GM Control Sheet

Printed: 2/13/2014   **Character Order:** GCA default (tab order), Ascending

Character Name (Player)	Reaction	ST	DX	IQ	HT	Will	Per	Speed	Move	Dodge	DR	HP	FP
Lucas Ortiz (Rifleman/Demolitions)	+0 / +0	13	13	12	12	14	14	6.25	6	10	12/5*+23	13 |	12 |
Vincent Williams (Rifleman/Mechanic)	+0 / +0	13	12	12	12	14	14	6.25	6	10	12/5*+23	13 |	12 |
Tyler James (Rifleman/Medic)	+0 / +0	13	12	14	12	14	14	6.25	6	10	12/5*+23	13 |	12 |
Robert Caston (Rifleman/Tech)	+0 / +0	13	12	14	12	14	14	6.25	6	10	12/5*+23	13 |	12 |
Dylan Mendoza (Heavy Weapons/Social Engineer)	+0 / +0	15	13	12	12	14	14	6.25	6	10	12/5*+23	13 |	12 |
Christopher Murray (Sniper/Pilot)	+0 / +0	13	14	12	12	14	14	6.25	6	10	12/5*+23	13 |	12 |

NOTABLE ATTACKS

Name	Skill	Parry	Damage	Acc	Reach|Range	RoF	Shots	Bulk	Rcl	GM Notes
Lucas Ortiz										
FN-Browning HP, 9x19mm	15	—	2d pi	2	160 / 1800	3	15(3)	-2	2	
Fragmentation Grenade (RGD-5)	14	—	8d cr ex [3d]	—	45	—	—	—	—	
Izhmash AK-47, 7.62x39mm	16	—	5d pi	4	500 / 3100	10	30(3)	-5	2	
Large Knife: Swing	15	10	2d-3 cut	—	C,1	—	—	—	—	
Large Knife: Thrust	15	10	1d imp	—	C	—	—	—	—	
Stun Grenade (ST-9)	14	—	HT-5 aff (10 yd.)	—	45	—	—	—	—	
Dylan Mendoza										
Anti-personnel Mine (MON-50)	16	—	6dx3 cr ex	—	20	—	—	—	—	
RPK Light Machine Gun: w/o Bipod	16	—	5d pi	5	800 / 3500	15!	200(5)	-6	2	
RPK Light Machine Gun: w/ Bipod	16	—	5d pi	5	800 / 3500	15!	200(5)	-6	2	
Christopher Murray										
Anti-personnel Mine (MON-50)	16	—	6dx3 cr ex	—	20	—	—	—	—	
Izhmash SVD, 7.62x54mmR	18	—	7d pi	5+2	1000 / 4200	3	12(3)	-6	3	
PP-2000 SMG	17	—	3d pi	4	170 / 500	10	30	-3	2	

NOTABLE ADVANTAGES / DISADVANTAGES

Lucas Ortiz	
Arabic (Accented)	
Spanish (Native)	
Vincent Williams	
Arabic (Native)	
Korean (Accented)	
Tyler James	
Arabic (Accented)	
Russian (Native)	
Robert Caston	
Arabic (Native)	
Persian (Native)	
Dylan Mendoza	
Arabic (Native)	
Korean (Accented)	
Christopher Murray	
Arabic (Accented)	
Persian (Native)	

NOTABLE SKILLS / SPELLS

Lucas Ortiz		
Engineer (Combat)	14	IQ+2
Explosives (Demolition)	16	IQ+4
Explosives (Explosive Ordnance Disposal)	14	IQ+2
Explosives (Underwater Demolition)	14	IQ+2
First Aid (Human)	14	IQ+2
Guns (Pistol)	15	DX+2
Guns (Rifle)	16	DX+3
Throwing	14	DX+1
Vincent Williams		
Armoury (Small Arms)	15	IQ+3
First Aid (Human)	14	IQ+2
Mechanic (Automobile)	14	IQ+2
Mechanic (Helicopter)	13	IQ+1
Throwing	13	DX+1

NOTABLE SKILLS / SPELLS

Tyler James		
Biology (Earthlike)	13	IQ-1
Chemistry	12	IQ-2
Diagnosis (Human)	14	IQ+0
First Aid (Human)	17	IQ+3
Physician (Human)	15	IQ+1
Surgery (Human)	14	IQ+0
Throwing	13	DX+1
Robert Caston		
Computer Hacking	14	IQ+0
Computer Operation	14	IQ+0
Cryptography	14	IQ+0
Electronics Operation (Communications)	13	IQ-1
Electronics Repair (Communications)	13	IQ-1
Electronics Repair (Computers)	13	IQ-1
First Aid (Human)	16	IQ+2
Throwing	13	DX+1
Dylan Mendoza		
Acting	14	IQ+2
Diplomacy	14	IQ+2
Fast-Talk	15	IQ+3
First Aid (Human)	14	IQ+2
Interrogation	15	IQ+3
Intimidation	15	Will+1
Throwing	15	DX+2
Christopher Murray		
Boating (Large Powerboat)	14	DX+0
Climbing	15	DX+1
Driving (Automobile)	13	DX-1
First Aid (Human)	14	IQ+2
Guns (Pistol)	17	DX+3
Guns (Rifle)	18	DX+4
Piloting (Helicopter)	14	DX+0
Stealth	16	DX+2
Throwing	15	DX+1

HP loss effects are cumulative with each other and any effects suffered from FP loss.
less than 1/3 HP: Dodge/2 and Move/2 (round up).
    0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.
  -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
  -5×HP or less: Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss.
less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
    0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
  -1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

Lucas Ortiz (Rifleman/Demolitions)

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
13 12 11 10 9	0 -1 -2 -3 -4	-13 -14 -15 -16 -17	-26 -27 -28 -29 -30	-39 -40 -41 -42 -43	-52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	-18 -19 -20 -21 -22	-31 -32 -33 -34 -35	-44 -45 -46 -47 -48	-57 -58 -59 -60 -61
3 2 1	-10 -11 -12	-23 -24 -25	-36 -37 -38	-49 -50 -51	-62 -63 -64

FP   **0 FP**
12 11 10 9 8   7 6 5 4 3   2 1   0 -1 -2 -3 -4   -5 -6 -7 -8 -9   -10 -11

Vincent Williams (Rifleman/Mechanic)

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
13 12 11 10 9	0 -1 -2 -3 -4	-13 -14 -15 -16 -17	-26 -27 -28 -29 -30	-39 -40 -41 -42 -43	-52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	-18 -19 -20 -21 -22	-31 -32 -33 -34 -35	-44 -45 -46 -47 -48	-57 -58 -59 -60 -61
3 2 1	-10 -11 -12	-23 -24 -25	-36 -37 -38	-49 -50 -51	-62 -63 -64

FP   **0 FP**
12 11 10 9 8   7 6 5 4 3   2 1   0 -1 -2 -3 -4   -5 -6 -7 -8 -9   -10 -11

Tyler James (Rifleman/Medic)

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
13 12 11 10 9	0 -1 -2 -3 -4	-13 -14 -15 -16 -17	-26 -27 -28 -29 -30	-39 -40 -41 -42 -43	-52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	-18 -19 -20 -21 -22	-31 -32 -33 -34 -35	-44 -45 -46 -47 -48	-57 -58 -59 -60 -61
3 2 1	-10 -11 -12	-23 -24 -25	-36 -37 -38	-49 -50 -51	-62 -63 -64

FP   **0 FP**
12 11 10 9 8   7 6 5 4 3   2 1   0 -1 -2 -3 -4   -5 -6 -7 -8 -9   -10 -11

Robert Caston (Rifleman/Tech)

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
13 12 11 10 9	0 -1 -2 -3 -4	-13 -14 -15 -16 -17	-26 -27 -28 -29 -30	-39 -40 -41 -42 -43	-52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	-18 -19 -20 -21 -22	-31 -32 -33 -34 -35	-44 -45 -46 -47 -48	-57 -58 -59 -60 -61
3 2 1	-10 -11 -12	-23 -24 -25	-36 -37 -38	-49 -50 -51	-62 -63 -64

FP   **0 FP**
12 11 10 9 8   7 6 5 4 3   2 1   0 -1 -2 -3 -4   -5 -6 -7 -8 -9   -10 -11

Dylan Mendoza (Heavy Weapons/Social Engineer)

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
13 12 11 10 9	0 -1 -2 -3 -4	-13 -14 -15 -16 -17	-26 -27 -28 -29 -30	-39 -40 -41 -42 -43	-52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	-18 -19 -20 -21 -22	-31 -32 -33 -34 -35	-44 -45 -46 -47 -48	-57 -58 -59 -60 -61
3 2 1	-10 -11 -12	-23 -24 -25	-36 -37 -38	-49 -50 -51	-62 -63 -64

FP   **0 FP**
12 11 10 9 8   7 6 5 4 3   2 1   0 -1 -2 -3 -4   -5 -6 -7 -8 -9   -10 -11

Christopher Murray (Sniper/Pilot)

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
13 12 11 10 9	0 -1 -2 -3 -4	-13 -14 -15 -16 -17	-26 -27 -28 -29 -30	-39 -40 -41 -42 -43	-52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	-18 -19 -20 -21 -22	-31 -32 -33 -34 -35	-44 -45 -46 -47 -48	-57 -58 -59 -60 -61
3 2 1	-10 -11 -12	-23 -24 -25	-36 -37 -38	-49 -50 -51	-62 -63 -64

FP   **0 FP**
12 11 10 9 8   7 6 5 4 3   2 1   0 -1 -2 -3 -4   -5 -6 -7 -8 -9   -10 -11

SYRIA

Bordered by Turkey, Iraq, Jordan, Lebanon, and Israel

Majority are ethnic Arabs and follow the Sunni branch of Islam.

Brutally responded to civilian protests, eventually igniting full civil war

Civil war death toll since April 2011 is 120,000 dead, 4 million refugees (half children)

Led since 2000 by President **Bashar al-Assad**, who is ethnically Arab but is Islamic Alawites, not Sunni.

Bashar al-Assad is a Ba'athist Alawite. Ba'athism is a secular (non-religious), largely socialist political philosophy that advocates for a pan-Arab nation based on Arab enlightenment, and social progress. Alawites are a sect of Shia Islam, who differ from Sunni Muslims in that they believe leadership of the Muslim nation can only be decided by God himself, and commonly disregard the authority of elected Muslim leaders, preferring to follow a line of Imams they believe descended directly from the Prophet Muhammad's cousin/son-in-law, Ali bin Abu Talib. Alawites also differ from most Muslims in that they do not believe that praying 5 times a day is mandatory, and by celebrating Christmas. Alawis also believe that the consumption of alcohol is permissible and even encouraged in some circumstances.
Many Sunnis see Assad's Alawite views as blasphemous, and an insult to Islam.

Russia is a strong supporter of Assad, and a major seller of arms. Their last foreign military (naval) base is in Syria, Syria buys a lot of Russian military exports, and they see "international intervention" against countries like Syria as Western Imperialism (and ultimately a threat to themselves)

Iran's thinking in supporting Assad is more straightforward. It perceives Israel and the United States as existential threats and uses Syria to protect itself, shipping arms through Syria to the Lebanon-based militant group Hezbollah and the Gaza-based militant group Hamas. Iran is already feeling isolated and insecure; it worries that if Assad falls it will lose a major ally and be cut off from its militant proxies, leaving it very vulnerable.

China, North Korea, and (Shiite) Iran also provide substantial military and financial support.

Assad is assisted by Hezbollah (a Lebanese Shiite militant group, led by Hassan Nasrallah) against the Free Syrian Army and other rebel groups.

Turkey, Qatar, and Saudi Arabia support the rebels.
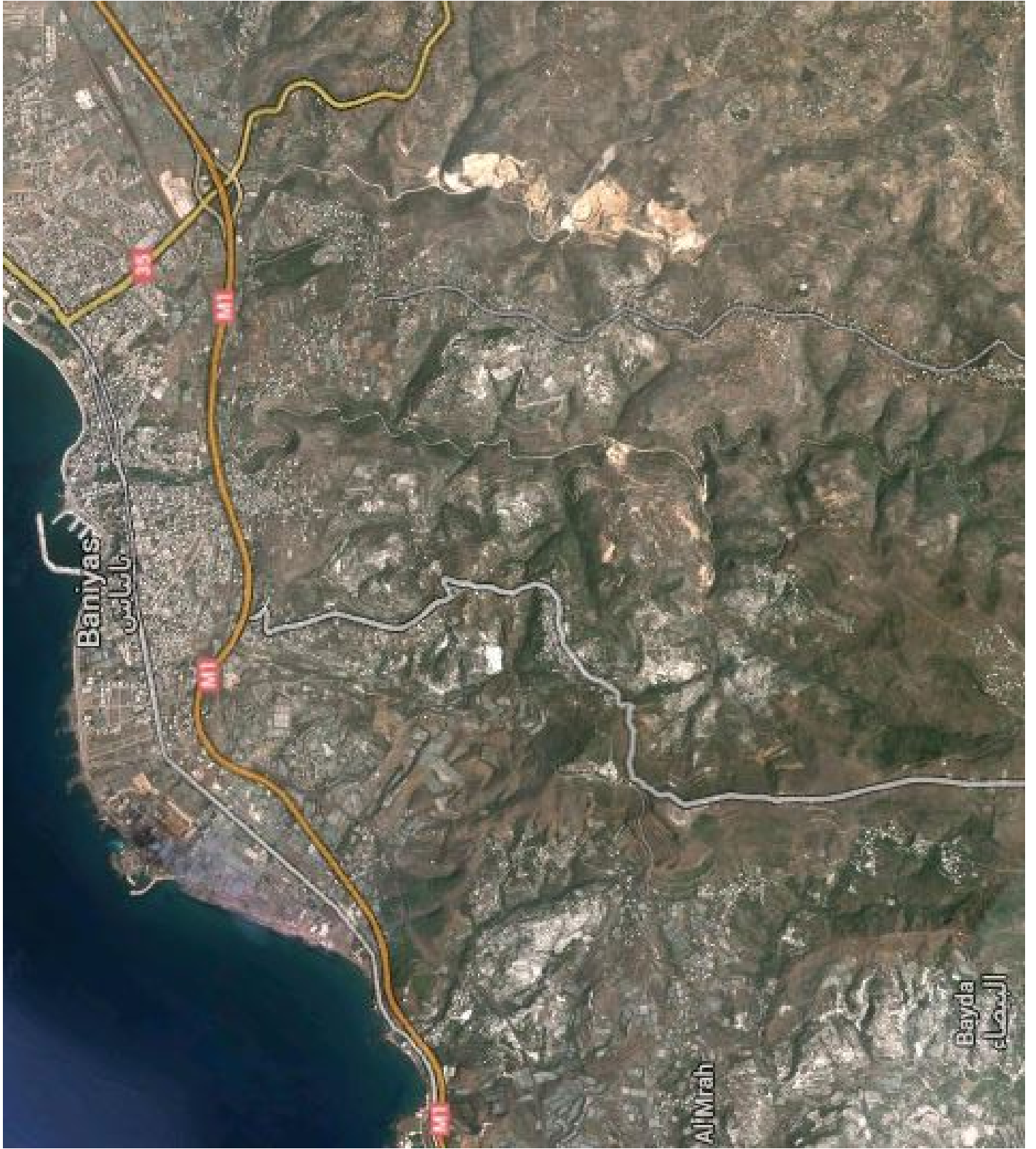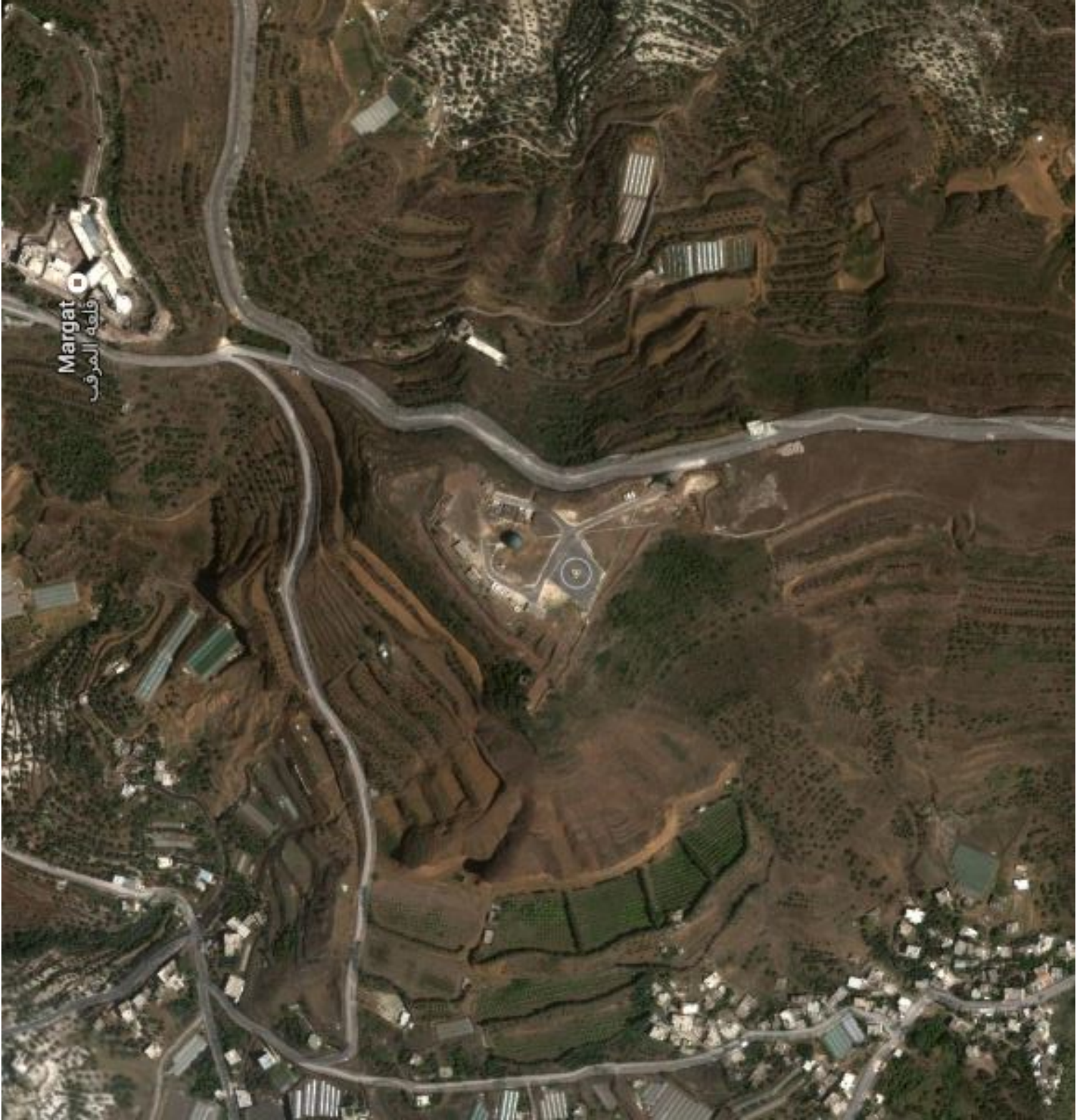
AK-47: 5d pi, Acc 4, RoF 10, Shots 30(3), Bulk -5, Rcl 2
Browning HP: 2d pi, Acc 2, RoF 3, Shots 15(3), Bulk -2, Rcl 2
RPK LMG: 5d pi, Acc 5, RoF 15!, Shots 200(5), Bulk -6, Rcl 2
RPG: 6dx3(10) cr ex, Acc 3+1, RoF1, Shots 1(5), Bulk -6, Rcl 1
Hand Grenade: 8d cr ex [3d]

- 8d to target struck
- 8d/(3x distance from center of blast), rounded down, to all targets within 16 yards (vs. Torso DR)
- 3d cutting to target struck
- An attack at skill 15 to all within 15 yards, 3d cutting to random hit location (Dodge and Drop is the only possible defense)

Recruits

ST 11, DX 10, IQ 10, HT 10   Skills (11)   Dodge 8   DR 6 (head, torso), DR 2 (feet)

____ HP 10	____ HP 10	____ HP 10	____ HP 10	____ HP 10
____ HP 10	____ HP 10	____ HP 10	____ HP 10	____ HP 10
____ HP 10	____ HP 10	____ HP 10	____ HP 10	____ HP 10
____ HP 10	____ HP 10	____ HP 10	____ HP 10	____ HP 10
____ HP 10	____ HP 10	____ HP 10	____ HP 10	____ HP 10

Soldiers

ST 12, DX 11, IQ 10, HT 10   Skills (12)   Dodge 8   DR 8 (head, torso), DR 2 (feet)

____ HP 11	____ HP 11	____ HP 11	____ HP 11	____ HP 11
____ HP 11	____ HP 11	____ HP 11	____ HP 11	____ HP 11
____ HP 11	____ HP 11	____ HP 11	____ HP 11	____ HP 11
____ HP 11	____ HP 11	____ HP 11	____ HP 11	____ HP 11
____ HP 11	____ HP 11	____ HP 11	____ HP 11	____ HP 11

Veterans

ST 12, DX 12, IQ 10, HT 11   Skills (14)   Dodge 9   DR 8 (head, torso, arms), DR 2 (feet)

____ HP 12	____ HP 12	____ HP 12	____ HP 12	____ HP 12
____ HP 12	____ HP 12	____ HP 12	____ HP 12	____ HP 12
____ HP 12	____ HP 12	____ HP 12	____ HP 12	____ HP 12
____ HP 12	____ HP 12	____ HP 12	____ HP 12	____ HP 12
____ HP 12	____ HP 12	____ HP 12	____ HP 12	____ HP 12

Elite

ST 12, DX 13, IQ 11, HT 12   Skills (15)   Dodge 9   DR 10 (head, torso, arms), DR 2 (feet)

____ HP 13	____ HP 13	____ HP 13	____ HP 13	____ HP 13
____ HP 13	____ HP 13	____ HP 13	____ HP 13	____ HP 13
____ HP 13	____ HP 13	____ HP 13	____ HP 13	____ HP 13
____ HP 13	____ HP 13	____ HP 13	____ HP 13	____ HP 13
____ HP 13	____ HP 13	____ HP 13	____ HP 13	____ HP 13

HIT POINTS (HP)

13	12	11	10	9
8	7	6	5	4
3	2	1		

0	-1	-2	-3	-4
-5	-6	-7	-8	-9
-10	-11	-12		

-13	-14	-15	-16	-17
-18	-19	-20	-21	-22
-23	-24	-25		

All effects of HP loss are cumulative:

Less than 1/3 HP: Dodge and Move are halved (round up)

0 HP or less: Make a HT roll at -1 per *full* multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1xHP or less: Make a HT roll vs. death immediately and for every *full* multiple of HP below 0 (immediate death at -5xHP)

HIT POINTS (HP)

13	12	11	10	9
8	7	6	5	4
3	2	1		

0	-1	-2	-3	-4
-5	-6	-7	-8	-9
-10	-11	-12		

-13	-14	-15	-16	-17
-18	-19	-20	-21	-22
-23	-24	-25		

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HIT POINTS (HP)

13	12	11	10	9
8	7	6	5	4
3	2	1		

0	-1	-2	-3	-4
-5	-6	-7	-8	-9
-10	-11	-12		

-13	-14	-15	-16	-17
-18	-19	-20	-21	-22
-23	-24	-25		

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HIT POINTS (HP)

13	12	11	10	9
8	7	6	5	4
3	2	1		

0	-1	-2	-3	-4
-5	-6	-7	-8	-9
-10	-11	-12		

-13	-14	-15	-16	-17
-18	-19	-20	-21	-22
-23	-24	-25		

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-1xHP or less: Make a HT roll vs. death immediately and for every *full* multiple of HP below 0 (immediate death at -5xHP)

LUCK

1st Use: _____

2nd Use: _____

3rd Use: _____

4th Use: _____

LUCK

1st Use: _____

2nd Use: _____

3rd Use: _____

4th Use: _____

LUCK

1st Use: _____

2nd Use: _____

3rd Use: _____

4th Use: _____

LUCK

1st Use: _____

2nd Use: _____

3rd Use: _____

4th Use: _____

Ortiz, Lucas

Rifleman/
Demolitions

Williams, Vincent

Rifleman/
Mechanic

James, Tyler

Rifleman/

Medic

Caston, Robert

Rifleman/

Technician

Mendoza, Dylan

Heavy Weapons/
Social Engineer

Murray, Christopher

Sniper/
Pilot