

TOP SECRET -- EYES ONLY -- TOP SECRET -- EYES ONLY



# OPERATION: NEEDLE

OPERATIVE:	Mendoza, Dylan
MOS:	Heavy Weapons, Social Engineer
ORIGINAL SERVICE:	Rangers, Army

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OPORD TO SQUAD NINE, CURRENTLY STATIONED UNDER COVER IN ISRAEL

1. **Situation.**

a. **Enemy.** The Syrian administration of BASHAR AL-ASSAD continues to expand its chemical weapons program despite mounting international pressure against it. SIGINT and HUMINT has identified a site 1/2 mile SW of the town of Margat as a possible chemical weapons production facility under construction (35.146331, 35.949690). This location has recently been garrisoned by a force of 400-500 soldiers of the Syrian Army, but as of 0200 this morning the majority of those troops have been called NE to Al Hwaiz in response to an attack by the Free Syrian Army. It is believed that fewer than 50 Syrian Army regulars currently garrison this location.

b. **Friendly.** There are no additional friendly units in the vicinity. Squad Nine will conduct this operation entirely independent of external support excepting infiltraton and exfiltration. Both the sovereign Syrian Army and the rebelling Free Syrian Army are to be considered hostile forces.

2. **Mission.** At 2100, Squad Nine will infiltrate this location, assess the likelihood that it is being used to manufacture and/or research chemical weapons, and if so, take steps to halt or delay its construction.

3. **Execution.**

a. **Concept of the Operation.** The squad will board an Agency-secured private jet chartered to fly from Megiddo to Tokat, parachute into Syria, and make their way to the mission location. Once there, they will determine the nature of the facility and what steps, if any, should be taken before proceeding to exfiltration.

b. **Tasks.**

(1) The squad will board an Agency-secured charter jet at Megiddo airport in Israel with a flight plan filed to Tokat airport in Turkey.

(2) En route, the squad will perform a HALO insertion and regroup at an isolated LZ 3 miles SE of the facility (35.139119, 35.966341).

(3) After burying their HALO gear, the squad will covertly reach the facility, gather any intelligence available, and conduct whatever operation they deem necessary to American security.

(4) Upon completion of the objectives, the squad will proceed to exfiltration.

c. **Coordinating Instructions.** Long-range communication with friendly forces will not be possible. Three exfiltration points have been established. If none of these three exfiltrations are successful, the squad will be forced to effect their own return to friendly territory. In the event any squad member is captured or killed, the squad will be completely disavowed.

#### Tactical Control Measures

LZ Alpha (35.140260, 35.953075)	1 mile SE of facility	0100	Helo pick-up
LZ Beta (35.157651, 35.969635)	4 miles NE of facility	0200	Helo pick-up
Exfil Charlie (35.172037, 35.727539)	11 miles W of facility	0400	Submarine pick-up

#### **4. Administration & Logistics.**

a. As per SOP, the squad will use no weapons or gear that would identify them as American operatives. Only weapons and gear used by the Syrian locals will be equipped.

b. Each squad member will carry the usual Emergency Exfiltration Bag containing a false identity and civilian clothing in case they are unable to reach any of the established exfiltration points.

#### **5. Command & Signal.**

a. Signal. Squad will use hand and arm signals during movement and brief vocalization as needed. Upon enemy contact, they will switch to voice commands.

b. Command. As per SOP, the squad will function outside of the military command structure.

Name:

Description:

ST	<input type="text"/>	HP	<input type="text"/>
DX	<input type="text"/>	Will	<input type="text"/>
IQ	<input type="text"/>	Per	<input type="text"/>
HT	<input type="text"/>	FP	<input type="text"/>

Damage	Resistance
Eyes	Arms
Neck	Hands
Skull	Legs
Face	Feet
Torso	Groin

Advantages	Disadvantages
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Move:	Speed:	
Dodge:	Parry:	Block:

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry

Skills			
Name	Level	Name	Level

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions



Name: Dylan Mendoza  
Race: Human  
Appearance: Ranger (Army)

Player: Heavy Weapons/Social Engineer Spent: 375  
Ht: 5' 11" Wt: 155 Age: 34 Unspent: 0

### CHARACTER SHEET

<b>ST</b> 15 [ 50]	<b>HP</b> 13 [ -4]	<b>Basic Speed</b> 6.25 [ 0]
<b>DX</b> 13 [ 60]	<b>Will</b> 14 [ 10]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 12 [ 40]	<b>Per</b> 14 [ 10]	<b>BL</b> 45 lb (STxST)/5
<b>HT</b> 12* [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 1d+1 <b>Sw</b> 2d+1

\* Conditional: +1 from 'Fit'

Vision 14	Taste/Smell 14	Death Check 13*
Hearing 14	Fright Check 16†	High Jump 2.17 ft
Touch 14	Consciousness 13*	Broad Jump 3 yd

\* Includes: +1 from 'Fit'

† Includes: +2 from 'Combat Reflexes'

### ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	45 lb	90 lb	135 lb	270 lb	450 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	-	-1	-2	-3	-4
	10	9	8	7	6

### LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	90 lb	360 lb	540 lb	675 lb	1.12 tn

\* Takes 2 seconds to complete

‡ Double with a running start

† Takes 4 seconds to complete

§ Lose 1 FP/sec while over X-Hvy enc.

### HP

4, 0, -13, -26, -39, -52, -65

### FP

3, 0, -12

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.

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

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

### JUMP TABLE

Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

### SLAM TABLE

Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

### LANGUAGES

Native	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[ 0 ]
Non-native	Spoken	Written	Pts
Arabic {p. B24}	Native	Native	[ 6 ]
Korean {p. B24}	Accented	Accented	[ 4 ]

### MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Notes
Bite	13	-	1d cr	C	-	
Karate: Punch	15	11	1d+2 cr	C	-	
Karate: Kick	15	-	1d+3 cr	C,1	-	
Stamp Kick (Karate)	15	-	1d+4 cr	C,1	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Notes
Large Knife: Swing	15	10	2d-1 cut	C,1	6	
Large Knife: Thrust	15	10	1d+1 imp	C	6	[1]

### RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
Anti-personnel Mine (MON-50)	16	6dx3 cr ex	-	20 yd	-	-	-	-	-	
FN-Browning HP, 9x19mm	15	2d pi	2	160 yd / 1.02 mi	3	15(3)	9	-2	2	
Fragmentation Grenade (RGD-5)	15	8d cr ex [3d]	-	52 yd	-	-	-	-	-	[2]
RPK Light Machine Gun: w/o Bipod	16	5d pi	5	800 yd / 1.99 mi	15!	200(5)	11B†	-6	2	
RPK Light Machine Gun: w/ Bipod	16	5d pi	5	800 yd / 1.99 mi	15!	200(5)	8B†	-6	2	
Stun Grenade	15	HT-5 aff (10 yd.)	-	52 yd	-	-	-	-	-	[2,5]

### ATTACKS TABLES COLUMN NOTES

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

ST "B": The weapon has an attached bipod. When firing from the prone position using the bipod, treat the weapon as though it were braced *and* reduce its ST requirement to 2/3 of the listed value (round up); e.g. ST 13 becomes ST 9.

RoF "I!": The weapon can *only* fire on "full auto," like many machine guns. *Minimum* RoF is 1/4 the listed RoF (round up).

SKILLS			
Name	Level	Relative	Pts
Acting {p. B174}	14*	IQ+2	[ 2 ]
Area Knowledge (mission area) {p. B176}	12	IQ+0	[ 1 ]
Armoury (Small Arms) {p. B178}	13†	IQ+1	[ 1 ]
Body Language (Human) {p. B181}	15*	Per+1	[ 1 ]
Camouflage {p. B183}	14†	IQ+2	[ 1 ]
Climbing {p. B183}	14†	DX+1	[ 1 ]
Computer Operation {p. B184}	12	IQ+0	[ 1 ]
Cryptography {p. B186}	12*	IQ+0	[ 1 ]
Current Affairs (mission area) {p. B186}	12	IQ+0	[ 1 ]
Diplomacy {p. B187}	14*	IQ+2	[ 4 ]
Disguise (Human) {p. B187}	13†	IQ+1	[ 1 ]
Driving (Automobile) {p. B188}	12	DX-1	[ 1 ]
Driving (Heavy Wheeled) {p. B188}	12	DX-1	[ 1 ]
Driving (Motorcycle) {p. B188}	12	DX-1	[ 1 ]
Driving (Tracked) {p. B188}	12	DX-1	[ 1 ]
Electronics Operation (Communications) {p. B189}	11	IQ-1	[ 1 ]
Electronics Repair (Communications) {p. B190}	11	IQ-1	[ 1 ]
Electronics Repair (Computers) {p. B190}	11	IQ-1	[ 1 ]
Engineer (Combat) {p. B190}	12†	IQ+0	[ 1 ]
Escape {p. B192}	13*	DX+0	[ 1 ]
Explosives (Demolition) {p. B194}	13†	IQ+1	[ 1 ]
Explosives (Explosive Ordnance Disposal) {p. B194}	13†	IQ+1	[ 1 ]
Explosives (Nuclear Ordnance Disposal) {p. B194}	11†	IQ-1	[ 0 ]
Explosives (Underwater Demolition) {p. B194}	13†	IQ+1	[ 1 ]
Fast-Draw (Ammo) {p. B194}	16‡	DX+3	[ 1 ]
Fast-Draw (Knife) {p. B194}	16‡	DX+3	[ 1 ]
Fast-Draw (Long Arm) {p. B194}	16‡	DX+3	[ 1 ]
Fast-Draw (Pistol) {p. B194}	16‡	DX+3	[ 1 ]
Fast-Talk {p. B195}	15*	IQ+3	[ 4 ]
Filch {p. B195}	14*	DX+1	[ 1 ]
First Aid (Human) {p. B195}	14§	IQ+2	[ 1 ]
Forced Entry {p. B196}	15†	DX+2	[ 1 ]
Forward Observer {p. B196}	13†	IQ+1	[ 1 ]
Gesture {p. B198}	14†	IQ+2	[ 1 ]
Gunner (Machine Gun) {p. B198}	15†	DX+2	[ 1 ]
Guns (Grenade Launcher) {p. B198}	15†	DX+2	[ 1 ]
Guns (Light Machine Gun) {p. B198}	16†	DX+3	[ 2 ]
Guns (Pistol) {p. B198}	15†	DX+2	[ 1 ]
Guns (Rifle) {p. B198}	16†	DX+3	[ 2 ]
Guns (Shotgun) {p. B198}	14†	DX+1	[ 0 ]
Guns (Submachine Gun) {p. B198}	14†	DX+1	[ 0 ]
Hiking {p. B200}	13†	HT+1	[ 1 ]
Holdout {p. B200}	13*	IQ+1	[ 1 ]
Intelligence Analysis {p. B201}	12*	IQ+0	[ 1 ]
Interrogation {p. B202}	15*	IQ+3	[ 4 ]
Intimidation {p. B202}	15*	Will+1	[ 1 ]
Judo {p. B203}	13†	DX+0	[ 1 ]
Parry: 10			
Karate {p. B203}	15†	DX+2	[ 4 ]
Parry: 11			
Knife {p. B208}	15†	DX+2	[ 1 ]
Parry: 10			
Knot-Tying {p. B203}	13	DX+0	[ 1 ]
Leadership {p. B204}	13†	IQ+1	[ 1 ]
Lip Reading {p. B205}	15*	Per+1	[ 1 ]
Lockpicking {p. B206}	13*	IQ-1	[ 1 ]
Mathematics (Applied) {p. B207}	10	IQ-2	[ 1 ]
Navigation (Land) {p. B211}	13†	IQ+1	[ 1 ]
Navigation (Sea) {p. B211}	13†	IQ+1	[ 1 ]
Observation {p. B211}	15*	Per+1	[ 1 ]
Parachuting {p. B212}	15†	DX+2	[ 1 ]
Photography {p. B213}	11	IQ-1	[ 1 ]
Pickpocket {p. B213}	13*	DX+0	[ 1 ]
Psychology (Human) {p. B216}	11	IQ-1	[ 2 ]
Savoir-Faire (Military) {p. B218}	12	IQ+0	[ 1 ]

SKILLS (continued)			
Name	Level	Relative	Pts
Scrounging {p. B218}	16†	Per+2	[ 1 ]
Search {p. B219}	15*	Per+1	[ 1 ]
Shadowing {p. B219}	13*	IQ+1	[ 1 ]
Shortsword {p. B209}	14†	DX+1	[ 1 ]
Parry: 11			
Smuggling {p. B221}	13*	IQ+1	[ 1 ]
Soldier {p. B221}	13†	IQ+1	[ 1 ]
Staff {p. B208}	12	DX-1	[ 1 ]
Parry: 12			
Stealth {p. B222}	14*	DX+1	[ 1 ]
Strategy (Land) {p. B222}	12†	IQ+0	[ 1 ]
Strategy (Naval) {p. B222}	12†	IQ+0	[ 1 ]
Streetwise {p. B223}	13*	IQ+1	[ 1 ]
Survival (Desert) {p. B223}	15†	Per+1	[ 1 ]
Survival (Jungle) {p. B223}	15†	Per+1	[ 1 ]
Survival (Mountain) {p. B223}	15†	Per+1	[ 1 ]
Survival (Open Ocean) {p. B223}	15†	Per+1	[ 1 ]
Swimming {p. B224}	14†	HT+2	[ 1 ]
Tactics {p. B224}	12†	IQ+0	[ 1 ]
Teaching {p. B224}	13†	IQ+1	[ 1 ]
Throwing {p. B226}	15†	DX+2	[ 2 ]
Tracking {p. B226}	15†	Per+1	[ 1 ]
Traps {p. B226}	14†	IQ+2	[ 2 ]
Urban Survival {p. B228}	15†	Per+1	[ 1 ]
Wrestling {p. B228}	14†	DX+1	[ 1 ]
Parry: 11			
* Includes: +2 from 'Job Training (SOG)' † Includes: +2 from 'Job Training (Special Forces)' ‡ Includes: +1 from 'Combat Reflexes', +2 from 'Job Training (Special Forces)' § Includes: +2 from 'Job Training (Special Forces)'; Conditional: +1 from 'First Aid Kit'			

TECHNIQUES			
Name	Level	Relative	Pts
Disarming (Judo) {p. MA70, B230}	14	def+1	[ 2 ]
Kicking (Karate) {p. MA75, B231}	15	def+2	[ 3 ]
Retain Weapon (Guns (Pistol)) {p. MA78, B232}	14	def+1	[ 2 ]
Retain Weapon (Guns (Rifle)) {p. MA78, B232}	14	def+1	[ 2 ]
Stamp Kick (Karate) {p. MA80}	15	def+3	[ 4 ]
Targeted Attack (Karate Stamp Kick/Face) {p. MA68}	12	def+2	[ 3 ]
Targeted Attack (Karate Stamp Kick/Skull) {p. MA68}	11	def+3	[ 4 ]

ADVANTAGES		
Name		Pts
Combat Reflexes {p. B43}		[ 15 ]
Fit {p. B55}		[ 5 ]
High Pain Threshold {p. B59}		[ 10 ]
Roll to ignore pain: 17 (Will+3)		
Job Training 2 (SOG) {p. PU3:24}		[ 22 ]
Job Training 2 (Special Forces) {p. PU3:24}		[ 32 ]
Luck {p. B66}		[ 15 ]

DISADVANTAGES		
Name		Pts
Code of Honor (Soldier) {p. B127}		[ -10 ]
Duty (SOG; 15 or less (almost always); Extremely Hazardous) {p. B134}		[ -20 ]
Sense of Duty (Teammates; Small Group) {p. B153}		[ -5 ]

QUIRKS		
Name		Pts
1		[ -1 ]
2		[ -1 ]
3		[ -1 ]
4		[ -1 ]
5		[ -1 ]

EQUIPMENT			
Qty	Item	Cost	Weight
1	7.62mm Magazine (Armor Piercing; APHC, *2) 200 199 198 197 196 195 194 193 192 191 190 189 188 187 186 185 184 183 182 181 180 179 178 177 176 175 174 173 172 171 170 169 168 167 166 165 164 163 162 161 160 159 158 157 156 155 154 153 152 151 150 149 148 147 146 145 144 143 142 141 140 139 138 137 136 135 134 133 132 131 130 129 128 127 126 125 124 123 122 121 120 119 118 117 116 115 114 113 112 111 110 109 108 107 106 105 104 103 102 101 100 99 98 97 96 95 94 93 92 91 90 89 88 87 86 85 84 83 82 81 80 79 78 77 76 75 74 73 72 71 70 69 68 67 66 65 64 63 62 61 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1	72	2 lb
2	7.62mm Magazine (Standard) 200 199 198 197 196 195 194 193 192 191 190 189 188 187 186 185 184 183 182 181 180 179 178 177 176 175 174 173 172 171 170 169 168 167 166 165 164 163 162 161 160 159 158 157 156 155 154 153 152 151 150 149 148 147 146 145 144 143 142 141 140 139 138 137 136 135 134 133 132 131 130 129 128 127 126 125 124 123 122 121 120 119 118 117 116 115 114 113 112 111 110 109 108 107 106 105 104 103 102 101 100 99 98 97 96 95 94 93 92 91 90 89 88 87 86 85 84 83 82 81 80 79 78 77 76 75 74 73 72 71 70 69 68 67 66 65 64 63 62 61 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1	72	4 lb
Per Unit - Cost: 36, Weight: 2 lb			
2	9mm Ammunition (Standard) 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1	24	1 lb
Per Unit - Cost: 12, Weight: 8 oz			
2	9mm Magazine (Hollow Point; HP, *1) 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1	24	1 lb
Per Unit - Cost: 12, Weight: 8 oz			
2	Anti-personnel Mine (MON-50) {p. B277} 2 1	80	2 lb
Per Unit - Cost: 40, Weight: 1 lb			
Description: 50 yard range, front arc, 18 skill minus range penalty, Dmg 2d(0.5) pi-, RoF 1x700, Rcl 1			
1	Assault Vest {p. HT66}	900	5 lb
Description: TL:8 LC:2 DR:12/5* Location:torso, groin Notes:[2] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: torso, groin			
1	Assault Vest Trauma Plates {p. HT66}	600	6 lb
Description: TL:8 LC:2 DR:23 Location:torso Location: torso			
1	Backpack, Frame (Rugged, *2) {p. B288}	200	7.2 lb
Description: TL:1 Notes: Holds 100 lbs. of gear.			
1	Ballistic Helmet (TL 8) {p. B285}	250	2 lb
Description: TL:8 LC:3 DR:12 Notes: [3] All TL7+ armor electronics and powered systems (including the battlesuit) work for (TL-6)x6 hours before they require recharging or refueling. DR increases with TL. After the TL of introduction, consult the table on p. B285. Notes: [3] Location: skull			
1	Ballistic Helmet Visor {p. HT70}	200	8 oz
Description: TL:8 LC:3 DR:10 Location:eyes, face Location: eyes, face			
1	Boots, Steel-Toed {p. HT68}	100	2 lb
Description: TL:6 LC:4 DR:6/2 Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). [4] Split DR: use the first, higher DR when - in the GM's opinion - the boot's steel toe box would protect (e.g., dropping an item on the foot or crushing the toes in heavy machinery) or when an attack on the foot hits the toe (2/6 protection); use the second, lower DR against all other attacks. Location: feet			
1	Camera, Digital {p. B289}	50	-
Description: TL:6 Notes: Basic equipment for Photography skill. Better cameras cost much more!			
1	DAP {p. HT68}	200	2 lb
Description: TL:8 LC:4 DR:8/2* Location:arms Notes:[1] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: arms			
1	Explosive Charge (Semtex)	2000	2 lb
1	First Aid Kit {p. B289}	50	1 lb
Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.			
1	FN-Browning HP, 9x19mm {p. PG1:21}	780	2 lb
Description: TL:6 LC:3 Ammo:0.5 lb. Damage:2d+2 pi Acc:2 Range:160/1800 RoF:3 Shots:13+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol)			
4	Fragmentation Grenade (RGD-5) {p. B277} 4 3 2 1	160	2 lb
Per Unit - Cost: 40, Weight: 8 oz			
Description: TL:7 LC:2 Dam:8d Fuse:4 Notes: [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2-4 seconds later, depending on grenade type. Notes: [2]			

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
1	Gloves, Leather {p. B284} Description: TL:1 LC:- DR:2* Locations: hands Location: hands	30	-
1	GPS Receiver {p. B288} Description: TL:8 Notes: Satellite-updated, grants Absolute Direction (Requires Signal). 24hrs.	200	8 oz
1	Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [[1]]	40	1 lb
1	Lockpicks {p. B289} Description: TL:3 Notes: Basic equipment for Lockpicking skill.	50	-
1	Night Vision Goggles {p. B289} Description: TL:8 Notes: Gives Night Vision 9. 8hrs.	600	1 lb
1	Radio, Headset, Secure/Encrypted {p. B288} Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.	5000	8 oz
1	Riot Gear Leggings {p. HT68} Description: TL:7 LC:4 DR:3 Location:legs Location: legs	100	2 lb
1	RPK Light Machine Gun {p. HT137} Description: TL:8 LC:1 Ammo:7 lb. [Mode:w/o Bipod Damage:5d pi Acc:5 Range:800/3500 RoF:12! Shots:200(5) ST:11B+ Bulk:-6 Rcl:2 Skill:Guns (Light Machine Gun)]	3300	12 lb
1	Silencer (Pistol) {p. B289} Description: TL:6 Notes: Reduces damage by -1 per die, see Silencers (p. B412)	400	8 oz
2	Stun Grenade {p. B277} 2 1 Per Unit - Cost: 40, Weight: 8 oz Description: TL:8 LC:2 Dam:HT-5 aff Fuse:2 Notes: [2.5] A vision and Hearing-Based affliction that affects a 10-yard radius. The Protected Hearing and Protected vision advantages each give +5 to the HT roll. If you fail to resist, you are stunned; roll against HT-5 to recover each turn. Also creates smoke in the area of affect. Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2-4 seconds later, depending on grenade type. Notes: [2.5]	80	1 lb
1	Tactical Flashlight	100	8 oz
1	Useful Gear!	500	5 lb
1	Web Gear {p. B289} Description: TL:6 Notes: Belt and suspenders with pouches and rings for gear.	50	2 lb

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	11*	8*	9/10*	
DX	Karate	DX	Light	

Loc.	HP	#
Eyes	2	_____
Neck	-	_____
Skull	-	_____
Face	-	_____
Torso	-	_____
Groin	-	_____
Arms	7	_____
Hands	5	_____
Legs	7	_____
Feet	5	_____
<b>Bonus DR:</b>	<b>0</b>	
<b>Bonus DB:</b>	<b>0</b>	
<b>Notes:</b>		

\* Includes: +1 from 'Combat Reflexes'

## NOTES

### MANEUVERS (Pick one each turn)

**AIM (1):** aim a Ranged weapon to get its Accuracy bonus (additional +1 for two turns, +2 for three or more turns)

**ALL-OUT ATTACK (3):** +4 to hit Melee/+1 for Ranged, or two Melee attacks on same target, or +2 Melee damage - but NO DEFENSE!

**ALL-OUT DEFENSE (1):** +2 to one active defense, or two *different* defenses against a single attack

**ATTACK (1):** attack unarmed or with a ready weapon/ability

**CHANGE POSTURE (0):** switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying to standing takes two turns)

**COMMITTED ATTACK (1):** (Melee only) +2 to hit, or +1 damage, but -2 to usable defenses (no Parry with the hand you attacked with, no Dodge if you kicked. Cannot Retreat)

**DEFENSIVE ATTACK (1):** (Melee only) -2 damage, but +1 to Parry (not Dodge), or +2 to DX roll to avoid falling if Kicking

**DO NOTHING (0):** take no action

**EVALUATE (1):** study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3)

**FEINT (1):** fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill or DX (whichever is highest)

**MOVE AND ATTACK (6):** move and still attack at a penalty - for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

**MOVE (6):** do nothing but move 6 yards

**READY (1):** prepare a weapon/item, reload a weapon, etc.

**WAIT (var):** hold your action until something specific happens, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready maneuver as normal

### OPTIONS:

**Deceptive Attack:** Target suffers a -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (*minimum* of 10)

**Telegraphic Attack:** (Melee only) +4 to hit, but also +2 to target's active defenses

**Mighty Blow\*:** (Melee only) Spend 1 FP to get +2 damage without losing defenses

**Feverish Defense\*:** Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking)

**Retreat:** *once* during your turn, move 1 hex away from a melee attacker for a +3 to Dodge, or +1 to Parry or Block

**Dodge and Drop:** *once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

\* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

### POSTURES

<b>Standing</b>	0 Melee, 0 Active Defenses, Move 6
<b>Crouching</b>	-2 Melee, 0 Active Defenses, Move 4
<b>Kneeling</b>	-2 Melee, -2 Active Defenses, Move 2
<b>Crawling</b>	-4 Melee, -3 Active Defenses, Move 2
<b>Sitting</b>	-2 Melee, -2 Active Defenses, Move 0
<b>Prone</b>	-4 Melee, -3 Active Defenses, Move 1

### HIT LOCATIONS

**Skull\* (-7/-5):** x4 damage, -10 to Knockdown rolls

**Face\* (-5/-7):** x1 damage, -5 to Knockdown rolls

**Neck\* (-5):** x1.5 damage for crushing, x2 damage for cutting

**Torso (0):** x1 damage, for non-cutting attacks, roll 1d; a 1 indicates a hit to the Vitals

**Vitals\* (-3):** x3 damage for impaling/piercing, 1x damage for crushing but shock requires a HT roll to avoid Knockdown (at -5 if a major wound)

**Groin\* (-3):** double shock penalty (max. -8) from crushing damage, -5 to Knockdown rolls

**Arms/Legs (-2):** x1 damage for impaling, pi+, pi++, more than 6 damage cripples the limb (excess damage lost)

**Hands/Feet (-4):** x1 damage for impaling, pi+, pi++, more than 4 damage cripples the extremity (excess damage lost)

**Weapon: -5** for reach "C" melee weapon/pistol, **-4** for reach 1 melee/carbine, **-3** reach 2+ melee/rifle. Additional -2 if disarming

\* A miss by 1 hits the Torso instead

### RANGE PENALTIES

<b>-1</b>	3 yards	<b>-11</b>	150 yards
<b>-2</b>	5 yards	<b>-12</b>	200 yards
<b>-3</b>	7 yards	<b>-13</b>	300 yards
<b>-4</b>	10 yards	<b>-14</b>	500 yards
<b>-5</b>	15 yards	<b>-15</b>	700 yards
<b>-6</b>	20 yards	<b>-16</b>	1000 yards
<b>-7</b>	30 yards	<b>-17</b>	1500 yards
<b>-8</b>	50 yards	<b>-18</b>	1.14 miles
<b>-9</b>	70 yards	<b>-19</b>	1.7 miles
<b>-10</b>	100 yards	<b>-20</b>	2.84 miles



**SKULL:** Ballistic Helmet  
DR 14 vs. all types

**FACE/EYES:** Ballistic Visor  
DR 10 vs. all types  
+5 to resist Stun Grenade flash

**TORSO/VITALS/GROIN:** Assault Vest  
DR 23 vs. all types from *ablative*  
Trauma Plates  
DR 12 vs. *pi* and *cut*  
DR 5 vs. all others



**ARMS:** Deltoid and Axillary Protectors  
DR 8 vs. *pi* and *cut*  
DR 2 vs. all others

**HANDS:** Leather Gloves  
DR 2 vs. all types

**LEGS:** Riot Gear Leggings  
DR 3 vs. all types

**FEET:** Steel-toed Boots  
DR 5 vs. all types at toe (1-2 on d6)  
DR 2 vs. all types elsewhere

- **EYE\* (-9):** Can only be targeted by *impaling* or *piercing* attacks from the front or sides. Wounding modifier is x4, and Knockdown rolls are at -10.
- 3-4 SKULL\* (-7/-5):** Wounding modifier is x4, and Knockdown rolls are at -10.
- 5 FACE\* (-5/-7):** If hit from in front, roll 1d. A 1 is a SKULL hit. Otherwise, -5 to Knockdown, no wounding modifier.
- 6-7, 13-14 LEGS (-2):** Reduce the wounding modifier of *pi+*, *pi++*, and *imp* to x1. Injury over HP/2 is a major wound that cripples the leg -- excess damage is lost.
- 8, 12 ARMS (-2):** As for LEGS.
- 9-10 TORSO (0):** On a *crushing*, *impaling*, or *piercing* attack, roll 1d. A 1 is a VITALS hit. Otherwise, no modifiers.
- 11 GROIN\* (-3):** Suffer double shock penalties from *crushing* attacks (max. -8), and -5 to Knockdown rolls. Otherwise, treat as a Torso hit (except for the check for a VITALS hit).
- 15 HAND (-4):** As for LEGS, except injury over HP/3 is a crippling major wound.
- 16 FOOT (-4):** As for LEGS, except injury over HP/3 is a crippling major wound.
- 17-18 NECK\* (-5):** Wounding modifier is x1.5 for *crushing*, x2 for *cutting*.
- **VITALS\* (-3):** Can only be targeted by *impaling* or *piercing* attacks. Wounding modifier is x3.
- **WEAPON:** -5 for reach "C" melee weapon/pistol, -4 for reach 1 melee/carbine, -3 for reach 2+ melee/rifle. Additional -2 if disarming

\* A miss by 1 hits the TORSO instead

The default location for all attacks is the TORSO. To target a specific hit location instead, use the penalty listed in parentheses above. To target a random hit location, attack as usual, but on a successful hit roll 3d and compare it to the table above to see where the attack hit. If that hit location is behind cover, the attack strikes the cover instead (if only *half* behind cover, roll 1d: on a 4-6, the attack hits the cover). Some attacks (wild swing, shooting blind, suppression fire, fragmentation damage, falling, etc.) always use random hit location.

## MANEUVERS (Pick one each turn)

**AIM (1):** aim a ranged weapon to get its Accuracy bonus

**ALL-OUT ATTACK (3):** +4 to hit in Melee/+1 for Ranged, *or* two Melee attacks on the same target, *or* +2 Melee damage, *or* Feint and Melee attack, but NO DEFENSE! (Forward only)

**ALL-OUT DEFENSE (1):** +2 to one active defense, *or* two *different* defenses against a single attack, but NO ATTACK!

**ATTACK (1):** attack unarmed or with a ready weapon

**CHANGE POSTURE (0):** standing, sitting, kneeling, crawling, prone, lying face up

**DO NOTHING (0):** take no action

**EVALUATE (1):** study a foe prior to a Melee attack or Feint for +1 bonus per turn (max. of +3)

**FEINT (1):** fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill or DX

**MOVE AND ATTACK (6):** move and still attack at a penalty--for Ranged, the worse of -2 or the weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

**MOVE (6):** do nothing but move 6 yards

**READY (1):** prepare a weapon or other item, reload a weapon, etc.

**WAIT (var.):** hold your action until something specific happens, then take an Attack, All-Out Attack, Feint, or Ready as normal

**Deceptive Attack** (B369): Target suffers a -1 to active defense for every -2 you take to your skill (min. of 10).

**Telegraphic Attack** (MA113): +4 to hit with a Melee attack, but also +2 to target's active defenses.

**Rapid Strike** (B370): Make two Melee attacks, *both* at -6, to replace *one* normal attack. Can target separate foes.

**Feverish Defense\*** (B357): Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking).

**Flurry of Blows\*** (B357): Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per attack*), OR...

**Mighty Blow\*** (B357): Spend 1 FP to get the All-Out Attack Melee damage bonus (+2) without losing defenses.

\* A critical failure on these rolls causes an *additional* 1 HP of injury to arm/leg, no DR (B357).

**Retreat:** *once* during your turn, move 1 hex away from a Melee attacker for +3 to Dodge or +1 to Parry.

**Dodge and Drop:** *once* during your turn, drop prone for a +3 to Dodge against Ranged attacks.

**Suppression Fire** (B409): Using a weapon with RoF 5+, make an All-Out Attack and select one or more target zones two yards across within your weapon's range. If your weapon has RoF 10+, you can suppress multiple zones, as long as they are adjacent and you fire at least five shots into each. Your effective RoF in each zone is the number of shots you fired into that zone, not your total shots. All normal attack modifiers apply. Your final effective skill cannot exceed 6 + your rapid-fire bonus. If you hit, use Random Hit Locations.

### RPK



**Skill:** 16

**Recoil:** 2

**Accuracy:** 5

**Damage:** 5d pi

**Rate of Fire:** 15! (+3)

**Shots:** 200(5)

**Bulk:** -5

**Range:** 800/2,00 yards

### Browning HP



**Skill:** 15

**Recoil:** 2

**Accuracy:** 2

**Damage:** 2d pi

**Rate of Fire:** 3

**Shots:** 15(3)

**Bulk:** -2

**Range:** 160/1,500 yards

### RGD-5



**Skill:** 15

**Damage:** 8d cr ex [3d] **Range:** ~52

### ST-9



**Skill:** 15

**Damage:** HT-5 aff (10 yds) **Range:** ~52

### RPK Ammo Drum (Armor Piercing, 1/2 DR, 5d pi-)



200	199	198	197	196	195	194	193	192	191	190	189	188	187	186
185	184	183	182	181	180	179	178	177	176	175	174	173	172	171
170	169	168	167	166	165	164	163	162	161	160	159	158	157	156
155	154	153	152	151	150	149	148	147	146	145	144	143	142	141
140	139	138	137	136	135	134	133	132	131	130	129	128	127	126
125	124	123	122	121	120	119	118	117	116	115	114	113	112	111
110	109	108	107	106	105	104	103	102	101	100	99	98	97	96
95	94	93	92	91	90	89	88	87	86	85	84	83	82	81
80	79	78	77	76	75	74	73	72	71	70	69	68	67	66
65	64	63	62	61	60	59	58	57	56	55	54	53	52	51
50	49	48	47	46	45	44	43	42	41	40	39	38	37	36
35	34	33	32	31	30	29	28	27	26	25	24	23	22	21
20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
5	4	3	2	1										

### RPK Ammo Drum (Standard, 1x DR, 5d pi)



200	199	198	197	196	195	194	193	192	191	190	189	188	187	186
185	184	183	182	181	180	179	178	177	176	175	174	173	172	171
170	169	168	167	166	165	164	163	162	161	160	159	158	157	156
155	154	153	152	151	150	149	148	147	146	145	144	143	142	141
140	139	138	137	136	135	134	133	132	131	130	129	128	127	126
125	124	123	122	121	120	119	118	117	116	115	114	113	112	111
110	109	108	107	106	105	104	103	102	101	100	99	98	97	96
95	94	93	92	91	90	89	88	87	86	85	84	83	82	81
80	79	78	77	76	75	74	73	72	71	70	69	68	67	66
65	64	63	62	61	60	59	58	57	56	55	54	53	52	51
50	49	48	47	46	45	44	43	42	41	40	39	38	37	36
35	34	33	32	31	30	29	28	27	26	25	24	23	22	21
20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
5	4	3	2	1										

### Explosives



Semtex Charge

### Trauma Plates



23	22	21	20	19	18	17	16	15	14
13	12	11	10	9	8	7	6	5	4
3	2	1							

### RGD-5



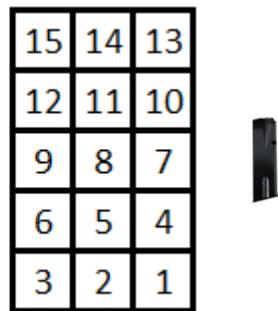
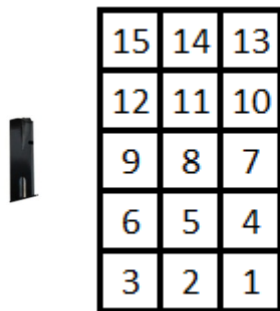
Skill: 15

Damage: 8d cr ex [3d] Range: ~52

### Anti-personnel Mines (MON-50)



### Browning HP Magazines (Standard, 1x DR, 2d pi)



### Browning Magazines (Hollow Point, 2x DR, 2d pi+)

