, or reduce a large number of small ones to a small number of large ones.

So, for instance, if your character starts the game at age 26, he or she gets an extra 20AP and 40SP for age, and would optionally have two levels of Enemies for an extra 10AP or SP. This could be two Enemies, or one Enemy at a level of 2.

The level of viciousness of an Enemy is to the right. Note that a character who is not *currently* in trouble with the law cannot have any legitimate authority as an Enemy at higher than a level of 2. Like Contacts, an Enemy (especially a legitimate authority) may add its level to its Influence in affecting you, like a Level 1 Enemy with the police might cause your bail to be raised a level if you are arrested. Again, like contacts, when and whether or not this happens is based on how well the character has defined the enemy.

Enemies

- Level 1 They don't know who you are yet, but they have a file on activities that will eventually get your name. An example might be an open police file in which the character may be one of several suspects.
- Level 2 They know who you are, and some of the things that you have done, and would like to see you out of the picture. An example would be a past police record (but no current warrants), or suspected major tax evader.
- Level 3 They have a complete file on you, and your actions have been such that minor operations may be altered simply by your presence in an area. You are to be captured if spotted. An example would be being on the FBI "Most Wanted" list.
- Level 4 You are extensive thorn in their sides, and while they have as much of your history as it is possible to know, they would rather close your file altogether. You are to be terminated on sight. An example would be the relationship between an army and a known guerilla leader in a Latin American country.
- Level 5 Your actions have been so detrimental to this organization that you are the only work of several agents, whose job it is to do nothing less than kill you as soon as possible. An example would be a known Western agent running loose in Iran.

Height/Weight - Unless otherwise noted, characters are assumed to fall into human norms for a height and weight proportional to their STR. Normal mass for a character is centered on an amount equal to their STR x 15, in kilograms. Height is an average of 180cm for men, and 175cm for women. Altering these heights by 5% or more, or masses by 10% or more requires GM permission. Height may never vary by more than 20%, and mass may never vary by more than 40%. Each 5% change will gain the character 2AP or 2SP, and is a liability of some type. Excessively large or small characters may stand out, or take minuses to skills that would allow them to blend in. Each 10% total modifier will be a -1 modifier to affected skills. Extra weight is also a permanent encumbrance that is added to any normal load carried, and characters with extremely low mass (total of 20% or more in reduced height and mass) will have an effective HLT of 1 point less for purposes of dying from blood loss.

Immortality - This advantage is extremely useful. A character with this advantage does not age, or does so only very slowly. In addition, they will regenerate lost body parts, although this takes 10 times as long as it would for the injury that caused it to heal. Lost heads do *not* grow back, instantly fatal injuries are still instantly fatal, but eventually fatal injuries will seal themselves when the character reaches a HLT equal to their starting HLT Aptitude. There are two forms of immortality, permanent and limited. The permanent form costs 100AP, and is immutable. The limited form must be renewed from some outside source every few years, or the character irreversibly reverts to their true age at the rate of a year per day. This only costs 50AP. The only way to have an immortal character of equal skill to a regular character is to be very old, which should

also give you a large complement of Enemies, something not conducive to continued survival. Even with this advantage, no character can start the game at over 100 years old without GM permission. Note that characters who are immortal are *not* limited in the maximum amount of savings they can buy with the Wealth advantage.

Ω **Natural aptitude** - This advantage means that you are genetically gifted with a "knack" for certain things. This costs 10AP, and *halves* (round up) the cost of getting a *single* Attribute *or* skill. The catch is that once you have paid the points, the Attribute is chosen *randomly*, although you may choose the skill you want after the Attribute is picked, if you choose a "natural skill" rather than a "natural attribute".

Pain tolerance - This is an extremely useful advantage, and represents physical conditioning, and knowledge of how best to take inevitable hits. This costs 5AP, but allows you to ignore *non-lethal* impairment on any attack, up to your WIL Aptitude. You must be conscious, and aware of the attack in order for the advantage to work.

Papers - Any documents, permits or papers which a character *legally* qualifies for at the start of the game are "free", that is, they cost no points and no money, although certain papers may have renewal fees, like medical licenses, etc. In the case of illegal or forged papers (credit cards, gun permits, passports, etc.), an appropriate contact *might* be able to procure them, but this would require a contact level equal to the Influence needed for that particular item (p.25). These would have to be acquired during play, and this might take some time. Likewise, an employer might be able to provide these, but they would be of the employer's choice, easily traceable by the employer, and might have to be returned after use. Independently procured, false papers may be in a character's possession at the start of the game, if the character is willing to pay SP for them equal to the Influence level of the item. This basically means that the character has spent time establishing a false identity instead of applying their time to skill improvement. At GM option, it might also require at least a Level 1 contact with the appropriate agency to represent familiarity of how to procure or produce said items. Papers are more fully detailed on p.25, but the basics and SP costs of the most common forged or phony papers are below.

Papers	Cost
Automatic teller machine card	2SP
Credit card	3SP
Driver's license	3SP
International driver's license	3SP
Local weapon permit	3SP
Local concealed weapon permit	5SP
Federal concealed weapon permit	6SP
Automatic weapon permit	5SP
Passport	4SP
Visa (on a per country basis)	4SP
Pilot's license	4SP
Amateur radio license	3SP

These papers have a life of more or less a year, from the start of the game. After that, the real ID's may have changed format, data files might have been purged, real permits would have expired, and so on. If used judiciously, the items will be good for a full year. If subjected to close scrutiny or suspicion, they will be good for less than a month after the first detailed check, like not showing up in court for a major traffic accident after you gave the police a false registration and license. Otherwise, they should flawlessly pass visual and casual computer scrutiny.

Physical Lim - A character with this limitation has some sort of non-correctible physical problem that interferes with their daily activities. Each level of limitation gets the character 2AP or SP, but subtracts directly from some action of the character, usually part of the use of an attribute. For instance, 10 levels of limited AWR could represent total blindness, a -10 modifier to AWR rolls when trying to see something. A few levels applied to movement could represent a limp, or a levels applied to WIL might represent muteness, which could conceivably also be a strong Psych Lim vs. public speaking. Specific effects vary with the type of limitation, and also depend on whether or not there is some substitute for the limitation. For instance, a person missing a hand could not normally fire a gun with that arm, but might if they had a grasping hook.

Limitations which the GM feels are only partly effective at negating certain kinds of actions only get half the points, like deafness (AWR), loss of a hand (AGL) or stuttering (WIL). Similar rules apply to appearance limitations, each level being a +1 modifier to the AWR roll of onlookers when trying to remember a character's appearance, like a tattoo, unusual clothing, hair color, etc.

Physical Ad - This is the opposite of a physical limitation. You have a known but uncommon physical advantage of some type. This costs 5AP, and exact effects must be determined by the player and GM. Examples would be ambidexterity, a slightly higher than normal running speed, or an especially keen physical or mental ability. Normally, the end result is up to a +2 bonus in a certain, specific aspect of an attribute's functioning.

Psych Lim - This is some irrational trait you have which will affect your interaction with normal society, or your ability to act in certain situations. You get 2AP *or* SP for each level of this limitation, and it adds to the difficulty of *any* task you perform which is done in that situation, and *any* level of limitation makes you vulnerable to situations a normal person could ignore. For instance, a person with a combative streak at level 3 would have to perform a WIL task with a difficulty of 3 in order to back down from a direct challenge. Normally, this would be no problem, but what if their resistance had been lowered by alcohol? A person with level 4 claustrophobia would add 4 to the difficulty of any task performed in an enclosed space, and so on. The normal maximum limitation is 10, which makes the average person totally non-functional in that situation.

Ω **Vulnerability** - A character with this disadvantage has a susceptibility to a condition which normal people find mildly irritating at the worst. The character gets 2AP or SP for each level of Vulnerability, and each level means they take the effect of a non-lethal hit of that level to any area exposed, upon exposure (for more than a few minutes), and then again every hour. If the damage is treated as lethal, the character gets 5AP or SP per level. For instance, an albino might have a Level 1 vulnerability to sunlight on exposed skin. A person with alcohol intolerance might have a Level 1 vulnerability to liquor, or an epileptic might have a Level 1 or 2 vulnerability to strobe lights (the damage being from seizures). Extreme cases might be like a vampire's vulnerability to sunlight (or holy symbols), but a "normal" person would never have more than a Level 2 vulnerability from any known medical condition.

Wealth - Normally, characters will start with an amount of money based on their skill and age. Choose the skill your character has been making a living with, based on the character background. If more than one, average them. If the character does not have any marketable skills (for instance, career opportunities for a person whose best skill is "Knife" are fairly limited), they use an Attribute score instead, and subtract 2. Only active duty military and police can claim to make a legal living from combat skills, unless you run a training school for the same (like maybe a martial arts instructor).

This amount squared, times \$20, times the number of years of employment, equals the total funds in the bank that you have to your name. Naturally, you can have access to more cash through things like credit cards, but the amount you just calculated is your "money in the bank".

For each 2SP you *spend*, you can increase your *effective* age for wealth purposes by 1 year, with a maximum increase of your WIL. Spending 1 year's worth of SP gained from the age disadvantage (p.6) translates into 2 years of additional savings. Likewise, you may sell off any amount of age, at the rate of 2SP a year, and with GM permission, even begin the game in debt.

Characters may assume they are employed up to the start of the game (that may change), and their monthly salary is equal to the skill they are using, squared, times \$50. Optionally, you can add \$5 to the \$50 for each year of experience at that particular job to represent seniority, promotions and experience (up to double the base amount). So, a person with 5 years experience would multiply by \$75 instead of \$50. The amount of take-home pay depends on the local tax rate. United States characters can assume a 30% bite is taken out before they even see it, from state and federal taxes. European characters are likely to lose even more.

The amount of savings a character starts with automatically generates twice as much value in material goods. For instance, a character with \$2,000 in the bank can also have a \$2,000 computer, and \$2,000 worth of furniture and sundry possessions without having to dip into their savings amount. These should be bought appropriate to the character's lifestyle, and to some extent can be converted back into cash, like selling your car, although this is usually at a loss.

Lifestyle - Characters will have a certain standard of living to maintain. While they may go on extended journeys to distant places, they will still have a number of fixed expenses that will have to be paid. This is especially important during extended times between adventures, or if there is no well-off patron paying the bills.

Car payments + insurance	per month
\$10,000 car	\$250
\$20,000 car	\$500
\$30,000 car	\$750
\$40,000 car	\$1,000
Sports car	x1.5
Bad driving record	x1.5
High accident rate city	x1.5
Insurance only (if car is paid for already)	x.25

Housing + insurance + fees	per month
Apartment	\$400
Townhouse	\$700
House	\$1000
Mansion	\$2000
Cheap	x.75
Average	x1.0
Luxury	x1.5
Good location	x2.0
Prime location	x5.0
In/near major city	x2.0

Food	per month
Fixed at home	\$150
Restaurant once a week	\$200
Restaurant twice a week	\$250
Restaurant once a day	\$400
Restaurant all the time	\$750
Cheap	x.75
Average	x1.0
Luxury	x2.0

Example - An employed character with a Computer Science skill of 7 and 5 year's experience will have $7^2 \times \$20 \times 5$ years = \$4,900 in the bank, and \$9,800 in assets. The character has a current monthly salary of \$3,675 (using the optional seniority rule). In the US, after taxes, this leaves about \$2,600 per month to live on. Our programmer lives in an average apartment in a major city (\$800 per month), eats out at least twice a week (\$250 per month), drives a \$30,000 sports car (\$1,125 per month), and has about \$400 a month left over for sundries, clothing and savings. He or she has a home computer system worth \$5,000, \$2,000 worth of furniture, an \$800 stereo system (including music), and has a second car worth about \$2,000 (paid for, but eats insurance money).

Your lifestyle at the start of the game should not exceed your monthly take-home pay. This will give you an idea of your financial status at the start of the game. Now, you may note that you can't start the game with exorbitant salaries and fantastic lifestyles, but then again, those people may be part of the conspiracy, and you're not...

Ads & Disads

Templates - The **CORPS** system is very fast, but if you insist on dropping right into the game, try grabbing one of the

Ex-cop

Attribute	Level	Aptitude	Cost
STR	5	1	25
AGL	6	2	36
AWR	5	1	25
WIL	5	1	25
HLT	5	1	25
POW	2	1	4
Total			140

Age 26 +20AP
+40SP

Advantages

Level 1 Contact (Police) -5SP
Level 1 Contact (Informant) -5SP

Disadvantages

Level 2 Enemy (Org. crime) +10AP
Level 2 Enemy (Other) +10AP

Total AP 140
Total SP 80

Skills	Level	Cost
Projectile weapons	4	12
Pistols	+2	4
Melee weapons	3	5
Billy club	+1	1
Unarmed combat	4	12
Punch	+1	1
Vehicle operation	3	5
Automobile	+1	1
Paramedic	3	8
Law	3	8
Criminal law	+1	1
Psychology	2	3
Influence	+1	1
English 5	0	
American culture	3	0
Underworld culture(+1)	3	15
Add Spanish, Military Sci. or a area knowl.(+0)	2	3
Total		80

Background - Relatively young career cop, too clean for the system. You stumbled onto a fragment of the Truth during a seemingly routine criminal investigation. After beginning to dig, you were told to "close the case". You refused, and continued to search for the truth. Suddenly, you were the focus of an Internal Affairs investigation, which had fabricated (but still damning) evidence that placed you in a very shaky situation. You were "offered" the choice of prosecution or resignation. You took the latter, and copies of your files (when no one was looking). Now, you are out of work, and trying to fit the pieces together between the odd jobs you take to make a living.

following character templates. They have everything you need, but still give you the flexibility of some customization.

Cult Hunter

Attribute	Level	Aptitude	Cost
STR	4	1	16
AGL	5	1	25
AWR	7	2	49
WIL	5	1	25
HLT	5	1	25
POW	2	1	4
Total			144

Age 26 +20AP
+40SP

Advantages

Level 1 Contact (Police) -5SP
Level 2 Contact (Press) -10SP

Disadvantages

Level 3 Enemy (Hierarchy) +15AP
Level 2 Enemy (Police) +10AP

Total AP 145
Total SP 75

Skills	Level	Cost
Projectile weapons	2	3
Pistols	+1	1
Melee weapons	2	3
Knife	+1	1
Unarmed combat	2	3
Punch	+1	1
Vehicle operation	2	4
Automobile	+1	1
Paramedic	4	12
Locksmith	3	5
Lockpicking	+1	1
Philosophy	5	21
Arcane religions	+2	4
English 7	0	
German 3	5	
American culture	4	0
Investigative research	3	5
Add History or area knowl.(+0)	3	5
Total		75

Background - During your senior year at college, a close friend was murdered in a bizarre fashion. While suspects were arrested, all were innocent, and the police seemed very eager to close the investigation, revealing very little detail to the press. You did your own investigation, and discovered a pattern of such slayings, across the country, on days and in places that had significance only to certain ancient religions. As you delved deeper, your studies suffered, and your forays into the unknown became more and more time-consuming. Eventually, you were caught stealing a book from the sealed Special Collections one night, and expelled from the university. That was 2 years ago. You have learned a lot since then, but not nearly enough.

Enforcer			
Attribute	Level	Aptitude	Cost
STR	5	1	25
AGL	6	2	36
AWR	6	2	36
WIL	6	2	36
HLT	4	1	16
POW	2	1	4
Total			153

Age 28 +24AP
+48SP

Advantages

Level 1 Contact (Government) -5SP
Pain Tolerance -5AP

Disadvantages

Level 3 Enemy (Illuminati) +15AP
Level 3 Enemy (Little Gov't) +15AP
Level 2 Psych (Agency loyalty) +4AP

Total AP 153
Total SP 93

Skills	Level	Cost
Projectile weapons	3	5
Pistols	+1	1
Melee weapons	3	5
Martial Arts (+1)	4	21
Punch	+1	1
Block	+1	1
Lethal blow	+1	1
Land vehicles	3	5
Paramedic	3	5
Locksmith	3	5
Lockpicking	+1	1
Electrician	3	5
Security systems	+1	1
Computer science	3	5
Hacking	+1	1
Economics	3	5
Bribery	+1	1
English 3	5	
Spanish 7	0	
American culture	3	5
South American culture	4	0
History	3	5
Secret Societies(+1)	+1	4
Add an area knowl.(-1) or	4	5
Paramedic	3	5
Total		93

Background - Of Latin descent and questionable background, you make a dubious living as a "deniable resource". A government agency which keeps much of itself hidden hires you to do "errands", no questions asked. They pay well, and have helped you out of situations with the law, customs officials and other incidents that would have otherwise landed you in jail, or worse. You still don't know who they really are, though...

Crackpot			
Attribute	Level	Aptitude	Cost
STR	4	1	16
AGL	3	1	9
AWR	8	2	64
WIL	6	2	36
HLT	3	1	9
POW	2	1	4
Total			137

Age 27 +22AP
+44SP

Advantages

Level 1 Contact (Publisher) -5SP
Physical Ad. (Sharp memory) -5AP

Disadvantages

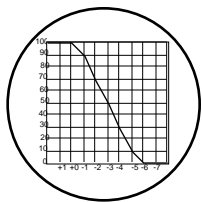
Level 2 Enemy (Illuminati) +10AP
Level 2 Enemy (Multinational) +10AP
Level 6 Psych (Talkative) +12SP

Total AP 137
Total SP 101

Skills	Level	Cost
Projectile weapons	2	3
Unarmed combat	2	3
Land vehicles	2	3
Automobile	+1	1
Air vehicles	2	3
Ultralight	+1	1
Electronics	7	45
Computer science	4	12
Hacking	+2	4
History	4	12
Secret societies(+1)	+1	4
Writing	3	5
English 8	0	
American culture	4	0
Add an area knowl.(+0)	3	5
Total		101

Background - College graduate, inventor and writer on the lunatic fringe. You wrote a book on some esoteric subject, which despite good expectations by the publisher, did not get distributed very widely. You are called on, however, to review manuscripts sent in by other authors on occasion. You are quite convinced that the world is secretly run by vast organizations of untold wealth and power, but despite your constant claims, your evidence gains few converts, and most people tune you out within seconds of hearing your voice. You suspect that your phone is tapped, and that your neighbor is spying on you, but you have no proof. You are currently contributing editor for **File 13013**, a fringe magazine dealing with the strange and unusual.

Customizing - In addition to any optional skills you may buy, you can usually switch attributes around, as long as the attributes have the same Aptitude, so while you could exchange a 3 and a 5, you could not exchange a 4 and a 6. This is because it would alter your skill costs.



Basic Skill Use

The **CORPS** system makes the basic assumption that everyone, regardless of their level of skill, has a 110% chance of success, *at their level of competence*. Everyone, regardless of talent, can *automatically* succeed at some tasks.

That is, a person with a Skill of 1 can automatically perform tasks that have a difficulty of 1 or less, a person with a Skill of 4 can automatically perform tasks that have a difficulty of 4 or less, and so on.

Any use of a skill or attribute is called a **task**. If the difficulty of the task is *equal or less* than your level in the skill or attribute, you *automatically* succeed at the task. No dice roll is required, even in combat, so there *are* cases where you can automatically hit someone.

For tasks with a difficulty *greater* than your level of skill, you have to roll for success on 1d10. Your base chance of success is 11 or less, -2 for each level of difficulty over your skill. So, the progression looks something like this:

Extra difficulty	Chance on 1d10 for success
0	11
1	9
2	7
3	5
4	3
5	1
6+	none

So, a person with a Skill of 3 attempting a task with a difficulty of 6 has a 50% chance of success (5 or less), as does a person with a skill of 7 attempting a difficulty 10 task.

Situational modifiers always add or subtract to your skill, which is compared to the difficulty of the task. If the modifiers make your skill equal or greater than the difficulty of the task, you succeed. So, for instance, if you were attempting to shoot someone and the difficulty was 2 points greater than your skill, you would have to roll a 7 or less, but if you set and braced your weapon for a +2 modifier to cancel this out, you would *not* have to roll to hit. It would be automatic.

Tasks can apply to skills or attributes. For instance, a person might have to complete a HLT task to avoid catching a disease, or be affected by a drug. It might be an AGL task to catch a thrown object, or run on a slippery surface, or a WIL task to avoid falling asleep while staying up very late.

Options

The "On a 10" rule - In order to prevent characters from having their heads blown off by gunmen who are good enough to automatically hit, or similar situations, GM's may wish to have all attacks vs. characters have a minimum 10% chance of failure, that is, any roll of a "10" misses. This is optional.

The "Long shot" rule - If the chance to successfully use a skill is less than 1, a roll of 1 *may* indicate a success. The skill is given an *additional* +5 modifier, and rerolled. Success here indicates a successful use of the skill. This is optional.

The "Random disaster" rule - In order to take into account things that can happen to disrupt the use of skills, but which are far too unlikely to occur on a 1d10 roll, do the following:

Roll 1d10 once for a single long encounter, twice for a short adventure, and three times for a long session, and write the numbers down. Then, whenever appropriate (for instance, at the beginning, middle and end of a session), the next time one of those numbers comes up as a task difficulty, the difficulty of the situation is increased by 2, without the player knowing it beforehand, or a piece of equipment malfunctions, and is a +2 to the difficulty of the task to quickly fix.

Example - Kragmar is sneaking down an alley, to get past a local cop, which he thinks is a difficulty 4 task, no problem for his Stealth skill of 4. However, 4 is the random disaster number that was rolled for the first phase of the adventure. Kragmar fails to notice the tail of a tomcat sticking out from behind a garbage can until the last moment, and he must successfully complete a difficulty 6 Stealth task to avoid making a racket.

Another example might be to say that a gun malfunctions, adding 2 to the difficulty of the shot and/or jamming up afterwards, being a AGL or weapon skill task to clear up.

The "Random disaster" rule is optional, but recommended.

General Task Modifiers - While many skills will have specific modifiers, the following list applies to most skills.

Task	Modifier
"Out of combat"	+2
.25x time spent	-2
.5x time spent	-1
1x time spent	+0
2-4x time spent	+1
5-9x time spent	+2
10-16x time spent	+3
17-25x time spent	+4
Fortuitous circumstances	+1 to +2
Impairing circumstances	-1 to -5

"Out of combat" means any situation where there is no pressure on the character to succeed, there are no specific time constraints or penalties for failure. You do *not* get this modifier if using a skill which you have not bought (using your Aptitude instead), since *any* use is under pressure, because you don't know what you are doing. For instance, target practice is "out of combat", unless you are sweating under the watchful eye of a drill sergeant. Free rock climbing is not "out of combat" climbing, because you have penalties for failure.

Time modifiers apply *only* if you are willing to forego automatic successes for using some other time increment. For instance, if you had a lockpicking skill of 4, and were picking a lock with a difficulty of 6, you would have a 7 or less to open it in 10 seconds. Or, you could spend 50 seconds (5-9x the normal time), and succeed automatically, but not both. One way is several hurried attempts, while the other is a single, careful one.

Time modifiers will never be a larger bonus than half your Primary skill (rounding fractions up), so a person with a Primary skill of 4 could never use more than a +2 from extra time.

General Task Difficulty - The following list gives you an

idea of how difficult to make tasks in your game, along with a variety of sample applications, listed in the same general order as the skills on page 5. Items with a "varies" for the difficulty may have special rules sections that apply. Naturally, you can assign your own difficulties and times to tasks, or just use the general modifiers to create them as the need arises. Note that some skills have recommended time increments. *If* a character can complete the task in less than a second, they *may* perform another action (like drawing *and* firing a gun, for example).

Task	Difficulty
Extremely easy	1
Very easy	2
Easy	3
Average	4
Moderate	5
Hard	6
Professional level	7
Impossible without training	8
Impossible without professional training	12

Combat skills (AGL)

Sample task	Difficulty
Use weapon (p.17-20)	varies
Drawing a weapon (1 sec)	4
Reloading a weapon (per shell or clip) (2 sec)	6
Clearing a malfunction (2 sec)	6

Vehicle Operation (AGL)

Normal driving	3
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Medical (AWR)

Stop bleeding injury (p.16)	varies
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Trades (AWR)

Simple mechanical repair (15 min)	6
Average mechanical repair (1 hour)	8
Complex mechanical repair (4 hours)	10
Hotwire a car (1 min)	5
Deactivate a simple car alarm (1 min)	6
Deactivate a complex car alarm (1 min)	8
Deactivate a simple house alarm (1 min)	7
Deactivate a complex house alarm (1 min)	9
Deactivate complex commercial alarm (10 min)	11
Deactivate museum alarm (10 min)	13
Defusing a letter bomb (10 min)	7

Trades (AGL)

Appraise quality of gems and metals (1 min)	7
Picking a padlock (10 sec)	6
Picking a door lock (10 sec)	8
Picking a high security lock (10 sec)	12
Convert semi-auto weapon to full-auto (1 hr)	7

Sciences (AWR)

Making homemade explosives (1 hr)	5
Placing a demolition charge (5 min)	5
Simple computer task (10 sec)	3
Average computer task (1 min)	5
Hard computer task (varies)	7
Illegal computer system entry	+2
Diagnose simple electronic malfunction (1 min)	4
Diagnose average electronic malf. (10 min)	6
Diagnose complex electronic malfunction (1 hr)	8

Liberal Arts (AWR)

Bribe willing customs official	3
Bribe cooperative official	5
Bribe hesitant official	7
Communicate simple ideas in foreign language	3
Speak fluently in foreign language (w/accnt)	5
Speak fluently in foreign language (no accent)	7

Do basic library research (1 hour)	5
Find obscure but publicly available info (1 day)	7

Play instrument professionally	7
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Interrogate/verbally coerce individual (p.25)	varies
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Hide behind obvious (non-deceptive) disguise	3
Use deceptive visual disguise (10 min)	5
Blending into a crowd (10 sec)	6
Assume mannerisms, voice, gestures (1 hour)	7

Environment (AWR)

Light a fire using only matches (10 min)	4
Light a fire with flint and steel (10 min)	5
Build a shelter from the elements (10 min)	5

Environment (HLT)

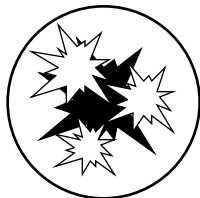
Run at 10 meters per second	7
Stay afloat in the water	2
Swim at 1 meter per second	3
Climbing a ladder	2
Climbing a rope	4
Climbing a cliff with equipment	6

AGL

Standing up from controlled fall (1 sec)	3
Standing up from uncontrolled fall (1 sec)	5

WIL

Staying awake late at night	3
Staying awake extremely late at night	5
Staying awake more than 24 hours	7



Combat Basics

Use of combat skills is more than just tasks. There are other factors to consider as well. This sections covers the basics of all forms of combat, and their likely aftermath.

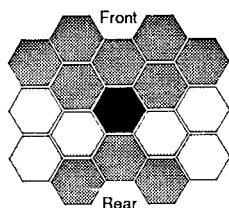
Scale - CORPS is based on a 1 meter/1 second scale, that is, each hex on a combat display is 1 meter across, and combat occurs in 1 second increments. Up to four people may fit in a hex (uncomfortably), but melee combat between two people is the normal maximum in a single hex. Usually, melee combat will occur between individuals in adjacent hexes.

Movement - Characters have a normal maximum move of 9 meters per second, an acceleration of 3 meters per second, and a deceleration of 6 meters per second. You may change speed or position any time in a second after your movement Initiative comes up. Maximum movement is halved if dodging.

Turning - Turn mode for foot movement is based on your speed. You may make one 60° change of facing each number of hexes equal to the hexes that will be moved that second squared, divided by 10, rounding fractions up. Movement of 1 hex or less can change to *any* facing, kneel, go prone, get up or use available cover to best effect. Movement from the previous turn *does* count towards the current turn.

Movement	0-1m	2-3m	4m	5m	6m	7m	8m	9m
60° turn per	0m	1m	2m	3m	4m	5m	7m	9m

Facing - Characters have four facings that they can attack or see into. These are Front, Right Side, Left Side and Rear.



Arc	Modifier
Front	+0
Side	-1
Rear	-3

Normally, you will take a -1 modifier to *any* action taken into a Side hex, and a -3 to actions attempted into a Rear hex (including Initiative, blocks, dodges, etc.). However, most people find it easier to do attacks into the side *opposite* their good hand than on the same side as the good hand, and will take an additional -1 modifier on any two-handed longarm attacks into the same side as their preferred hand (face forward and fire an imaginary rifle 90° to either side to see this).

Initiative - Any form of skill or attribute use may require knowledge of who acts first, like in combat. This is Initiative.

The order of action in a given second is based on the highest skill used, with non-skill actions like running based on the AGL *Aptitude* of the person (or AWR for most paranormal powers). People act from highest Initiative to lowest, equal Initiatives determined by the roll of a die. Those with higher Initiatives may "hold action", which is waiting to do something,

based on conditions, so you *could* let a slower person act first if you wanted to. If you try to preempt another person with a held action (they attempt something, and *then* you try to act before them), the person being preempted must complete a task with the difficulty of the *attacker's* Initiative.

Example - You have an Initiative of 7, and are holding someone at gunpoint. They attempt to draw, and have an Initiative of 5. In order to shoot before you do (since you were waiting for them to make the first move before acting), they must successfully complete a difficulty 7 task with their Initiative of 5 (actually a 3, since they take a -2 for drawing a weapon).

Modifiers - Certain types of actions will be modifiers to the Skill or Attribute used for Initiative.

Condition	Modifier to Initiative
Weapon type	Initiative of weapon
Injury	-impairment
Holding an action or surprise	+2
Drawing a weapon	-2
Attacking into side arc	-1
Right side arc w/longarm	-2
Attacking into rear arc	-3
Multiple actions	-2 per

Sequencing - If you plan on doing multiple things in a given second, there will be *at least* 2 points of Initiative separating them, sometimes more. So, for instance, if your Initiative were 7 and you were going to shoot two separate targets, your first shot (or burst) would be on Initiative 7 and the second would be on Initiative 5. If you were going to shoot and move, your shot would be on Initiative 7, and you would move on an Initiative of your AGL *Aptitude* (*not* on Initiative 5). A "held action" is one which you have spent at least a second preparing, like getting ready to fire, strike or run, and gets a +2 to Initiative.

Actions - You normally get one "free" action per second, like firing a gun, swinging a fist, etc. Any extra actions (except for firing a gun multiple times at the same target) take a cumulative -2 modifier, but the character can take as many actions as they can succeed at, but Initiative 0 is the last time a person can act each second. So, the order in which you do your actions is important. For instance, in melee, blocking and attacking means the attack takes a -2, while attacking and blocking means the block takes a -2. If an action has automatic penalties to other actions, this extra minus usually still applies. For instance, if a character dodged a fist and then fired a gun, the gun would take a minus to hit because of the *dodge*, and because it was the second action. On the other hand, if they fired the gun and *then* declared a dodge, the dodge would take a -2 to its effectiveness because less time was actually spent on the dodge, and more on keeping the weapon aimed.

First action	+0 modifier
Second action	-2 modifier
Third action	-4 modifier
Fourth action	-6 modifier
Fifth action	-8 modifier

Damage- Before we get to combat tasks, you need to learn how damage is given and taken.

Weapons - All weapons have a DV, or Damage Value. This is the number of points they do to a living target, or towards penetration of armor. This will be classed as either lethal, non-lethal or combination (half each, with fractions being non-lethal).

The damage done in melee combat is based on the STR of the attacker. Punches do the attacker's STR Aptitude (STR/4) in non-lethal damage, and kicks do one-third the attackers STR, rounding fractions to the nearest number (.5 rounds up). Martial arts attacks add the *Martial arts* skill of the user to their STR for purposes of figuring out damage. Melee weapons convert STR damage into lethal or combination damage, and may additionally add to effective STR for purposes of figuring out damage.

Melee attacks	Damage Value	Location Mod.
punch damage	STR/4(n)	-1
kick damage	STR/3(n)	+1
small knife	+0 STR	-1
knife	+1 STR	-1
machete/short swd.	+2 STR	+0
large swd/ax	+3 STR	+0

Armor - Armor is rated by the protection it provides vs. blunt trauma and penetration, and is referred to as Armor Value, or AV. It will be two numbers separated by a "/", like 2/4. The first number is blunt trauma protection. The armor subtracts this much from every hit. The second number converts up to its value in lethal damage to non-lethal damage. It has no effect vs. non-lethal attacks. If an injury does lethal *and* non-lethal damage, you count only the worst of the two for knockouts.

Example - A person wearing a 2/4 vest is struck by a thrown knife that has a lethal damage of 2. This is equal to the blunt trauma protection, so the attack has no effect. The person is then struck with a bullet that does 6 points of lethal damage. The blunt trauma protection subtracts 2, and the penetration resistance takes the remaining 4, and converts it into 4 points of non-lethal damage. The person is then struck with a bullet doing 9 points of lethal damage. The first 6 points are treated like the previous example, but the character *also* takes 3 points of lethal damage as well. For being stunned or knocked out by the damage, the non-lethal damage of 4 is used, since it is the higher of the two amounts applied by that hit.

Special Armors - In the simplest case, armor works equally well against all kinds of attacks. These attacks are *usually* physical, like a fist, knife or bullet. Against non-impact damage (like a laser), armor will get its *full* value (the sum) as blunt trauma protection, as a non-impact attack does *no* blunt trauma.

Some attacks are better or worse at penetrating armor than others. For instance, all armor is doubled vs. hollow-point or exploding rounds, to reflect that they penetrate less well.

If an armor was not designed to stop a given type of attack, the attack is counted as "armor-piercing". Armor piercing attacks halve the blunt trauma and penetration resistance of the armor, rounding each part down to the next lowest number.

For instance, no natural creature evolved protection against gunfire, so bullets against leather are counted as armor-piercing. Similarly, most body armor is not designed to stop armor-piercing bullets, and soft body armor (Level I and II vests) is not designed to stop knife thrusts. Attacks *designed* to be armor-piercing (rather than acting that way from circumstance) *may* do less tissue damage or leave a cleaner wound.

Any armor which is hardened against armor-piercing attacks will have an "H" after the armor designation, and will act at full effectiveness vs. both normal and AP attacks.

Location - If a character is struck by an attack, and the location is random, roll 1d10 on the following table. Each of these areas is a "large" hit location. Smaller hit locations would be things like a hand or foot (see Called Shots, p.19).

Roll	Location
1	Head/neck
2	Right arm
3-4	Chest
5	Left arm
6	Abdomen
7	Upper right leg
8	Upper left leg
9	Lower right leg
10	Lower left leg

Impairment - When a person takes damage, they take a minus to use the portion of the body struck, equal to the amount of damage they took, plus a fixed amount based on location. There is a minimum impairment of -1 for any lethal attack doing 1 point or more. Impairment to the abdomen will also affect use of leg skills or movement, and impairment to the chest will also affect arm skills. An impairment is a minus that applies to the chance of doing anything with the affected part of the body:

Location	Affects
Head	AWR rolls, AWR skills
Arms	arm STR, arm skills
Chest	arm STR, exertion HLT rolls, arm skill
Abdomen	leg STR, exertion HLT rolls, leg skill, running
Legs	leg STR, leg skills, running
Whole body	all

Location	Impairment mod.	Event. fatal mod.
head	-1	+1
torso* or whole body	+0	+0
arm or leg*	+1	-1

*Maximum impairment per hit of -5 for arms or legs, and -10 per torso hit

Attack	Impairment mod.	Event. fatal mod.
Melee thrusting attack	-1	+0
Normal	+0	+0
Hollow-point/exploding	+1	+1
Armor-piercing	-2	-1

Note that a lethal damage of 0 would still do an impairment to an arm or leg of -1, so small grazing hits can still have an effect, although non-lethal damage of 0 is usually no effect.

The chance of a injury being eventually fatal is the *damage*, with the reverse of the *location* impairment modifier, so a 2 point hit to the head would do an *impairment* of 1, but have a chance of being *eventually fatal* of 3 or less. A 2 point head hit with hollow-point ammunition would do an impairment of 2, but still be eventually fatal on a 3 or less. A 2 point head hit with armor-piercing rounds would do an impairment of 1 (minimum of 1 for any lethal attack), but *still* be eventually fatal on a 3 or less.

Big or small creatures will have damage multiples, like a small dog might have a x2 multiple to show that damage it *takes* (not is struck with) is doubled for determining impairment and death, while an elephant might have a x.2(d) multiple.

Autokills - Some eventually fatal injuries have a chance of being instantly fatal. Head hits are *instantly* fatal if this roll is made by 3 or more. Chest hits are *instantly* fatal if the roll is made by 5 or more, and abdomen or whole body hits are *instantly* fatal if the roll is made by 7 or more. Arm and leg hits are *never* instantly fatal. GM's might want to reserve autokills for NPC's, depending on how lethal they want their campaign.

Example - A 6 point chest hit does an impairment of 6, is instantly fatal on a d10 roll of 1, and eventually fatal on a roll of 2-6. A 6 point head hit does an impairment of 5, is instantly fatal on a d10 roll of 1-4, and eventually fatal on a roll of 5-7.

Bleeders - Eventually fatal wounds will cause a loss of HLT from bleeding, at the rate of 1 point per 1d10 minutes (rolled when the wound is determined to be eventually fatal), and each time this increment is *doubled*. If HLT goes to zero, the character dies from blood loss or shock. This bleeding *can* be stopped with a use of First Aid or Medicine skill. *Any* minus to HLT is a minus to *all* actions because the fatiguing effects.

Broken bones - As an optional rule, roll 1d10 on any lethal injury. If the result is equal or less than the impairment, the damage has broken a bone or caused some other injury that takes longer than normal to heal. The actual degree of impairment is not increased by this result, only the healing time.

Knockouts - To see if a character is stunned by an injury is a WIL task, with a difficulty equal to *twice* the "eventually fatal" chance for the level of impairment (lethal or not). For example, a 6 point arm hit has an "eventually fatal" roll of 5 or less, so the "stun" difficulty is a 5x2=10. The *maximum* difficulty is 10 for an arm or leg, 15 for the torso or whole body, and 20 for the head.

Automatic success means no stun or knockout. A failed roll means you take a minus to *all* actions of the amount failed by until the end of the *next* second, as you are "stunned". Failing a roll by *more* than your *current* WIL means a knockout. Time spent unconscious is a minimum of 10 seconds, doubled for each point over the amount needed to knock the character out.

First aid - Any lethal damage a character takes is serious. For instance, a -1 impairment to a hand is like driving a nail through it. Conversely, cuts, scratches and small (but not debilitating) injuries are largely ignored in this system. If you take a lethal injury in **CORPS**, it is something you would (in the real world) go immediately to an emergency room to have treated.

Paramedic Skill can be used to stop an eventually fatal result. A roll can be made once a minute if the character does nothing else, and the difficulty of the task is the chance that the wound would be eventually fatal. If the character takes *any* damage at all to that area, the wound will reopen. A successful Medicine Skill use vs. the same difficulty can be used to permanently seal the injury, but this takes at least 10 minutes.

Recovery - Recovering from injury or exertion is based on your *current* HLT, so characters who have lost a lot of blood will heal slower until they gain back some of the lost HLT.

Exertion - You get your *current* HLT in points per *hour* to recover from exertion, allotting these points towards increasing your HLT, on a 1 for 1 basis.

Non-lethal - You get your *current* HLT in points per *day* to recover from non-lethal injuries, allotting these points towards non-lethal impairments (or HLT), on a 1 for 1 basis.

Lethal - You get your *current* HLT in points per *30 days* to recover from lethal injuries, allotting these points towards impairments (or HLT), on a 1 for 1 basis.

If HLT is at less than full, the first point of any healing per unit of time is allotted to increasing HLT. After that, the smallest impairment is reduced by a point, then the next smallest, and so on, until all injuries are partially recovered. The process is then repeated. If an injury is determined to be a "broken bone", the first point of the impairment is not recovered until 4 points of healing are allotted to it.

Example - A character has a -3 impairment from broken ribs, and a -2 from a bullet graze. Their effective HLT is 7 (assuming no reduced HLT from blood loss), so they recover 7 points of impairment in 30 days, or roughly 1 point per 4 days. This alternates between the impairments, so at the end of 30 days, the smaller wound is healed, and the ribs have 5 points allotted towards them. Four points cancel out the broken bone, and the last reduces the impairment to a -2.

The effective HLT of the character for healing will be modified by the conditions the character is under.

Care	Modifier to HLT
hospital, total rest (\$1000/day)	+4
outpatient care, rest (\$100/day)	+2
basic first aid, light activity	+0
poor care, medium activity	-2
ext. poor care, heavy activity	-4

If effective HLT is *negative*, you *lose* points on lethal impairments instead of healing them, with points applied in reverse order of healing (largest injuries first). Lethal injuries that go to a -10 or more mean amputation is required. A torso or head "amputation" means the character has died from lack of care.

To increase or decrease the level of "traumatic heroism" characters can put up with, you may wish to alter the times required for healing of injuries. As shown, an average person recovering in a hospital from a -9 total impairment is still going to be there a *month* before they are back to normal. While this may be realistic, it makes for a lot of down time between adventures. Decreasing the recovery time to 10 days instead of 30 speeds the healing process considerably.

Combat Tactics - The **CORPS** system has several inherent features which allow it to mimic actual combat extremely well. The most important of these is that people *die* when they get shot in vital areas, regardless of how experienced or tough they are. Players who wish to grow attached to their characters will have to play their tactics well in order to emerge unscathed, and even that is no guarantee.

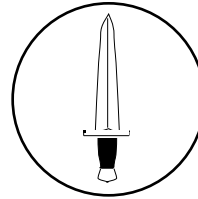
For projectile weapons, the first rule is simple: Wear body armor. Everyone who expects to get into a firefight should always be wearing *at least* a Level IIA bulletproof vest (AV3/4) under their street clothing. This will turn potentially lethal wounds into merely painful ones, and will make rifle wounds somewhat less devastating. If the circumstances permit, head and face protection is also advised. Unfortunately, there is very little ballistic armor available for the arms and legs.

The second rule is: Don't Get Hit. Easy enough to say, but most players will take their experience from other games into **CORPS**, and will be carried off in body bags as a result. *Always* use available cover. It makes you a smaller target. Show as little of yourself as possible. If you have to move across a field of fire, try to have covering fire, and always move as fast as possible, preferably dodging the whole way. It does not take much skill to do a successful called shot to the head at 10 meters. If you can do it, so can your enemies. Make yourself hard to hit, and keep them worried more about keeping themselves alive instead of killing you.

For melee combat, again, you don't want to be hit. Having the pain tolerance advantage (p.8) is extremely useful for brawlers and other unarmed combat types. This lets you take those punches to the gut without flinching, while other people end up rolling on the floor. Unless you want to be hit, or don't care, always have some sort of defensive maneuver each phase. It may decrease *your* chance to hit, but also decreases your chance of being hit. If possible, use tools. You don't break your knuckles on someone else's face as a result, and it can be used to block with without risking personal injury.

ASP's - Or Ass-Saver Points. These are entirely optional, and it is up to the GM whether they will be used or not. If a character has points saved towards improving their character, either from experience or leftover from character creation, they can use these to modify die rolls. In any given encounter, the character may spend up to 2 of these points, and each point can modify *anything* in the game by 1 point, up or down. These are spent *before* the action occurs that they are needed for (but may be spent afterward, at GM option). Once spent, these points are removed from the character record. The good side of ASP's is that it lets characters survive things that they wouldn't normally be able to, and perform slightly heroic feats that don't warp reality *too* much. The bad side is that it is easy to overspend them, which will end up totally negating any experience the character might gain for the adventure.

For starting characters, GM's might want to consider informing the players on ASP's and their use, and giving them a starting quota of 2-4 ASP's, just to keep them alive until they develop some tactical sense. ASP's are usually *not* awarded separately, but are a use of experience a character would have accumulated towards other skills or attributes.



Melee tasks

Melee combat is done on the same principles as all other skills. The base task difficulty to hit with a melee weapon is the AGL Aptitude of the target, modified by blocks, dodges, etc.

Actions - You normally get one "free" action. Extra actions take a cumulative -2 modifier, but a character can take as many actions as they can normally succeed at, with a suggested max for melee of AGL/2 actions (round up). So, the order of your actions is important. For instance, blocking and attacking means the *attack* takes a -2, while attacking and blocking means the *block* takes a -2. You *can* dodge *and* block as *one* action.

First action	+0 modifier
Second action	-2 modifier
Third action	-4 modifier
Further actions	extra -2 per

Carryover - All *defensive* melee actions "carry" into the next phase if they are not used or changed. For instance, if you declare "block" and "attack", and you are not attacked on that phase, on the next phase, you are still considered to be blocking, *until* you decide to act, so if attacked *before* your Initiative came up, you would not be caught off guard. *Offensive* actions like throws, holds, attacks and feints are counted as being "held actions", which are done like normal Initiative, but the held action gets a +2 modifier when seeing who goes first.

The "Graze" rule - For most skills, making a skill roll *exactly* or having a skill *exactly* equal to the difficulty means that the task is successful, but just barely. For *all* combat skills (including guns), such a barely successful task is counted as a grazing hit, which does half damage, rounding fractions down, *before* armor is applied. The idea of marginal success can likewise apply to *any* task which is made *exactly*. *Optionally*, say grazes only do 1 point, and making the roll by 1 does half.

Sometimes, it is not worth it to try for *too* precise a called shot. For instance, a grazing head hit is serious, but a full-damage head hit is better than a graze to the temple. A damage of 0 is treated normally attack for impairment and fatality purposes. If a player disputes a graze, roll again. Any success means a full-damage hit, and failure (or a 10) is a near miss.

Melee attacks - There are three types of melee attacks: Unarmed Combat (aka Brawling), Martial arts, and Weapons.

Brawling - This is free-for-all "brute force" fighting, and includes wrestling techniques. There are three Secondary skills that are usually bought: Punch, Kick and Hold. Punch and Kick do normal melee damage, and Hold allows a grab to pin an opponent, who must complete a successful Brawling or STR task vs. your skill to escape, as one of their combat actions. Holds *may* do lethal or non-lethal damage each phase (like twisting an arm), but each point of attempted damage is a -2 modifier to the difficulty of making the initial hold. Any hold is a minus of the attacker's STR Aptitude on the defender's actions.

Melee Combat

Martial arts - Martial arts is a more advanced fighting skill, and costs more SP for an equivalent level of proficiency. However, you get to *add* your skill to your STR for determining combat effects (damage, etc.), and you have the *additional* combat options of Block, Throw, Dodge and Lethal Blow.

A Throw is treated as an attack which does no damage, but if successful, automatically places the target at a disadvantage (usually prone), giving you a +2 modifier to hit them until they get up. This counts as one of their actions (an AGL task of 5).

A Martial Dodge lets you increase the difficulty of hitting you (in melee only) by up to your skill (added to AGL Aptitude), but you take any extra amount as a minus to your own attacks as well. This is more effective than a normal dodge, which only allows you to get a total of up to double your AGL Aptitude.

A Lethal Blow lets the character use their STR to do lethal damage rather than non-lethal damage. It acts like using a called shot to increase the damage of a weapon (see Gun Combat), but the increased damage is counted as a separate, lethal attack. If the target is heavily armored (blunt trauma protection of 3 or more), the character takes their *base* STR Aptitude (in non-lethal damage) on the body part used to strike with.

Weapons - Weapons are any form of tool used in melee combat. Melee weapons may convert STR damage of a character to lethal damage, and add to their effective STR as well.

Dodging - A dodging target gets double its AGL Aptitude as the difficulty to be hit from all *melee* attacks, but AGL Aptitude is a negative modifier to *all* attacks made by that target.

Blocking - Blocking an attack does *not* increase the difficulty of your being hit, but increases the chance of a "controlled hit". Your defense is increased by your skill, and if the attacker still hits, you may *usually* take the attack on the body part or held item of your choice, like a weapon or makeshift shield.

Example - A skill of 4 is used against a defense of 9 (AGL Aptitude + Martial Block). If the attacker succeeds (on a roll of 1), the target is hit anyway. If the attacker rolls a hit vs. the defender's Aptitude, but not vs. the total defense, the attack "hits", but hits whatever is used to block with. If the attacker fails to hit vs. the defender's Aptitude, the result is a clean miss.

That is, if you make a successful attack against the *total* difficulty, you evade the block and get a normal hit. If you fail against the total difficulty, but succeed against the difficulty *without* the block added in, the target successfully blocks your attack (but might still take damage). If you fail against the difficulty without the block added in, you totally missed.

Anything you block with takes the force of the attack. For unarmed combat, the body part used may be injured. If you are holding an object, you may take the block effects on it. Assume anyone making an unarmed attack is smart enough to *not* strike a weapon used to block with. Thrown attacks *may* be blocked.

A parry is a block made as a called shot vs. the attacker's weapon, usually at -1 for punches, kicks and small melee weapons. Success deflects the attack without damage. A parry can represent any fancy move that saves your hide. This is useful if your foe is armed, and you are not, since a normal block would put a part of your body in the path of the weapon.

Example - If the defender in the previous example parried, the defense would be 8 instead of 9, meaning the attacker would have to complete a Difficulty 8 task to avoid the parry. Against the attacker's skill of 4, this is a 3 or less, but if the attacker fails the roll, the attack is parried and does *no* damage, where with the block, they would actually hit something.

Whether or not you choose to parry depends on your skill, the circumstances of the combat, and whether or not you have the Pain tolerance character advantage.

Called blocks - An optional rule is the "called block". The defender can choose a called shot area, and concentrate on defending it. They get the size modifier for that location as a *bonus* to a block that would hit that location (roll in advance), but a *penalty* to defend all other locations. An attacker can usually tell if a defender is protecting certain areas more than others.

Shields - Shields are used with Melee skill, or the Secondary skill of Shield. Shields provide a bonus to block an attack:

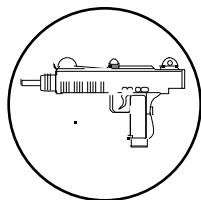
small shield (briefcase, AV2)	+1
medium shield (trash can lid, AV2)	+2
large shield (small table, AV3)	+3

An item used to block with *does* take damage like it had been struck by the weapon, and the arm holding the shield may take damage if the shield is penetrated, usually if the hit would have struck the character even without the benefit of the shield. Damage that penetrates a shield and does not strike the character usually damages the shield, but the extra damage does not apply to the character. Thrown items and low-velocity projectiles like darts, rocks and perhaps arrows may be blocked with a shield. Bullets may not be blocked, but may accidentally hit a shield, in which case the AV of the shield applies. This may be the case with assault or riot shields, which are large enough to hide completely behind if in a crouched position.

Feints - A feint is any maneuver designed to throw an opponent off guard, and make it easier to hit them afterward. You must make a successful "attack" with an additional negative modifier of your choice. If this "attack" is successful, you may use this amount as a positive modifier on your next attack vs. that person, provided it is before the end of the next second, and *before* they attack or move again. Remember that you are supposed to declare your actions before you know exactly what is going to happen, so a person who is successfully feinted against cannot "un-feint" themselves unless they had already declared moving out of range or an attack as part of their actions for the turn, and occurring *after* the feint.

Moving - A character who moves before doing a melee action will take an additional minus to all of their melee actions equal to the square root of the hexes moved (round fractions up), but is no harder to be hit by anyone else.

Off-hand - Weapon skills used with your off-hand (left if right handed and vice versa) take an additional -2 modifier. Unarmed attacks like punches only take a -1 for off-hand use. The Physical Ad of Ambidexterity will negate these penalties.



Firearms Tasks

Firearms tasks include anything involved with firing, reloading or other combat use of a projectile weapon or thrown object. The base difficulty of hitting any target is based on the range to that target, as below:

Range(m)	0	1	2-4	5-9	10-16	17-25	26-36	37-49	50-64	65-81	82-100	101-121	122-144	145-169
Difficulty	2	3	4	5	6	7	8	9	10	11	12	13	14	15

If you haven't noticed, the base difficulty is equal to the square root of the range, rounding fractions up, plus 2. This can be applied to *any* range.

Skill modifiers

Range mod - All firearms have a range mod. This is a stat that *adds* to user skill, but not an amount higher than the task difficulty for range. That is, it cancels out range effects up to its level. The *effective* range of a weapon is the range that corresponds to its (range mod plus 10). Shooting at ranges greater than this takes an *extra* level of difficulty *per* range step. Because of the steep drop off this gives, GM's should be liberal with +1/-1 modifiers on die roll (not skill) for circumstances, like extreme ends of a range band. Typical range mods are below:

Weapon type	Range mod	Effective range
snubnose	0	64m
sawed off	0	64m
pistol, machine pistol	1	81m
target pistol, smg	2	100m
shotgun	2	100m
carbine	4	144m
rifle	5	169m
sniper rifle	6	196m

There *are* modifiers that affect the effective maximum range of a weapon, like rifle scopes. Note also that most ranged weapons lose 1 point of damage per 5 range steps past 0m.

Out of combat - Shooting at a target in an "out of combat" situation (no pressure, etc.) is a +2 modifier to your skill.

Target size - The size of the area you aim at will be a modifier to your skill. A called shot "miss" will hit an area appropriate to the miss amount, using this table (count as a grazing hit).

Size of target	Modifier to skill	Example
fills 16 hexes	+3	large truck
fills 4 hexes	+2	automobile
fills a single hex	+1	motorcycle
man-sized	+0	human
big hit location	-1	chest, abdomen, dog
small hit location	-2	head, arm, thigh
very small hit location	-3	neck, hand, foot

Note that the modifiers for called shots are also used for melee attacks, and are treated in an identical fashion.

Optionally, a negative called shot may be used to increase damage done to the target. Any negative modifier is *doubled*, but if the shot *penetrates* armor, it does an additional 1, 2 or 3 points of damage (but *not* more extra damage than that which penetrated armor to begin with). This can be used for crippling blows, or use surprise to do more damage with a small weapon, countering an increased chance to hit with a called shot minus.

Moving - If the *firer* is moving, the difficulty is increased by the square root of the distance *moved*, rounding fractions up. Look on the range table, and subtract 2 from the difficulty to find the penalty. For instance, a range of 5-9 meters is a difficulty of 5, so a person *moving* 5-9 meters would take a -3 (5-2) to their chance to hit. If the *target* is moving, halve this amount (rounding fractions up). If either the firer or target dodges, the firer takes an *additional* minus equal to their AGL Aptitude.

Recoil - All shots after the first in a single combat round have a negative impact on skill. Each shot after the first takes a minus of the DV of the weapon, divided by the STR of the user, rounding down. STR is doubled if you use both hands on a weapon, and tripled for use of a tripod. If using a fixed mount, the *maximum* recoil penalty is -1 per shot.

Autofire - Weapons with an ROF of 6 or more may use autofire, or bursts of at least 3 rounds. There is no penalty on the *first* shot of a burst. However, half (round fractions down) of *all* recoil modifies the rest of the shots, with 1 extra hit per auto success or point past it, or *one* hit if a roll is made on the task.

Example - A person fires an autorifle with a skill of 6, and recoil is -1 per shot. A total of 7 shots are fired in the burst. *Assuming no other mods*, the first shot is at a skill of 6, and the other 6 shots are fired as a *group* at a skill of 3. If the task difficulty was 2, there would be two more automatic hits. If it were a 4, then there would be a roll for the chance of *one* additional hit.

Shotguns - Shotguns count as autofire weapons since they may fire several projectiles at once, but only require Longarm Skill to accurately use. Since all "shots" are fired at once, there is no recoil modifier (unless you fire more than one shell). The number of hits is 1 per auto success, or one hit if the roll (if any) is made on the task. Different calibers or types of shot may give more or less hits, with a minimum of 1 hit on an *automatic* success. If there are zero or negative hits, count each point any roll is made by as an *extra* hit, making a roll by 3 countering the -2 hits a 20ga shotgun gives, for example.

Gauge	Modifier	Shot type	Modifier
10ga	+1 hit	000 Buck	+0 hits
12ga	+0 hits	#2 Buck	+1 hit
16ga	-1 hit	#4 Buck	+2 hits
20ga	-2 hits	Birdshot	+3 hits

Shotguns firing slugs are counted like any other projectile weapon, and are fired using Longarm skill.

Snap shots - This is a special case of moving, where the firer peeks out from behind cover, fires, and goes back under cover. This counts as a 1m/sec dodge, that is, the firer takes a -1 (plus AGL Aptitude) to be hit, and a -2 (plus AGL Aptitude) to their own fire. They appear from cover and fire a shot (or burst) on their *movement* Initiative, and move back under cover on Initiative 0, and can only be seen or fired at in this interval.

Spray fire - This is autofire to fill an area, rather than hit a specific target. The *minimum* number of hexes a burst of spray fire can be distributed across is the difficulty for the range, minus the Range Mod of the weapon. The "skill" of a spray fire burst is the average number of bullets allotted to a *hex* (round fractions down) *or* the firer's skill (whichever is *lower*), minus the difficulty based on range (do not count the weapon's Range Mod). Skill modifiers from the firer's actions or injuries apply. Target movement, etc., does not. The difficulty of hitting a person is *always* 0 (1 if prone), and for other objects or persons under partial cover, apply any called shot size modifiers.

Setting/bracing - Setting on a *visible* target will be a +1 modifier, cumulative up to the square root of the time spent (round fractions up), with a minimum of +1 for 1 second set time, regardless of weapon. The *maximum* gain is the range mod of the weapon. Setting *requires* a two-handed grip.

Bracing counts as increasing the range mod of the weapon by +1, making it both easier to hit, *and* increasing the effective range of the weapon. Bracing can be done simultaneously with setting, and you can set and brace a weapon in 1 second.

Time spent	Modifier	Maximum for
1 sec	+1	snubnose, pistol, machine pist.
2-4 sec	+2	target pistol, smg, shotgun
5-9 sec	+3	light carbine
10-16 sec	+4	carbine
17-25 sec	+5	normal rifle

You lose *all* set or brace bonuses if you move, fail a WIL task due to injury, change targets or take any recoil penalties.

Sights - Telescopic sights give an extra bonus on the firer's *first* set or braced shot in a phase by increasing the range mod by their power, *up to* the range mod of the weapon. For instance, a 3x scope gives a +3 range mod *on set or braced shots*, but only a +2 range mod on a weapon with a range mod of 2. Using a scope is a firearms task (1 second), with a difficulty equal to the power of the scope.

Laser sights - Laser sights add 1 to any setting time, so it makes normal shots act as though they were set for 1 second, that is, a +1 modifier when used without setting or bracing.

Off-hand - Attacks made with your off-hand (left if right handed and vice versa) take an additional -2 modifier.

One handed - Only pistols may be fired with one hand. Longarms require both hands, and take a -3 modifier if only one is used. "Hipfiring" counts as firing one-handed in most cases.

Sample Combat - Harry Canyon, ex-cop, has gotten into a scrape while casually reconnoitering a military base in South Africa. He is armed only with his fists, but has a Level II BP vest on (torso AV of 5/5). He has a STR of 6, his skill with punches is 5 (DV2), and his skill with kicks is 4 (DV2). The guard he surprised has a 9mm pistol (DV7), and a level of 5 in all combat skills. To begin with, no one has weapons drawn, and Harry is being confronted at arms length by the guard. Knowing that his cover is shaky, at best, he tries to deck the guard.

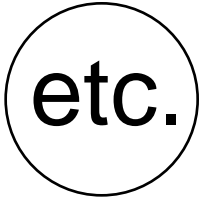
Harry wins Initiative, since he does have a higher skill, and some benefit of surprise. He decides to punch, punch and block. His Initiative for these actions is 6, 4, and 2. The guard is a 1 (AGL Aptitude), since he doesn't know what he is going to do, not having planned for this encounter with Harry's fists.

The difficulty of hitting the guard is his AGL Aptitude, or 1. Since the guard is surprised, and did not act first, he cannot put up a block or dodge. Harry has a skill of 5. He gets a +1 for surprise, he does a called shot to the face for -2, and decides to try an increased damage called shot, for an *additional* -2. This gives him a skill of 2, which still automatically hits. He does a non-lethal damage of 2, plus 2 more for the called shot, for a total of 4. To the head, this is an impairment of -3, which would have an "eventually fatal" chance of 5 or less, for a "knockout" difficulty of 10 or less. The guard has a WIL of 6, which gives him a 3 or less to succeed, and a knockout on a 10 (failing by *more* than his WIL). A 2 comes up, so he takes no extra effect. Harry punches again, this time with an extra -2 for his second action. He goes for a solar plexus punch (chest), with a -1 called shot, and another -1 to increase the damage. Again, he succeeds, and does an impairment of -3 to the guard's arm STR and skills. The "knockout" difficulty is 3x2=6, which is equal to the guard's WIL, for no effect. For his action, the guard forgets the macho option of punching, and simply draws his weapon. This is a difficulty 4 task, less than his his skill of 5, but he takes a -3 because of the injury, making his chance a 7 or less. He fails on an 8, but will be able to try again on his next action.

Next action. The dazed and angry guard goes first. He tries to complete his draw, barely succeeds, and he can use the gun on his *next* turn (1 full second to draw). Harry decides that retreat is the best option, and turns to run. He will be able to accelerate up to 3 meters per second, and move 3 meters.

Next action. Harry moves on his AGL Aptitude, which is a 2, and the guard fires on his Pistol skill (a 5), *plus* the Initiative of the pistol, which is +1, *minus* his injury of -3, for a total of 3. The guard goes first. He fires 2 shots, on Initiative 3 and 1. The base difficulty at a range of 3 meters is a 4. The guard's skill is 5, but takes a -3 because of the wind being knocked out of him, plus an additional -1 for Harry's movement, so his effective skill is 1, on a difficulty 4 task, a roll of 5 or less. The guard rolls a 2, and hits. A random location roll puts the hit in the chest, for 7 points of damage. Harry's armor stops 5 points outright, and converts another 2 points to non-lethal damage, which hurts, but won't slow him down. Harry accelerates to 6 meters per second, making the range 9 meters. The second shot misses.

Next phase. The guard fires again, and misses. Harry turns a corner and is lost to sight. Hopefully, he can blend in with a group of tourists somewhere close before the search gets too hot...



Other

This section is devoted to the miscellaneous rules that will crop up on occasion, and are listed alphabetically by name.

Breaking things - Items will often take damage in combat or adventure situations. If an item takes less damage than its AV, the damage is only nicks and scratches, which are effects that happen to all pieces of equipment over time. If the damage is exactly equal to the AV, there has been serious cosmetic damage to the object or that part of the object. It is still perfectly functional, although certain special effects may be negated, like a waterproof watch no longer being waterproof. If an item takes damage over its AV, count the size of the object as a "skill", and the extra damage taken as a task difficulty. If the task is failed, the object is broken, probably irreparably. If the task is exactly made, the item will work, but erratically (add 2 to difficulty of all tasks using the device), and if the task is automatically made, the object still works well. Extra damage is cumulative for this purpose.

Example - A size 3 gun with an AV of 4 is struck by a bullet that does 9 points of damage. This is 5 more than the AV of the gun, so the gun has a skill of 3 (its size) vs. a difficulty 5 task (the excess damage) to remain functional, or a 7 or less.

Drugs - Drugs may be used to immobilize, interrogate, knock out, deaden pain, speed healing, cause hallucinations, or have any number of other effects. Drugs will work against an attribute, and will have a difficulty that must be successfully rolled against to avoid the effects of the drug. These effects will probably be a bonus or penalty to an attribute or specific portion of an attribute.

Example - Mace acts against WIL, and a spray to the face means the target must instantly complete a WIL task with a difficulty of 10 in order to take no effect. Failure is a -1 to AWR and all skills. Each subsequent second they must make another WIL task, with a difficulty of 9, 8, 7, etc. If the task is failed, the target takes a cumulative -1 to AWR and all skills. These losses are recovered at HLT points per 15 minutes, or per 5 minutes if the area is flushed with cool water.

This drug is targeted against WIL, and acts against AWR and skills. Other drugs may target HLT, but can act against any attribute, like STR and AGL for paralysis, HLT for systemic poisons, AWR for drugs that knock you out, and so on.

Alcohol targets HLT, and affects AGL, AWR and skills based on them. The difficulty of the task is 2, and is cumulative for each "dose" consumed in an hour. If AWR goes to zero from impairment, the character passes out and recovers from the effects at HLT points per hour. Skill in Drinking would add to HLT for purposes of holding your liquor.

The difficulty of the task represents the potency of the drug. Multiple tasks should have to be completed over a period of time, as very few drugs or chemicals will allow you a single task to totally avoid their effects.

Diseases act in much the same way, but are almost always targeted against HLT.

Environment - In most cases, characters will have more pressing enemies than the weather, but it may on occasion be necessary to brave the great outdoors to get something done.

Temperature - People have a comfort range of 15°-30°C. If the weather is hotter than this, or very humid, all exertion levels have 1 point added to them, a Level 1 exertion being 2 points per 10 minutes instead of 1 point per 10 minutes, for example. Even if doing absolutely nothing, you will accrue 1 point per hour (which you recover under normal circumstance). If the temperature is colder, you automatically accrue exertion points as your body tries to keep itself warm. From 5°-15°C is an automatic Level 1 exertion, for example (see next page). You take this whether you are standing still or not, but if you are actually exerting yourself at that rate, it does not apply.

Temperature	Effects
>30°C	Add 1 point to exertion loss
15° to 30°C	Normal
5° to 14°C	Automatic Level 1 exertion
-5° to 4°C	Automatic Level 1, plus 1
-15° to -6°C	Automatic Level 1, plus 2
-25° to -16°C	Automatic Level 1, plus 3

A character does not die from exposure until a full hour passes at a HLT of 0. Armor will subtract its blunt trauma factor from exertion point loss, but also adds to effective temperature for seeing if a character *feels* like they are in the >30°C bracket.

The safe range for water is 5°C higher than air, or 20°-35°C. Count *each* 5°C below the safe range as the next lowest temperature bracket for effects. Count temperatures over 35°C as in air, with physical damage occurring at 60°C and up.

Wind will reduce the felt temperature by its velocity (up to 5m/sec). Wet characters will have wind effects tripled.

Hunger - Characters who do not get enough food to eat do not get their full HLT for recovery purposes on the next day. Adequate food is about 1kg, plus .5kg for each 4 points of HLT lost to exertion that day. If no nourishment is taken, the character automatically accrues 1 exertion point in addition to anything else done that day, and this exertion point is *not* recovered. This means that the HLT and recuperative ability of the character will slowly decrease, and when HLT reaches zero, they die of starvation or complications of the prolonged fast.

Partial rations decrease HLT by a fractional amount, like taking an exertion point every other day on half rations. Once adequate food is found, the lost HLT is recovered as a lethal injury, that is, *current* HLT towards your full HLT, per 30 days, making a full recovery from near-death a prolonged task.

Thirst - Characters who do not get enough water will suffer from dehydration. Adequate water is about 2 liters, plus 1 liter for each 2 points of HLT lost to exertion (or exposure) that day. This has effects like starvation, but you accrue extra exertion points each *hour*, after the first 6 hours without sufficient water. In extremely hot or humid weather, this is reduced to every hour past the first 3 hours. If HLT reaches zero, the character goes into a coma and dies, much as for starvation, but significantly quicker.

Miscellaneous

Once adequate water is found, the lost HLT is recovered as a non-lethal injury, that is, *current* HLT towards your full HLT, per day. If both thirst and starvation are in effect, note that recovery of HLT will only be up to the level of whichever impairment is *worst*, so you can't recover a thirst impairment by eating, or a hunger impairment by drinking. Also note that extra exertion points are cumulative if a character is suffering from both dehydration *and* starvation.

Sleep - Characters will usually require (12-HLT) hours of sleep per night. Failure to get this is a cumulative -1 to all actions, and starts to apply HLT hours after the normal sleep period begins. For skills, this is a -1 modifier, and for attributes, it is a subtraction of 1 from the current level. If a character's Aptitude drops as a result of a lack of sleep (or any other reason in most cases), it *does not* mean that skills based on that attribute drop as well. These impairments last until the character gets a full night's sleep in good conditions, or two full night's of sleep in less than optimum conditions.

Climate - The following cities have the average daily *high* temperatures in °C listed for various times of year. Note that seasons in the Southern Hemisphere are the opposite of the ones in the Northern Hemisphere, hence the higher December and lower August temperatures in these areas.

City	Latitude	April	August	December
Acapulco	17°N	31°C	32°C	31°C
Baltimore	39°N	13°C	27°C	3°C
Bangkok	14°N	35°C	32°C	31°C
Beijing	40°N	20°C	31°C	3°C
Berlin	53°N	13°C	22°C	3°C
Buenos Aires	24°S	22°C	16°C	28°C
Chicago	42°N	10°C	24°C	0°C
Copenhagen	56°N	10°C	21°C	3°C
Dallas	33°N	19°C	31°C	9°C
Edinburgh	56°N	10°C	18°C	7°C
Geneva	46°N	14°C	24°C	4°C
Helsinki	60°N	6°C	19°C	0°C
Johannesburg	26°S	22°C	20°C	26°C
Juneau	58°N	4°C	14°C	-2°C
Leningrad	60°N	7°C	19°C	-3°C
London	51°N	13°C	22°C	7°C
Los Angeles	34°N	17°C	22°C	14°C
Moscow	55°N	8°C	22°C	-5°C
Nairobi	1°S	24°C	21°C	23°C
Paris	49°N	16°C	24°C	6°C
Rome	42°N	20°C	32°C	13°C
Seattle	48°N	9°C	20°C	6°C
Sydney	34°S	22°C	17°C	25°C
Tokyo	36°N	17°C	30°C	11°C

Exertion - How much a character can exert themselves is based on HLT. Exertion points are accrued when a character undergoes a given amount of physical stress. This is usually movement, and is affected by any load the character carries.

Exertion	Movement	Accrue 1 point per
Level 0	none	1 hour*/1 day*
Level 1	1m/sec	10 minutes
Level 2	2-4m/sec	1 minute
Level 3	5-9m/sec	10 seconds
Level 4	10-16m/sec	1 second

*Only for thirst and starvation purposes

Each time the total points accrued equals the character's *current* HLT, their HLT is dropped a point from exertion. This *is* cumulative with any other HLT losses, but a drop to a HLT of 0 simply means that the character passes out until it rises back to 1, like if a character with reduced HLT from blood loss overexerted themselves. The exertion level from movement is increased by 1 if the character is carrying over their normal maximum load, and 1 more for each multiple of it, so a STR 5 character (normal maximum load of 25kg) would be at Level 2 exertion if walking (1m/sec) with 26-49kg, and Level 3 if carrying 50-74kg.

As mentioned earlier, *any* loss of HLT subtracts directly from the normal human maximum move of 9m/sec. As you get tired or weak, you slow down.

Recovery of lost HLT from exertion is at the rate of *current* HLT per hour, so in moderate cases, HLT loss will be fully recovered in an hour or less. This may be done in smaller increments if needed, a person with a HLT of 6 recovering 1 point of HLT per 10 minutes, for example. Severe losses, like going to a HLT of 1, can take several hours to recover.

Optional - To represent a "second wind", when a character goes to half HLT (round to next lowest number) from *exertion*, they *may* at that *instant* "reset" their HLT back to full by taking an *overall -1 lethal impairment*. This may not be repeated until the *lethal* impairment has healed (usually about a week).

Explosions - Explosives have a DV like any other weapon, which is counted as *both* a lethal attack and a non-lethal one, both blunt in nature, and affecting the entire body. Armor which covers the whole body gets half its blunt trauma rating, and armor which only covers the torso (or torso+head) gets one-fourth its blunt trauma protection, rounding all fractions down.

The base unit of explosive is about .25kg. Each time this amount is quadrupled, the effect is doubled.

Explosive	.25kg	1kg	4kg	16kg	64kg	250kg
Black powder	2	4	8	16	32	64
TNT	5	10	20	40	80	160

The damage of the explosive is halved for each range step to the target, rounding down. An explosive charge which has been properly placed and tamped down will only have half the effect in all directions except against the target, which will take double effect. Shaped charge explosives have their full effect in all directions, but 100 times the effect against their target.

Falling - Falling damage is treated as separate attacks to different parts of the body. The DV of a controlled fall is the same as the firearms task difficulty for the same range, *minus* the STR Aptitude of the character, and with another -2 for "out of combat". For instance, a 5-9m fall is a difficulty of 5, minus 1 for average STR Aptitude, minus 2 more, leaving a DV of 2. Uncontrolled falls do not get STR Aptitude. Catfall skill may be added to STR for determining "Aptitude". The table below shows the base DV from a fall, taking the "out of combat" -2.

Distance fallen	Base DV	Time	Equivalent
1m	1	.4 sec	Fence
2-4m	2	.8 sec	High wall
5-9m	3	1.2 sec	2nd story window
10-16m	4	1.6 sec	4th story window
17-25m	5	2.0 sec	6th story window
26-36m	6	2.5 sec	9th story window
37-49m	7	2.9 sec	13th story window

The *number* of attacks is equal to the DV, and is split between non-lethal and lethal damage (odd amounts being non-lethal). For instance, a DV of 3 would be three separate attacks, each doing 2 points of non-lethal and 1 point of lethal damage. Separate locations are rolled for each "attack".

Regardless, the first two "attacks" must be split between the right and left legs, with the remainder rolled for randomly. Armor does not apply vs. falling damage. Falling rules also apply to other types of impact damage, like getting hit by a car, and the impact velocity is counted as an equivalent height.

Grenades - Grenades are any type of small explosive charge designed to be thrown, and may or may not have fragmentation effects. Grenades go off 4 seconds after being armed (on same Initiative), are *usually* thrown at hex-sized targets (+1), and scatter by 1m per point the roll was missed by.

Modern grenade	0m	1m	2-4m	5-9m	10-16m
Explosion	4	2	1	0	0
Fragment skill	3	2	1	0	-1
Fragment DV	5	4	3	2	1
WWII grenade	0m	1m	2-4m	5-9m	10-16m
Explosion	4	2	1	0	0
Fragment skill	0	-1	-2	-3	-4
Fragment DV	10	9	8	7	6
Stun grenade	0m	1m	2-4m	5-9m	10-16m
Explosion	3	1	1	0	0

An offensive grenade is usually just an explosive charge, with a DV of about 4. A defensive grenade has these effects as well, but also has a large number of fragments. These have a DV of 5, and a "skill" of 3. Man-sized targets have a difficulty of 0 (1 if prone). This skill goes down by 1 per range step, as does the DV. Older grenades have a smaller number of fragments, but they have a higher DV and carry further. They have a DV of 10 and a skill of 0. Their skill and DV drops by 1 every range step as well.

Smoke grenades will fill an area with some kind of obscuring or irritating substance. They will fill a circular or elliptical area of a given size, in hexes per second, and have an obscurement rating (penalty to use skill through), or a rating like a drug, which is inflicted on anyone without protection from the effects. Grenades *can* have both obscurement *and* irritant effects. Tear gas grenades are usually only available to police, security or the military, while smoke grenades are available to civilians.

Hiding things - Trying to conceal an item on your person is commonly done. An article of clothing has a concealment level, and items have a size. The chance of spotting a hidden item (but not its nature) on a casual view is an AWR task for the range, with an *extra* difficulty of any *surplus* space. That is, a very perceptive person will spot the telltale bulge easier than a non-perceptive person. They have to be looking for it to see it, or have some background where they would unconsciously notice such things, like a policeman. A light frisking will give a +2 to the AWR roll for the areas frisked, and a detailed frisking will give a +4. Naturally, a strip search finds everything.

Area	Concealment level
Baseball cap	5
Pocket	5
Shoe	5
Boot	9
Ankle holster	9
Hip holster under jacket	10
Jacket w/shoulder holster	12
Suit w/shoulder holster	13
Custom suit w/shoulder holster	14
Trench coat (only 12 vs. a frisk)	16

For instance, a medium pistol has a Size of 3. If you carried one in a shoulder-holster under your jacket, there would be 9 points of concealment left. So, an average person (AWR of 5) making a short range, casual look for bulges would have to add 9 to the difficulty of the task. At a range of less than their AWR, the base difficulty is 0, so it is now a 9. They have to complete a difficulty 9 AWR task to spot the bulge. If successful, they would know that you have a suspicious bulge, but *not* its identity. However, suspicion might be enough in some cases... Note that the Size of items is cumulative to detect *if* something is hidden, but does not reveal *what* is hidden. If your pockets are full, your pockets *look* full, but that is it. Size 0 items are counted as Size .2 for purposes of cumulative effect.

Items whose size is followed by an asterisk (*) are too bulky to hide under most articles of clothing (except possibly trench coats). An example would be a shotgun. Weapons whose size is followed by a dagger (†) have folding stocks or something similar, and their size is 3 points smaller when folded, but lose 2 points of Range Mod and the ability to use telescopic sights.

Jumping - A character can do a standing jump of their STR Aptitude in meters. A running jump adds 1 meter for each 2 meters of movement. Jumping down will add 1 meter for each meter dropped, up to the character's movement, and jumping up will subtract 4 meters for each meter up.

The Law - Since characters are going to be on the wrong side of it most of the time, it is a good idea to have some knowledge of the law. While many actions of the characters may go unreported by the victims simply because of their nature, others will not. For instance, if you torched a major drug lab, the owners would not cry "Arson!", because that would risk discovery and arrest. They would have enough problems avoiding suspicion from the local fire marshall, without aggravating the situation by inviting a full-scale investigation. However, if you were burgling a corporate headquarters for incriminating information, the security guards could easily arrest you, and prosecute you for breaking and entering, trespass, and assault (a guard claims you attacked him). You might also be badly beaten up while "resisting arrest". The law would be on your side in the first instance, and against you in the second. Any time that conventional means can be used to neutralize a threat (like the characters), it is preferred to non-conventional means.

The laws of the United States and foreign countries vary widely, as do the extent of their enforcement. Police departments generally have an Influence of 1 level less than the population of that area. This is based on the log₁₀ of the population. A city of 100,000 has a population of 5 (five zeros after the 1), and a police department with an Influence of 4. Characters require a certain level of Influence to get out of jail. Provided that another organization doesn't use its Influence to keep you in jail, any group you work for can get you out if their Influence is greater than the Influence of the crime, and the organization's Influence is applicable in that area of the world. If exactly equal, the best they can do is get you released on bail, and if less, you stay in jail. Influence can be matched or supplanted by money in many cases, or used if a character has no helpful Influence to get them out of a situation, like bail money. For instance, a crime that requires an Influence of 3 to get out on bail could be \$1,000 bail, or \$100 and a useful Level 1 Contact, or just an Influence of 3. The effective Influence of the local police depends on the nature of the crime you are *accused* of, as does the maximum influence, regardless of the locality in which the crime is committed.

Note that government police agencies like the FBI, Secret Service or Scotland Yard all have an Influence roughly equal to the population of the *country*, minus 1, so the United States FBI has an influence of 7 (7.4), while government police in El Salvador would have an influence of 6 (5.7). This only applies vs. Federal or government crimes, and only to characters under direct government custody.

Misdemeanors	Influence
Pickpocketing	3
Vandalism	3
Shoplifting	2
Reckless driving	3
Driving while intoxicated	3
Assault	3
Concealed weapon possession	3
Minor drug possession	4
Breaking and entering	4
Manslaughter	4

Felonies	Influence
Auto theft	4
Kidnapping	5
Rape	4
Assault with a deadly weapon	4
Assault with intent to kill	4
Armed robbery	5
Drug distribution	5
Murder	6

Federal crimes	Influence
Assault on government agents	5
Trespass on government property	3
Lying to government agents	3
Drug smuggling	6
Bank robbery	5
Grand theft of government property	5
Kidnapping across state lines	5
Air piracy	5
Piracy on the high seas	5
Treason	7

Other modifiers	Modifier
Local resident	-1
Public figure	-1
Previous misdemeanor conviction	+1
Previous felony conviction	+1

Trial - Normally, you would be left to the criminal justice system, whose wheels turn slowly, and crush the innocent and guilty alike. You however, are not just a common criminal, so whether you go free or not has little to do with your actual guilt.

Provided you show up for your trial, your chance of conviction is a task equal to the Influence level of the crime, compared to the amount of Influence which is brought to bear by money spent on lawyers, publicity and/or bribes. The Influence level of the crime is *increased* by any amount your enemies spend towards it, with a maximum increase in level of the initial level of the crime. To show that justice is not entirely blind, you get an additional 1 point in your favor if you *are* innocent, and a extra point against you if you are actually guilty as charged. There is always a 10% chance of conviction (a "10"), and a 10% chance of acquittal (a "1").

For instance, you are framed for auto theft, a Influence 4 crime. Your organization stays in the background, but pays \$10,000 legal expenses, or a money Influence of 4, plus your innocence, for a total of 5. This would ordinarily give you an automatic success, but an appropriate Level 3 Enemy throws 3 points of Influence into negative media coverage, giving your task a difficulty of 7 instead of 4. A level 5 defense on a level 7 task gives you a 70% chance of acquittal (7 or less). Using the "graze" rule, a roll of 7 might be a mistrial or hung jury, leaving open the chance of another trial at a later date.

For characters with legal training, they can count half (round up) their skill as their legal Influence if they represent another character, but only one-fourth (round up) if they have to represent themselves.

Punishment - If a character is found guilty, they can appeal, which will take 1d10 months to accomplish, and during which the character will either be in or out of jail, depending on Influence. An appeal has the same chance of success as the initial trial, but costs money and influence *again*.

If appeals fail, punishment follows. For misdemeanors, this is either a fine equal to the level of the crime, or a jail sentence of 1 day per \$10 of equivalent fine, like 100 days for \$1,000. There may be additional penalties as well, like revocation of driver's license, rehab programs, etc. For felonies, someone wants you out of commission, so this is probably a jail term, like for misdemeanors. Wealthy individuals *might* get large fines. Parole is possible after one-fourth the time is served, and time may be reduced by up to half for "good behavior" (fat chance). In addition, anyone convicted of a felony or federal crime in the U.S. may no longer vote, legally own a gun or run for public office (although this *can* be reversed, with the proper influence).

Living on the run - If a character flees prosecution, they have to face an uncertain life. You need a valid identity to hold down a conventional job, and pay records can be traced through government computers. Likewise, valid ID is needed for a vehicle license, auto purchase, credit card, bank account, gun permit, gun purchase, etc. You are no longer part of "the system", and your existence must be in the shadows until you are cleared, or you can obtain a valid new identity. Characters wanted for federal crimes cannot leave or re-enter the country by legitimate means, as computer files will tag the character's passport number and alert authorities.

Note - You may have heard of "the statute of limitations". This is the time period in which you can be *charged* for committing a crime. If you are *known* as the culprit, with warrants outstanding, there is *no* time limit on arresting you. However, if you are only a suspect, there *is* a time limit in which you can actually be charged with the crime. A year is usually sufficient, but for crimes of murder or treason, there is no time limit.

New identity - For characters living outside the law, a new identity can be bought if you have the contacts or money, or your organization has the influence to procure it.

Identity	Influence/Cost*
Poor (fake driver's license)	2
Moderate (real credit card)	3
Good (valid passport and federal ID number)	4
Excellent (valid birth, school and medical records)	5
Perfect (complete identity, with plastic surgery)	6

*See Resources (p.33)

Poor ID's pass visual checks only, like getting into a bar or cashing a check. Moderate ID's pass basic computer checks, but may be stolen, or with limited lifetimes. Good ID's will pass detailed computer checks, but not a check vs. corroborating data, like school records. Excellent ID's will pass almost any paper trail check, and perfect ID's include a selection of bogus acquaintances, complete to the last detail. The difficulty of a research task to uncover a false ID is double its Influence cost.

In the course of their careers, characters will undoubtedly need to take advantage of these services.

NPC's - NPC's (or Non-Player Characters) are everyone in the game world that *isn't* represented by one of the players. They can range from faceless, nameless nobodies, to powerful organizational heads or world leaders. Each has a part to play. The detail an NPC is given depends on their importance. Combat NPC's, who exist only to get into fights with the characters, only need the basic stats, plus their combat skills. Research NPC's only need their AWR skills, but NPC's that the GM expects to use over and over should have attributes, skills, personality and background.

Reactions - When characters run into NPC's in a social or professional situation, the chance of the NPC being impressed favorably or cooperating is based on the WIL of the character, and is a WIL task with a difficulty of the target's WIL, plus 2, minus any WIL difference between the characters. Interrogation is based on double the WIL of the target. If a character or NPC has a reputation, personal influence or an intangible like higher social status, it may add to their WIL, while influence skills may be used *instead* of WIL. Naturally, the reaction is also based on the dialog between the character and the NPC, but this serves as a quick way of judging. A roll that fails by 2 or less is ambivalent, a roll that fails it by 3 or 4 is negative, and any result that fails by 5 or more is extremely negative. Note that leaving a favorable impression does *not* always mean good luck. For instance: "Guards, I like his style. He gets to die like a man. The rest get shot in the back of the head..."

Papers & Paychecks - We live in an electronic, documented society. In order to to function within its normal bounds, you need to have certain items. Characters who are "clean" can get most of these on their own. For influence purposes, they can be gotten as either usable forgeries, or valid ones under different identities. Forgeries may look good, but will not stand up to any other kind of inspection. A store can determine the validity of a credit card in a minute or less, bank machines won't accept phony cards, and police can check a driver's license from any state over the radio in 10 minutes or less.

ATM card - Any bank account with a balance of over \$500 is sufficient for this. You can withdraw up to \$200 per day at any bank machine in that country, with an extra \$1 fee for using another bank's machines. Some systems will let you draw more than your current account balance, but charge a hefty fee. This is a Level 2 item for Influence purposes.

Credit cards - Accepted worldwide at major stores, hotels and brothels. To get one, you need either \$2,000 in the bank, or a regular job (if only as cover) that pays at least \$15,000 a year. This is a Level 3 item for Influence purposes.

Driver's license - This is required for legal operation of a motor vehicle. You need to have a skill of 3 or better and be a resident of the state in question to legally acquire one of these for any given vehicle class (car, cycle, semi, etc.). This is a Level 3 item for Influence purposes.

International driver's license - This is a driver's license that gives you some legal protection when driving in foreign countries. It requires an application for the country or countries involved, a good driving record, and a 1-2 month wait. This is a Level 3 item for influence purposes.

Weapon permit - To legally own a weapon in many U.S. cities, a weapon permit is required. This is not transferable, and does *not* give the right to carry the weapon on your person. Most people don't bother with them, as you only get in trouble if unauthorized weapons turn up in a search of your premises, and by then you have other things to worry about. This requires a clean criminal background, and is a Level 3 item for Influence purposes.

Concealed weapon permit - Most states have their own, non-transferable concealed weapons permits. To get one requires a criminal background check, fingerprinting, and a legitimate need for the weapon. It is issued only for a single, *registered* weapon. Legitimate needs vary from state to state, but may include licensed couriers, police (off-duty), private investigators, wealthy businessmen, and important individuals who have been the target of threats. This is a Level 5 item for Influence purposes.

Federal weapon permit - This allows the bearer to carry a concealed firearm anywhere in the United States, including airline flights. It requires a criminal background check, and a government job which requires the carrying of a concealed weapon, or a position important enough to need one for possible self-defense. Examples include cabinet ministers, agency heads or legislators. It is a Level 6 item for Influence purposes, if available at all.

Automatic weapons permit - These are issued only by the federal government, and provide for the legal ownership of an automatic weapon. It requires a criminal background check, approval by the Bureau of Alcohol, Tobacco and Firearms, and a \$200 fee *per approved weapon*. It also gives them the right of spot inspection to insure you still possess the weapon in question. This is a Level 5 item for Influence purposes.

Passport - A passport is required for all travel from the US to any country other than Canada, Mexico, some Caribbean islands and all US dependencies (Guam, Puerto Rico, etc.). It requires valid proof of identity, not being a wanted criminal, and usually takes 1-2 months to process. This is a Level 4 item for Influence purposes.

Visa - Aside from a passport, many countries require an entrance visa for travel into or through that country. This requires permission of the government in question, and is usually a formality for those travelling as "tourists". This will usually take 1-2 months to process, although many countries will issue "travel visas" or "tourist visas" with only a short delay, at any convenient border. A regular or work visa is a Level 4 item for influence purposes, and requires Influence extending into that country.

Pilot's license - Required to rent any form of aircraft. The character must have passed certification for the appropriate type of plane (skill of 3), and must maintain a minimum number of flying hours to retain the license (adventure use or yearly practice). The only category that does not require a license is ultralight aircraft. This is a Level 4 item for Influence purposes.

Radio license - This is required for the legal operation of amateur radio equipment. The user is required to give a call sign at regular intervals when on the air, and restrict transmissions to certain frequencies. It requires a skill of 3 in Morse code (-1 difficulty), and is a Level 3 item for Influence purposes.

Smuggling - This is a subgroup of hiding things, and may also be combined with bribery and other skills. Characters attempting to smuggle things across a border will usually have to deal with machine-based security (x-ray machines, etc), and person-based security (customs officials, dogs, etc.). These can be given "security ratings". For a machine, it is the "skill" it has in detecting items of contraband, and it is compared to the size of the items in each parcel, but the chance of detection goes *down* if the item is *smaller* than the skill, and the item is detected automatically if the item is the same size or larger than the skill, although an exact match is an ambiguous result, and may result in a package or person being pulled aside for manual inspection. An airport "walk-through" metal detector would have a skill of 4 or 5. If a detector picks up a class of items, *all* items of that type would add their sizes together. So, a person carrying a size 2 gun and a size 1 metal keyring has a total of 3 points of metal on them for triggering a metal detector. Some of the modern plastic-based guns use half their size instead of the full size, rounding fractions down.

People-based security is based on bribery. Officials will have a certain "fee schedule" and methods, which will also have a difficulty rating. A successful use of bribery skill lets the character know the proper route to take, but the skill alone does not actually pay the bribes, which will be based on the overall level of local corruption and the illegality (or supposed illegality) of the deed. For instance, Mexican Customs has a difficulty rating of 4, and a fee schedule based on the type of traveller. For a "tourist" who wants their bags to not be searched for quicker passage through an airport, the fee is \$20 in most cases. A chartered plane would be significantly more, as would a yacht or freighter.

Note that security measures are applied at both ends of a trip across a border, but manual searches are more likely when you enter a country instead of leaving it.

Spotting things - Usually, any use of perception is an AWR task. The base difficulty to visually spot something is zero at a range of 0m. It goes to 1 when the range equals the character's AWR, and each time it doubles after that.

Example - A person with an AWR of 5 has a difficulty 0 task to spot something at a range of 0m, and the difficulty increases by 1 at 5, 10, 20, 40, 80 and 160m. An AWR 3 person would increase the difficulty at 3, 6, 12, 24, 48 and 96m.

All modifiers for size, etc. adjust the AWR of the person for completing the task, based on the above ranges. Stealth and camouflage can also increase the difficulty of spotting something. A successful Stealth task vs. the current AWR of a watcher increases the difficulty of their task to spot you by the difference, or 1, whichever is larger. For instance, a person with a Stealth of 6 sneaking past a person with an AWR of 4 would add 2 to the difficulty of that person's AWR task. Camouflage increases the difficulty of being spotted by an additional 1.

Hearing perception is similar, with a different scale for the intensity of the sound. Touch, taste and smell perception will have a base task difficulty for the intensity of the stimulus, fainter smells, textures or tastes having a higher difficulty.

It is very important to take into account the size of the area viewed for determining effective AWR for spotting something.

Vision	Modifier to AWR
Camouflage	-1
Size	as called shot
Time	as skill use
Poor visibility (also applies to combat)	-1 to -4
Viewing broad area (60° arc)*	-4
Viewing average area (30° arc)	-2
Viewing small area (15° arc)	+0
Sound	Modifier to AWR
Explosion, multiple gunshots	+3
Gunshots, screams	+2
Loud conversation, silenced rifle	+1
Background noise	opposite of above x 2
Average conversation, silenced pistol	+0
Quiet conversation	-2
Whispers	-4

*Applies automatically to hearing AWR tasks

Example - You have an AWR of 5, and are looking for a hidden man-sized object at a range of 15 meters. The difficulty of the task at 15 meters is 2 (0-5m=0, 6-10m=1, 11-20m=2). So far, automatic success, however, the person is camouflaged for a -1, and you are viewing a broad area for -4. So, your effective AWR is 5-1-4=0, and you have to complete a difficulty 2 task to spot the person, or a 7 or less. If you look for 5 seconds, you will get a +2 modifier, and so your effective AWR will match the difficulty of the task, and spotting would then be automatic.

Note that you can use this to see how long it would take characters to see something they ordinarily would never spot at all, that is, how much cumulative time modifiers would have to accrue before their chance of success is a 1 on 1d10, remembering that the maximum time bonus would be half their AWR, rounding fractions up.

Swimming - A character who fails a swimming task is assumed to be fully exerting themselves to stay afloat (remember encumbrance). You can hold your breath a number of normal actions equal to your current HLT, squared. Each *second* past this is a WIL task with a difficulty of the *extra* time. Failure to reach some air means the character passes out, and will live for HLT minutes before they start to take brain damage (each extra minute counts as a failed aging roll (p.6)).

Throwing - A character can throw a balanced, aerodynamic object up their STR squared in meters, divided by 2x the mass of the object, with a *maximum* throw range of 100 meters. For example, a STR 5 person could throw a .25kg grenade up to 50 meters (25/.5). A running throw adds 1 to effective STR per 4 meters of movement, while an awkward or off-hand throw will subtract 2 or more from effective STR. Any impairment to the throwing arm or torso will affect the effective STR of the character. For accuracy purposes, note that a professional baseball pitcher needs a modified skill of 9 or better to reliably put pitches in the strike zone. Thrown items are treated like any other ranged weapon for purposes of modifiers on chance to hit, and usually have an initiative modifier of +0, and Range Mod of +0.

Travel - Characters are going to travel quite a bit, and the costs add up. The table below covers travel speeds and costs.

Travel mode	Speed	Boarding	per 100km
Personal car (autobahn)	200kph	none	\$10
Personal car (hwy)	100kph	none	\$10
Personal car (town)	50kph	none	\$10
Personal car (city)	20kph	none	\$10
Taxi	as road	5 min	\$50
Limousine	as road	30 min	\$100
Long distance bus	100kph	30 min	\$5
City bus	20kph	10 min	\$5
Train	100kph	30 min	\$5
Bullet train	200kph	30 min	\$10
Passenger jet	1000kph	60 min	\$25

Modifiers	Cost
Extremely cheap	x.50
Cheap	x.75
Average	x1.0
Luxury	x2.0
Fare bought within 7 days of trip	x1.5
Fare bought more than 14 days before trip	x.50

Speed is the *average* speed you can manage on a long trip, and includes stops for fuel, food and bodily functions. Boarding is the time you should allot to get that form of transportation once you arrive at the boarding location, and covers luggage check-in, etc. The per 100km number is the fare or expenses per 100km of travel. Modifiers apply to any travel which has multiple levels of quality. Extremely cheap fares are generally only found in Third World countries, and in fact may be *extremely* cheap due to currency exchange advantages.

Vehicles - Vehicles are ubiquitous in the modern world of the 1990's, even in remote corners of the globe. A vehicle will have a number of stats, most of which are its armor from various facings and on various components, but a few have to do with its conventional performance. Vehicle stats are:

Armor - This is the AV of various facings and internal fittings, and is only a single number that subtracts directly from the damage of all attacks. All hits on a vehicle strike the armor first, and hit location is rolled on 1d10, the table used depending on the direction of the attack.

Roll	Front†	Rear†	Side	Top
1	Body	Body	Body	Body
2	Controls	Body	Controls	Controls
3	Controls*	Fuel*	Engine*	Engine*
4	Engine	Cargo*	Window	Body
5	Engine*	Controls	Body	Window
6	Engine*	Window	Accessory	Accessory
7	Window	Body	Fuel*	Cargo*
8	Body	Window	Cargo*	Fuel*
9	Window	Accessory	Controls	Controls
10	Accessory	Body	Body	Body

†Assumes front engine, reverse for rear engine

Miscellaneous

Hits that completely penetrate the body of the vehicle roll again for location, and you continue to apply armor and absorb damage until none remains, or 4 locations are hit (the hit goes out the other side). Exceptions: Locations marked with an "*" are *never* hit on the first roll (hit body instead), and all body hits adjacent to a window *automatically* go into the passenger compartment, as does extra damage penetrating the windows.

Hits to the passenger compartment have a chance of hitting someone equal to a task difficulty of 8, and a "skill" of 1 for each 20% of used passenger capacity, rounding up. The "Long shot" option does apply here.

Normal car

Front	4
Top	4
Sides	4
Rear	4
Bottom	4
Windows	1
Controls	2
Engine	10
Max	45
Acc/Dec	4/6
Turn	7
Passengers	5
Cargo	2
Range	500
Fuel	50

Max - This is the maximum speed of the vehicle under normal circumstances, in meters per second. To convert to kph, multiply by 3.6, and to get mph, multiply by 2.2. Cruising speed is usually 60% of maximum. Maximum reverse speed (if applicable) is 1/4 of maximum forward speed.

Acc/Dec - This is the maximum amount the velocity of the vehicle may increase or decrease per second, in meters per second. Deceleration is linear, but acceleration is reduced by 1 for each multiple of acceleration in current speed, so a vehicle moving at 3 times its Acc would have its Acc *at that speed* reduced by 2 meters per second. A vehicle loses 1 point of Acc if loaded to *more* than half capacity in passengers *or* cargo, and loses 2 points of Acc and 1 point of Dec if loaded to more than half capacity in both, with a minimum Acc and Dec of 1.

Turn - This is the vehicle's turn mode. A vehicle can make one 60° turn each number of meters equal to velocity squared, divided by turn mode. Attempting tighter turns is a driving task of the turn mode attempted, failure resulting in the vehicle's regular turn being used. Common turn modes are below:

		Speed in meters per second					
Turn	Equivalent	5	10	15	20	25	30
5	Motor home	5	20	45	80	125	180
6	Large truck	4	17	38	67	104	150
7	Average truck	4	14	32	57	89	129
8	Average car	3	13	28	50	78	113
9	Sports car	3	11	25	44	69	100
10	Race car	3	10	23	40	63	90

Passengers - This is the number of people the vehicle has *seating* for (each point can carry 100kg of cargo instead).

Cargo - This is the number of "human equivalents" the vehicle has in cargo space, each point roughly the size and mass of a person plus equipment (100kg).

Range - This is the vehicle's cruising range in kilometers. Range at full speed is about half this, while cruising at the most economical speed (about 25% of maximum) will double this.

Fuel - This is the number of liters of fuel the vehicle requires to fill all internal tankage.

Vehicle Damage - If a vehicle component other than armor takes damage which exceeds its AV (if any), there is a chance of malfunction. Extra damage is counted as a direct impairment to any vehicle function that location controls, such as turn mode, acceleration or maximum speed.

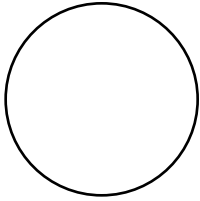
Location	Effect	Catastrophic
Body	Punctured	
Controls	Acc, Max, Turn, Dec	Blowout
Engine	Acc, Max	Shutdown
Window	Broken	
Passenger	Injury	
Fuel	Range	Fire or explosion
Accessory	Damaged	
Cargo	Damaged	

The impairment is the chance of an "eventually fatal" result, which would be an additional -1 impairment each 1d10 minutes. An "eventually fatal" roll that is made by 3 or more (head autokill) means an immediate malfunction, while a roll made by 7 or more (abdomen autokill) is an immediate *catastrophic* malfunction. Note that a hit which penetrates a normal auto tire (a control hit), automatically counts as a -1 impairment, and an "eventually fatal" result. For dramatic effect, the GM *may* allow a roll for catastrophic failure (blowout) if hit by a large weapon.

Example - A rifle bullet with a DV of 16 hits a car. The first shot hits the armor, subtracting 4, and then hits the engine, which stops 10 points of damage, but takes 2 internally. So, the car takes a -2 to its acceleration and top speed.

Vehicle Combat - Combat in, on or between vehicles follows all the standard rules. Vehicles act on the driver's Initiative for accelerating, decelerating or maneuvering, or on Initiative 0 if uncontrolled. Combat is based on the Initiative of the person using the weapon, range and *relative* vehicle movement. Usually, passengers will always take modifiers based on the sideways amount of any sudden maneuvers they experience, since they cannot compensate for the unexpected motion of their own vehicle.

Chase combat is done by adding together any vehicle stat that would give one vehicle an advantage in the chase situation (Max on highway, Turn on mountain roads, etc.), plus the driver's skill. High total wins and may alter the range by the difference. However, drivers *may* attempt a task with the difficulty of their choosing. If successful, they may add any amount *greater* than their skill to their vehicle's total. If they fail, the amount is subtracted instead.



Mutant Powers

Characters in a paranormal campaign may buy mutant powers, with GM permission. These come in a simple number of combinations, and any character with a power *must* apply one item from each category of modifiers:

Power modifiers	Cost
1. Ranged vs. non-ranged	5/2
2. Others vs. self	5/2
3. Invisible vs. visible	5/2
4. Constant vs. drain	10/2
5. Conscious vs. automatic	5/2
6. Inherent vs. focused	5/2
7. Special effect	?

To get the cost of a power, you add together the cost of each particular aspect of the power, and the total is the cost in AP that must be spent for the power.

Ranged/non-ranged - A ranged power may be used anywhere the character can see, and requires a successful AWR task vs. the target. Non-ranged powers may only be used if the person is touching the intended target or is in the same hex with them. Ranged powers cost 5SP, and non-ranged powers cost 2SP.

Self/others - A self power can only be used on the person the power belongs to, while an others power can in addition be used on or loaned to other willing or unwilling subjects. Self powers cost 2SP, and others powers cost 5SP.

Visible/invisible - A visible power can be spotted in use on a successful AWR task, whenever it is in use (user, target or anywhere in between). An invisible power cannot be detected without sophisticated equipment of the GM's choice. Visible powers cost 2SP, and invisible powers cost 5SP.

Drain/constant - A drain power may be one of two types, a power that either drains the POW of the character or the HLT of the character, recovered in both cases like a *lethal* injury. The first lets the character keep HLT at a high level, while the effectiveness of the power decreases, while the second subtracts from the physical reserves of the character, but allows full use of the power until the character passes out. In both cases, a task with a difficulty equal to the POW used must be made based on either POW Aptitude or HLT Aptitude to avoid the loss. A "use" of a power is a duration of 1 second.

A constant power does not drain the character at all and may be used more or less all the time. Drain powers cost 2SP, and constant powers cost 10SP.

Conscious/automatic - A conscious power is only triggered by a direct mental command from the person with the power. Automatic powers cannot be consciously triggered, but instead are activated whenever the character needs it for their survival, and operates at the most efficient level for that purpose.

An automatic, draining power will not trigger if it would drive the character unconscious or kill them. Conscious powers cost 5SP, and automatic ones cost 2SP.

Focused/inherent - A focused power is one which requires some sort of technological or mystic gadget in order to work. Inherent powers are an inseparable part of the character. Most mutant powers will be inherent, as you can buy a focus for many of the powers in the form of a gun, bulletproof vest, etc. Focused powers cost 2SP, and inherent ones cost 5SP.

Special effect - A special effect is some limit or limits on the power which reduces its effectiveness. This subtracts from the cost of the power, making it up to 5SP cheaper, depending on the severity of the limitation. Some examples are below.

Works 75% or more of the time (some light)	-1SP
Works about 50% of the time (day/night)	-2SP
Works 25% or less of the time (total darkness)	-3SP
Works on only part of an attribute (IQ, recovery)	-3SP
Target must cooperate (does not apply to self)	-4SP
Requires total concentration (no other actions)	-5SP

The GM and player must agree on the special effect, and the approximate percentage of the time it will affect the use of the power, and/or how severely it affects the character when they want to use it.

Sample - A mutant named Kid Lucky wants to have a protective shield that automatically comes on when he is in mortal peril, but which drains his vitality. However, it only works if he is conscious, since his ability to detect attacks is based partially on his awareness of his surroundings. So, he gets the Armor power, with the following conditions:

Modifiers	Cost
Non-ranged (only in his hex)	2SP
Self (only to protect himself)	2SP
Invisible (no one can see it)	5SP
Drain (vs. HLT, since it weakens him)	2SP
Automatic (only when he is actually hit)	2SP
Inherent (he was born with the ability)	5SP
Only works while conscious (about 50%)	-2SP
Total	12SP

This power costs him 12SP that would otherwise be devoted to his skills. If he had a POW of 4, and HLT of 6, he would get to subtract 4 from the damage of any attack that struck him while he was conscious, but have to complete a successful HLT task (on Aptitude) with a difficulty of 4, or temporarily lose a point of HLT from the drain it puts on his system.

Powers:

Armor - The character can create a defensive wall around a person-sized object that stops up to the POW used. This stops all forms of physical or energy damage. If an "others" power, half this amount can surround a hex, and a quarter of this amount can surround a 1 hex radius.

Blast - The character can do lethal damage to an object equal to the POW used, targeted on a successful AWR task. Half of this amount can be used to surround (not fill) a hex, and a quarter of this can surround a 1 hex radius.

Dominate - The character can make a puppet of the target. To avoid this, the target must perform a WIL task equal to the POW used on the power. If they fail, they will see, do or feel what the character wants them to. This may be especially useful against animals. The difficulty of the WIL task may be modified by the action the character wants the target to act on, and the target gets a WIL roll to break free anytime a command, illusion or emotion is changed. If the power is invisible, the target might not realize that they were under someone else's control. This power will add to the WIL of a person if used as a defense against this kind of attack.

Mental blast - The character can do non-lethal damage to a living creature equal to the POW used, but must make a successful AWR task vs. the head of the target. This power will subtract from the damage of this attack if used as a defense.

Microstat - The character can temporarily subtract the POW used from any single attribute, chosen when the power is bought. No permanent effect results from this. This power will subtract from the effects of this attack if used as a defense.

Protect - The character is immune to the effects of one condition of their environment that would inherently harm a normal person, such as drowning, vacuum, acid, tear gas, poison, etc. The level of protection is equal to the POW used, and must be a successful task vs. the difficulty of the condition (drowning in water vs. toxic waste, for instance). It will not protect against something the character is vulnerable to, since vulnerabilities are vs. things that are not normally harmful to an average person.

Superstat - The character can temporarily add the POW used to any single attribute (except POW) that is chosen when the power is bought. If needed, this power can subtract from the effects of the attack if used as a defense.

Telekinesis - The character can levitate and manipulate objects, including themselves, as though the POW used was their STR. Any amount of STR greater than needed to lift the object is the maximum movement rate in hexes per second. That is, if a STR of 5 would lift something, and you have a POW of 6, you can lift it at 1 meter per second. This power can be used to cancel out part or all of other telekinesis powers.

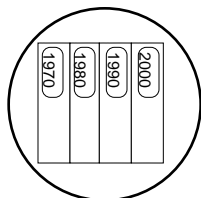
Teleport - The character can teleport a man-sized object from one location they can see to another, with a maximum range of the POW used in hexes, as long as the destination location is filled with a substance which the character can displace. This power can be used to cancel out part or all of an opposing teleport.

Mutants and Supers - These are uncommon, and generally kept secret. There are no "public" superheroes or crusading paranormals, although there are underground rumors of such. The only psychics are generally held to be frauds, who make predictions in supermarket tabloids and do little else. Documented paranormal events are scarce, and are hushed up by the government or other power groups, usually given little or no press, or later shown to be "freak" occurrences, accidents or figments of the imagination. That is the "official" line.

Unofficially, paranormals are a valuable resource, and one much sought after from a recruitment standpoint, largely because their abilities are not fully understood, and unlike average people, or equipment, are not easily replaced. Almost all power groups have paranormals under their "control", the actual inducements or threats depending on the organization. One common thread is an extremely low profile. Paranormals who insist on public displays of their abilities have been "removed from the picture", either through overt or covert imprisonment or "accident".

Since this is an "alternate" reality, it is possible that there are "supers", people with extraordinary amounts of paranormal ability, the equivalent of a POW of 10 or more. Even so, they are still not a match for large numbers of technologically equipped normals, and are far from invulnerable. This system is not meant to simulate "comic book" superheroes, but a world with people who are too powerful to be left to their own devices, but not powerful enough to stand alone against concerted opposition. If you want to have extremely powerful individuals, the rules can be expanded to accommodate them. Such beings would not be characters, but fixtures of the game-world, villains or heroes that act behind the scenes, hatch plots or provide dramatic interludes, like a politician with an invisible "Dominate" power, a superhero working for a government, or a power group led by someone with a phenomenally high intelligence. Such public displays of power would also affect the way all other paranormals are perceived. For instance, there would be laws regarding use of powers, like flying without a flight plan, assault with a paranormal ability, unauthorized use of a paranormal ability in public, invasion of privacy, equal opportunity for mutants, and so on.

Since things are in the open, there would also be open "hate groups", like anti-mutant groups, "pure human" societies, and so on, trying very hard to make life tough for anyone whose blood they deem to be less than "pure". Since powers can be invisible, public hysteria may attribute accident or coincidence to hostile forces, leading to lynchings and reprisals. A related problem would be mutants working for hate groups, using their abilities to get away with crimes that can't be traced, yet whose motive is clear, like paranormal neo-Nazis, for instance.



Timeline

The following information is but a glimpse of the "secret history" of the world. It focuses on Western events, but strange occurrences happen elsewhere as well.

Alpha class () information is that which anyone can find out, or which is public knowledge. It would be a difficulty 6 task to collect a reasonable amount of information on in a few hours. Beta class () information is that which anyone can find out, if they have sufficient time and money to do the research, and do not mind drawing the notice of people who would rather not have you know those facts. This would be a difficulty 9 task of at least a day, and might require travel, access to privately held records, interviewing individuals and generally making it known that you are investigating the topic. Gamma class () information is the "truth", a small facet of a much larger whole. Gamma class information can never be confirmed from public records of any kind, and is officially deniable. Letting other people know that you know, or trying to make such information public is likely to be hazardous to your health. It would be at least a difficulty 12 task, requiring at least a week, and involving all of the above, plus access to information sources above and beyond the average person.

1870 Jules Verne, French novelist, writes **20,000 Leagues Under the Sea**, a story of a mad genius devoted to world peace, who destroys military fleets with an advanced submersible.

Military salvage contracts list the scrapping of several British ships of the line that seemed too new to be removed from service. The companies that got the salvage contracts cannot be found in the maritime registry.

Captain Nemo, a rich and brilliant inventor, did exist, and went on a crusade much as described in the novel. Some claim he was supported by the UFO's. Not in the novel is the fact that he secretly left large amounts of money hidden in the world financial system, a portion of which eventually founded the modern eco-guerilla movement and several other watchdog organizations.

1895 H.G.Wells writes a large amount of technically sophisticated science fiction, including stories of time travel, space travel and atomic war.

Original manuscripts (not in circulation) show marginal notes with references to publications and scientific journals not in existence at the time.

H.G.Wells, in league with persons unknown, developed a limited form of time travel or time viewer, and his work reflected the probability lines he explored. Future time travelers analyzing his work deduced that the branching point where his future diverged from theirs is in the late 20th century, so most of their efforts to divert The Doom are in that period.

1938

Orson Welles' broadcast of 'War of the Worlds' terrorizes large part of the northeast United States on Halloween. Lynch mobs want his head after radio show is discovered to be a hoax.

Unexplained atmospheric phenomenon cause localized power outages in New Jersey during this period. Sightings of strange luminous lights are credited to hysteria.

Renegade aliens flee authoritarian leaders, but are shot down. Large dragnet eventually finds and destroys them, their ship, and all evidence of their visit. Official fallout from event leads to gradual changes in non-interference policy.

1941

United States war effort is bolstered by help from psychics and other supposed paranormals. Some took part in public relations campaigns, but apparently did little actual good apart from this.

The War Department and the OSS engaged in or funded secret genetic research using human volunteers to create the perfect soldier (The Achilles Project). Most experiments failed, although there were notable successes. These individuals took part in secret missions throughout WWII, and some went onto other secret government careers, up to the early 1980's.

US paranormal agents have abilities beyond those explainable by normal science. Bigfoot, which terrorized the Northwest US for decades, was actually a number of escaped simian experiments from this project, with intelligence and strength superior to their wild cousins.

1945

WWII in Europe ends with the surrender of Nazi Germany and Hitler's suicide in his underground bunker.

Secret Allied records are inconsistent on what was actually found in the bunker. All evidence contrary to the official story is lost, but records referring indirectly to this evidence suggest a pitched battle within the confines of the Führerbunker.

Hitler was murdered by Illuminati agents to prevent him from revealing information he knew about the organization. High Nazi officials who may have had secondary information disappeared, or were given asylum or new identities by the US government.

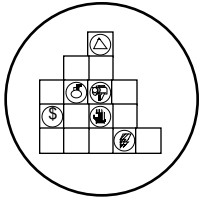
1954

Josef Stalin dies, Beria removed from office and executed.

Second-hand testimony from Kremlin insiders suggests Beria was not executed, but had a double killed in his stead, and fled the country.

Stalin, already sociopathic, was driven over the edge by Beria's psychic talents as part of a larger plan. Upon conclusion of WWII, Stalin became superfluous and was removed, Beria going into hiding within the inner circle of his organization.

1961	<p>Cuban refugees attempt to invade Cuba and depose Fidel Castro. Promised US support fails to materialize and invaders are wiped out.</p> <p>Presidential investigation into failed invasion uncovers information of a conspiracy, but is terminated and all results classified before any real information can be found out.</p> <p>Illuminati factions desiring Cuba to retain East Bloc status pull strings within US government, threaten exposure of Kennedy's improprieties (now known) unless he backs down from issue.</p>	1986	<p>Space Shuttle Challenger blows up 57 seconds after launch, killing all on board. Photo footage and subsequent investigation reveals mechanical failure as cause.</p> <p>Reconstructed wreckage (not available) shows evidence of widespread damage to solid rocket boosters and liquid fuel tanks, unattributable to known explanation. All wreckage is buried in unused missile silo, and sealed.</p> <p>UFO's, detecting secret equipment on board Challenger that could possibly restrict their activities, fire high-energy infrared laser beams into side of Shuttle from a low-orbit observation platform. Subsequent damage causes total loss of Shuttle and two year setback to US space program.</p>
1979	<p>Rescue mission to free American hostages in Iran fails, causing embarrassing international incident.</p> <p>Final details of mission failure were classified, and unidentified sources within the military express concern over soundness of equipment used. Their objections are overruled.</p> <p>The entire rescue mission was a sham to discredit the Carter Administration, paving the way for a deal with a new, puppet President, who immediately won popular support by the well-timed release of the hostages by Iranian forces.</p>	1989	<p>Researchers in Utah publicly announce clean, simple fusion power, promising to provide limitless energy at virtually no cost. Experiments prove non-repeatable by the scientific community, and the initial furor quickly dies down. Promising early results are attributed to sloppy science.</p> <p>Hastily classified scientific documents show research was valid, and early results confirmed, but became non-repeatable world-wide after a certain date.</p> <p>Aliens, afraid of a too-rapid advance in human technology, hastily create anti-fusion field generators, and saturate all research centers to create the impression of invalid research. New sources of fusion byproducts picked up by their sensors are shut down as well.</p>
1983	<p>Korean Airlines flight 007 is shot down off the coast of Russia, killing all on board, including a US Congressman. A combination of navigational errors and trigger-happy Soviet pilots are blamed.</p> <p>A number of planes and ships in that vicinity reported navigational problems at roughly the same time, traceable to a temporary programming error in navigational satellites.</p> <p>Members of the US government who had arranged a secret meeting with time travelers are thwarted when vital information to be relayed is destroyed by Russian fighter planes under orders from the Illuminati.</p>	1990	<p>United States census is taken. Runs into some delays due to lower than normal response rates.</p> <p>New restrictions placed on access to raw and compiled census data. Restrictions loosened after restructuring of category information.</p> <p>Census figures show staggering increases in pollution-related illness, homelessness, illiteracy and crime, masked by the US Government to protect those responsible for making the policies that brought this about, many of whom still occupy prominent political positions. Similar events occur in other major nations, especially England.</p>
1986	<p>Volcanic gases escaping from Lake Nyos suffocate 3,000 in remote region of Cameroon.</p> <p>Among the dead were an unidentified number of American and foreign missionaries, whose personal possessions were claimed by a number of religious and fundamentalist organizations.</p> <p>The Hierarchy attempted with some success to summon an entity whose form and substance are still unknown to science. However, it was too powerful to control, and killed everything within reach before withdrawing to wherever it came from.</p>	1990	<p>Hubble Space Telescope fails to perform as expected, setting project back several years, and sharply reducing its academic use. Failure is traced to faulty testing of main mirror.</p> <p>The staff in charge of the critical testing period either cannot be located, or cannot be reached for comment.</p> <p>The errors in the Hubble only affected its inter-planetary and interstellar use, and it is covertly controlled part of the time by the US government, which uses its precision optics and low orbit for monitoring of suspicious individuals.</p>



Organizations

The following is a list of a few of the major and minor power blocs that attempt to control or influence world events and public perception of them. Each power group or organization will have several statistics associated with it:

Profile

The number of people who have heard of and (more importantly) believe in that power group or the hidden nature of an overt organization. Each point of this is a 10% segment of the overall population, rounding fractional amounts down to the next lowest 10% bracket. In areas especially influenced by that group, the level is 1 or more higher, and in areas far from their influence, the level is 1 or more lower.

Membership

The number of people who are members of that power group. Each point of this represents a power of 10, so a 1 means 10 people or less, a 2 means 100 people or less, and so on. The number of people that may be *unknowingly* employed by these people is 1 higher, and the number of people *these* people know as friends and business associates (again, unknowing of the truth) is 1 higher still. These people may be paid by organization funds, but do not know the nature of the organization they work for, and seldom have access to restricted knowledge.

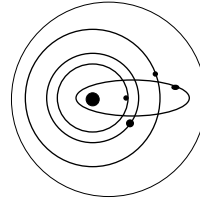
Influence

The ability this group has to sway events, alter public perceptions, and outright get away with crimes that ordinary people cannot. Each point of this represents a power of 10, and is the importance of the event, as measured on a worldwide scale, usually either the number of people affected, the importance of 1 person in that many people. For instance, an influence of 9 represents a 1 in 1 billion event (10^9) or 6 such events in the world population. A group with an influence of 9 could assassinate the leader of a major country, and get away with it (in the sense that they would never be held accountable, or the true story is never known or revealed). Or, they could cause an event that affects 1 billion people, and get away with it. An influence of 5 could affect 100,000 people, like a major oil spill or toxic chemical disaster, or target the most important person in 100,000, like arresting the mayor of a city. The actual kind of influence wielded depends largely on the organization. Some might affect resources, while others affect careers, and still others affect your lifespan.

Note that this influence can be gotten away with while maintaining the profile of the group. More influence can be used, but risks permanently increasing the group's profile.

Resources

The amount of money this power group has in cash and assets. Each point of this represents a power of 10, so a 1 means \$10, a 5 means \$100,000, and so on (6 is \$1 million, 9 is \$1 billion, and 12 is \$1 trillion). The yearly income of this group is a level one less than their assets, which must be split somehow between the membership.



UFO's

Profile: 0
Membership: 2
Influence: 4
Resources: 7

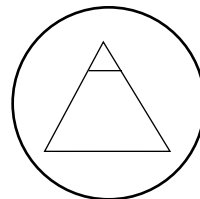
Alien beings from a distant star system, they have visited Earth on occasion through the centuries, but were more strongly drawn starting around a hundred years ago, coinciding with the first experiments with radio, picked up by their monitoring satellites.

They are worried about the violent tendencies and technological developments of mankind, and wish to restrain our progress until we have socially evolved past this awkward stage. They prefer non-violent means, but will resort to violence if necessary (in their view) to restrain our progress or protect their identities. They capture specimens and take samples on occasion to accurately measure the degree to which we are making our biosphere uninhabitable. Cattle mutilations are mostly attributable to UFO's. They are possessed of extremely advanced technology, very little of which has fallen into human hands, and they almost never attempt to contact humans, though there are rumors of humans, clones or other synthetic beings under their direct control.

Goals - Preventing mankind from becoming a highly advanced civilization until our warlike tendencies are significantly lower.

Methods - Abduction, observation, and rarely, infiltration or violence.

Relations - Secret Police: Poor



Illuminati

Profile: 0
Membership: 2
Influence: 9
Resources: 11

The Bavarian Illuminati are a secret group of the worlds richest and most powerful people, dedicated to the complete economic control of the globe, for whatever reason it is that people desire total mastery over their fellow man. They control much of the world's money supply, and as such have tremendous influence of the world economy, from the smallest lender to the largest government. They are hindered only by their desire to keep themselves personally in charge, and thus can only work towards a small number of goals at any one time. No tactic is too distasteful if it serves their ends, or increases their economic stranglehold on the world market.

Goals - Total economic domination of the world.

Methods - Market manipulation, blackmail, violence.

Relations - Organized Crime: Poor

Multinationals: Good

Time Travelers: Poor



Multinationals

Profile: 9
Membership: 5
Influence: 8
Resources: 13

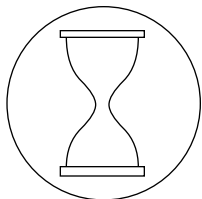
The multinationals are corporations or corporate entities that rival governments as economic powers. Only the continuing vigilance of Big Government has kept them from flaunting national authority, and even so, they are still slowly gaining ground. They desire a unrestrained access to markets, monopoly/oligopoly control, and unlimited power to use global resources as they see fit. While some are controlled by the Illuminati, many have such diverse holdings and power structures that centralized control is impossible. They act much like huge living organisms, constantly adapting to their surroundings.

While they do not have the force of armies to exert their influence, they do have highly trained "anti-terrorist" security teams. Many also have contracts for military equipment (with stockpiles), and contracts involving still-secret technologies. This allows them to equip "sympathetic" forces in Third World nations where their accountability is much reduced.

Goals - Total economic freedom, unfettered by laws and politics.

Methods - Economic subversion, litigation, political manipulation, intimidation, blackmail, rarely violence.

Relations - Organized Crime: Good
Illuminati: Good
Big Government: Poor



Immortals

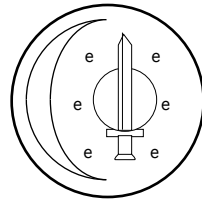
Profile: 0
Membership: 3
Influence: 6
Resources: 9

The Immortals are a loosely allied group of genetic mutants whose bodies have somehow circumvented the aging process. Some of these individuals are born with this trait, while others are scientists or alchemists who stumbled upon temporary or permanent solutions to the problem. A smaller number are "parasitic", and require transplants of some sort from normal humans in order to prolong their lives. Their only major goal is to preserve their monopoly on immortality, and keep their existence hidden. To this end, they may sabotage gerontology research, live in remote corners of the globe, or be otherwise inaccessible. Many Immortals are extremely rich, and may in fact be members of other power groups. Others may be forced to live a more normal existence, or be hunted by those that suspect their true nature.

Goals - Living forever, and living well.

Methods - Secrecy, violence, economic influence.

Relations - None



The Hierarchy

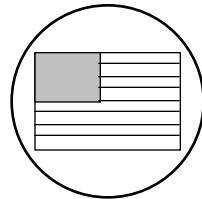
Profile: 0
Membership: 3
Influence: 5
Resources: 8

The Theomagical Hierarchy for the Enslavement of Mankind is an ancient group, which has undergone many transformations through the centuries. They believe that there are forces beyond the bounds of conventional science, and these forces can be manipulated or summoned to give them mastery over mankind. To this end, they constantly search for ancient relics from times when they believe such forces were more common, or attempt occult research in hopes of tapping this power. They have succeeded on occasion. They are also extremely interested in all forms of paranormal activity, and have attempted to breed or create individuals with these abilities. Many unexplained disappearances, ritual murders or bizarre archaeological happenings can be attributed to this group.

Goals - Total domination of mankind, to create a "perfect" society based on order imposed by "higher beings".

Methods - Experiments, theft, investigation, violence.

Relations - None



Big Government

Profile: 10
Membership: 3
Influence: 8
Resources: 13

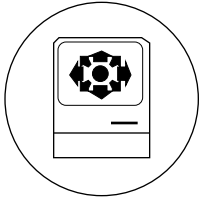
Big Government represents an *individual* "First World" nation, like the United States or Japan. Giant, amorphous entities beyond the control or manipulation of single individual, they can only be slowly steered by a number of powerful individuals, and have extraordinary amounts of momentum. Big Government maintains its control by being the only power group that has a major army at its disposal, an army which is usually poised at some nebulous threat by another Big or Little Government. It also has a bewildering array of laws, which allow it to prosecute and persecute almost anyone, for any reason, should it choose to. It also keeps detailed records on every citizen, by means of personal identification numbers, which are required for employment, immigration or emigration, financial credit or professional licensure.

Goals - Perpetuating the existence of itself, and the job security and lifestyle of its leaders.

Methods - Selective enforcement of the laws, control or manipulation of all information flows, maintaining an appearance of service to the public, restrictions on size of multinationals.

Relations - Secret Police: Good
Multinationals: Poor

Hackers



Profile: 2
Membership: 5
Influence: 6
Resources: 5

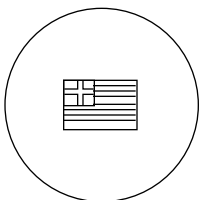
Hackers are seen by Big Government as intellectual terrorists. This is mainly because the government can't control them, although it does the exact same things the hackers do, but then it is in the interest of 'national security'. Hackers are a poorly organized group of talented individuals who gain enjoyment through the penetration and exploration of worldwide computer systems by use of the Net, a chaotic global network of interconnected private, corporate, educational and government computer systems. The fact that this information flow cannot be completely monitored, is totally encryptable, and knows no international boundaries is enough to give fits to authoritarian governments, who use any pretext possible to legislate or confiscate individual hackers out of the picture.

While capable of significant damage to data and computer services, most do not care for such techniques. Since they are an underground group with no central control, they have no agenda of action. This decentralized nature also makes hackers as a group virtually impossible to get rid of, although individual hackers are often easy prey, having little influence.

Goals - Acquisition and dissemination of information, any information.

Methods - Illegal computer entry, unauthorized use of computer networks, memory and processor time, satellite piracy.

Relations - Time Travelers: Good
Big Government: Poor
Multinationals: Poor



Little Government

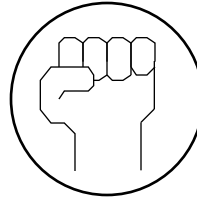
Profile: 3
Membership: 3
Influence: 7
Resources: 10

The various Big Governments have their counterparts in little governments, or the very small and/or Third World countries that dot the globe. Many of these countries are useless, but others make safe havens for illicit funds, agricultural areas for drugs, training areas for terrorists, or safe havens for those pursued by hostile forces. This is possible because the Influence and Resources of these tiny countries are not enough to keep out major groups, who stake out territories and suppress knowledge of events that happen there. African nations and small island nations in the Indian and South Pacific oceans are especially popular, although there are areas like this in the Northern Hemisphere as well.

Goals - Acquisition of enough power and wealth to gain the benefits of Big Government.

Methods - Violence, bribery, censorship, intimidation.

Relations - None



Eco-guerillas

Profile: 3
Membership: 3
Influence: 4
Resources: 6

The Ecos are allied groups of idealistic environmentalists who mainly want to preserve part of the Earth's resources and scenery for future generations. Unable to tolerate the backward pace of government in correcting environmental hazards, they have taken a more militant view, and actively make life miserable for anyone who deliberately abuses the environment for the sake of profit. Some groups work entirely within the bounds of the law, seeking public support, influencing popular opinion and supporting environment-conscious politicians. Others skirt the fringes, taking advantage of international law and treaty to interfere with polluters and wildlife rapists. Most of this second faction also has ties to a third and smaller faction, those who actively break the law to do what they feel is right. The Ecos publicly decry this third group, but covertly support it. They do not, however, have the influence to shield them, and many of this faction languish in jails with little hope of reprieve.

Goals - Protection of the environment.

Methods - Adverse publicity, civil disobedience, violence against property.

Relations - Multinationals: Poor
Time Travelers: Good



Organized Crime

Profile: 9
Membership: 3
Influence: 7
Resources: 9

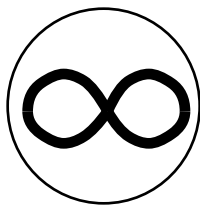
The Mafia, the Yakuza, la Cosa Nostra, the Black Hand, the tongs or any other similar group or subgroup. They run drugs, extortion, prostitution, gambling, labor organizations and not a few politicians. Almost everyone knows about them, but not many talk about it. While they have a relatively high influence, this only truly applies to something that all groups would agree on. Otherwise, too much of their influence is spent competing with each other for the finite crime and politics market.

South American drug cartels are a separate faction of Organized Crime, with ties to both Terrorists and Little Government. They have enough local influence to significantly alter national policy in any area where they operate, and enough international influence to cause Big Government to take notice on occasion.

Goals - Indisputable control of the underground economy and the creation of conditions that allow it to flourish.

Methods - Violence, intimidation, bribery, blackmail.

Relations - Multinationals: Good



Time Travelers

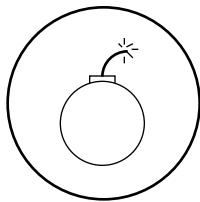
Profile: 0
Membership: 2
Influence: 5
Resources: 7

Time travelers are a small group that seems to spend very little time on Earth, at least that can be detected. They are attempting to steer the course of history for unknown reasons. It is significant to note that aside from their ability to travel in time, they never seem to use equipment from the future, with the possible exception of items in the experimental stage at the present. Those who know, speculate about a global catastrophe (The Doom) in the next 10 years which wipes out civilization, which this group is trying to avert. The nature of the catastrophe is unknown, except that the major causative forces have only come into being in the latter half of this century.

Goals - Preservation of the human race from ultimate catastrophe, by any means necessary.

Methods - Surgically precise violence, strategic use of all sources of public information, limited temporal travel.

Relations - Illuminati: Poor
Eco-guerillas: Good



Terrorists

Profile: 7
Membership: 3
Influence: 7
Resources: 7

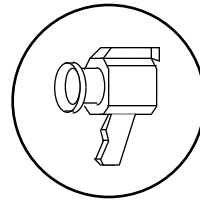
Terrorists is a broad category, but is mainly guerilla forces operating in defiance of one or more groups of Big or Little Government. Groups operating under the aegis of Big or Little Government use the same tactics, but are called "freedom fighters". These groups generally try to bring about the overthrow of the government in the area where they operate, to be replaced by one of their choosing. The tactics vary with the degree of ethnic hatred and length of the conflict, but generally involve bloodshed, needless violence and a variety of human rights violations that are not reported on the nightly news.

The most important subgroup of terrorists is those that are fanatical or "for hire". The first group is beyond reasoning or negotiating with, and no tactic is too cruel to meet their ends. Most of these groups have strong religious ties of some sort. The latter group will perform some kinds of actions for other groups or organizations to supplant the money their group needs for its own purposes. This may involve planning, logistics or assistance in the actual task itself. While many groups are extremely local in their activities, fanatical or mercenary groups have a much larger range. Current groups that are considered terrorists include the Red Army, Islamic Jihad, Khmer Rouge, Medellin Cartel and Shining Path groups.

Goals - Personal power, wealth, subjugation of enemies.

Methods - Violence, intimidation, subversion.

Relations - Big Government: Poor



The Media

Profile: 9
Membership: 5
Influence: 6
Resources: 9

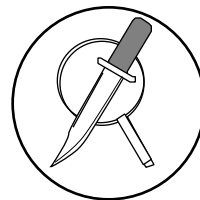
The Media is the subgroup of multinational corporations that provide us with news of the world, bombard us with advertising, and influence our tastes in consumer goods. Almost all of the media is controlled by larger corporations, which gives them great leverage in influencing news which places politicians or other corporations in a favorable or unfavorable light. Since many multinationals compete with each other, they are sometimes more than willing to give out unflattering information on events that *they* cannot be linked to, but which competitors *would* be implicated in. There are independent, uncontrolled media groups, but they lack influence and seldom get national exposure unless it is to the benefit of one of the major players. There are also individuals who have access to news which is not made public, and are willing to discreetly disseminate it.

The Media is so pervasive that all groups would like to totally control it, but so diverse that this is impossible. Only Big and Little Government have had any success in curbing media actions, in the form of censorship, but even the governments need media cooperation to get things done.

Goals - Economic success through control of public perception of reality.

Methods - Investigation, deception, publicity.

Relations - None



Secret Police

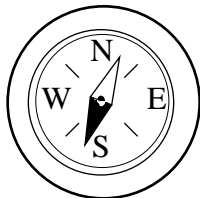
Profile: 3
Membership: 4
Influence: 7
Resources: 9

The various Big Governments have intelligence-gathering operations, some of which are not entirely under their control, since they have hidden budgets, own businesses, and are not required to make a public accounting of themselves. These intelligence services mainly serve their appropriate governments, but are also allied loosely on common global matters. They collect information, *lots of information*, and know something about every power group. Their main goal is to collect information, to keep the other groups in check, and maintain individual national interests, goals which sometimes come into conflict. There is no central multi-national organization, but a lot of common interests, parceling out of assignments, and degrees on non-interference in certain matters. Note that Little Government may be synonymous with Secret Police at times.

Goals - Knowing everything, everywhere, and cementing national power in the face of unknown opponents.

Methods - Theft, infiltration, eavesdropping, blackmail, abduction, violence against people and property.

Relations - Big Government: Good



Campaign Direction

Your **CORPS** campaign will be uniquely your own, but will probably have one of several themes. You can play **CORPS** as designed, or adapt it to any one of a number of modern genres. Some typical **CORPS** starts are below.

Mercs

You work for money, *any* money. Anytime, anywhere, no job too big, no fee too large. You have a lot of freedom, but not much of a safety net. Mercs doesn't necessarily mean nothing but combat. You might be part of an ordinary private investigation firm, that just happens to have secret government contracts, or individuals who are known in the "community" to be reliable, and if need be, disposable resources.

Nightstalkers

There are evil creatures afoot, lurking in the dark corners of society. They may be mutants, aliens, or horrors from beyond normal time and space, but you are here to see that they don't achieve their ultimate goals. It isn't very financially rewarding, but you know you are working for the right side...you think. You might be part of a covert organization, or simply a small group of individuals that "knows too much". In the first case, you may have some degree of resources to back you up, both physically and in terms of background information from organization archive. In the latter case, you only know what tidbits of information your own efforts are able to procure.

Secret agents

You work for the government, part of a secret group funded by "black" (i.e. unaccounted for) government money. You are responsible only to your superiors, and can get away with a lot of excess, as long as you get the job done. A merc type of person could be a "retired" secret agent, who still has ties to the parent organization.

Hired help

You do what you do because you have no choice. There is something in your past that doesn't bear close scrutiny, and *they* know what it is. The pay is good, the benefits are nice, but they still tug your leash on occasion to let you know who's boss. For instance, you might have committed or gotten away with a crime several years ago, and they discovered who did it, or possibly even set you up to begin with. Or, they might use a similar leverage tactic on a member of your family to get *your* cooperation.

Total idiots

You accidentally stumbled onto the tip of a very large and sinister iceberg, and without any idea what you are doing, begin to dig, deeper than a lot of people would like. Since very few if any characters will start the game with more than the most superficial knowledge of the "real world", almost all campaigns will start with some degree of this element.

Starting a Campaign - Every campaign needs a theme.

The theme of this one is obvious: Someone is out to get you, or you are out to get someone else, or more likely than not, there is a bit of both.

The premise of any modern **CORPS** campaign is that everyone who is anyone knows that *bad* things are going to happen in the next 10 years or so, bad enough to cause the collapse of civilization as we know it. This is generally referred to in higher circles as "The Doom". No one, however, seems to know exactly what it is that is going to happen. Some groups are trying to prevent it, while others are trying to cause it or something like it. Some groups with internal splits may be trying to do *both*, while other organizations are simply trying to find out what is going on before they decide to do anything. For instance, The Hierarchy may be trying to bring The Doom as their way of purifying mankind for ultimate enlightenment, or they might foresee some cataclysmic extradimensional event, and be trying to prevent it. The Illuminati may desire to instigate a nuclear war, confident that their key people can fill the power vacuum when the fallout settles, or they might be trying to ease East-West tensions in hope of gaining economic control of the Eastern Bloc as it modernizes. *Any* group could be on either or *both* sides of the apocalyptic fence, and only the GM knows what is truly going on.

The characters may work full- or part-time for one or more of these groups. Do they know what is going on? Hell no! They are barely at the level where they know that things are not as they seem, but that is about it. There is a good chance they don't even know who they are working for at first, or if they think they do, they are probably wrong. The key word to remember is deception. *Nothing is as it seems*. Only as a campaign progresses will characters learn enough to be dangerous. To start with, let them make all the assumptions they want. They will find out their errors slowly and painfully. It may be that a group wanting to do good finds out they are working for the Hierarchy, but only after doing enough illegal deeds that the Hierarchy can blackmail them if they try to quit. What to do?

To begin with, the characters may be couriers, contacts, investigators or even just plain thugs. They get a job, and do it because they need the money, or like the excitement. They were recruited because of their talents, or perhaps their beliefs. As Machiavelli said, "The enemy of your enemy is your friend". If you cause problems for one organization, chances are that any organization which is its opposite may contact you eventually. Or, the organization you antagonized may put up a front as its opposite to draw in opponents and keep them under surveillance until it comes time to remove them from the picture. The **CORPS** rules are fast-paced, which gives you more time to devote to your plotting and planning, but it can be just as much fun to run things "off-the-cuff". Especially early on, when the characters know very little about the world around them, you can surround them with bizarre "coincidences", apparent contradictions, and all sorts of disorienting, conflicting information. In the ever-changing world situation, you can either abandon these entirely at a later time, or bring them back later as obscure parts of a larger, more sinister whole.

Running an Organization

Atmosphere - One thing which is very important to any **CORPS** campaign is keeping up a tense, paranoid atmosphere. Especially early on, you should throw in all kinds of irrelevant, paranoid detail, just to make the players as jumpy as the characters are likely to be. As an elevator opens, mention that it is deserted, except for a middle-aged man in a trench coat and dark glasses, who has his hands hidden in his pockets. Who is he? Probably just an average person. If the character is paranoid, and doesn't get on the elevator, he will quickly pull his hand from his pocket just as the door starts to close. Why? To hold the door open for the character, of course. If the situation is tense, you would be amazed at how many characters will draw a gun and almost shoot this entirely innocent bystander. Of course, next time, it *is* an assassin, and the hand holds a gun... Another good setting is the underground parking garage, with broken light fixtures, lots of echos, and the occasional person sitting in a parked car, intently watching the character as they walk by... You get the idea. Ordinary, everyday events suddenly take on sinister significance when you think that someone is "out to get you".

Pointless and devious dice rolling is another tactic that can be used to good effect. Telling someone to make an AWR roll in the midst of a perfectly ordinary situation (like at a stoplight), will tend to make players edgy, as will rolling dice secretly and then looking up random sections of the rules. About the time the players think you are just faking it and drop their guard, *then* spring something on them...

Another thing which cannot be overemphasized is that 99% of the world's population has no idea what is going on, and wouldn't believe it anyway. Characters could get involved in a running machine-gun battle on the highway, and it would barely make the news, and then only as a "drive-by shooting" incident. A string of grisly, ritual murders is a "serial killing", and bombing a facility belonging to an opposing organization is a "gas explosion". The media is partially controlled by other organizations, but also has influence over them. Certain events are suppressed in return for favors and extra information on less obscure, more "newsworthy" events. They play off all sides against each other to get what they want.

A side effect that comes directly from the covert nature of things is that not *everyone* is out to get you, only the rich and powerful. For instance, your *average* cop is just that. He tries to uphold the law, has a family to support, and is just doing his or her job. The characters can't be trigger-happy goons, or patron or not, they are likely to end up behind bars, or pushing up crabgrass in a pauper's cemetery. The same applies in the other directions. Rival organizations usually don't go out of their way to kill the characters, as wanton assassinations are likely to start a bloodbath. If it happens, it happens, but you don't kill other agents unless you have a good reason, or are willing to accept the consequences. And all this goes on behind the scenes. The average person *does not know what is going on*, and for their own safety, it is better if it stays that way. The only person you can trust is yourself.

Experience - As characters adventure, they will gain the opportunity to improve their skills. When a character gets enough AP or SP to make up the cost difference between one level of skill or attribute and another, the level is increased by 1.

In sessions *between* adventures, characters normally accumulate 1AP per 6 months, and 1SP per 3 months, just like the Age character advantage, which can be applied however the character chooses.

Characters can also spend \$100 times the appropriate Skill or Attribute to add 1 to these gains through training, and continue to add points (up to a total of 4x normal), by quadrupling the cost. You can train in multiple attributes and skills (paying a separate training cost for each), but the *total* AP or SP gained cannot exceed 4x the normal amount for aging, i.e. you can never gain more than 4AP and 8SP in a single 6 month period by training.

Example - A character with a STR of 5 decides to pay for intensive weight training. Normally, they would gain 1AP per 6 months, but if they spend \$500 (\$100 times Attribute level), they will gain 2AP instead. Quadrupling this to \$2,000 would result in a gain of 3AP, and \$8,000 would give the maximum allowable gain of 4AP. If they trained for 2AP in both STR and AWR (night classes), they would pay as for two separate 2AP trainings, *not* as a single 4AP training.

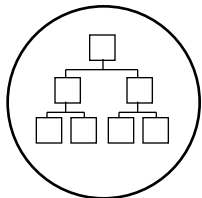
One AP or SP will represent about 2 hours a week of effort for that time period (3 or 6 months), and each point after that doubles the time required. So, going for the maximum benefits of training in a single attribute or skill will take 16 hours a week for the AP, and another 16 for the SP, making a normal job difficult, if not impossible.

Characters who do not have a lot of spare time should keep track of time spent in practice, so that when it adds up to an amount that would give them AP or SP, they can apply it.

Experience can be gained much faster during adventures. Any successful use of a skill in a combat or pressure situation counts towards gaining experience, as does any exceptional use of an Attribute. At the end of an adventure, 1AP may be gained for an Attribute used in this way, and 1SP towards any skill used successfully under pressure. It is still slow, but several times faster than the normal gain for non-adventure practice. Note that no attribute can get more than 1AP in an adventure. A skill *as a whole* may get more than 1SP in an adventure through use of Secondary or Tertiary skills. If two or more related Tertiary or Secondary skills gain SP, the Secondary (for Tertiary) or Primary (for Secondary) skill they are based on *may* have 1 of the SP *transferred* to it. However, no part of a skill can gain more than 1SP per adventure.

In either case, gaining a point in a high-level Primary skill is still a difficult, time-consuming task, and will usually take at least a year of game time, so make sure you are satisfied with your character before play begins. Using experience to make major changes will take a *long* time.

If, through experience, a character gains enough in an Attribute that their Aptitude goes up, they *do not* gain in associated skills. Any *new* skills bought, however, will be bought up from the new Aptitude level. Skills that had been bought previously are not affected. If it makes a difference, AP may be allotted before or after SP when gaining experience.



Running an organization

Each power group has an income and a membership. This income is usually divided somehow between the membership and those that work for the organization in other capacities, usually a 50-50 split.

So, an organization with Resources of 9 and a membership of 3 would have resources of 6 (\$1,000,000) split between each member, of which they would keep half, and distribute half to those who work for them. Since those who work for the organization in non-critical or indirect capacity are 10 times the membership, this means that their half of the resources (\$500,000) is split between 10 people. Naturally, some members have more than their share of resources.

This is the budget that characters must work under. They may be one or more tiers further away from the center, but the same principle applies. This "budget" is the amount of money and/or influence their particular patron can afford to spend on them over the course of a year. Less than this, and there is a surplus for new equipment, bail money, bribes, etc. More than this, and the characters may be expendable, or more trouble than they are worth.

In the previous case, their employer is a member of an organization with Resources of 9. This person can personally use Resources of 6 towards the goals of the organization, and funds a group of 10 people (some of which are characters) with a yearly budget of \$500,000. The characters do not know this, of course. This money goes to pay the characters for the tasks they perform, and covers travel, lodging and special equipment. Bail, fines, bribes, and lost equipment all are permanent losses of money for the year, and the GM should keep a running track of how much the characters have been paid, been given in equipment, or lost due to neglect or damage. If the characters are more trouble than they are worth, they might be dropped. If they are exceedingly useful, the patron might even be inclined to dip into his personal share of organization funds to get them out of a bad situation.

Personal Influence - In the strictest sense, a character has an Influence of 0, that is, they can Influence 1 person, themselves. A person holding up a bank might have a temporary Influence of 1, and an airline hijacker a 2, but this is ephemeral, and is quickly replaced by being under someone else's Influence (in jail).

Organizations have Influence, to make things happen, manipulate events and people, and occasionally get characters into and out of trouble. This influence is rated more or less the same as resources. If our previously mentioned organization had an Influence of 9, each member would be able to wield an Influence of 6, and if all the members cooperated on a given task, *then* the organization as a whole would be able to exert its total Influence. The larger the organization, the more time it takes to get this consensus and cooperation, and the more likely there will be internal splits and subplots of smaller influence afoot.

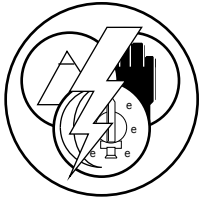
People who are not actual members of the inner circle of the group do *not* get Influence to wield in this manner.

However, within the labyrinthine network of secret power groups, individuals can gain reputations and personal influence. They can make things happen, and get noticed. With play, characters can gain this ability themselves. They should *not* be told this, but find out only if they try to exert it. Influence can be gained like a skill. Anytime a character (or group) achieves some noteworthy success or failure for an organization they work for, either full- or part-time, they accumulate or lose 1 point towards this Influence, just like SP towards a skill. Every time their Influence would go up, they should get subtle hints from their employers about their status within the organization. If they choose to use it, they will gain some small insight into the hierarchy of the organization, and the ability to manipulate or use the services of a number of people appropriate to their level of Influence. If they subtly or openly refuse the increase in knowledge and power, they lose the points towards that organization, but gain them towards an overall Influence within all the groups that find out about the characters (a professional reputation of sorts). This reputation can be used as a personal Influence when dealing with anyone in the membership of other organizations, if the character knows to do so.

Influence within a organization can be used to get money, equipment and services outside the normal scope of a group's budget. A person with a Influence of 5 could ask for a Level 5 new ID as a precondition for accepting an assignment, and get it, in addition to the normal payment for the mission. Or, they might ask for the loan of a piece of equipment that had a monetary value of 5 (\$100,000). Of course, if they lose it, they might lose a point towards their Influence as well. Remember that the character has no personal "aura" that makes people do what they want, just that they know people who know people, people who perhaps owe favors or debts. Your name or presence can only be used as Influence if the target of the Influence personally knows you or has heard of you.

Personal Influence can be used as a bargaining chip when dealing or negotiating with other groups, and would be compared to the difficulty of the task it is used for (equipment, information, fees charged, etc.). For instance, a character with a personal Influence of 5 might perform services for *any* organization, and be able to charge \$100,000 per service (Resource of 5). However, they would be totally on their own, and the group hiring them would not help them out in any way.

If a character ever gets Influence within an organization equal to the Influence of an individual member, they may be approached to become a member. This will have various benefits and penalties. For instance, getting inducted into the Immortals might have a certain appeal... You do get to learn much more about the organization, but you usually get killed if you try to leave some of the nastier organizations. It also involves leaving the direct action to other individuals most of the time, and doing more intellectual work instead, although there will be occasions where your special talents are directly needed. This more or less depends on the organization and what it does.



As the World Turns

As an example of how twisted the world is, and how much goes on behind the scenes, take a look at an expanded version of events in 1963. This is perhaps overdone a bit, but serves adequately just the same.

Who Killed Kennedy? - The JFK hit was pulled off by a number of factions (five to be exact, thereby holding true to the law of fives) with a total of 23 (another magic number) operatives involved in the actual hit and the cover-up behind it. These groups came to the same idea and executed it at the same time by pure coincidence (Kennedy wasn't too popular with the secret society crowd). The Groups involved were:

The Templars - This ancient order of Knights that were known to be practicing mystics and indulgers in aberrant sexual rites actually survived throughout history in obscurity in their role as guardians of the gateways of the telluric currents. One of their members went on to become head of the FBI (J.Edgar Hoover). J.Edgar established the FBI as a front for the Templars, and wanted JFK dead for trying to take away his freedom of power (he wanted a president he could control) and then sent five operatives to Dallas (Jack Ruby was one, when Oswald was caught, Edgar flipped and thought that another group would expose him, so he had Oswald liquidated).

The Illuminati - Kennedy was originally one of them, but tried to separate and make the US government a tool of his own and overthrow the Illuminati and rule by himself. In short, don't cross the Illuminati. They sent in four operatives plus Oswald. Oswald was the Illuminati way of covering their tracks, they picked his name randomly out of a phone book and steered him to the book repository by subliminal messages, and arranged to have him take the blame.

The Hierarchy - They believed that Kennedy was an earthly avatar of one of the elder gods (just a person being used as a otherworldly spy camera) since Kennedy spelled backwards apparently has some diabolical meaning in an obscure Celtic translation of an ancient magical text (while they search for powers beyond normal science, they could not stand the thought of being manipulated by extradimensional forces themselves). They sent in 5 more operatives (someone in the crowd was heard to scream out "Die Spirit!" when JFK was hit).

The Discordians - They sent in five operatives just so they could watch the American population flip out! They also wanted to piss off the Illuminati (they thought that Kennedy was still one of them). An Illuminati operative found a golden apple with the word 'Kallisti' printed on it somewhere on the grassy knoll and immediately flipped out and said "how many people want this guy dead anyway?".

The Mafia - They were the oddballs and only sent in three operatives. Despite family influence, JFK intended to crack down on Mafia operations. The mob was hoping to use the results of the Kennedy hit to strongarm the next president into doing whatever they wanted. There was an extensive cover up following the hit, in which J. Edgar hid most of the evidence that actually got through the others by spiriting the reports away into those enigmatic FBI vaults (they haven't found all of those vaults yet).

The actual body that was finally buried was one of the Mafia operatives (he was a dead ringer for JFK) who got caught by the Illuminati, shot in the head and put in JFK's place. There was extensive research done into how Kennedy died, and the results that got past the other secret societies say that Oswald shot him. However, in actuality the Mafia man on the grassy knoll nailed JFK in the head after Oswald knocked down a pigeon and the guy sitting in front of Kennedy. But, Kennedy did not die of a gunshot wound! He was actually made brain dead about three tenths of a second before any bullets struck him from the combined psionic assault of the Illuminati, Discordian, and Hierarchy paranormals. On the grassy knoll, Discordian J.Dillinger was ready with a rifle if the psychic attack failed. When the gunfire started he looked around and saw the Mafia gunman who actually nailed Kennedy and a grinning Hierarchy psychic. He said to himself "it's too crowded out here" and dropped the Discordian trademark apple (this apple was actually blessed by Eris herself!) and left.

Now, take every event on the timetable and give it this much background, and you will soon have a uniquely twisted world of your own. But if you start getting strange mail, and people who hang up the phone as soon as you answer it, don't say you weren't warned. Hahahahahaha.....

Lunatic Fringe - If you wish to strain your brain, there are a number of poor to excellent books and movies in the conspiracy vein, as well as sources for all the counter-intelligence equipment and dirty tricks you could ever want to lay your hands on. Try the following:

Books:

The Earth will Shake - Robert Anton Wilson
The Illuminatus! Trilogy - Robert Anton Wilson, R.Shea
The Bourne Identity - Robert Ludlum
The Holcroft Covenant - Robert Ludlum
Principia Discordia - Malaclypse the Younger
The Book of the Subgenius - The Subgenius Foundation
Freedom in the World - Freedom House

Films:

The Manchurian Candidate
Three Days of the Condor
The Amateur
They Live!
1984

Equipment:

Loompanics Unlimited Catalog
Paladin Press Catalog
CCI Catalog
The Anarchist Cookbook - William Powell
Arsenal of Democracy - Tom Gervasi
Jane's Security Equipment - Jane's Information Group

Internet newsgroups:

Alt.conspiracy
Soc.rights.human

Chinese Puzzle - This is a short introductory adventure for 2-6 **CORPS** players. Appropriately, the title has absolutely nothing to do with the adventure, so feel free to let the players know what it is called, just to confuse them. For larger groups, you will need to adjust the logistics of the various situations. A group of 6 people hanging around together is much more conspicuous than a group of 2 or 3, and enemies, encounters, etc. will have to take this into account.

Begin - The characters will either have to be working for someone, or at the very least, be an established, independent group with their own resources. The syntax of the rest of the adventure assumes they are working for a larger organization. If not, modify to suit your individual tastes.

The characters assigned to be go-betweens for a small "special delivery" package. The actual contents are up to the GM, as suits the particular group the characters work for (or think they work for). For instance, a multinational group might be trying to smuggle klystrons (a device used in some types of nuclear weapon) to a Third World country. The government might be using their internal security to smuggle diamonds as payment for a behind-the-scenes deal that very few people know about. Little government might be smuggling out classified data on microfilm, or the Hierarchy might have some esoteric artifact they want to get a hold of. Or, some other group might have stolen any of the above from the original owners and may be trying to get it somewhere themselves.

In any case, the characters will not be informed what it is. Their directions are rather simple: Pick up the box from a courier at some public place, in broad daylight, and then transport it to another city via train, where they will deliver it to another person, who will be identified by a code phrase and gestures. The payment? Up to \$2,000 per person, with a maximum group payment of \$10,000. Time to complete? Two days, maximum (maybe). Danger? That's why you're getting paid \$1,000 a day. Extra information you might need? Strictly on a "need to know" basis, and you don't need to know. Supplies? Round-trip train tickets for each member of the group, plus a \$500 advance. Miscellaneous travel expenses can be submitted to the Accounting Department for reimbursement, with a \$100 per day limit.

What's up? - The courier they are supposed to meet will have the box, but it is not *the* box. He or she has made a side deal with an unknown third party, who has substituted a box of the exact size and packaging for the real thing, in a way that cannot be traced to the courier.

The characters will meet the courier in a suitably public place, like a train station or park. The courier, an old hand at this business, has a bodyguard who is doing a poor imitation of a businessman reading a newspaper on a nearby bench, and the *other* bodyguard, who blends in almost perfectly, and is covering the scene from a different angle. Both are being well paid for the time, and will also serve as witnesses of the handoff, should any doubts arise.

The box is small, about the size of two decks of playing cards back to back (Size 2), and is about .2kg. It is wrapped tightly in brown wrapping paper, and bears stamps from Spain

in the upper right corner. The address label has been peeled off (The stamps may or may not be a ruse, at GM option). It does not rattle, or seem to have an unusual weight distribution.

The handoff should go smoothly, and with little conversation. Once it is done, the courier and the obvious bodyguard will depart, while the other will remain a few minutes before inconspicuously leaving by another route.

Event - Sometime in the next few minutes, one of the characters (preferably the one with the box) will undergo an attempted mugging. This will have to be tailored to the size and distribution of the group, and should optimally involve two characters at most. The ever-convenient restroom stop is a good excuse, if no other one presents itself. From around a corner, alley or doorway, a young tough will flash a small knife (+0 damage), and hiss "Fork it over, now!", while making threatening gestures with the blade. He has nothing to do with the box, but just wants the character's money and wallet. His useful stats are all 5's, and his Knife skill is only 3 or 4. It is extremely likely that there will be a short combat, which the mugger will be on the losing side of. Each time he takes damage, he has to make a WIL roll. If he fails, he turns tail and runs. If he succeeds, he gets more and more belligerent, shouting obscenities, and swinging more and more wildly with the knife. If threatened with a gun, he will run, knowing that anyone with a gun who isn't personally arresting him probably doesn't want to have the police know about the gun. If subdued in some other way, he knows nothing, and no amount of coercion can get him to reveal knowledge he doesn't have.

Next - The characters have the box and their train tickets. Rightfully paranoid characters might want to find out what is in the box, and perhaps take some other means of transportation to their destination, knowing of course that their patron will *not* refund the price of those tickets. The other city should be inconveniently far away to use personal transportation to get to, but not beyond the realm of possibility. At least 1000km would be about right, or an all-day drive.

About the box. It is quite solidly wrapped, and might have tamper seals on the inside, something which should be mentioned to those who hadn't considered the possibility of such. An X-ray of the box will reveal that it is wrapped in lead foil, which seems to be blurring the contents, regardless of the intensity of the X-rays (the contents are a handful of plastic beads in a foam matrix, interpretable as just about anything). Such an X-ray would normally require a medical contact of some kind, otherwise it would draw suspicion, and possible police action.

"Yes detective, they came in and said they wanted me to X-ray a sealed box for them. They had some excuse, but I wouldn't do it for them. I was afraid it was a bomb or something. Descriptions? Yes, I wrote down their descriptions and had a nurse get their license plate number when they left..."

By car - The trip will be uneventful, although speeders have a 1 in 100 chance of being pulled over, and if the characters aroused suspicion with trying to get the box X-rayed, they will be pulled over and their vehicle and persons searched.

Sample Adventure

Technically, if nothing illegal is found (concealed weapons, guns in the glove compartment, etc.), the characters will be let go, although they should have some excuse for why they want to know what is in the unopened box. If obvious illegalities are found, *all* the characters will go to jail, probably on an Influence 3 charge or two, which a patron may or may not post bail for. This would negate all chance of getting any Influence points for the adventure. There will be no other problems in travelling by car.

By train - The trip by train should take about the same time as a trip by car, and is scheduled to leave a nearby station about 2 hours after the box is given to the characters. This should be an overnight trip, and since the tickets do include private cabins (double occupancy), characters should have to make WIL checks to avoid taking a short nap if they decide to stay awake the whole night.

On the train trip, there should be one hostile encounter of some kind. If any two characters have the same Enemy at a level of 2 or more, that Enemy will make an attempt to cause trouble in some way. A good way might be the old "seduce'em and stab'em", always a favorite for over-hormoned male characters, or the more insidious "lock the door and gas them while they're asleep" trick. Subtle psychological pressure is always good, an example being a sealed fortune cookie that says "A slow and painful death awaits".

Destination - Characters arriving at the destination city might need to make direction checks to find their way around, or take the easy way out and hire a taxi. If they took the train, they have about a day to kill before the meeting with the other courier. In this time, they can be paranoid and stay in a locked hotel room, or see the sights. A useful pastime might be to see the sights at the transfer location, just so they have intelligence information in case things go wrong. Characters who do this should be given a map of the area, just to sit and plan strategy over.

The handoff - The next day arrives uneventfully. The courier arrives at the handoff site exactly on time, and alone. He is not anyone the characters recognize, but he is wearing the right clothes, makes the proper gesture, and has the correct phrase and counter-phrase. He takes the box, and waits for the characters to leave before walking off in the opposite direction. About the time the groups lose sight of each other, the characters hear 3 gunshots, probably medium-caliber pistol fire for those who have experience with such. A car pulled up to the contact as he was walking, and a man got out and shot him twice in the chest, and once in the head. He drops dead on the spot, the man then appears to reach into the dead man's pockets, pull out the box, rip off the covering, and throw it on the pavement in disgust. He then leaps back into the car, which speeds off away from the characters. On the chance that a character was watching the scene from a hidden or disguised viewpoint, they can make an AWR roll based on the range, with a -6 to the roll. If successful, they will be able to see that the man actually palmed the real box, ripped open a duplicate, and left the duplicate on the pavement before leaving.

How close the nearest policeman is depends on what you want the characters to know, do, or be seen as doing. For instance, if they grab the box, it would be appropriate to have the police appear just in time to see them take something from a corpse and flee.

Situation - The characters have been given a fake box. This was stolen by someone who thought it was the real box, and who substituted a fake box of their own, and who found themselves with the original fake box. Now the people the characters work for think that the characters might have the real box, the people who killed the courier think the characters have the real box, and the characters might even think they have the real box, at least until they examine the obviously fraudulent contents. And, they may be wanted by the police for various reasons, either on suspicion, as suspects, or as material witnesses to a crime.

The contents of the box do not in any way match any X-rays smart characters would have tried to take, giving one way of determining the switch. Another is that the external markings on the wrapper will be subtly different. Does anyone believe the character's protestations of innocence? This is **CORPS**. What do you think?

Next - Any patron the characters might have is not so trusting as to believe the characters, but will not condemn them outright. An investigation will be launched, in which the characters will be prime suspects, as will be everyone who touched the box before they got it. If necessary and the organization has the influence, the box and wrapper can be recovered from the police, or the characters can turn it in to help clear themselves. It won't help directly, but any assistance the characters give towards clearing themselves probably won't hurt. If the characters report the attack to their superiors, they can assume they will be watched or monitored somehow, depending on the importance of what was in the box.

The people who killed to get the box will not be so generous. They will think the characters took the box and gave a phony one to the courier that was killed. They will want to get the real one, and the characters are the obvious link. They will send a covert recovery team to try and get the box from the characters. This could be in the form of a burglary, ambush, kidnapping and hostage situation, or whatever suits the methods of that group (likely an enemy of one or more characters). In the case of a kidnapping, the character's patron may offer help, since the character's phone was probably tapped anyway, and the location might be traceable, or the patron could have the character's followed to see if they really did have the box, and act as a rescue team if things screw up.

Resolution - The characters will eventually be exonerated of wrongdoing, although the actual individual responsible for the switch will escape detection as well, although there are suspicions. If the enemy that wants the box realizes that someone else already stole it first, and the characters don't have it, they will turn their attentions elsewhere, although if the characters caused any personnel losses, they can assume that group will not be kindly inclined towards them in the future.

Reference - The following list gives damage values for the more common **CORPS** weapon calibers. Individual weapons will vary due to barrel length and other considerations. Melee

weapons, common armors, concealment items and general equipment purchases are also included. You may photocopy the reference pages for your personal use.

Rounds	Number needed for autokill/autokill on graze			
	DV	head	chest*	abdomen*
Birdshot	1	0	0	0
#2 Buck	2	0	0	0
.25ACP	4	2	0	0
.22LR, 000 Buck	5	3	0	0
.32ACP, 9mm short	5	3	0	0
.45ACP	6	4	1	0
9mm	7	5	2	0
.357 Mag, 10mm	8	6/2	3	1
.41 Mag, 5.7mm	9	7/2	4	2
.44 Mag	10	8/3	5	3
12ga. slug	10	8/3	5	3
.30 carbine	12	auto/4	7	5
4.9mm/c	16	auto/6	auto/3	9/1
5.56mm	16	auto/6	auto/3	9/1
7.62mm	19	auto/8	auto/4	auto/2
6mm	20	auto	auto/5	auto/3
.338 Mag	23	auto	auto/6	auto/4
12.7mm	31	auto	auto	auto/8
14.5mm	42	auto	auto	auto
20mm	53	auto	auto	auto

*Optional

Armor	AV	Mass	Covers
Leather jacket	1/0	1.5kg	Torso, arms
Hard hat	1/1	.4kg	Skull
Motorcycle helmet	3/1	.8kg	Skull
Helmet faceplate	2/0	.2kg	Face
WWII steel helmet	4/1	.9kg	Skull
PAGST helmet (US)	8/1	.7kg	Skull
Full ballistic helmet	11/2	2.2kg	Head, neck
Level I vest	2/3	1.1kg	Chest, abdomen
Level IIA vest	3/4	1.5kg	Chest, abdomen
Level II vest	5/5	2.5kg	Chest, abdomen
Level III vest	18/3	8.4kg	Chest, abdomen
Level IV vest	18/3H	11.5kg	Torso, hips, shoulders*

*Has a 30% chance of being struck on a shoulder or upper leg hit

Incidental Armor	AV	Incidental Armor	AV
Light plywood	1	Brick wall	6
Heavy plywood	2	Cinderblock wall	6
Fire door	3	Automobile (new)	8
Wood frame wall	4	Automobile (old)	10
Automobile door (new)	4	Dumpster (empty)	16
Automobile door (old)	5	Light armored limo	20

Melee attacks	DV	Initiative mod	Damage
punch damage	STR/4(n)	+0	non-lethal
kick damage	STR/3(n)	-1	non-lethal
small knife	+0 STR	+0	lethal
knife	+1 STR	+0	lethal
billy club/sap	+1 STR	+0	combination
epee/sword cane	+1 STR	-1	lethal
machete/short swd.	+2 STR	-2	lethal
sword/lumber ax	+3 STR	-3	lethal

Concealment Ratings

Item	Rating
Shoe	7
Ankle holster	9
Hip holster under jacket	10
Jacket w/shoulder holster	12
Suit w/shoulder holster	13
Custom suit w/shoulder holster	14
Trench coat	16

Vehicles

Motorcycle	Cost	Acc/Dec	Max	Turn
Honda ST1100 (2p)	\$9,000	8/7	58	8
Kawasaki Ninja (2p)	\$5,500	9/7	62	8
BMW K75RT (2p)	\$8,000	6/7	53	8
Car	Cost	Acc/Dec	Max	Turn
Golf GTI (4p)	\$16,000	5/6	56	8
Lumina minivan (7p)	\$20,000	4/6	42	7
Mazda Miata (2p)	\$15,000	5/6	58	8
Corvette GT (2p)	\$30,000	6/7	69	9
Ferrari Testarossa (2p)	\$130,000	6/6	78	9
Truck	Cost	Acc/Dec	Max	Turn
Izuzu Trooper (2p)	\$13,000	4/6	42	7
Ford Ranger (3p)	\$17,000	4/6	42	7
Armored car (8p)	\$30,000	3/5	42	5
Motorhome	Cost	Acc/Dec	Max	Turn
W'bago LeSharo (6m)	\$42,000	3/5	42	5
W'bago Elandan (11m)	\$85,000	3/5	42	5

Equipment

Item	Cost	AV	Size	Notes
Handheld cellular	\$2,000	1	2	10 hour battery
Pager	\$200/mo	1	2	global range
Mace	\$15	1	1	10 shots
Knife	\$30	6	2	w/sheath
Walkie-talkie	\$200	2	3	10km range
Stunner	\$70	1	2	w/belt clip

Questionable equipment (legal, but suspicious)

Lockpicks	\$50	1	1	vs. most locks
Lockgun	\$80	2	2	+1 to skill
Night vision scope	\$2,000	2	4	weapon mount
Night vision goggles	\$6,000	2	6	for night driving
Voice scrambler	\$300	1	3	med. security
Level I vest	\$150	2/3	1	torso only
Level II vest	\$500	5/5	3	torso only
Level III vest	\$800	17/3	9	torso only
Parabolic mike	\$400	1	12	20 hour battery

Restricted equipment (police, licensed security)

Level IV vest	\$1,000	18/3H	11	hardened
Stun grenades	\$15	2	2	no frags
Smoke/gas grenades	\$15	2	2	no blast

Military equipment (no private ownership)

Frag grenades	\$15	2	2	blast/frag
Radio jammer	\$5,000	3	12	10km range

Weapon List

Pistols	Caliber	DV	Initiative mod	Range mod	Size	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
Raven	.25 ACP	3	+2	0	2	.3kg	.1kg	4	6	3	\$50	USA
Grendel	9mm short	5	+2	0	2	.4kg	-	4	11	3	\$120	Israel
Government .45	.45 ACP	6	+1	1	3	1.3kg	.3kg	4	6	5	\$300	USA
Glock 19	9mm	7	+1	1	3	.9kg	.3kg	4	17	4	\$500	Austria
Beretta 92F	9mm	7	+1	1	3	1.2kg	.2kg	4	15	4	\$600	Italy
Calico M-950	9mm	7	+0	1	4	2.6kg	1.6kg	4	100	4	\$600	USA
Colt Python	.357 Mag	8	+1	1	3	1.1kg	-	3	6	5	\$450	USA
IMI Eagle	.357 Mag	8	+1	1	4	1.7kg	.2kg	4	10	4	\$600	Israel
Civilian longarms	Caliber	DV	Initiative mod	Range mod	Size	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
Remington 870	12ga	-	+0	2	12*	4.1kg	-	1	7	6	\$300	USA
SPAS 12	12ga	-	+0	2	12*†	4.7kg	-	2	7	5	\$500	Italy
Striker	12ga	-	+0	2	12*†	5.0kg	-	2	12	5	\$500	S.Africa
Ruger 10/22	.22LR	6	+0	3	12*	2.5kg	.2kg	4	50	4	\$200	USA
Ruger Mini-14	5.56mm	16	+0	4	12*	3.3kg	.4kg	4	30	5	\$300	USA
Browning M78	6mm	20	+0	6	12*	3.9kg	-	1/3	1	5	\$300	USA
Ultralight Arms	7.62mm	18	+0	6	11*	2.2kg	-	1/2	4	5	\$1200	USA
Machine pistols	Caliber	DV	Initiative mod	Range mod	Size	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
Beretta 93R	9mm	7	+0	3	4	1.2kg	.3kg	6	20	4	\$800	Italy
Vz-61 Skorpion	.32 ACP	5	+0	3	7†	1.8kg	.2kg	20	20	4	\$500	Czech.
MAC-10	9mm	7	+0	2	7†	3.5kg	.6kg	18	32	4	\$400	USA
MAC-11	9mm short	5	+0	2	6†	2.1kg	.5kg	20	32	4	\$400	USA
Ares FMG	9mm	7	+0	2	3	2.0kg	.3kg	11	20	4	\$800	USA
Submachineguns	Caliber	DV	Initiative mod	Range mod	Size	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
Iliarco 180	.22LR	6	+0	3	10*†	4.3kg	.5kg	20	165	4	\$600	USA
Thompson	.45 ACP	7	+0	2	10*	6.0kg	1.2kg	12	40	5	\$600	USA
Uzi	9mm	8	+0	3	9*†	4.1kg	.6kg	10	32	5	\$600	Israel
Beretta 12S	9mm	7	+0	3	12*†	3.8kg	.6kg	9	32	5	\$600	Italy
Spectre	9mm	7	+0	3	10*†	3.6kg	.7kg	14	50	4	\$800	Italy
H&K MP5A3	9mm	8	+0	3	10*†	3.0kg	.5kg	13	30	4	\$800	Germany
Military longarms	Caliber	DV	Initiative mod	Range mod	Size	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
Colt M-16A2	5.56mm	16	+0	4	12*†	3.9kg	.5kg	10	30	5	\$600	USA
Ultimax 100	5.56mm	16	-1	5	14*	6.2kg	1.8kg	9	100	5	\$1000	Singapore
Steyr AUG	5.56mm	16	+0	4	9*	4.0kg	.7kg	11	42	4	\$1000	Austria
H&K G3	7.62mm	18	+0	5	12*†	5.3kg	.7kg	10	20	6	\$900	Germany
FN-FAL	7.62mm	18	+0	5	13*†	4.6kg	.7kg	11	20	5	\$1000	Belgium
H&K G-11	4.9mm/c	17	+0	4	10*	3.9kg	.4kg	10	50	4	\$1000	Germany
AK-47	7.62mm	18	+0	5	13*†	5.3kg	.9kg	10	30	5	\$400	USSR
AK-74	5.56mm	16	+0	4	12*†	3.6kg	.5kg	11	30	6	\$400	USSR
USAS-12	12ga	-	-1	2	13*	6.5kg	2.0kg	6	28	5	\$1200	USA
Witness Protection	12ga	-	+0	1	7	2.0kg	-	1	3	5	\$500	USA
M60 LMG	7.62mm	19	-1	5	13*	16.3kg	5.8kg	9	200	6	\$1200	USA
Soviet RPK	7.62mm	19	-1	5	13*	7.1kg	2.1kg	11	75	6	\$1000	USSR
Browning M2	12.7mm	36	-2	8	26*	60.0kg	20.0kg	10	200	8	\$2500	USA
Other	Caliber	DV	Initiative mod	Range mod	Size	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
Compound bow (STR 5)	n/a	3	+0	2	11*	1.8kg	-	1/2	-	4	\$100	Any
Crossbow (STR 4 to pull)	n/a	4	+0	2	12*	2.1kg	-	1/6	-	4	\$150	Any
Crossbow (STR 5 to pull)	n/a	5	+0	3	12*	2.7kg	-	1/8	-	5	\$250	Any

Notes

Most weapons except revolvers can carry 1 extra round in the chamber, adding to total number of shots.

Most military longarms and SMG's are available in semi-auto only (ROF=4) civilian versions.

Soviet and NATO 5.56mm and 7.62mm rounds are not interchangeable.

* Not concealable.

† Folding stock, folded is 3 pts less.

General equipment

Backpack - Suitable for extended treks in the wilderness. Has a main compartment (size 40), two side compartments (size 10), back compartment (size 10), plus attachment points for external gear (up to size 20). Size 50, AV1, 2.8kg, \$200.

Briefcase - That required fashion accessory for the well-dressed businessperson. Basically, a formal box to carry up to 12 Size points of stuff around in. Paranoid businesspeople can have ballistic inserts which give the briefcase an AV of 10/0, at a penalty of 1.0kg extra mass. Size 14, AV2, 1.5kg, \$100.

Camping sundries - Includes a camp stove, supply of butane fuel, toiletries, cutlery, matches, string, bandages, etc. Size 8, AV2, 1.5kg, \$100.

Canteen - Holds 2 liters of water (about a day's worth) in a flexible plastic bladder with a belt clip. Size 8, AV1 (AV3 to completely penetrate when full), 2kg, \$20.

Clothing - Varies in style and cost. General mass around 2kg, cost varies from around \$100 for casual wear, up to \$1,000 or more for tailored business or formal attire. AV0/0 for light clothing, AV0/1 for heavy clothing or multiple layers.

Cellular phone - State of the art hand-held, allows normal phone conversations in any region served by cellular phone systems. Battery is good for 2 hours conversation or 10 hours of standby duty. Size 2, AV1, .3kg, \$2,000. Size 4 model: .6kg, \$600. Size 8 model: 1.0kg, \$300.

Duct tape - The uses are limited only by your imagination, but in combination with a pocketknife should be good for a +1 modifier on a large number of skills. Size 3, AV2, .5kg, \$5.

Flashlight - Heavy duty flashlight, available in various sizes. Will generally throw a 30° beam, with secondary illumination to the hexes around the user. They are given a rating, which is the maximum AWR that may be applied to spotting things in the area of illumination, and this is decreased by 1 for each range step. A keyring flashlight has a 5, a small flashlight has a 6, while a heavy police flashlight might have a 10, and can be used as a club for +1 STR damage (+0 Initiative). Keyring: Size 1, AV2, .1kg, \$10. Small: Size 2, AV2, .2kg, \$15. Police: Size 4, AV3, 1.0kg, \$25.

Global pager - A small radio receiver that can display short alphanumeric messages. It is activated by a local radio transmitter, which is in turn activated by a satellite signal beamed from a central headquarters where messages to be forwarded are sent to. Cost is approximately \$200 a month for the service, which works in most major cities throughout the world. Size 2, AV1, .1kg.

Holsters - Holsters for guns and other weapons will vary in cost and size, depending on the device held. Extra clips carried outside a weapon generally have a size of 1/3 the weapon size, rounding fractions up. AV2, .1-1.5kg, \$10-\$100.

Portable computer - There are a large number of portable computers available, everything from heavy-duty scientific calculators and dedicated word processors, to number-crunching luggables that match the power of small mainframe computers. For game purposes, they will all be assumed to have a modem for low-speed communications over the phone lines (1 low-res picture or several pages of text per minute). Most of the time, a computer will have a "skill pool", a total skill level that can be assigned to one or more tasks. These tasks will in turn, have a difficulty rating and time increment, and comparing the two will give the total amount of time the computer will take to solve the problem, as for any other task use. If the difficulty of the task is more than 5 higher than the computer's skill, the computer cannot complete it. If a person can use a computer to complement their own skill in an area (using the correct program), the computer will give a skill bonus of up to its rating (GM decides), but not more than the applicable skill of the user. Advanced programmable calculator, Skill 2, Size 2, AV0, .2kg, \$300, runs 100 hours. Basic portable, Skill 3, Size 8, AV1, 2.0kg, \$1500, runs 10 hours. Average portable, Skill 4, Size 12, 5.0kg, \$3000, runs 3 hours. Advanced portable, Skill 5, Size 16, AV1, 7.0kg, \$6000, runs off AC power only.

Portable tools - A low-power but complete set of battery-operated electric tools in a briefcase sized case. Includes drill, saw, grinder and power wrench. Size 10, AV2, 5kg, \$200.

Rope - High quality climbing rope, 25 meter length. Able to support a load of 1,000kg. Size and AV of a rope section is 1 for damage purposes. Size 8 (rolled up), AV2 (rolled up), 2.0kg, \$100.

Scuba gear - Allows normal breathing underwater for up to an hour. Any damage penetrating armor will cause a pressure leak. Size 30, AV6, 10kg, \$300.

Sleeping bag - Suitable for all temperate climates. Will negate temperatures down to -10°C. Size 20 (rolled up), AV3 (rolled up), 2.5kg, \$100.

Street clothes - A normal set of casual, everyday clothing, with an AV of 0. Size 10 (packed), 2.0kg, \$100. Formal clothing, 2.5kg, \$300+.

Swim fins - Doubles normal swimming movement from 1m/sec to 2m/sec, or provides +1 to rolls for staying afloat. Size 8, AV1, .5kg, \$50.

Tent - Modern one-person camping tent, can be assembled in 5 minutes or less as a difficulty 4 Camping task. Provides protection from wind and rain, and their effects on the character. In the sun, will be significantly warmer than the outside air. Size 15 (folded), AV3 (folded), .8kg, \$100. Two-person tent: Size 18, 1.5kg, \$150. Four-person tent: Size 20, 3kg, \$200.

Trail food - Dehydrated food for camping use. One day's rations: Size 6, AV1, .5kg, \$15.

Equipment Listing

Unusual (but legal) equipment

Body heat sensor - A flashlight-sized thermal sensor with a variable spectrum sensor. Will alert the operator to any object in a 15° arc that matches the desired characteristics. Counts as an AWR of 1, even in darkness or through smoke, and gets bonuses based on how long the target has been warming its surroundings (up to +3). Originally designed for security and rescue work, it could conceivably be attached to a weapon as a night sight. Size 4, AV4, .8kg, \$250.

Bug alert - A disguised pen that flashes an alert if a transmitter is operating in the immediate area. Size 0, AV0, .1kg, \$1,000.

Bulletproof briefcase - A normal briefcase with a custom-fitted steel and synthetic plate in the lid, with an AV of 20/0. If clutched to the chest, it will cover the front of both the chest and abdomen, or can be removed and worn with velcro straps. In the latter case, it is lighter and less bulky, but only has an AV of 17/3. Size 15, AV20, 4.0kg, \$500. Plate alone: Size 12, AV17/3, 2.0kg, \$250.

Bulletproof vest - A piece of personal armor that is designed to stop (or slow down) bullets. Usually made of high-tensile strength synthetic materials, although the heaviest versions have ceramic or steel plate in critical locations. The size and mass of a vest depends on the level of protection desired, and the size is based not so much on physical dimensions as it is on its ability to go unnoticed under clothing. This size *will* subtract from available space for other items.

Type	AV	Size	Mass	Cost	Hide under
Level I	2/3	1	1.1kg	\$150	T-shirt
Level IIA	3/4	2	1.5kg	\$300	Shirt
Level II	5/5	3	2.5kg	\$500	Hvy.shirt
Level III	18/3	9	8.4kg	\$800	Jacket
Level IV	18/3H	11	11.5kg	\$1,000	Trench coat

For purposes of hiding body armor only, the following types of clothing have the listed amounts of size:

Item	Concealment rating
T-shirt	7
Button-down shirt	8
Heavy shirt/sweater	9
Windbreaker	10
Business suit	13
Leather jacket	14
Parka/trench coat	16

For double cost, Level I, IIA, or II armor may be made *into* clothing, causing the clothing to have a concealment rating of 1 point less than the normal item for purposes of hiding *other* objects. Normally, these concealed armors only provide torso protection. Armors *are* cumulative in cases where multiple items offer protection, the blunt trauma and penetration resistance of each item adding to the other for the total AV. Most Level II armors have optional front "shock plates", which add 2 to trauma resistance, but cover a lesser area (hit on 3 or less).

Countermeasures system - Detects hidden microphones, tape recorders, transmitters, laser beams and telephone taps. All equipment fits into a briefcase. Size 12, AV1, 3.0kg, \$3,000.

Digital voice changer - Alters the apparent sex and tone of any voice to conceal apparent sex/and or identity. Size 2, AV1, .3kg, \$300.

Geiger counter - Solid state circuitry, adjustable range, can be set to sound a warning if a given dose rate or cumulative dose is exceeded. Runs 200 hours off a standard 9v battery. Size 3, AV1, .4kg, \$300.

Lock gun - A device invented in the 1940's, it substitutes for much of the skill required to pick locks. Supposedly only available to locksmiths, it is also available through the mail. It gives a +1 modifier to lockpicking attempts. Size 2, AV2, .2kg, \$80.

Lockpicks - These are required for any sort of lockpicking. Crude ones can be made from automotive feeler gauges, but professional quality ones can be bought through the mail, no questions asked. Different styles of locks require different picks, although most door locks and padlocks use the most common type. Size 1, AV1, .1kg, \$50.

Night vision goggles - Allows vehicle operation in total darkness, but at a -1 modifier to skill. Battery life of 100 hours. Size 6, AV2, .8kg, \$6000.

Night vision miniscope - A miniature night vision scope, made possible by 3rd generation intensifier technology. Runs off a single AAA battery for up to 40 hours, and negates any penalties on AWR rolls because of darkness, *provided* the user has a hand free to use it, and is stationary. Attempts to use other skills or operate equipment will take an extra -2 modifier. Size 2, AV1, .3kg, \$1000.

Night vision scope - Attaches to any longarm like a conventional weapon sight. Battery life of 100 hours. Negates all shooting penalties for darkness. Size 4, AV2, .8kg, \$2,000.

Obsolete Russian/Chinese jet interceptor - Chinese or Warsaw Pact MIG-21 interceptors are available to any US citizen with the money. The price of \$1,000,000+ includes avionics, but no weaponry. This is one of the few ways for a civilian to gain access to a personal supersonic aircraft, as most surplus US models are scrapped to prevent private use (although some do make their way into private hands).

Parabolic mike - Allows eavesdropping on distant conversations. Allows you to listen in a 15° arc instead of the normal 60° arc (a +4 modifier to AWR rolls). Size 12, AV1, 1kg, \$400.

Portable torch - A fountain pen-sized gas torch which can be used for soldering, heating or cutting. Runs *up to* 30 minutes on a charge, and can make a 1cm cut in 1 point of AV per minute for most metals. Size 1, AV1, .1kg, \$40.

Programmable scanner - Handheld scanner that automatically searches for activity on police, fire, aircraft and rescue frequencies. Batteries are good for 20 hours constant use. Size 3, AV1, .4kg, \$300.

Remote car starter - Keychain radio transmitter allows starting of car ignition and lights from up to 100 meters away. Size 0, AV0, .1kg, \$300.

Stunner - Hand-held electric stun device, requires a successful punch attack to function. Delivers a DV2 non-lethal attack to the area targeted (DV1 through normal AV0 clothing). Heavy-duty versions are available at 1.5x cost, with an extra point of size, AV and damage. Size 2, AV1, .3kg, \$70.

Telephone/radio scrambler - Fits over the microphone and earpiece of a standard phone. Prevents casual eavesdropping with over 10,000 user-selectable codes. Receiver must have similar scrambler, set to same code. More advanced scramblers available for significantly higher cost. Can be built into portable radios, or added as an option for the extra cost. Size 3, AV1, .4kg, \$300 each.

Voice stress watch - Ordinary digital watch with voice stress analyzer that displays results on the watch face. Gives a +1 to all skills where lie detection would be of assistance. Size 0, AV1, .1kg, \$1,000.

Wrist camera - Conventional camera with 10 exposure film disk built into a normal size wristwatch. Size 0, AV0, .1kg, \$2,000.

WWII armored car - Of various makes and vintages, usually with an armor on the sides of 18-20, gasoline powered. Usually available as Third World governments upgrade to more modern vehicles. In poor to fair condition, but in working order. All weapons have been removed. Some WWII Allied tanks are also available and more modern (1960's) Warsaw Pact vehicles may reach the civilian market in the near future as well. Cost: \$15,000-\$25,000.

Military equipment

Assault patrol boat - Fast, lightly armored 12m patrol boat. Mounts radar, sonar, two HMG's and a 40mm autofire grenade launcher (40 round drum) or 20mm autocannon (20 round drum). Has open body, but sides have AV of 18. Top speed: 15m/sec (55kph). Military procurement cost: \$250,000.

M9E1-7 Flamethrower - Current issue flamethrower for US Army and Marine Corps. It carries 15 liters of fuel, enough for 8 seconds of continuous use, which may be spread between 5 uses of at least 1 second duration (1 "burst" of 20 "shots"). It has a Range Mod of 0, and is *always* counted as using Spray Fire. However, continuous fire on an area will increase the effective "skill" by 1 per second of fire on that area. A solid hit counts as a full-body DV1 attack *each* second for 30 seconds, and reduces the effectiveness of (or burns off) 1 point of AV per second. A graze has the same effect vs. a single, random location. Size 40, AV3, .23kg. Military procurement cost: \$2000.

M14 AP mine - Typical anti-personnel mine, consisting of a pressure sensor that activates on a force of 10kg or more, with an explosive charge having a blast effect of 2 and an armor-piercing attack of 10 against whatever triggered it, usually a foot or lower leg. Size 2, AV2, .1kg. Military procurement cost: \$20.

M-72 LAW - Light, self-contained, disposable anti-tank weapon. Range mod: 4. DV: 630 penetration, 6 blast. Mass: 2.5kg. Military procurement cost: \$150.

M-113 APC - Vietnam-era tracked armored personnel carrier, used by over 50 countries. Carries up to 13 soldiers and equipment. Armor ranges from a maximum of 38 to a minimum of 12, although upgrades can increase this significantly, at some penalty to performance. Top speed: 19m/sec (70kph). Armament: Varies, but at least one pintle-mount machine gun. Options range from machinegun and light cannon turrets to anti-tank missile launchers, mortar carriers. electronic warfare and ambulance versions. Military procurement cost: \$80,000.

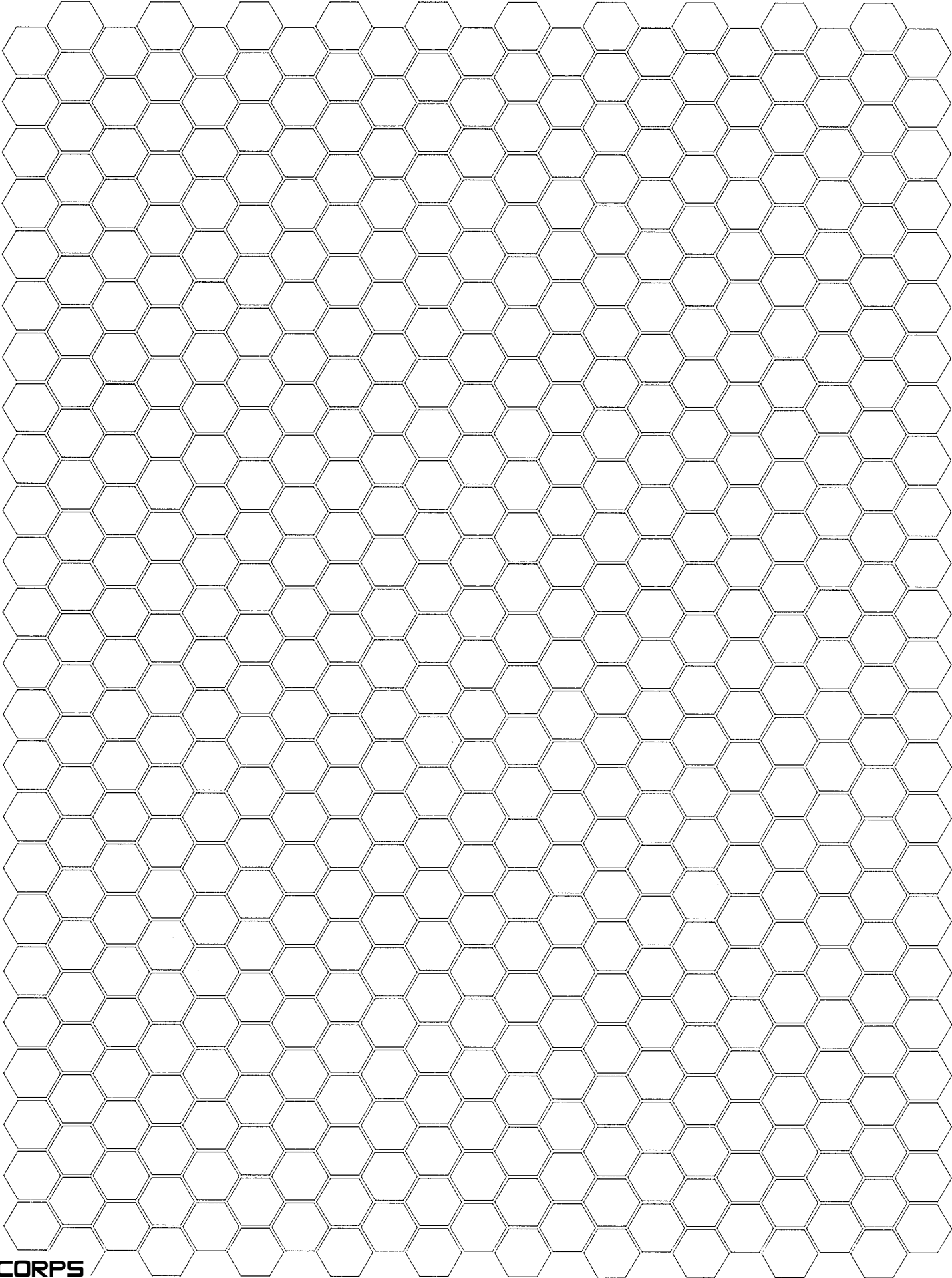
M67 frag grenade - General issue frag grenade, effects as described elsewhere. Stun grenades have same physical stats, but are available to police and corporate security agencies. Size 2, AV2, .5kg. Military procurement cost: \$15.

Sidewinder missile - Standard heat-seeking air-to-air missile used by United States and many Second and Third World allies. Top speed: Mach 2.5. Range: 18km. Mass: 90kg. Warhead: 10kg blast/frag. Military procurement cost: \$30,000.

Silencer - This reduces the audible signature of a gunshot by 1 point. For instance, a rifle shot is a +3 modifier to AWR to be heard, so it goes to +2. The size of a silencer adds to the size of any weapon it is attached to, and the weapon modifications for silencer attachment are obvious to the trained eye (difficulty 4 to spot on a casual weapon inspection). Having a weapon modified for a silencer attachment is not illegal, but since silencers *are* illegal for civilian use everywhere in the United States under *all* conditions, having such a weapon is probable cause for a search of the premises where the weapon was found. While silencers are illegal, knowing how to make them is not, and books and kits that tell how and include *some* vital parts are available through commercial sources. One inexpensive option (\$30) is an attachment that clamps down on the barrel (leaving no marks), and to which a plastic cola bottle is attached. The large air cavity (size 9) absorbs much of the sound, but blocks the sights of the weapon, making all fire count as an off-hand attack (extra -2 modifier). Pistol silencer: Size 2, AV2, .2kg, \$100. Rifle silencer: Size 3, AV2, .3kg, \$150.

Stinger - Man-portable heat-seeking anti-aircraft missile. Used by US and some allies. Mass (launcher + missile): 16kg, Warhead: 3kg blast/frag. Military procurement cost: \$50,000.

TOW missile - Ground or helicopter launched guided anti-tank missile. Range: 4km. Mass (missile): 28kg. Mass (launcher): 88kg. Warhead: 6kg shaped charge. Military procurement cost (launcher): \$40,000, (missile): \$6,000.



Homeless numerologist

Attribute	Level	Skill	Level
STR	3	Vehicle operation	2
AGL	5	History	4
AWR	5	Secret soc.	+1
WIL	4	Law4	
HLT	4	Business law	+1
POW	1	Mathematics	5
		Numerology	+2
Level 1 Enemy - Illuminati		Survival	4
Level 1 Enemy - Hierarchy		Urban area	+2

Wanders the streets aimlessly, piecing together a multitude of plots both real and imagined through the newspapers and financial journals he pulls from the city's wastebaskets. These scraps are kept close to him at all times, and he is willing to discuss them at length, albeit incoherently. Is likely to eventually turn up dead one morning, still clutching a scrap or newspaper clipping, to be stumbled across by one of the characters...

Drug dealing punk

Attribute	Level	Skill	Level
STR	6	Vehicle operation	3
AGL	5	Law2	
AWR	4	Projectile weapons	2
WIL	6	Pistols	+1
HLT	5	Unarmed combat	5
POW	2	Melee weapons	3
		Underworld culture	4
Level 2 Contact - Mafia		Area knowledge	4
Level 2 Enemy - Police		Running	3
		Drinking	3

High school dropout with an attitude. Almost certainly a member of a gang. Has a very strong anti-authoritarian streak and predilection to violence. Fond of posturing, but has next to no experience with guns. Most likely found as a territorial hazard or hired thug, sometimes in quantity.

Average cop

Attribute	Level	Skill	Level
STR	6	Vehicle operation	3
AGL	5	Automobile	+1
AWR	5	Projectile weapons	4
WIL	5	Pistols	+1
HLT	5	Unarmed combat	4
POW	2	Hold	+1
		Melee weapons	3
Level 1 Contact - Police		Investigative rsch.	3
		Law3	
		Criminal law	+1
		Area knowledge	4

Local beat cop, nowadays usually in a cruiser, with a partner. Equipped with pistol, flashlight, mace, billy club and handcuffs, with shotgun available in car. May have Level II body armor. Depending on local budget, may have mobile phone and fax, computer hookups or video camera in car.

Agent

Attribute	Level	Skill	Level
STR	6	Vehicle operation	4
AGL	6	Projectile weapons	5
AWR	6	Melee weapons	4
WIL	6	Martial arts	6
HLT	6	Block	+2
POW	2	Locksmith	4
		Lockpicking	+2
Level 3 Contact - Police		Investigative rsch.	6
Level 3 Contact - FBI		Psychology	6

Slightly muscular but otherwise average-looking person, always dressed conservatively, and always with flawless identification. He or she is usually found asking polite but pointed questions about events happening in the area, and seems to know a lot more than they are saying. Is competent, and seems to be extremely well connected. Public officials always seem to cooperate with this individual.

Hacker

Attribute	Level	Skill	Level
STR	4	Vehicle operation	3
AGL	4	Electrician	3
AWR	8	Security sys.	+1
WIL	4	Chemistry	4
HLT	4	Computer science	7
POW	2	Hacking	+2
		Electronics	4
Level 1 Contact - Hackers		Investigative rsch.	3
Level 1 Enemy - FBI		Mathematics	4
		Area knowledge	4

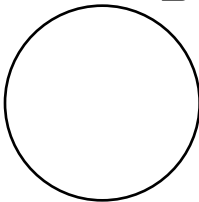
Somewhat stereotyped hacker. May be a precocious high-school student, college CS major, or even a corporate systems programmer with too much time on their hands. Knows how to work many legal and illegal means of information transfer, and may have connections to phone phreaks as well.

Guard dog

Attribute	Level	Skill	Level
STR	3	Unarmed combat	4
AGL	7	Bite	+2
AWR	4	Hold	+2
WIL	3	Stealth	4
HLT	4	Tracking	4
POW	1	Running	4

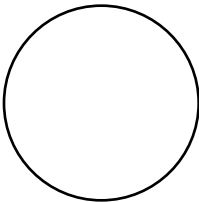
Fairly large german shepherd, rottweiler, doberman or other guard dog. If trained well, can obey a number of simple commands, and can also act independently, following a basic task, like "hold intruders", "attack", "chase", "stalk", etc. It is intelligent enough to recognize a gun or knife, and can attempt to disarm a person or immobilize the weapon hand. Its only attacks are a bite and a "throw" (knockdown). The animal's bite does a lethal damage of 1, and it will attempt an increased damage called shot if there is a 50% or greater chance of success.

New Organizations



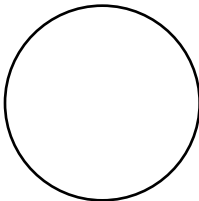
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Membership: _____
Influence: _____
Resources: _____

Goals - _____
Methods - _____
Relations - _____
- _____
- _____



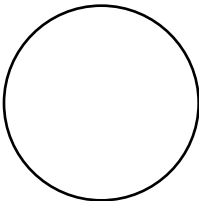
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Membership: _____
Influence: _____
Resources: _____

Goals - _____
Methods - _____
Relations - _____
- _____
- _____



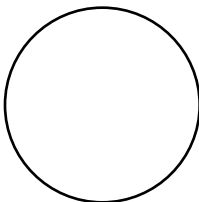
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Membership: _____
Influence: _____
Resources: _____

Goals - _____
Methods - _____
Relations - _____
- _____
- _____



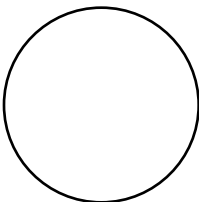
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Membership: _____
Influence: _____
Resources: _____

Goals - _____
Methods - _____
Relations - _____
- _____
- _____



Profile: _____
Membership: _____
Influence: _____
Resources: _____

Goals - _____
Methods - _____
Relations - _____
- _____
- _____



Profile: _____
Membership: _____
Influence: _____
Resources: _____

Goals - _____
Methods - _____
Relations - _____
- _____
- _____

STR			
AGL			
AWR			
WIL			
HLT			
POW			

Carrying capacity:	Mass	Penalty
Unencumbered (STR ₂ ^{x.25})	___ kg	-0
Half encumbered (STR ₂ ^{x.5})	___ kg	-1
Full encumbered (STR ₂ ^{x1})	___ kg	-2
2x encumbered (STR ₂ ^{x2})	___ kg	-4
3x encumbered (STR ₂ ^{x3})	___ kg	-6
4x encumbered (STR ₂ ^{x4})	___ kg	-8
5x encumbered (STR ₂ ^{x5})	___ kg	-10

[illegible][illegible]

Carried items	Size	Mass
Hat	_____	_____ kg
_____	_____	_____ kg
Shirt pocket	_____	_____ kg
_____	_____	_____ kg
_____	_____	_____ kg
_____	_____	_____ kg
Jacket	_____	_____ kg
_____	_____	_____ kg
_____	_____	_____ kg
_____	_____	_____ kg
_____	_____	_____ kg
Trouser pocket	_____	_____ kg
_____	_____	_____ kg
_____	_____	_____ kg
_____	_____	_____ kg
Boot/ankle	_____	_____ kg
_____	_____	_____ kg
_____	_____	_____ kg
_____	_____	_____ kg
Jewelry, etc.:	_____	_____ kg
_____	_____	_____ kg
_____	_____	_____ kg
_____	_____	_____ kg

[illegible]

Melee defense : _____
 AGL Aptitude : _____
 plus Dodge : _____
 plus Block : _____
 plus both : _____

Melee offense : _____
 Punch : _____
 w/full dodge : _____
 Kick : _____
 w/full dodge : _____

AV: ____/____

1

AV: ____/____

2

3-4

AV: ____/____

5

6

7

8

9

10

AV: ____/____

AV: ____/____

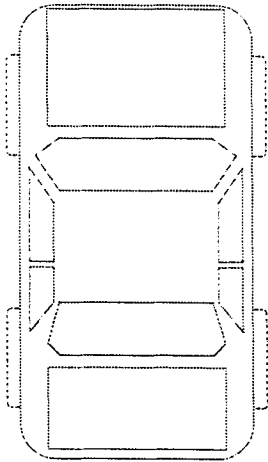
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Torso	-10	-10	-10	-10	-10	-10	-10	-10	-10
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Abdomen	-10	-10	-10	-10	-10	-10	-10	-10	-10
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R.Arm	-10	-10	-10	-10	-10	-10	-10	-10	-10
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Whole Body	-10	-10	-10	-10	-10	-10	-10	-10	-10
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-0	-0	-0	-0	-0	-0	-0	-0	-0	

Character History:

[illegible]

Name : _____

Front : _____
 Top : _____
 Sides : _____
 Rear : _____
 Bottom : _____
 Windows : _____
 Controls : _____
 Engine : _____



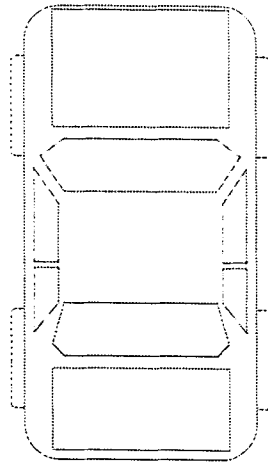
Max : _____
Acc/Dec : _____
Turn : _____

Passengers : _____
Cargo : _____
Range : _____
Fuel : _____

Notes:

Name : _____

Front : _____
Top : _____
Sides : _____
Rear : _____
Bottom : _____
Windows : _____
Controls : _____
Engine : _____



Max	:	_____
Acc/Dec	:	_____
Turn	:	_____

Passengers	:	_____
Cargo	:	_____
Range	:	_____
Fuel	:	_____

Notes:

Real/Forged Good until

[illegible]

AV	Size	Mass	Location	Notes
1	10	10	10	10

[illegible]

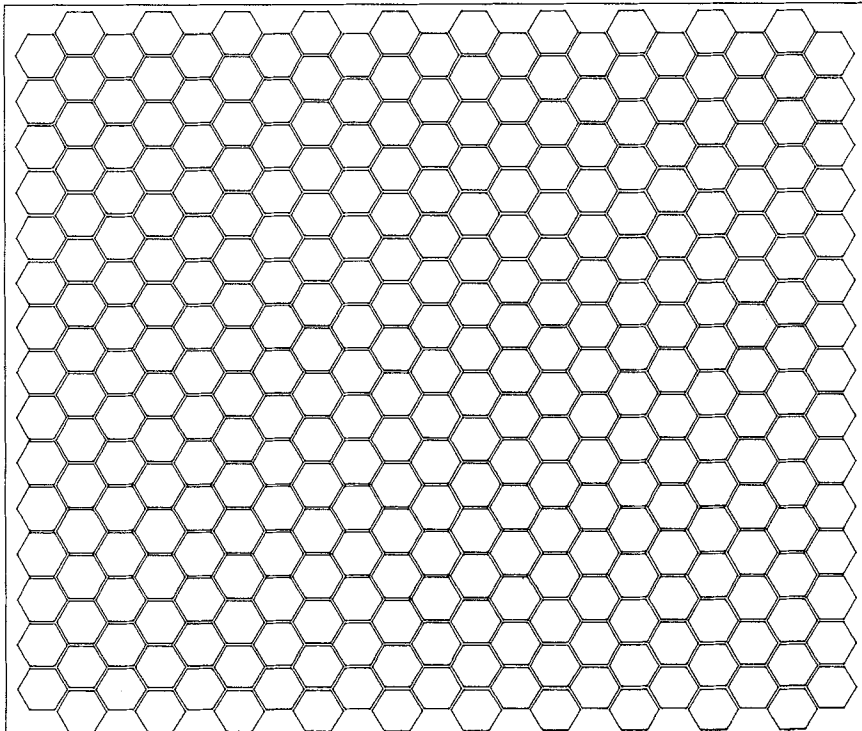
Caliber	DV	Init.mod	Rg.mod	Size	Mass	ROF	Clip	AV	Cost
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[illegible]

Location

_____	_____	59	_____
_____	_____	59	_____
_____	_____	59	_____
_____	_____	59	_____

Game history

[illegible]

CORPS™ Combat Reference Sheet

Basic Skill Use

Task Difficulty minus skill	Success chance on 1d10
<0	automatic
1	9 or less
2	7 or less
3	5 or less
4	3 or less
5	1 or less
>6	none*

*Roll again on a 1, but with an additional +5 modifier

General skill modifiers

	Modifier
Out of combat	+2
.25x time spent	-2
.5x time spent	-1
1x time spent	+0
2-4x time spent*	+1
5-9x time spent*	+2
10-16x time spent*	+3
17-25x time spent*	+4
Fortuitous circumstances	+1 to +2
Impairing circumstances	-1 to -5

*Maximum time bonus is half of Primary skill, round down

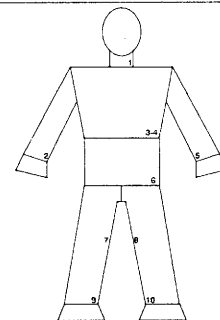
Combat Initiative

(skill or Aptitude)	Modifier to Initiative
Weapon type	Initiative of wpn
Injury that affects skill	-impairment
Drawing a weapon	-2
Attacking into side arc*	-1
Right side arc with longarm*	-2
Attacking into rear arc*	-3
Multiple actions*	-2 per

*Affects combat as well as Initiative

Hit Locations

Roll	Location
1	Head
2	Right arm
3-4	Chest
5	Left arm
6	Abdomen
7	Upper right leg
8	Upper left leg
9	Lower right leg
10	Lower left leg



Location	Impairment mod.*	Event. fatal mod.
head	-1	+1
torso	+0	+0
arm or leg	+1	-1

Attack	Impairment mod.*	Event. fatal mod.
Melee thrusting	-1	+0
Normal	+0	+0
Hollow point/exploding	+1	+1
Armor-piercing	-2	-1

*Minimum impairment is -1 on any lethal hit

Called shots*

Target size	Modifier
16 hexes (large truck)	+3
4 hexes (automobile)	+2
1 hex (motorcycle)	+1
man-sized	+0
large hit location (chest, abdomen, leg)	-1
small hit location (head, arm)	-2
very small hit location (hand, neck)	-3

*Double any negative modifiers for an increased damage called shot

Range(m)	0	1	2-4	5-9	10-16	17-25	26-36	37-49	50-64	65-81	82-100	101-121	122-144	145-169
Difficulty	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Combat tasks	Base difficulty
Draw weapon	4, takes 1 second
Reload weapon	6, takes 2 seconds
Clear malfunction	6, takes 2 seconds
Attack with gun	Based on range
Melee attack	Oppon. AGL Aptitude
Melee vs. dodge	Oppon. AGL Aptitude x 2
Gun vs. dodge	Add oppon. AGL Aptitude
Melee vs. m.dodge	Oppon. skill + AGL Aptitude
Fragment attack	0 if standing, 1 if prone

Guns	Effect
Range mod	Negates range penalties only
Dodge	-AGL Aptitude (target), x2 (firer)
Autofire	First shot normal, 1/2 recoil on rest
Snap shot	-(2+AGL Aptitude) to hit -(1+AGL Aptitude) for being hit
Scopes	Scope power negates range pen.
Setting	+1 to hit
Bracing	+2 to hit, +1 to range mod
Laser sight	+1 to hit
Off-hand	-2 to hit
1-handed	-3 to hit, applies also on hipfiring

Melee	Effect
Block	Increases melee difficulty by skill
Called block	Bonus to block particular location
Parry	As block, but by skill-2
Shield	Gives bonus to block
Dodge	Increase difficulty by AGL Aptitude
Hold	Grab vs. location on opponent
Lethal blow	Extra called shot damage is lethal
Throw	Gives +2 on next melee attack
Feint	Gives bonus to next melee attack
Off-hand	-2 to weapons, -1 for unarmed

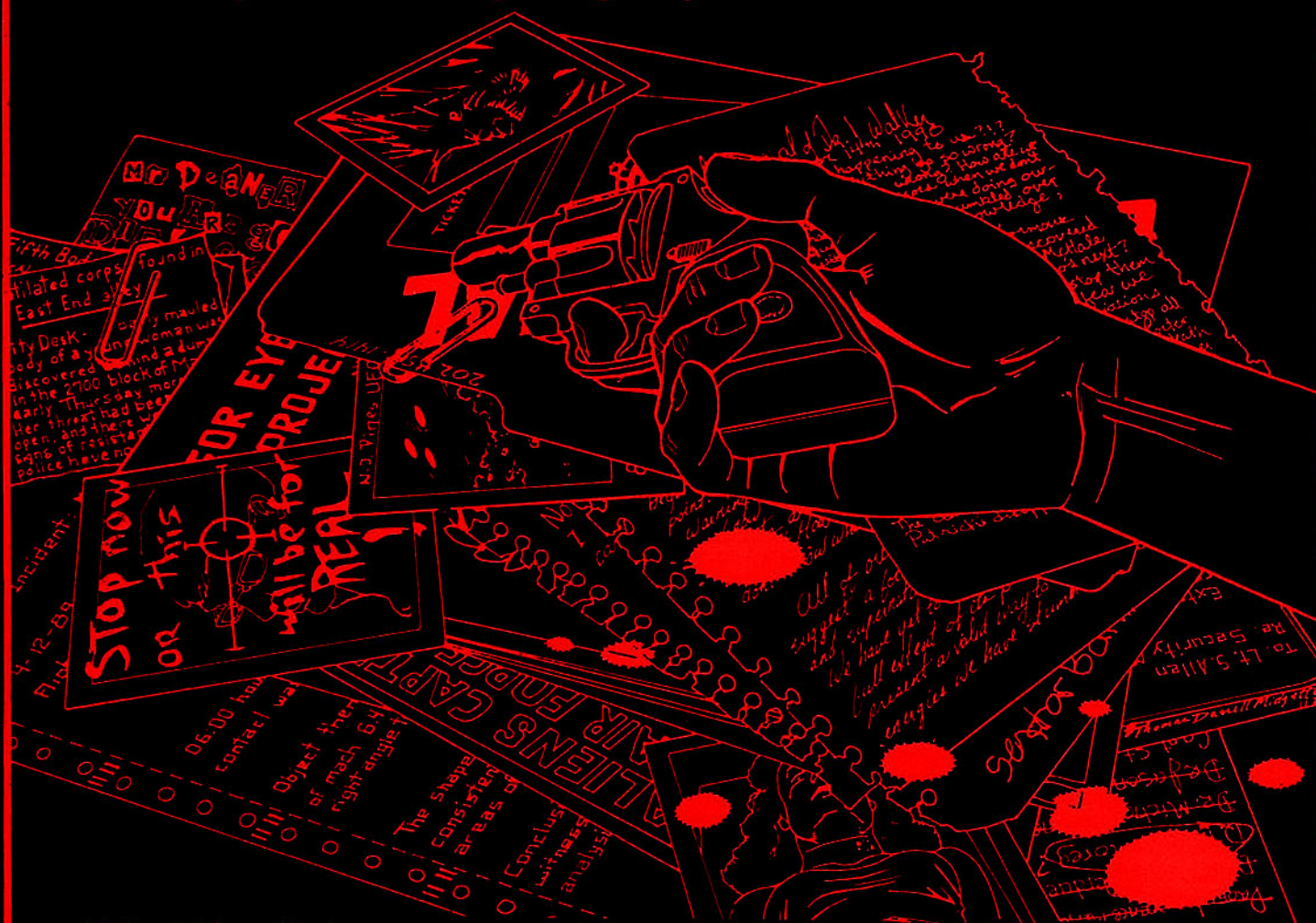
Movement(m)	0	1	2-4	5-9	10-16	17-25	26-36	37-49	50-64	65-81	82-100	101-121	122-144	145-169
Target	0	-1	-1	-2	-2	-3	-3	-4	-4	-5	-5	-6	-6	-7
Firer	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13

Visual spotting modifiers	Modifier to AWR
Camouflage	-1
Viewing broad area (60° arc, also applies to sounds)	-4
Viewing average area (30° arc)	-2
Viewing small area (15° arc)	+0
Size of item	as for called shots
Time spent	as for skill modifiers

Hearing spotting modifiers	Modifier to AWR
Explosion, multiple gunshots	+3
Gunshots, screams	+2
Loud conversation, silenced rifle	+1
Average conversation, silenced pistol	+0
Quiet conversation	-2
Whispers	-4

Spotting Difficulty (ranges rounded for clarity)														
Range(m)	<1x AWR	2x AWR	4x AWR	8x AWR	16x AWR	32x AWR	64x AWR	128x AWR	256x AWR	512x AWR				
Difficulty	0	1	2	3	4	5	6	7	8	9				
For AWR 3	0-3m	4-6m	7-12m	13-24m	25-50m	51-100m	101-200m	201-400m	401-800m	801-1600m				
For AWR 5	0-5m	6-10m	11-20m	21-40m	41-80m	81-160m	161-320m	321-640m	641-1250m	1.25-2.5km				
For AWR 7	0-7m	8-14m	15-28m	29-56m	57-112m	113-225m	226-450m	451-900m	901-1800m	1.8-3.6km				

They know who you are.
They know where you live.
They know that you know about them.
And they're coming to get you.



What if...all the strange tales you hear are true? What if there really *are* UFO's, vampires, mind-reading mutants, secret societies and government conspiracies? What if the world is not as it seems, but as those who *really* run things just want it to look like? And what would they do to you if you found out?

CORPS is the RPG of a present just like our own, identical in every detail...except that *you* know the truth, and *they* don't like it.

Your best weapon is knowledge, but when they are armored in deception, how effective can it be? You can't trust anything you see or hear, and the only person you can believe in is yourself. Your only hope lies in the fragile alliances of the underground, the tiny minority that fights back in secret against the Goliaths that manipulate everyone and everything to reach their secret goals.