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# The Company

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Orientation Manual (ver. 3.0.1)  
On-the-Job Handbooks (ver. 2.1.1)

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**The Key to Your Future**

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# Introduction

Congratulations on your selection for employment! We here at the Company look forward to a long and fruitful association, an association which will, at the very least, give you a source of pride about your career. Since the Burbank Treaty of 2033, corporations like the Company have taken on the additional cost of stabilizing international relations. Understandably, the Company must prevent its rivals from gaining excessive market share. As new members of the Company's paramilitary division, you have a bright future ahead. Due to the nature of employment, life insurance benefits are not available at this time.

## What kind of game is The Company?

The Company is a tabletop, pen and paper role-playing game (RPG). In an RPG, players create player characters (PCs) that they take on adventures through the game world. In the case of The Company, this world is a corporate dystopia, and their adventures are typically missions of destruction.

However, unlike many RPGs, the Company focuses exclusively on combat. The time-wasting elements of actually roleplaying have been eliminated in favor of more carnage. The Company could more accurately be described as a tactical simulator.

The Mission Controller (MC) is the person who actually runs the missions. He/she describes the game world to the players. In turn, the players tell the Mission Controller the actions they'd like to undertake. If necessary, players roll dice to determine the success of these actions. The Mission Controller then describes the action and any pertinent consequences, after which this cycle of life continues.

As players successfully complete missions,

they gain access to more training which enhances their abilities. If they fail, they're probably dead and players need to start over with new characters (unless the MC lets them retry). *Ç'est la vie.*

## What do I need to play?

To successfully play The Company, you will need the following:

- **Players:** The only truly necessary components of a game.
- **Mission Controller:** The Mission Controller (MC) narrates the game world, controls non-player character (NPC) behavior, describes the results of PC actions, and keeps order at the gaming table. There may be assistant Mission Controllers who aid with these duties.
- **This Orientation Manual:** At least one copy is needed, though preferably every player will have their own.
- **Dice:** Each person involved will need three (3) six-sided dice (d6s).
- **Character Dossiers:** Each player needs a dossier (*dahs-ee-yay*) for his/her character(s). A dossier contains all the information on a character—if it disappears, it's as if that character never existed, buried alive by bureaucracy. A blank dossier appears at the end of this manual and is also available, free of charge, at The Company's website: <http://www.chriswsh.com/design.php>.
- **A Square Battle Grid:** Battle grids are available at gaming stores, and help greatly in keeping positions straight and determining tactical movement.
- **Mission Map(s):** A Mission Map is a battle-grid overlay that defines the area a mission will take place in. It is typically drawn on with erasable markers and contains symbols for walls, doors, equipment—everything that may be pertinent during a mission.

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- Miniatures: Miniatures are small figurines (or marked slips of paper, or coins, etc.) that represent mobile objects (characters, environmental hazards, etc.).
- A Cutting Wit: How else will you let everyone know how much you pwn?

### How do I play?

At the beginning of each mission, the team of player characters (PCs) takes its position on the Mission Map. The PCs then take turns performing actions, refereed by the MC. The players attempt to complete the objective(s) before time runs out. When time runs out, bad consequences ensue, usually death.

### What is rounding?

Occasionally, you will end up with decimal values when calculating damage, cover bonuses to Evasion, Equipment ratings, etc. Normally, you round down if the decimal value is less than .5 (3.499 rounds to 3) and up if the decimal value is .5 or greater (3.5 rounds to 4). This is rounding as normal.

To round down, ignore anything after the decimal.

When rounding up, increase the value to the next whole number.

Original	Rounding	Rounding Up	Rounding Down
3.116	3	4	3
3.5	4	4	3
3.67734	4	4	3

# Initial Character Creation

## How do I create a kick-ass character?

Each PC in The Company is trained in one of four jobs: Engineer, Hitman, Infiltrator, or Medic. The job selected affects combat capabilities and, to play a character well, you must specialize, learn your job, and trust your teammates.

All information about your character, including capabilities and equipment, is recorded on your Character Dossier.

## What are the parts of the Character Dossier?

The Character Dossier is divided into several sections:

- The “Identifying Information” section, as the name suggests, contains the information necessary to identify the dossier.
- The “Employment Information” section, again as the name suggests, contains the information about employment.
- The “Ability Ratings” section records a character's Ability Ratings, which are numerical scores representing various physical and mental attributes.
- The “Combat Statistics” section contains Hit Box targeting information and places to record damage. It also provides a place to record Base Evasion and Base Action Point ratings.
- The “Death Clock” section contains areas to record the progress of the Death Clock as well as other statuses.
- The “Certifications” section records a character's certifications.
- The “Offensive Equipment” section records the ratings for the items you can use to hurt people. Or if you’re a medic, the items you can use to heal people.

- The “Defensive Equipment” section records the ratings for the items that keep you from getting hurt.
- The “Miscellaneous” section is for everything else, including doodles.

Because situations can change very quickly, especially damage, filling the Character Dossier out with a pencil is highly recommended.

## What are Jobs?

As mentioned before, each character is trained in a specific job. There are four available jobs:

- **Engineers** circumvent and/or co-opt technology for the benefit of their team. They don’t need good aim when they have robots to take care of their light work.
- **Hitmen**, quite simply, kill people. Enough said.
- **Infiltrators** are the commandos. They sneak around, snipe people, and blow shit up.
- **Medics** fix people. If they get bored, sometimes they poison them instead.

## What are Ability Ratings?

Each valued employee is unique, with individual strengths and weaknesses. As part of your initial evaluation, you will be rated on 3 attributes. All ratings start at 0, which is average. You have seven 7 points with which to purchase increased ratings. At character creation, the maximum for any Ability Rating is five 5.

- **Hardass (HAR)**: How many punches can you take? How much can you bench? Is your primary weapon a roundhouse kick? Hardass influences how strong a character is and how well he/she resists injury and poison. Each point spent in this area increases your Hardass Rating by 1.
- **Moves (MOV)**: Do you have them and can

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you bust them out? This rating determines your character's agility, coordination, and Base Evasion. Each point spent in this area increases your Moves Rating by 1.

- **Awareness (AWA):** Do you have a clue? Will you ever have a clue? Can you recognize something that might be a clue before it kicks you in the balls? Highly aware characters understand their environment and have an intuitive knowledge of body language and social cues. Each point spent in this area increases your Awareness Rating by 1.

### What are the minimum requirements for each Job?

To qualify for Basic Training in a Job, you must meet the following requirements:

- **Engineers** must be rated MOV 3, AWA 2
- **Hitmen** must be rated HAR 3, MOV 2
- **Infiltrators** must be rated HAR 1, MOV 2, AWA 2
- **Medics** must be rated MOV 2, AWA 3

If you do not meet any of these requirements, we appreciate your interest in employment here at the Company, but regret to inform you that we have no job openings available at this time.

### What is Basic Training?

Once you have chosen your Job, the Company's world-class training staff will, in our state-of-the-art facilities, give you the experience and confidence needed for a long and productive career at the Company.

**Engineer Basic Training** consists of:

- Mechanical Hardware 2 or Electronic Hardware 2
- Software 2
- Other Certifications sufficient to bring your total Certifications Level to 10.

**Hitman Basic Training** consists of:

- Heavy Weapons 2
- Grenades 2
- Other Certifications sufficient to bring your total Certifications Level to 10.

**Infiltrator Basic Training** consists of:

- Silenced Weapons 2
- Stealth 2
- Other Certifications sufficient to bring your total Certifications Level to ten 10.

**Medic Basic Training** consists of:

- Triage/Healing 2
- Performance Enhancing Compounds 2 or Toxins 2
- Other Certifications sufficient to bring your total Certifications Level to ten10

During Basic Training, no Certifications Tree may be trained beyond Certifications Level 4, and no Intermediate or Advanced Certifications may be selected.

### What is my signing bonus?

Each employee is given a signing bonus of \$5,000, which, luckily, is exactly the amount needed to purchase the orientation program.

(At this point, our Company lawyers would like to remind you that you cannot reveal that information to anyone outside the Company, especially potential hires, due to the terms of the non-disclosure agreement you signed upon hiring.)

# Character Advancement

Career advancement in The Company follows simple rules: The better you are, the longer you survive. The longer you survive, the more training you can purchase. The more training you possess, the better you are. Thus the cycle of life continues.

## What are Job Points (JP)?

Occasionally, benevolent TLs will allocate players additional Job Points (JP) with which to create their characters. The higher the amount of JP granted, the more skilled the employees will be. In addition, after *successfully* completing missions, employees are awarded JP with which to improve their skills.

## How do I spend Job Points (JP) to improve Ability Ratings?

State-of-the-art medical enhancement facilities allow for the upgrade of your natural abilities. To improve a rating by 1 point, you must spend one 100 times your current rating in JP. To raise a Hardass rating from 4 to 5, you must spend 400 JP.

## How do I spend Job Points (JP) to acquire new Certifications?

To acquire a new Certification, simply purchase the training for the amount of JP listed, then record the Certification and any appropriate bonuses on your Character Dossier. As long as you meet the prerequisites for a Certification, you may acquire it. This includes Ability Rating prerequisites for the Job itself. (Unless you have a Moves Rating of 2 and an Awareness rating of 3, you don't qualify for Medic basic training and, therefore, may not acquire Medic Certifications.)

## What are Certifications?

Certifications represent an employee's training in certain Skills and grant bonuses to related checks. Since training also makes it more likely you know what you're doing, the higher an employee's Certification Level in a given Certifications Tree, the more powerful the Equipment that can be requisitioned.

## What are Skills?

Skills represent basic areas of competency, such as Triage or Heavy Weapons, which are expected of certain jobs. They represent areas in which characters must train, while Abilities represent natural talent.

## What are Certifications Trees?

A Certifications Tree is a group of Certifications in the same area. For example, the Light Weapons Certifications Tree includes the following:

- [Light Weapons 1](#)
- [Light Weapons 2](#)
- [Light Weapons 3](#)
- [Light Weapons 4](#)
- [Light Weapons 5](#)
- [Light Weapons 6](#)
- [Light Weapons 7](#)
- [Light Weapons 8](#)
- [Light Weapons 9](#)
- [Light Weapons 10](#)

Each lower numbered Certification is a prerequisite for the next Certification in the Tree. An employee cannot train in Light Weapons 4 before being Certified for Light Weapons 3. Only the highest Certification in each area need be recorded on the Character Dossier.

## What is Certifications Level?

An employee's overall Certifications Level indicates his/her degree of training

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and, hopefully, skill. To determine the overall level:

1. Add together the highest number of each Certification the PC possesses: \_\_\_\_\_
2. Multiply the number of Intermediate Certifications possessed by 4: \_\_\_\_\_
3. Multiply the number of Advanced Certifications

### *Certifications Level*

*Reaper has the following Certifications: Courage Under Fire 3, Defensive Strategies 2, Heavy Weapons 6, Light Weapons 5, and Rapid Fire 1. He places a 17 (3 + 2 + 6 + 5 + 1) in the first line. Since Courage Under Fire and Rapid Fire are Intermediate Certifications, he places an 8 (2 x 4) in the second line. Reaper has no Advanced Certifications, so he places a 0 in the third line. Totalling the results, Reaper finds he has a Certifications Level of 25.*

possessed by 9: \_\_\_\_\_

4. Total the results from lines 1 through 3: \_\_\_\_\_

### **How do you read Certifications Format?**

Certifications are presented in a uniform format:

Name Level (Purchase Cost) [Non-Tree Prerequisites]: Effect.

For example, the Silent Weapons 5 Certification Listing appears as follows:

Silent Weapons 5 (150 JP) [HAR 2]: +5 to Accuracy with Silent Weapons.

The training for this Certification costs 150 JP to purchase. In addition, an employee seeking this training must have a Hardass Rating of 2 or higher. Once completed, this training grants the PC a +5 bonus to Accuracy with Silent Weapons.

In addition, an employee seeking this training

must have all previous Silent Weapons Certifications.

### **Are Certifications cumulative?**

No. The bonus granted by each Certification stacks with any bonuses from all other Certifications. An employee Certified in Silent Weapons 5 has a total +5 bonus to Accuracy with Silent Weapons, not a +15 (1 + 2 + 3 + 4 + 5).

### **Do bonuses gained from different Certifications stack?**

Yes. If you have both Defensive Equipment 4 and Impossible to Stop 3, you get a +5 bonus to Hardass checks made to resist/overcome injury. (+2 from Defensive Equipment and +3 from Impossible to Stop).

The only exception is the First Aid Certification from the General Certifications list and the Triage/Healing Certification from the Medic Certifications list. If the bonuses from Triage/Healing are greater than those granted from First Aid, use those instead.

# Certifications Listings

## General Certifications – Basic

Certification	Effect
Awareness Training 1 (10 JP)	+1 to AWA checks to find Stealthed hostiles.
Awareness Training 2 (30 JP)	+2 to AWA checks to find Stealthed hostiles.
Awareness Training 3 (60 JP)	+3 to AWA checks to find Stealthed hostiles.
Awareness Training 4 (100 JP)	+4 to AWA checks to find Stealthed hostiles.
Awareness Training 5 (150 JP)	+5 to AWA checks to find Stealthed hostiles.
Awareness Training 6 (210 JP)	+6 to AWA checks to find Stealthed hostiles.
Awareness Training 7 (280 JP)	+7 to AWA checks to find Stealthed hostiles.
Awareness Training 8 (360 JP)	+8 to AWA checks to find Stealthed hostiles.
Awareness Training 9 (450 JP)	+9 to AWA checks to find Stealthed hostiles.
Awareness Training 10 (550 JP)	+10 to AWA checks to find Stealthed hostiles.
Climbing 1 (10 JP)	+1 to Movement Checks for Climbing
Climbing 2 (30 JP) [HAR 1 or MOV 1]	+2 to Movement Checks for Climbing. While Climbing, the first 5 ft. of movement costs normal instead of double.
Climbing 3 (60 JP)	+3 to Movement Checks for Climbing.
Climbing 4 (100 JP) [HAR 2 or MOV 2]	+4 to Movement Checks for Climbing. While Climbing, the first 10 ft. of movement costs normal instead of double.
Climbing 5 (150 JP) [HAR 3 or MOV 3]	+5 to Movement Checks for Climbing.
Climbing 6 (210 JP) [HAR 4 or MOV 4]	+6 to Movement Checks for Climbing. While Climbing, the first 15 ft. of movement costs normal instead of double.
Climbing 7 (280 JP) [HAR 5 or MOV 5]	+7 to Movement Checks for Climbing.
Climbing 8 (360 JP) [HAR 6 or MOV 6]	+8 to Movement Checks for Climbing. While Climbing, the first 20 ft. of movement costs normal instead of double.
Climbing 9 (450 JP) [HAR 7 or MOV 7]	+9 to Movement Checks for Climbing.
Climbing 10 (550 JP) [HAR 8 or MOV 8]	+10 to Movement Checks for Climbing. While Climbing, the first 25 ft. of movement costs normal instead of double.
Defensive Equipment 1 (10 JP)	
Defensive Equipment 2 (30 JP)	+1 to HAR checks to resist/overcome injury.
Defensive Equipment 3 (60 JP)	
Defensive Equipment 4 (100 JP)	+2 to HAR checks to resist/overcome injury.
Defensive Equipment 5 (150 JP)	
Defensive Equipment 6 (210 JP)	+3 to HAR checks to resist/overcome injury.

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<b>Certification</b>	<b>Effect</b>
Defensive Equipment 7 (280 JP)	
Defensive Equipment 8 (360 JP)	+4 to HAR checks to resist/overcome injury.
Defensive Equipment 9 (450 JP)	
Defensive Equipment 10 (550 JP)	+5 to HAR checks to resist/overcome injury.
First Aid 1 (10 JP)	+1 to Triage checks. You may requisition Triage Equipment Rated 1 or lower. This bonus does not stack with the ones granted by Triage/Healing Certifications.
First Aid 2 (30 JP) [AWA 1]	+2 to Triage checks. You may requisition Triage Equipment Rated 1 or lower. This bonus does not stack with the ones granted by Triage/Healing Certifications.
Light Weapons 1 (10 JP)	+1 to Accuracy with Light Weapons.
Light Weapons 2 (30 JP)	+2 to Accuracy with Light Weapons.
Light Weapons 3 (60 JP)	+3 to Accuracy with Light Weapons.
Light Weapons 4 (100 JP) [MOV 1]	+4 to Accuracy with Light Weapons.
Light Weapons 5 (150 JP)	+5 to Accuracy with Light Weapons.
Light Weapons 6 (210 JP) [MOV 2]	+6 to Accuracy with Light Weapons
Light Weapons 7 (280 JP)	+7 to Accuracy with Light Weapons
Light Weapons 8 (360 JP) [MOV 3]	+8 to Accuracy with Light Weapons
Light Weapons 9 (450 JP) [MOV 4]	+9 to Accuracy with Light Weapons
Light Weapons 10 (550 JP) [MOV 5]	+10 to Accuracy with Light Weapons.
Swimming 1 (10 JP)	+1 to Movement Checks for Swimming
Swimming 2 (30 JP) [HAR 1]	+2 to Movement Checks for Swimming. While Swimming, the first 5 ft. of movement costs normal instead of double.
Swimming 3 (60 JP)	+3 to Movement Checks for Swimming.
Swimming 4 (100 JP) [HAR 2]	+4 to Movement Checks for Swimming. While Swimming, the first 10 ft. of movement costs normal instead of double.
Swimming 5 (150 JP) [HAR 3]	+5 to Movement Checks for Swimming.
Swimming 6 (210 JP) [HAR 4]	+6 to Movement Checks for Swimming. While Swimming, the first 15 ft. of movement cost normal instead of double.
Swimming 7 (280 JP) [HAR 5]	+7 to Movement Checks for Swimming.

<b>Certification</b>	<b>Effect</b>
Swimming 8 (360 JP) [HAR 6]	+8 to Movement Checks for Climbing. While Swimming, the first 20 ft. of movement cost normal instead of double.
Swimming 9 (450 JP) [HAR 7]	+9 to Movement Checks for Swimming.
Swimming 10 (550 JP) [HAR 8]	+10 to Movement Checks for Swimming. While Swimming, the first 25 ft. of movement cost normal instead of double.

**General Certifications – Intermediate**

<b>Certification</b>	<b>Effect</b>
Concentration 1 (150 JP)	+1 to HAR checks made to avoid being interrupted.
Concentration 2 (210 JP)	+2 to HAR checks made to avoid being interrupted.
Concentration 3 (280 JP) [HAR 1]	+3 to HAR checks made to avoid being interrupted.
Concentration 4 (360 JP)	+4 to HAR checks made to avoid being interrupted.
Concentration 5 (450 JP) [HAR 2]	+5 to HAR checks made to avoid being interrupted.
Defensive Strategies 1 (150 JP) [MOV 3]	When behind cover, you gain a +1 bonus to Evasion.
Defensive Strategies 2 (210 JP)	+1 to HAR checks to resist/overcome injury.
Defensive Strategies 3 (280 JP) [MOV 4]	When behind cover, you gain a +2 bonus to Evasion.
Defensive Strategies 4 (360 JP)	+2 to HAR checks to resist/overcome injury.
Defensive Strategies 5 (450 JP)	When behind cover, you gain a +3 bonus to Evasion.
Movement 1 (150 JP) [MOV 1]	While Standing, the first 5 AP spent towards movement does not count towards Movement penalties to Accuracy.
Movement 2 (210 JP)	While Standing, the first 10 AP spent towards movement does not count towards Movement penalties to Accuracy.
Movement 3 (280 JP) [MOV 2]	While Kneeling, the first 5 AP spent towards movement does not count towards Movement penalties to Accuracy.

<b>Certification</b>	<b>Effect</b>
Movement 4 (360 JP) [MOV 3]	While Running, the first 5 AP spent towards movement does not count towards Movement penalties to Accuracy.
Movement 5 (450 JP) [MOV 4]	While Prone, the first 5 AP spent towards movement does not count towards Movement penalties to Accuracy.
Squad Tactics 1 (150 JP) [AWA 2]	+1 to rolls when Giving Suppressing Fire.
Squad Tactics 2 (210 JP)	+2 to rolls when Giving Suppressing Fire.
Squad Tactics 3 (280 JP) [AWA 3]	+3 to rolls when Giving Suppressing Fire.
Squad Tactics 4 (360 JP) [AWA 4]	+4 to rolls when Giving Suppressing Fire.
Squad Tactics 5 (450 JP) [AWA 5]	+5 to rolls when Giving Suppressing Fire.

### General Certifications – Advanced

<b>Certification</b>	<b>Effect</b>
Advanced Movement 1 (550 JP) [MOV 5] Cert: Movement 5	If you move 40 ft. or more, your Movement bonus to Evasion increases by 1.
Advanced Movement 2 (660 JP) [MOV 6]	If you move 35 ft. or more, your Movement bonus to Evasion increases by 1.
Advanced Movement 3 (780 JP) [MOV 7]	If you move 10 ft. or more, your Movement bonus to Evasion increases by 1.

## Engineer Certifications – Basic

Certification	Effect
Electronic Hardware 1 (10 JP)	+1 to Electronic Hardware checks.
Electronic Hardware 2 (30 JP)	+2 to Electronic Hardware checks.
Electronic Hardware 3 (60 JP)	+3 to Electronic Hardware checks.
Electronic Hardware 4 (100 JP)	+4 to Electronic Hardware checks.
Electronic Hardware 5 (150 JP) [MOV 4]	+5 to Electronic Hardware checks.
Electronic Hardware 6 (210 JP)	+6 to Electronic Hardware checks.
Electronic Hardware 7 (280 JP) [MOV 5]	+7 to Electronic Hardware checks.
Electronic Hardware 8 (360 JP)	+8 to Electronic Hardware checks.
Electronic Hardware 9 (450 JP) [MOV 6]	+9 to Electronic Hardware checks.
Electronic Hardware 10 (550 JP) [MOV 7]	+10 to Electronic Hardware checks.
Mechanical Hardware 1 (10 JP)	+1 to Mechanical Hardware checks.
Mechanical Hardware 2 (30 JP)	+2 to Mechanical Hardware checks.
Mechanical Hardware 3 (60 JP)	+3 to Mechanical Hardware checks.
Mechanical Hardware 4 (100 JP)	+4 to Mechanical Hardware checks.
Mechanical Hardware 5 (150 JP) [MOV 4]	+5 to Mechanical Hardware checks.
Mechanical Hardware 6 (210 JP)	+6 to Mechanical Hardware checks.
Mechanical Hardware 7 (280 JP) [MOV 5]	+7 to Mechanical Hardware checks.
Mechanical Hardware 8 (360 JP)	+8 to Mechanical Hardware checks.
Mechanical Hardware 9 (450 JP) [MOV 6]	+9 to Mechanical Hardware checks.
Mechanical Hardware 10 (550 JP) [MOV 7]	+10 to Mechanical Hardware checks.
Software 1 (10 JP)	+1 to Software checks.
Software 2 (30 JP)	+1 to Software checks.
Software 3 (60 JP)	+1 to Software checks.
Software 4 (100 JP)	+1 to Software checks.
Software 5 (150 JP) [AWA 3]	+1 to Software checks.
Software 6 (210 JP)	+1 to Software checks.
Software 7 (280 JP) [AWA 4]	+1 to Software checks.
Software 8 (360 JP) [AWA 5]	+1 to Software checks.
Software 9 (450 JP) [AWA 6]	+1 to Software checks.
Software 10 (550 JP) [AWA 7]	+1 to Software checks.

## Engineer Certifications – Intermediate

Certification	Effect
Code Monkey 1 (150 JP) [Cert: Software 4]	If, before adding bonuses, you roll a 7 or below on a Software check, your roll counts as 1 higher.

<b>Certification</b>	<b>Effect</b>
Code Monkey 2 (210 JP) [AWA 3]	If, before adding bonuses, you roll an 8 or below on a Software check, your roll counts as 1 higher.
Code Monkey 3 (280 JP) [Cert: Software 5]	If, before adding bonuses, you roll a 9 or below on a Software check, your roll counts as 1 higher.
Code Monkey 4 (360 JP) [Cert: Software 6]	If, before adding bonuses, you roll a 10 or below on a Software check, your roll counts as 1 higher.
Grease Monkey 1 (150 JP) [Cert: Mechanical Hardware 4]	If, before adding bonuses, you roll a 7 or below on a Mechanical Hardware check, your roll counts as 1 higher.
Grease Monkey 2 (210 JP) [MOV 4]	If, before adding bonuses, you roll an 8 or below on a Mechanical Hardware check, your roll counts as one higher.
Grease Monkey 3 (280 JP) [Cert: Mechanical Hardware 5]	If, before adding bonuses, you roll a 9 or below on a Mechanical Hardware check, your roll counts as 1 higher.
Grease Monkey 4 (360 JP) [Cert: Mechanical Hardware 6]	If, before adding bonuses, you roll a 10 or below on a Software check, your roll counts as 1 higher.
Mod Monkey 1 (150 JP) [Cert: Electronic Hardware 4]	If, before adding bonuses, you roll a 7 or below on an Electronic Hardware check, your roll counts as 1 higher.
Mod Monkey 2 (210 JP) [MOV 4]	If, before adding bonuses, you roll an 8 or below on an Electronic Hardware check, your roll counts as 1 higher.
Mod Monkey 3 (280 JP) [Cert: Electronic Hardware 5]	If, before adding bonuses, you roll a 9 or below on an Electronic Hardware check, your roll counts as 1 higher.
Mod Monkey 4 (360 JP) [Cert: Electronic Hardware 6]	If, before adding bonuses, you roll a 10 or below on an Electronic Hardware check, your roll counts as 1 higher.
Tech Support 1 (150 JP) [Cert: Electronic Hardware 4 <i>or</i> Mechanical Hardware 4 <i>or</i> Software 4]	You may spend 20 AP to grant a +1 bonus to a teammate in any area (Electronic Hardware, Mechanical Hardware, or Software) that you have Certified to level 4 or higher. This effect expires at the beginning of your next turn.

Certification	Effect
Tech Support 2 (210 JP)	You may spend 20 AP to grant an overall +2 bonus to a teammate in any area that you have Certified to level 4 or higher. This effect expires at the beginning of your next turn.
Tech Support 3 (280 JP) [Cert: Electronic Hardware 5 <i>or</i> Mechanical Hardware 5 <i>or</i> Software 5]	You may spend 15 AP to grant an overall +3 bonus to a teammate in any area that you have Certified to level 5 or higher. This effect expires at the beginning of your next turn.
Tech Support 4 (360 JP) [Cert: Electronic Hardware 6 <i>or</i> Mechanical Hardware 6 <i>or</i> Software 6]	You may spend 15 AP to grant an overall +4 bonus to a teammate in any area that you have Certified to level 6 or higher. This effect expires at the beginning of your next turn.
Work Under Pressure 1 (150 JP) [Cert: Electronic Hardware 4 <i>or</i> Mechanical Hardware 4 <i>or</i> Software 4]	+1 to HAR checks made to resist being Interrupted while Wrapping Actions in any area (Electronic Hardware, Mechanical Hardware, or Software) that you have Certified to level 4 or higher.
Work Under Pressure 2 (210 JP)	When making a check in any area you have Certified to level 4 or higher, that you may reduce the cost of making that check by 5 AP (to a minimum of 5 AP).
Work Under Pressure 3 (280 JP) [Cert: Electronic Hardware 5 <i>or</i> Mechanical Hardware 5 <i>or</i> Software 5]	+2 to HAR checks made to resist being Interrupted while Wrapping Actions in any area that you have Certified to level 5 or higher.
Work Under Pressure 4 (360 JP)	When making a check in any area that you have Certified to level 5 or higher, you may reduce the cost of making that check by 10 AP (to a minimum of 5 AP).

## Engineer Certification – Advanced

Certification	Effect
Combat Engineering 1 (550 JP) [HAR 3, Cert: Work Under Pressure 4]	+1 to HAR checks made to resist being Interrupted while Wrapping any Hardware or Software Actions.
Combat Engineering 2 (660 JP)	+2 to HAR checks made to resist being Interrupted while Wrapping any Hardware or Software Actions.

<b>Certification</b>	<b>Effect</b>
Combat Engineering 3 (780 JP) [HAR 4]	+3 to HAR checks made to resist being Interrupted while Wrapping any Hardware or Software Actions.
Combat Engineering 4 (910 JP)	+4 to HAR checks made to resist being Interrupted while Wrapping any Hardware or Software Actions.
Über-Monkey 1 (550 JP) [Cert: Code Monkey 4, Grease Monkey 4, Mod Monkey 4]	Before adding bonuses, the lowest you can roll on any Hardware or Software check is a 9.
Über-Monkey 2 (660 JP) [MOV 5, AWA 5]	Before adding bonuses, the lowest you can roll on any Hardware or Software check is a 10.
Über-Monkey 3 (780 JP) [MOV 6, AWA 6]	Before adding bonuses, the lowest you can roll on any Hardware or Software check is a 11.
Über-Monkey 4 (910 JP) [MOV 7, AWA 7]	Before adding bonuses, the lowest you can roll on any Hardware or Software check is a 12.



## Hit man Certifications – Basic

Certification	Effect
Heavy Weapons 1 (10 JP)	+1 to Accuracy with Heavy Weapons.
Heavy Weapons 2 (30 JP)	+2 to Accuracy with Heavy Weapons.
Heavy Weapons 3 (60 JP)	+3 to Accuracy with Heavy Weapons.
Heavy Weapons 4 (100 JP) [HAR 4]	+4 to Accuracy with Heavy Weapons.
Heavy Weapons 5 (150 JP)	+5 to Accuracy with Heavy Weapons.
Heavy Weapons 6 (210 JP) [HAR 5]	+6 to Accuracy with Heavy Weapons.
Heavy Weapons 7 (280 JP)	+7 to Accuracy with Heavy Weapons.
Heavy Weapons 8 (360 JP) [HAR 6]	+8 to Accuracy with Heavy Weapons.
Heavy Weapons 9 (450 JP) [HAR 7]	+9 to Accuracy with Heavy Weapons.
Heavy Weapons 10 (550 JP) [HAR 8]	+10 to Accuracy with Heavy Weapons.
Grenades 1 (10 JP)	+1 to Accuracy with Grenades.
Grenades 2 (30 JP)	+2 to Accuracy with Grenades.
Grenades 3 (60 JP)	+3 to Accuracy with Grenades.
Grenades 4 (100 JP) [MOV 3]	+4 to Accuracy with Grenades.
Grenades 5 (150 JP)	+5 to Accuracy with Grenades.
Grenades 6 (210 JP) [MOV 4]	+6 to Accuracy with Grenades.
Grenades 7 (280 JP)	+7 to Accuracy with Grenades.
Grenades 8 (360 JP) [MOV 5]	+8 to Accuracy with Grenades.
Grenades 9 (450 JP) [MOV 6]	+9 to Accuracy with Grenades.
Grenades 10 (550 JP) [MOV 7]	+10 to Accuracy with Grenades.
Target Tracking 1 (10 JP)	If your target possesses a Movement bonus to Evasion, your Accuracy against that target increases by 1.
Target Tracking 2 (30 JP)	If your target possesses a Movement bonus to Evasion, your Accuracy against that target increases by 2.
Target Tracking 3 (60 JP)	If your target possesses a Movement bonus to Evasion, your Accuracy against that target increases by 3.
Target Tracking 4 (100 JP) [AWA 1]	If your target possesses a Movement bonus to Evasion, your Accuracy against that target increases by 4.
Target Tracking 5 (150 JP)	If your target possesses a Movement bonus to Evasion, your Accuracy against that target increases by 5.

## Hitman Certifications – Intermediate

Certification	Effect
Courage Under Fire 1 (150 JP) [HAR 4, Cert: Defensive Strategies 2]	While Suppressed, you may move up to 5 ft. away from cover if you are prone.
Courage Under Fire 2 (210 JP)	While Suppressed, you may move 10 ft. away from cover if you are prone.
Courage Under Fire 3 (280 JP) [HAR 5]	While Suppressed, you may move 15 ft. away from cover if you are prone.
Courage Under Fire 4 (360 JP)	While Suppressed, you may move up to 5 ft. away from cover if you are kneeling.
Courage Under Fire 5 (450 JP) [HAR 6]	While Suppressed, you may move up to 10 ft. away from cover if you are kneeling.
Courage Under Fire 6 (210 JP) [HAR 7]	While Suppressed, you may move up to 5 ft. away from cover if you are standing.
Negate Cover 1 (150 JP) [AWA 2, Cert: Target Tracking 4]	When firing at a target with cover, you may change one box from dark to gray, or from gray to white.
Negate Cover 2 (210 JP)	When firing at a target with cover, you may change two boxes from dark to gray, or from gray to white.
Negate Cover 3 (280 JP) [AWA 3]	When firing at a target with cover, you may change three boxes from dark to gray, or from gray to white.
Negate Cover 4 (360 JP) [AWA 4]	When firing at a target with cover, you may change four boxes from dark to gray, or from gray to white.
Negate Cover 5 (450 JP) [AWA 5]	When firing at a target with cover, you may change five boxes from dark to gray, or from gray to white.
Rapid Fire 1 (150 JP) [MOV 3, Cert: Heavy Weapons 5]	The cost of firing a Light or Heavy Weapon is reduced by 5 AP (to a minimum of 5 AP).
Rapid Fire 2 (210 JP) [MOV 4]	The cost of firing a Light or Heavy Weapon is reduced by 10AP (to a minimum of 5 AP).
Rapid Reload 1 (150 JP) [MOV 3, Cert: Heavy Weapons 5]	The cost of reloading a Light or Heavy Weapon is reduced by 5 AP (to a minimum of 5 AP).
Rapid Reload 2 (210 JP) [MOV 4]	The cost of reloading a Light or Heavy Weapon is reduced by 10 AP (to a minimum of 5 AP).

**Hitman Certifications – Advanced**

<b>Certification</b>	<b>Effect</b>
Impossible to Stop 1 (550 JP) [HAR 8, Cert: Courage Under Fire 6]	+1 to HAR checks made to resist/overcome injury. +1 to HAR checks made to resist Suppression.
Impossible to Stop 2 (660 JP)	+2 to HAR checks made to resist/overcome injury. +2 to HAR checks made to resist Suppression.
Impossible to Stop 3 (780 JP) [HAR 9]	+3 to HAR checks made to resist/overcome injury. +3 to HAR checks made to resist Suppression.
Impossible to Stop 4 (910 JP)	+4 to HAR checks made to resist/overcome injury. +4 to HAR checks made to resist Suppression.



**Infiltrator Certifications – Basic**

<b>Certification</b>	<b>Effect</b>
Grenades 1 (10 JP)	+1 to Accuracy with Grenades.
Grenades 2 (30 JP)	+2 to Accuracy with Grenades.
Grenades 3 (60 JP)	+3 to Accuracy with Grenades.
Grenades 4 (100 JP) [MOV 3]	+4 to Accuracy with Grenades.
Grenades 5 (150 JP)	+5 to Accuracy with Grenades.
Grenades 6 (210 JP) [MOV 4]	+6 to Accuracy with Grenades.
Grenades 7 (280 JP)	+7 to Accuracy with Grenades.
Grenades 8 (360 JP) [MOV 5]	+8 to Accuracy with Grenades.
Grenades 9 (450 JP) [MOV 6]	+9 to Accuracy with Grenades.
Grenades 10 (550 JP) [MOV 7]	+10 to Accuracy with Grenades.
Silent Weapons 1 (10 JP)	+1 to Accuracy with Silent Weapons.
Silent Weapons 2 (30 JP)	+2 to Accuracy with Silent Weapons.
Silent Weapons 3 (60 JP)	+3 to Accuracy with Silent Weapons.
Silent Weapons 4 (100 JP)	+4 to Accuracy with Silent Weapons.
Silent Weapons 5 (150 JP) [HAR 2]	+5 to Accuracy with Silent Weapons.
Silent Weapons 6 (210 JP)	+6 to Accuracy with Silent Weapons.
Silent Weapons 7 (280 JP) [HAR 3]	+7 to Accuracy with Silent Weapons.
Silent Weapons 8 (360 JP) [MOV 3]	+8 to Accuracy with Silent Weapons.
Silent Weapons 9 (450 JP) [HAR 4]	+9 to Accuracy with Silent Weapons.
Stealth 1 (10 JP)	+1 to Stealth checks.
Stealth 2 (30 JP)	+2 to Stealth checks.
Stealth 3 (60 JP)	+3 to Stealth checks.
Stealth 4 (100 JP) [MOV 3]	+4 to Stealth checks.
Stealth 5 (150 JP)	+5 to Stealth checks.
Stealth 6 (210 JP) [MOV 4]	+6 to Stealth checks.
Stealth 7 (280 JP)	+7 to Stealth checks.
Stealth 8 (360 JP) [MOV 5]	+8 to Stealth checks.
Stealth 9 (450 JP)	+9 to Stealth checks.
Stealth 10 (550 JP) [MOV 6]	+10 to Stealth checks.
Traps 1 (10 JP)	Traps you set attack with an Accuracy of 1.
Traps 2 (30 JP)	+1 to Stealth Rating of placed traps.
Traps 3 (60 JP)	Traps you set attack with an Accuracy of 2.
Traps 4 (100 JP) [AWA 3]	+2 to Stealth Ratings of placed traps.
Traps 5 (150 JP)	Traps you set attack with an Accuracy of 3.
Traps 6 (210 JP) [AWA 4]	+3 to Stealth Rating of placed traps.

<b>Certification</b>	<b>Effect</b>
Traps 7 (280 JP)	Traps you set attack with an Accuracy of 4.
Traps 8 (360 JP) [AWA 5]	+4 to Stealth Rating of placed traps.
Traps 9 (450 JP)	Traps you set attack with an Accuracy of 5.
Traps 10 (550 JP) [AWA 6]	+5 to Stealth Rating of placed traps.

### Infiltrator Certifications – Intermediate

<b>Certification</b>	<b>Effect</b>
Commando 1 (150 JP) [Cert: Stealth 3, Silent Weapons 3]	When sniping with a Silent Weapon, your Stealth Rating does not decrease.
Commando 2 (210 JP) [Cert: Stealth 4]	When sniping with a non-Silent Weapon, your Stealth Rating decreases by 1 per each shot fired.
Commando 3 (280 JP) [MOV 3, Cert: Stealth 5, Silent Weapons 4]	When Sniping with any weapon, your Stealth Rating does not decrease.
Improved Stealth 1 (150 JP) [Cert: Stealth 4]	If, before adding bonuses, you roll a 7 or below on a Stealth check, your roll counts as 1 higher.
Improved Stealth 2 (210 JP) [MOV 4]	If, before adding bonuses, you roll an 8 or below on a Stealth check, your roll counts as 1 higher.
Improved Stealth 3 (280 JP) [Cert: Stealth 5]	If, before adding bonuses, you roll a 9 or below on a Stealth check, your roll counts as 1 higher.
Improved Stealth 4 (360 JP) [MOV 5]	If, before adding bonuses, you roll a 10 or below on a Stealth check, your roll counts as 1 higher.
Infiltration 1 (150 JP) [Cert: Stealth 5]	When making Hardware or Software checks for the purposes of circumventing security, you get a +1 bonus.
Infiltration 2 (210 JP)	When making Hardware or Software checks for the purposes of circumventing security, you get a +2 bonus.
Infiltration 3 (280 JP) [MOV 4]	When making Hardware or Software checks for the purposes of circumventing security, you get a +3 bonus.
Infiltration 4 (360 JP)	When making Hardware or Software checks for the purposes of circumventing security, you get a +4 bonus.

**Infiltrator Certifications – Advanced**

<b>Certification</b>	<b>Effect</b>
Assassin 1 (550 JP) [HAR 3, MOV 6, Cert: Silent Weapons 7]	If you hit a Surprised target in the head, he/she must make a HAR check of 21 or die instantly. Bonuses to HAR checks made to resist injury do not apply.
Assassin 2 (660 JP)	If you hit a Surprised target in the head or torso, he/she must make a HAR check of 22 or die instantly. Bonuses to HAR checks made to resist injury do not apply.
Assassin 3 (780 JP)	If you hit a Surprised target, he/she must make a HAR check of 22 or die instantly. Bonuses to HAR checks made to resist injury do not apply.
Stealth Mastery 1 (550 JP) [Cert: Improved Stealth 4]	Before adding bonuses, the minimum you can roll on a Stealth check is 9.
Stealth Mastery 2 (660 JP) [MOV 7]	Before adding bonuses, the minimum you can roll on a Stealth check is 10.
Stealth Mastery 3 (780 JP) [AWA 5]	Before adding bonuses, the minimum you can roll on a Stealth check is 11.
Stealth Mastery 4 (910 JP) [MOV 8]	Before adding bonuses, the minimum you can roll on a Stealth check is 12.

The Key to Yo

## Medic Certifications – Basic

Certification	Effect
Performance Enhancing Compounds (PECs) 1 (10 JP)	The duration of administered PECs increases by 1 round.
PECs 2 (30 JP)	The duration of administered PECs increases by 2 rounds.
PECs 3 (60 JP)	The duration of administered PECs increases by 3 rounds.
PECs 4 (100 JP) [AWA 4]	The duration of administered PECs increases by 4 rounds.
PECs 5 (150 JP)	The duration of administered PECs increases by 5 rounds.
PECs 6 (210 JP) [AWA 5]	The duration of administered PECs increases by 6 rounds.
PECs 7 (280 JP)	The duration of administered PECs increases by 7 rounds.
PECs 8 (360 JP) [AWA 6]	The duration of administered PECs increases by 8 rounds.
PECs 9 (450 JP)	The duration of administered PECs increases by 9 rounds.
PECs 10 (550 JP) [AWA 7]	The duration of administered PECs increases by 10 rounds.
Pocket Medic 1 (10 JP)	If you ended your turn within 5 ft. of a teammate last turn, you gain a +1 to Triage checks on that teammate.
Pocket Medic 2 (30 JP)	As Pocket Medic 1, but +2 instead.
Pocket Medic 3 (60 JP) [MOV 3]	As Pocket Medic 1, but +3 instead.
Pocket Medic 4 (100 JP)	If you ended your turn within 10 ft. of a teammate last turn, you gain a +1 to Triage checks on that teammate.
Pocket Medic 5 (150 JP) [MOV 4]	As Pocket Medic 4, but +2 instead.
Pocket Medic 6 (210 JP) [AWA 4]	As Pocket Medic 4, but +3 instead.
Pocket Medic 7 (280 JP) [MOV 5]	If you ended your turn within 15 ft. of a teammate last turn, you gain a +1 to Triage checks on that teammate.
Pocket Medic 8 (360 JP) [AWA 5]	As Pocket Medic 7, but +2 instead
Pocket Medic 9 (450 JP) [MOV 6]	As Pocket Medic 8, but +3 instead.
Pocket Medic 10 (550 JP) [MOV 7]	If you ended your turn within 20 ft. of a teammate last turn, you gain a +1 to Triage checks on that teammate..

<b>Certification</b>	<b>Effect</b>
Toxins 1 (10 JP)	The duration of administered Toxins increases by 1 round.
Toxins 2 (30 JP)	+1 to the Toxicity of administered Toxins.
Toxins 3 (60 JP)	The duration of administered Toxins increases by 2 rounds.
Toxins 4 (100 JP)	+2 to the Toxicity of administered Toxins.
Toxins 5 (150 JP) [MOV 3]	The duration of administered Toxins increases by 3 rounds.
Toxins 6 (210 JP)	+3 to the Toxicity of administered Toxins.
Toxins 7 (280 JP) [MOV 4]	The duration of administered Toxins increases by 4 rounds.
Toxins 8 (360 JP)	+4 to the Toxicity of administered Toxins.
Toxins 9 (450 JP) [MOV 5]	The duration of administered Toxins increases by 5 rounds.
Toxins 10 (550 JP)	+5 to the Toxicity of administered Toxins.
Triage/Healing 1 (10 JP)	+1 to Triage checks.
Triage/Healing 2 (30 JP)	+2 to Triage checks.
Triage/Healing 3 (60 JP)	+3 to Triage checks.
Triage/Healing 4 (100 JP)	+4 to Triage checks.
Triage/Healing 5 (150 JP) [AWA 4]	+5 to Triage checks.
Triage/Healing 6 (210 JP)	+6 to Triage checks.
Triage/Healing 7 (280 JP) [AWA 5]	+7 to Triage checks.
Triage/Healing 8 (360 JP)	+8 to Triage checks.
Triage/Healing 9 (450 JP) [AWA 6]	+9 to Triage checks.
Triage/Healing 10 (550 JP) [AWA 7]	+10 to Triage checks.

### Medic Certifications – Intermediate

<b>Certification</b>	<b>Effect</b>
Anti-Toxins 1 (150 JP) [AWA 3, Cert: Toxins 4]	+1 to Triage checks made to neutralize Toxins.
Anti-Toxins 2 (210 JP)	+2 to Triage checks made to neutralize Toxins.
Anti-Toxins 3 (280 JP) [Cert: Toxins 5]	+3 to Triage checks made to neutralize Toxins.
Anti-Toxins 4 (360 JP) [AWA 4]	+4 to Triage checks made to neutralize Toxins.
Anti-Toxins 5 (450 JP) [Cert: Toxins 6]	+5 to Triage checks made to neutralize Toxins.
Improved Resources 1 (150 JP) [Cert: Triage/Healing 4]	Each stack of medical equipment you use has 1 extra use.
Improved Resources 2 (210 JP)	Each stack of medical equipment you use has 2 extra uses.

Certification	Effect
Improved Resources 3 (280 IP) [Cert: Triage/Healing 5]	Each stack of medical equipment you use has 3 extra uses.
Improved Resources 4 (360 JP)	Each stack of medical equipment you use has 4 extra uses.
Improved Toxin Targeting (ITT) 1 (150 JP) [Cert: Light Weapons 4, Toxins 4]	You deal d6-3 pseudodamage with the TDS instead of d6-4.
ITT 2 (210 JP)	The duration of toxins you administer increases by 1 round.
ITT 3 (280 IP) [Cert: Light Weapons 5, Toxins 5]	You deal d6-2 pseudodamage with the TDS.
ITT 4 (360 JP)	The duration of toxins you administer increases by 2 rounds.
ITT 5 (450 JP) [Cert: Light Weapons 6, Toxins 6]	You deal d6-1 pseudodamage with the TDS.
Medic Under Fire 1 (150 JP) [Cert: Triage/Healing 4]	+1 to HAR checks made to resist Interruption while Wrapping Triage checks or Healing actions.
Medic Under Fire 2 (210 JP)	The AP cost of Triage checks and healing actions is reduced by 5. This cannot reduce the cost to below 5 AP.
Medic Under Fire 3 (280 IP) [Cert: Triage/Healing 5]	+2 to HAR checks made to resist Interruption while Wrapping Triage checks or Healing actions.
Medic Under Fire 4 (360 JP)	The AP cost of Triage checks and healing actions is reduced by 10. This cannot reduce the cost to below 5 AP.
Remote Assistance 1 (150 JP) [AWA 4, Cert: Triage/Healing 5]	You may spend 60 AP to grant a teammate the ability to make Triage checks for the purposes of Stabilization. This effect expires at the beginning of your next turn.
Remote Assistance 2 (210 JP)	You may spend 60 AP to grant a teammate the ability to make Triage checks for the purposes of Stabilization. That teammate gets a +1 bonus on such checks. This effect expires at the beginning of your next turn.
Remote Assistance 3 (280 IP) [Cert: Triage/Healing 6]	You may spend 50 AP to grant a teammate the ability to make Triage checks for the purposes of Stabilization. That teammate gets a +2 bonus on such checks. This effect expires at the beginning of your next turn.

<b>Certification</b>	<b>Effect</b>
Remote Assistance 4 (360 JP) [AWA 5]	You may spend 40 AP to grant a teammate the ability to make Triage checks for the purposes of Stabilization. That teammate gets a +2 bonus on such checks. This effect expires at the beginning of your next turn.
Remote Assistance 5 (450 JP) [Cert: Triage/Healing 7]	You may spend 40 AP to grant a teammate the ability to make Triage checks for the purposes of Stabilization. That teammate gets a +3 bonus on such checks. This effect expires at the beginning of your next turn.

### Medic Certifications – Advanced

<b>Certification</b>	<b>Effect</b>
Field Surgeon 1 (550 JP) [MOV 4, Cert: Improved Resources 4, Triage/Healing 6]	Healing Equipment you use heals 1 additional point of damage.
Field Surgeon 2 (660 JP) [MOV 5, Cert: Triage/Healing 7]	Healing Equipment you use heals 2 additional points of damage.
Field Surgeon 3 (780 IP) [MOV 6, Cert: Triage/Healing 8]	Healing Equipment you use heals 3 additional points of damage.
Field Surgeon 4 (910 JP) [MOV 7, Cert: Triage/Healing 9]	Healing Equipment you use heals 4 additional points of damage.
Field Surgeon 5 (1050 JP) [MOV 7, Cert: Triage/Healing 10]	Healing Equipment you use heals 5 additional points of damage.
Rambo Medic 1 (550 JP) [HAR 3, Cert: Defensive Equipment 4, ITT 5, Toxins 7]	+1 to Toxicity of Toxins you administer.
Rambo Medic 2 (660 JP) [HAR 4, Cert: Defensive Equipment 5]	You deal d6 pseudodamage with the TDS.
Rambo Medic 3 (780 IP) [HAR 5, Cert: Toxins 8]	+2 to Toxicity of Toxins you administer.
Rambo Medic 4 (910 JP) [HAR 6, Cert: Defensive Equipment 6]	You deal d6+1 pseudodamage with the TDS.
Rambo Medic 5 (1050 JP) [HAR 7, Cert: Toxins 9]	+3 to Toxicity of Toxins you administer.

# Skill and Ability Checks

## When do I need to roll dice?

Any time the success of a PC's action is in doubt, they need to roll dice to determine the outcome. Since most situations employees find themselves in are quite stressful and/or lethal, dice are rolled quite often to determine who lives and who dies.

## What is dice notation?

Dice notation typically appears in the form of "Roll  $x$  $y$ ," where  $x$  is the number of dice rolled and  $y$  is the number of sides on each die. For example, "Roll 2d8" instructs you to roll 2 eight-sided dice and add the results. If  $x$  is missing, as in "Roll d6," it is equal to 1.

In addition, the rolls may be modified (with bonuses or penalties). "Roll 2d6+5" means that after you roll 2 six-sided dice, you add another five to the result.

## What are Skill checks?

Skill checks are made when a PC attempts to use a Skill. An Electronic Hardware Skill check needs to be made if a PC is trying to operate a complex piece of Electronic Hardware, and a Stealth check is needed to be sneaky. To make a Skill check, roll 3d6 and add the bonus gained from Certifications. If the result meets or beats the Difficulty Rating (DR), the PC succeeds. If not, the PC fails.

## Can you make a Skill check without the corresponding Certification?

Except for checks that deal with movement, such as Climbing, Swimming, and Stealth, a PC must have the appropriate Certification to attempt a Skill check.

## What are Ability checks?

Ability checks are made when you attempt actions, such as kicking down a door, that depend very little on training and more on natural ability. Activities, like withstanding the cold, that depend on strength or endurance usually require a Hardass check. Dodging the pieces of a falling building, picking things up with tweezers, and activities that depend on either agility or hand-eye coordination require a Moves check. Noticing things about the environment and other people requires an Awareness check.

To make an Ability check, roll 3d6 and add the your Rating in the appropriate Ability. Again, if the result meets or beats the DR, the you succeed. If not, you fails.

## Are there critical successes/failures?

No. Life is hard enough already—why make it more difficult? Similarly, if you want to do something awesome, try something awesome (but have a backup plan in case you fail).

## What are Difficulty Ratings (DRs)?

A task's Difficulty Rating (DR) is a numerical representation of the chance a minimally trained individual (with no bonuses) has to succeed:

DR	Percentage	DR	Percentage
3	100%	11	50%
4	99.5%	12	37.5%
5	98.1%	13	25.9%
6	95.4%	14	16.2%
7	90.7%	15	9.26%
8	83.8%	16	4.63%
9	74.1%	17	1.85%
10	62.5%	18	.46%

### What is Active Opposition?

Sometimes two people attempt to influence the same event in different ways. Such checks are Actively Opposed. They include one person trying to break down a door while another is trying to brace it, an Infiltrator trying to sneak by a Hitman, and two Engineers trying to hack the same system.

Typically, opposed checks involve the same skill or ability. If an Engineer with a +5 Software bonus is attempting to hack a server defended by a sysadmin with a +2 Software bonus, the two opposing Engineers roll 3d6 and add their bonuses. The one with the highest roll wins, with ties going to the braced character.

You may only Actively Oppose a roll if you're Braced. The only exception is Awareness vs. Stealth. You may always attempt to find a Stealthed opponent, and the person rolling the Awareness check is considered Braced.

*Reaper is trying to prevent anyone from coming through a door. On his initiative, he spends 10 AP on the Brace for Opposition action. Reaper, now holding his shoulder against the door, is ready. Mojitin, on his turn, realizes there's someone on the other side and decides to bust through the door anyway, spending 20 AP to try. When his action resolves, both Reaper and Mojitin roll a Hardass check (because breaking down a door involves brute strength).*

*Reaper rolls a 10. After adding his Hardass rating, which is 4, his result is a 14. The door, a flimsy one, adds no bonus. His result: 14.*

*Mojitin rolls a 12. His Hardass rating is 2, and so his total result is 14. This ties Reaper's result, and since ties go to the braced character, Mojitin bounces off. If he would have rolled just one higher, he would have crashed through.*

### What about social interaction?

Social interaction that doesn't involve guns is rare among Company employees. Should the situation arise, the MC should consider that the PCs are heavily armed, probably amped up on PECs, and ready to kill. Any NPCs they come across should react accordingly.

### What if there isn't a rule for the situation?

In this case, the MC makes a judgment call.

## How is The Company played?

In The Company, missions take place on a Mission Map: a battle grid overlay that defines the area the mission will take place in. The team of PCs has one or more objectives to complete within the time limit.

## What are rounds?

Because real-time processing is not currently available, time in The Company is divided into rounds, which represent 6-second slices of time. During each round, on their turns, each PC spends AP to purchase their intended actions.

A mission ends when the PCs achieve their objectives, die, retreat, or run out of time.

## How do you keep track of where everything is?

Miniatures, available at local gaming stores, are used to represent the position of every moving object (mainly the PCs and NPC opposition). If miniatures are not currently available (perhaps because *someone* forgot to bring them), anything that will fit in a square will do.

## What are Action Points (AP)?

Action Points are the currency used to purchase actions during a round. If employees have none left, they may not do anything, not even move, unless the associated AP cost is zero (0). Unless otherwise stated, all employees start each turn with 60 AP available.

## How is the order of turns determined?

At the beginning of the mission, each hostile involved makes a Moves check. The result of this check is their Initiative. During each round,

the Initiative Clock ticks down from 28. When it hits someone's initiative, it's their turn. (If two combatants roll the same Initiative, the one with

### *Initiative*

*Yes! It's time, once again, for combat. Reaper and Mojitin are attacking a research facility to extract a rival executive. All PCs make a Moves check for Initiative. Reaper rolls a 13. His Moves rating is 1, so his total is a 14.*

*Mojitin rolls an 8, but his Moves rating is 3, which bumps the roll up to an 11—about average.*

*The MC rolls for the opposing NPCs, one for each group: guards (18), scientists (13), and executive (4). Mojitin and the assassins tied, and since the assassins' Moves rating is 4, they get to go first. Mojitin is bumped down to a 10.*

*Putting all the results together yields the following.*

*18 - Guards (get to go first)  
14 - Reaper (goes second)  
13 - Scientists (go third)  
10 - Mojitin (and so on...)  
4 - Executive*

*Many times, PCs will delay to the same initiative so that it's easier to coordinate their activity. This yields a "PCs go, then NPCs go" turn structure. However, not all NPCs will delay to coordinate with each other, and players can take actions, like Setting an Ambush, which will change their Initiatives. So, even if the PCs are well-coordinated, it's still important for the MC to keep track of this information.*

## The Key to Your Future

the highest Moves rating goes first. If they have the same Moves rating, they roll again solely for the purpose of breaking the tie.)

### What do combatants do during turns?

At the beginning of your turn, you gain 60 AP with which to purchase actions. During your turn, you purchase various actions—movement, attacks, etc. Based on the actions you purchase and the results of your die rolls, the MC narrates what happens in the game.

At the end of your turn, your Death Clock, if active, ticks.

## Firing a Weapon and Other Actions

### What are Actions?

In combat, most people try to stay alive. Company employees also try to complete their objectives. Any activity towards those ends that must be purchased with AP is considered an action. Behavior, such as talking shit, that requires little effort may be considered free, or possibly a Continuously Wrapped Action, at the MC's discretion.

### What are the most common Actions?

Action	AP Cost
Aim (pg 37)	10 AP
Delay (pg 37)	0 AP
Displace (pg 39)	10 AP
Drop to Kneeling (pg 39)	0 AP
Drop to Prone (pg 39)	0 AP
Give Suppressing Fire (pg 39)	varies
Go Comfortably Numb (pg 39)	20 AP
Hold Breath (pg 39)	10 AP
Hunker Down (pg 39)	15 AP
Kneel from Prone (pg 39)	15 AP
Loot Body (pg 39)	20 AP
Maintain Position (pg 39)	0 AP
Open/Close Door (pg 39)	10 AP

Action	AP Cost
Overcome Suppression (pg 39)	15 AP
Rush Through (pg 40)	15 AP
Scan Area (pg 40)	10 AP
Scan for Weakness (pg 40)	15 AP
Stand from Kneeling/Sitting (pg 40)	10 AP
Stand from Prone (pg 40)	25 AP
Switch Active Weapon/Item (pg 40)	10 AP
Tread Water (pg 40)	0 AP
Triage (pg 40)	20 AP
Use Stealth (pg 40)	10 AP
Wait (pg 40)	40 AP

### What is Wrapping an Action?

If you don't have enough AP left to completely purchase an Action but don't have anything better to do, you may Wrap it, completing it at the beginning of the next turn. For example, if you have 15 AP remaining and it costs 30 AP to fire your weapon, you can spend 15 AP towards it now and 15 AP at the beginning of your next turn. It's basically a Layaway of Death. However, firing your weapon must be the first action at the beginning of your next turn; otherwise the 15 AP you already spent are lost.

### What happens if you're interrupted while Wrapping an Action?

If you get hit or otherwise distracted before you finish Wrapping an Action, you must make a Hardass check with a DR of (10 + damage taken) or lose concentration and have to start over. If the interruption doesn't deal damage, the DR of the Hardass check remains at 10.

### What are Continuously Wrapped Actions?

Continuously Wrapped Actions represent efforts that do require concentration, but are not extremely strenuous (like holding position while climbing). Because of this, they cost 0 AP to purchase, employees automatically purchase them when needed, and they can be interrupted like normal Wrapped Actions. (You can shoot someone off a ladder.)

## How do you hurt people?

Available options include shooting them, stabbing them, pushing them off buildings, and, occasionally, setting them on fire. Each target is divided into six Hit Boxes. For humans, these are Head, Torso, Left Arm, Right Arm, Left Leg, and Right Leg. For nonhumans, the division is slightly different but the targeting chart remains the same.

Anyone who takes damage must succeed on a Hardass check, or else the Death Clock starts.

## How do you fire a weapon?

There are two main types of shots: general and called. With a general shot, you take what you can get. You hit whichever Hit Box you roll and do normal damage. With a called shot, you aim at a specific Hit Box. If your shot is successful, you do an additional 50% damage, rounded up, but if you miss that Hit Box, however, you miss completely, even if you'd otherwise hit.

After deciding your target and type of shot, simply pay the weapon's firing cost to pull the trigger.

## How do you determine which Hit Box has been hit?

Targeting is determined by rolling 3d6 and is

affected by the shooter's Accuracy and the target's cover and Evasion.

In the absence of any modifiers, what you roll is what you hit (the first row).

## What kinds of damage are there?

There are three kinds of damage:

- Normal - done by bullets, fists, knives, etc.
- Laser - done by lasers.
- Radiation - done by weapons which fire hard radiation.

Each is equally effective at dishing out the pain, but Defensive Equipment is tailored towards blocking one, and only one, kind.

## How does Defensive Equipment affect damage?

In the Company, Defensive Equipment offers the bulk of its protection against one damage type, with limited protection against the others. In the Equipment Listings, it may look like this:

Anti-Laser Vest – Rated 4

Slot Occupied: Torso. Damage Blocked: 4/2 Laser.

The first number, '4', indicates the amount of

**Hit Box Targeting Chart**

Head		Left Arm		Left Leg		Torso				Right Leg		Right Arm		Head	
3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
3	4	5	6	7	8	9	+1	+1	12	13	14	15	16	17	18
3	4	5	6	7	8	+2			+2	13	14	15	16	17	18
3	4	5	6	7	+3					+3	14	15	16	17	18
3	4	5	6	+4						+4	15	16	17	18	
3	4	5	+5								+5	16	17	18	
3	4	+6										+6	17	18	
3	+7													+7	18
+8															+8

damage blocked. Here, the Anti-Laser Vest blocks 4 points of laser damage.

The second number, '2', indicates the amount of secondary damage blocked. Since the Vest is designed to protect against laser damage, it blocks 2 points of normal and radiation damage.

### How does Defensive Equipment ablate?

In the Company, all Defensive Equipment is ablative. It takes a licking but will eventually stop ticking (as will you if you let it get that far).

The second number, '2', also indicates the armor's integrity threshold. If the Anti-Laser Vest blocks 2 points of *any* kind of damage, both numbers drop by 1.

### What is Accuracy?

Your Accuracy for any round is equal to the bonus granted by your Certifications for the weapon used. This base Accuracy does not change, but can be modified by movement, stances, special circumstances, and the Aim action.

### What statuses affect Accuracy?

As of yet, the only status that affects Accuracy is blind, for a -8 penalty. Unsurprisingly, if you choose to fire a weapon while blind, your team will usually kill you before your opponents do.

### What is Evasion/Base Evasion?

Your Base Evasion is equal to one-half your Moves rating, rounded down. Your Evasion for a round is equal to your Base Evasion, modified by any appropriate bonuses and penalties.

### How do Accuracy and Evasion affect targeting?

Accuracy and Evasion oppose each other. If your target's Evasion is greater than your Accuracy, Hit Boxes go dark from the inside out. If you would have hit that Hit Box, you miss instead.

If your Accuracy is greater than your

target's Evasion, what happens depends on what kind of shot you took. If you took a general shot, the extra Accuracy is wasted. However, if you took a called shot, your extra Accuracy is put to good use. Subtract the target's Evasion from your Accuracy. This is how many targeting points you have. You may spend none, some, or all of them to change the result of your Targeting Roll by one per point.

### How does cover work?

Cover is anything that blocks line-of-attack (anything that's between the gun and target). The amount of cover combatants have is determined by how much of their body is hidden from attackers, and cover works by darkening the appropriate Hit Boxes.

Partial cover makes the Hit Boxes go gray (you take 50% damage if hit) and full cover makes them go completely dark (you take no damage if hit).

### What statuses affect Evasion?

The most common statuses that affect Evasion are blind and surprised.

### What are weapon ranges?

A weapon's range indicates the maximum distance it can be fired without penalties to Accuracy. For each increment beyond that, your Accuracy takes a cumulative -1 penalty. (Firing a short-range weapon up to 50 ft. gives no penalty, 51-100 ft. gives a -2 penalty, etc.)

Range	Distance
Short	50 ft.
Medium	75 ft.
Long	150 ft.

### What are the special (non-damage dealing) Actions?

**Aim [10 AP]:** Aiming raises Accuracy by 1 until the end of the round. You may purchase this action multiple times per round, but the bonuses end at

### Combat

...On their turn, most of the guards take cover and Hunker Down, calling for backup. One, however takes a shot at Reaper. The NPC takes a General shot, just wanting to hit him, and rolls a 9. Normally, that would nail Reaper right in the chest. However, while the guard has an Accuracy of 2, Reaper has an Evasion of 4, giving him a +2 advantage. On the Hit Box Targeting Chart (pg 41), the third row corresponds to a +2 defensive advantage. In that row, the 9, 10, 11, and 12 results are blacked out. They've "gone dark," meaning they can no longer be hit. So the hapless guard misses.

On Reaper's turn, the guard is still standing in open, so he decides to fire back. Reaper's weapon only takes 30 AP to fire, so with the 60 AP available to him, Reaper can fire twice. Both times, he chooses to make a Called shot at the guard's head. Reaper's Certified to Light Weapons 6, so he has an Accuracy of 6 with his gun. The guard, out in the open, currently has an Evasion of 3. Subtracting Evasion from Accuracy leaves 3 targeting points for Reaper to use on each attack.

On his first attack, Reaper rolls a 10. From this result, Reaper can add or subtract as many targeting points as we wants, but 3 isn't enough to bump the result into a headshot, so Reaper misses. On his second attack, Reaper is luckier and rolls a 14. Normally, that would hit the right leg, but with 3 points Reaper can change the result to a 17—a headshot. Since Reaper actually hit his target this time, he rolls his weapon's damage, which is d6-3 Normal. He rolls a '5' on the dice, which means he would normally do 2 points of Normal damage. However, this was a called shot, so he does an extra 50% damage, for 3 points of Normal damage total. The guard drops.

Next, it's the scientists' turn. Each and every one of them runs for cover and cowers.

We finally get to Mojitin. He decides that he's going to finish off the guard Reaper just shot. But rather than take the chance of missing, he spends 30 AP to make a general shot. Mojitin's Accuracy is 5, and the guard's Evasion is still 3, but Mojitin doesn't get any targeting points. (Those only apply to called shots.) However, because his Accuracy exceeds the guard's Evasion, none of the guard's Hit Boxes go dark, and Mojitin is guaranteed to hit.

Mojitin rolls a 12, hitting the guard in the torso. His weapon deals a d6-4 Normal damage, and Mojitin rolls a 2 on the dice. 2 minus 4 is less than 1, so the final result gets bumped up to 1. Luckily for the guard, he's wearing a bullet-proof vest, which is rated 2/1 Normal. It absorbs the point of damage (since it blocks two) He rocks with the impact, but doesn't take any more damage. However, 1 point is the vest's integrity threshold, so it's now rated 1/0 Normal and on subsequent hits will only block 1 point of Normal damage. Mojitin then moves behind cover—a waist-high stack of crates.

It's now the executive's turn, and he ducks behind a table.

New round, and the guards go first again. The ones who took cover last round open fire.

The first one fires at Mojitin. Since Mojitin moved after he fired, the MC rules that the crates provide full cover from the waist down—Mojitin's legs can't be hit. Thus, his 7, 8, 13, and 14 boxes go dark. Plus, Mojitin's Evasion of 5 exceeds the guard's Accuracy of 3 by 2 points, so his 9, 10, 11, and 12 boxes go dark as well. Right now, Mojitin is very hard to hit, and the guard misses with an 8.

The second one, however, Aims twice, spending 20 AP to bump his Accuracy up to 4 and still leaving him the 40 AP he needs to fire his weapon. He fires at Reaper, none of whose Hit Boxes are now dark, and deals 1 point of Normal damage to Reaper's left leg...

the end of your turn.

**Delay [0 AP]:** Delaying lets you change your position in the round order. At the end your turn, you remain in that position.

You may only purchase the Delay action at the beginning of your turn.

**Displace [10 AP]:** Sometimes displacing, or pushing back, hostiles can be as effective as shooting them. To attempt, your target must be adjacent to you. When you declare this attack, your target can try to resist or step aside. You make an opposed Hardass check. If your target chose to resist, they use their Hardass rating for this check. If they chose to step aside, they use their Moves rating instead. If you succeed, you move into your target's square and your target is moved back 5 feet, perhaps to their doom.

**Drop to Kneeling [0 AP]:** You are now in the kneeling stance until further notice.

**Drop to Prone [0 AP]:** You are now in the prone stance until further notice.

**Give Suppressing Fire [varies]:** While not as satisfying as a head shot, sometimes suppressing (or covering) fire is necessary so teammates can make tactical advances. To give suppressing fire, target a square and spend AP to fire your weapon as normal. Then you roll 3d6 and add your Accuracy bonus. This is opposed by a Hardass check of anyone in that square. If you win, the defender's status changes to Suppressed.

It is possible to target the same square for suppression multiple times in one round. The defender takes a cumulative -2 penalty to their Hardass check for each suppression attempt past the first. (-2 for the second check, -4 for the third, -6 for the fourth, etc.)

This effect lasts until the beginning of your next turn. Silent Weapons may not be used to Give Suppressing Fire.

**Go Comfortably Numb [20 AP]:** See the

Medic Handbook (pg 67).

**Hold Breath [10 AP]:** To start holding your breath, purchase this action. If you wish to hold your breath for multiple rounds, this must be the first action you purchase on each subsequent round. (However, if you are Wrapping an Action, you may complete the Wrapped action before purchasing Hold Breath.) Otherwise, you breathe slightly before remembering you're not supposed to.

You can hold your breath for 5 rounds, plus a number of additional rounds equal to your Hardass rating. Afterwards, you must succeed on a DR 16 Hardass check to successfully purchase this action. The DR of this check increasing by 1 for each additional round you try to hold your breath.

If you fail, you still pay the 10 AP, but you can try again to avoid drowning. If, after spending all of your AP for the turn, you still aren't able to hold your breath, you've just drowned.

**Hunker Down [15 AP]:** If you are behind cover, you may Hunker Down. You gain a +1 bonus to your Evasion until the beginning of your next turn.

**Kneel from Prone [15 AP]:** If you were in the Prone stance, congratulations. You are now in the Kneeling stance.

**Loot Body [20 AP]:** Looting while still in combat may not be the best option, but it's still an option. And sometimes you need to frisk a dead guard for his keycard. This action lets you place one item that used to belong to the body into your inventory. However, with the exception of helmets, you cannot put on someone else's armor, even if it's better than yours.

**Maintain Position [0 AP; Continuously Wrapped]:** You automatically purchase this action when you are maintaining position while climbing. You do not fall.

**Open/Close Door [10 AP]:** You must be adjacent to a door to purchase this action. If you'd like to close a door you've just opened, you must purchase this action again.

**Overcome Suppression [15 AP]:** You make a Hardass check with DR 18. If you have any cover from the shooter, you get a bonus to this check equal to the amount of boxes darkened (if you have full cover) or half the amount of boxes darkened, rounded down (if you have partial cover). If you succeed, you are no longer Suppressed.

**Rush Through [15 AP]:** You purchase the Rush Through action to move through an enemy's square. Your opponent may choose to step aside. If so, you move 2 squares: into, and then out of, the enemy's square.

If the enemy chooses to resist, roll either a Hardass or Moves check (you choose). This is opposed by the your opponent's Hardass check. If you win, you move as above. If you fail, you remain in place.

**Scan Area [10 AP]:** Scanning the Area lets you make a Perception check to notice Stealthed combatants and hidden objects.

**Scan for Weakness [15 AP]:** See the Engineer Handbook (pg 61).

**Stand from Kneeling/Sitting [10 AP]:** If you were in the Kneeling stance (or sitting down), you are now in the Standing stance.

**Stand from Prone [25 AP]:** You are now in the Standing stance until further notice.

**Switch Active Weapon/Item [10 AP]:** This switches your active item. You may only have one item active at a time, and may only use the currently active item.

**Tread Water [0 AP; Continuously Wrapped]:** You automatically purchase this action when you are treading water while swimming. You do not sink.

**Triage [20 AP]:** See the section on the Death Clock for more information (pg 43).

**Use Stealth [10 AP]:** See the Infiltrator Handbook (pg 64).

**Wait [40 AP]:**

Waiting allows you to suspend your turn until a certain condition (an enemy rounds the corner, the ceiling falls in, etc.), declared at the time of purchase, is met.

When the trigger condition occurs, you may immediately purchase one action that costs 30 AP or less.

## Movement

### How is movement purchased?

Each foot of normal movement costs 1 AP. Normal movement consists of jogging on more-or-less even terrain. Special forms of movement cost more.

Most battle grids are divided into five (5) foot squares (or hexes), meaning that the minimum amount of movement that may be purchased is also five (5) feet.

### Can you move through an enemy's square?

While you can move through squares occupied by allies (and even end a turn in the same square), you may not move through a square occupied by an enemy. You must deal with the enemy first, either by killing them or Displacing them.

### How do diagonals work?

On a square battle grid, the first diagonal counts as five (5) feet, while the second counts as ten (10). So, moving purely diagonally, after one square you'd have moved five (5) feet. After the second, fifteen (15) ft. After the third, twenty (20) ft. After the fourth, thirty (30) ft.

(Note: You may not move diagonally around corners.)

### How does movement affect Evasion?

Every 10 ft. you move during your turn grants a +1 bonus to your Evasion until the beginning of your next turn.

## What are Stances?

Stances indicate a PC's posture. The basic stances are Standing, Kneeling, Prone, Climbing, Swimming (Surface) and Swimming (Underwater).

### How do Stances affect Evasion?

Stances have an Evasion Bonus and an Increment.

Stance	Evasion Bonus	Increment
Standing	+0	–
Kneeling	+1	50 ft.
Prone	+1	25 ft.
Climbing	+0	–
Swimming (Surface)	+1	30 ft.
Swimming (Underwater)	+1	5 ft.

Within the first Increment, a Stance provides no Evasion bonus. For each Increment thereafter, the Stance provides its bonus. For example:

Stance	Distance	Evasion Bonus
Kneeling	0-50 ft.	+0
Kneeling	51-100 ft.	+1
Kneeling	101-150 ft.	+2
Kneeling	151-200 ft.	+3

### How does movement affect Accuracy?

Every 10 AP you spend toward movement decreases your Accuracy by 1. This penalty is cumulative. If you spend 10 AP to walk 10 ft., and then take a shot, your first shot takes a -1 penalty to Accuracy. If, after that, you spend another 10 AP to walk 10 ft. and then take another shot, your second shot will take a -2 penalty to Accuracy.

## How do Stances affect Accuracy?

Stance	Modifier
Standing	+0
Kneeling	+1
Prone	+2
Climbing	-1
Swimming (surface)	-1
Swimming (underwater)	-3

### How do stances affect movement?

- **Climbing:** Movement costs double (1 foot = 2 AP). You must purchase a Movement Check.
- **Swimming (Surface):** Movement costs triple (1 foot = 3 AP). You must purchase a Movement Check.
- **Swimming (Underwater):** Movement costs double (1 foot = 2 AP). You must purchase a Movement Check.
- **Kneeling:** Movement costs double (1 foot = 2 AP).
- **Prone:** Movement costs quadruple (1 foot = 4 AP).

### *Why Reaper Should Have Moved Instead of Just Standing There*

*Even if Reaper didn't want to duck behind cover, some form of movement would have helped him avoid getting hit. If he would have moved even 10 ft., his Evasion would have increased by 1. True, any attacks he made after that would have a -1 Penalty to Accuracy, but he would have been a more elusive target.*

*Taking one shot and then moving 30 feet would have let him take a shot with no penalties, and then receive a +3 bonus to Evasion. Ah well. Ç'est la vie.*

### Can you run?

Yes, but only while Standing. Movement costs halve (2 feet = 1 AP), but you also halve

bonuses to Evasion. Running 40 ft. would only give you a +2 bonus to Evasion (it only counts as 20 normal ft. of movement).

## What are Movement Checks?

Movement Checks are made when the type of movement attempted has a chance to fail. They are made primarily for climbing and swimming, though in other situations, at the MC's discretion, they may also apply.

Before attempting such movement, you must succeed on a Movement check of the appropriate DR. Success means you may purchase 10 ft. of movement (usually at double cost). Failure means you lose 10 AP for that round and must attempt the check again to purchase the desired movement. Failure by 5 or more indicates failure, loss of AP, and negative consequences: falling for climbing and sinking for swimming.

In combat, maintaining position (for climbing) and treading water (for swimming) are considered Continuously Wrapped Actions costing 0 AP. As such, they can be interrupted. To maintain position/tread water a PC must succeed on the appropriate Movement check at the beginning of their turn or fall/sink.

Common difficulties for Climbing and Swimming checks include:

Climbing Surface	Check Required
Ladder	HAR/MOV 3
Knotted Rope/Surface broken into easily accessible ledges	HAR/MOV 8
Unknotted Rope/Surface with handholds and footholds	HAR/MOV 12
Vertical surface with few handholds/footholds	HAR/MOV 17
Ceiling/Smooth wall	HAR/MOV 25

Swimming Conditions	Check Required
Smooth	HAR 5
Choppy	HAR 10
Stormy	HAR 16
Hurricane	HAR 23
Tidal Wave	HAR 29

## What happens when you fall?

You take 1 point of damage for every 10 ft. you fall. If you succeed on a DR 16 Moves check, you may assign that damage to whichever Hit Boxes you wish. If you fail, use Targeting Rolls to determine which Hit Boxes take the damage. (Roll once for each point of damage.)

## What happens when you sink?

Anyone who can't swim sinks 5 ft. per round and must purchase Holding Breath at the beginning of his/her next turn. You may purchase movement back to the surface, but must first succeed on the movement check to do so.

You may sink intentionally.

## The Death Clock and other Statures

### What is the Death Clock?

The Death Clock manages the slow slide into oblivion. When you take damage, you must succeed on a Hardass check—otherwise it starts ticking. The DR for this check starts at 13 if you are hit in a limb, 15 if you are hit in the torso, and 17 if you are hit in the head. You take a penalty on this check equal to total damage taken (including the most recent shot).

If the first hit you take deals 2 points of damage to a limb, you must make a DR 13 Hardass check with a penalty of -2. If you succeed, and are then hit in the torso for 1 damage, you must make a DR 15 Hardass check with a penalty of -3. Damage builds up quickly, so try not to take any.

As long as you keep making Hardass checks, the Death Clock stays dormant. When you fail, you fall Unconscious from pain and shock and the Death Clock starts.

If you fail the check after taking damage to a limb, the Death Clock starts on Disabled.

If you fail the check after taking damage to the torso, the Death Clock starts on Dying.

If you fail the check after taking damage to the head, the Death Clock starts on Dead.

### **How fast does the Death Clock tick?**

Left on its own, the Death Clock ticks once at the end of each turn. There are 10 ticks between Disabled and Dying, and 4 ticks between Dying and Dead.

### **How do you fight through the pain?**

If you are Disabled, you may spend 10 AP to purchase a DR 13 Hardass check, with a penalty equal to cumulative damage taken. If you succeed, you regain consciousness and may act normally. The Death Clock does not tick this turn.

If you are Dying, you may spend 30 AP to purchase a DR 15 Hardass check, with a penalty equal to cumulative damage taken. If you succeed, you regain consciousness and may act normally. Again, the Death Clock does not tick this round.

*Important Note: Each turn that you are neither Healthy nor Stable, you must succeed on this check before you can do anything.*

### **How is the Death Clock paused/rewound?**

Unless you're a medic, you can only pause the Death Clock, not rewind it.

If you stay conscious while Disabled for 10 consecutive rounds, the Death Clock is paused—you are now Stable.

If you stay conscious while Dying for 4 consecutive rounds, the Death Clock pauses and you are again Stabilized.

If you are Dead, the Company will happily dispose of your remains in its crematoriums. In recognition of your contributions, this service is provided free of charge.

### **How do Medics pause/rewind the Death Clock?**

Medics can pause the Death Clock by Stabilizing patients. This requires a successful Triage check (pg 20). The DR is 11 for a Disabled patient, and 15 for a Dying patient. Medics take a penalty to this check equal to the amount of damage the patient has taken, so it is often more effective to heal a patient first. Dead patients cannot be Stabilized or healed.

When patients are Stabilized, the patient's Death Clock is paused. However, they are still unconscious until they succeed on the appropriate Hardass check.

Medics rewind the Death Clock by healing damage, typically by using Dermoplastiform. Once a patient is healed to 3 or less points of damage, the Death Clock rewinds from Dying to Disabled. Once all damage is healed, the Death Clock resets from Disabled to Healthy.

*Important Note: Healing damage does not pause the Death Clock until all damage is healed. At that point, the Death Clock resets.*

### **What happens if you take more damage while the Death Clock is active?**

You still need to make the Hardass check. If you succeed, the Death Clock remains where it is. If you fail, the Death Clock ticks once for each point of damage you just took. (If the damage would put you into a more serious category, such as from Dying instead of Disabled, that happens instead.)

### **What statuses are there?**

**Blind:** Blind combatants take a -6 penalty to

## Combat Continued

...Having been hit in the left leg by one of the defending guards, Reaper isn't happy. He also doesn't have any armor there, which makes him grumpier still. After marking down the damage on his character sheet, he rolls his Hardass check. Since he was hit in the limb, the DR is a 13.

Reaper rolls 3d6, and the dice show 9. With his Hardass of 5, that makes the result a 14. So far, Reaper has taken 1 damage, so that is subtracted from the result. A 13 meets the DR, so Reaper stays conscious.

The third and fourth guards fire on Reaper as well, and both hit. The third hits him in the right arm for 1 damage. Reaper marks the damage down and rolls again, receiving a total of 14. However, he has now taken 2 total points of damage, so the total is bumped down to 12. Since the DR for a limb hit is 13, Reaper goes down and is Disabled.

The fourth guard also fires at Reaper, intending to finish him off. He deals 2 damage to Reaper's right arm. Reaper fails the Hardass check (now at a -4 penalty), and so his Death Clock immediately ticks twice. Still, he's lucky. If that last shot would have hit his torso, he'd be Dying instead. As it is, he's still 8 ticks away.

The fifth guard, downed last turn, is still down, and now it's Reaper's turn. He is Disabled, and so spends 10 AP for a Hardass check. He's taken 4 points of damage, has a Hardass of 5, and rolls an abysmal 8 on the dice, for a total of 9 (8 + 5 - 4). But he still has 50 AP left, so he tries again, and this time rolls a 15 on the dice, for a 16 total. Success. Reaper is prone, but is now conscious and has 40 AP left. Still, at the end of his turn the Death Clock won't tick, and next turn, if he makes the first Hardass check he attempts, he won't even drop unconscious. And if he can make at least one check during each of the next nine rounds, he'll be Stable.

Accuracy, a -2 penalty to Awareness checks, and are considered Surprised to opponents who aren't blind.

**Confused:** A Confused combatant must succeed on an Awareness check to notice anything. People who aren't actively trying to hide from a Confused combatant are considered to have a Stealth check of 5 (instead of the normal 3).

**Deaf:** Deaf combatants take a -2 penalty to Awareness checks.

**Kneeling:** A kneeling opponent gains a +2 bonus to Evasion against ranged attacks, and a -2 penalty to Evasion against melee attacks. Movement costs double.

**Prone:** A prone combatant gains a +4 bonus to Evasion against ranged attacks, and takes a -4 penalty to Evasion against melee attacks. Movement costs quadruple.

**Stealthed:** A Stealthed combatant's opponents

are considered Surprised. For more information, see the Infiltrator Handbook (pg 68).

**Suppressed:** While Suppressed, you can't purchase any offensive actions until you successfully Overcome Suppression (pg 42).

When Suppressed, if there is no nearby cover (within 10 ft.), you must drop prone at the beginning of your turn and remain prone until you are no longer Suppressed.

If cover is nearby, a you must purchase the movement necessary to get behind the cover at the beginning of your turn. You may also not purchase any movement that would leave you without cover.

**Surprised:** Surprised hostiles take a -2 penalty to Evasion (no minimum) against opponents who are not Surprised.

**Unconscious:** Unconscious PCs are prone and surprised.

## Intermission Interludes

### What do you do between missions?

In the interest of security, employees are housed in the Company's barracks in the Company's secure compounds. The world is where you kill people. The barracks are where you wash the blood off and are awarded JP for a job well done.

The Company's world-class medical facilities completely heal all damage and employees are also highly encouraged to use this time to purchase additional Certifications training to enhance their effectiveness.

### How do MCs determine how much JP their team gets?

The amount of JP awarded to a team depends on the difficulty of the mission. For an average mission, take the average Certifications Level of all PCs, and multiply by 10. This is the amount of JP each employee will get upon successful completion.

### What if you're interested in the game world?

For those interested, the world of The Company is further elucidated in the *Intelligence Briefings*. This *Orientation Manual* is offered separately to cater to the needs of the time-conscious agent of annihilation. You don't need to know who you're killing, just how to do it. The less specialized but broader-minded player may wish to download both, available at: <http://cwshtest.comoj.com/games.php>.

The Key to Your Future

## What is Equipment?

Simply put, Equipment is anything you use to get the job done, from medical scanners to weapons to master keys to armor, counts as Equipment. However, even if you're male, this term does not, in fact, apply to your package, regardless of the bonuses you think it has.

## How much Equipment can you carry?

Each Job has a specialized inventory sheet detailing the amount of Equipment and Ammunition it can carry. These inventory sheets are further divided into subsections for specific types of Equipment.

Within each section, a Heavy Weapons Slot can be broken down into 3 Light Weapons Slots. You also have 6 Slots available for defensive Equipment, one for each Hit Box.

## Can you mix-and-match inventory slots?

No, Only Triage/Healing Equipment can go in the Triage/Healing Equipment section, etc. However, any Equipment can go into the Other Equipment section.

## Can you choose between different inventory sheets?

As long as you possess Certifications equivalent to a Job's basic training, you may use that Job's inventory sheet. You may not, however, combine inventory sheets.

## How do you get Equipment?

Before each mission, you request Equipment from the Company's quartermaster. If your Certification in the appropriate area meets or exceeds the

Equipment's Rating, your request is automatically approved. If not (or you are not Certified in that area), it is automatically denied.

*Important Note: Light Weapons Rated 0 and Defensive Equipment Rated 0 are always available.*

## Do any Jobs have required Equipment?

Yes. This Equipment, such as an Engineer's Toolkit or a Medic's PEC Injector, has already been placed onto that Job's inventory sheet.

### **Building Equipment**

*To personalize equipment, select one ability from each table, and add the rating adjustments together to arrive at the final rating. For example, if you want a helmet rated 5/2 against laser damage:*

*Equipment Name: Anti-Laser Dome Shield  
Slot Occupied (Head) = +1  
Damage Blocked (5/2) = +4 1/2  
Primary Protection (Laser) = +1*

*The total rating is 6 1/2, which rounds up.  
The Anti-Laser Dome Shield is Rated 7.*

## How do I read Equipment notation?

Rather than include extensive lists of Equipment, this Manual presents the formula that relates Equipment capabilities to market price and rating. If a formula results in a fractional rating, round up.

For those not interested in extreme customization, some industry standards are listed in each section. The entries are presented in this general format:

## Defensive Equipment

Defensive Equipment is placed on one of the 6 Hit Box Slots: Head, Torso, Left Arm, Right Arm, Left Leg, or Right Leg. Only one piece of Defensive Equipment may be worn on each slot, so choose well.

Rated 0 Defensive Equipment has the following stats:

Slot Occupied: Torso. Damage Blocked: 1/0 Normal.

Notes:

- “Suits” of armor are composed of individual pieces, purchased separately.

Stabilify Combat Vest – Rated 0

Slot Occupied: Torso. Damage Blocked: 1/0 Normal.

Stabilify Combat Mesh (Left Arm) – Rated 1

Slot Occupied: Left Arm. Damage Blocked: 1 (Normal).

Slot Occupied	Rating Adj.
Head	+1
Torso	+0
Limb	+1/2

Damage Blocked	Rating Adj.
1/0	+0
2/1	+1/2
3/1	+1 1/2
4/2	+2 1/2
5/2	+4 1/2
6/3	+6 1/2
7/3	+8 1/2

Protection	Rating Adj.
Normal	+0
Laser	+1
Radiation	+1 1/2

Stabilify Combat Helmet – Rated 1

Slot Occupied: Head. Damage Blocked: 1/0 Normal.

Laser Defense Vest – Rated 1

Slot Occupied: Torso. Damage Blocked: 1/0 Laser.

Pristine Corp. Combat Vest – Rated 2

Slot Occupied: Torso. Damage Blocked: 3/1 Normal.

Pristine Corp. Combat Mesh (Left Arm)

– Rated 2

Slot Occupied: Left Arm. Damage Blocked: 3/1 Normal.

Pristine Corp. Combat Helmet – Rated 3

Slot Occupied: Head. Damage Blocked: 3/1 Laser.

Anti-Laser Vest – Rated 4

Slot Occupied: Torso. Damage Blocked: 4/2 Laser.

Interpol Duty Vest – Rated 5

Slot Occupied: Torso. Damage Blocked: 5/2 Normal.

Interpol SWAT Helmet – Rated 6

Slot Occupied: Head. Damage Blocked: 5/2 Normal

Radiation Vest – Rated 8

Slot Occupied: Torso. Damage Blocked: 6/3 Radiation.

## Engineer Equipment

### Electronic Hardware

Each piece of Electronic Hardware occupies 1 Light Weapons Slot.

Rated 0 Electronic Hardware has the following stats:

Uses: 1. Effect: +1 to an Electronic Hardware check. Stand-Alone.

Uses	Rating Adj.
1	+0
5	+1
10	+2
20	+3
Unlimited	+5

Effect	Rating Adj.
+1 to checks	+0
+2 to checks	+1
+3 to checks	+2
+4 to checks	+3
+5 to checks	+4
+6 to checks	+6
+7 to checks	+8

Stacks with	Rating Aj.
Stand-Alone	+0
Others	+1
Self x1	+2
Self x2	+4

Circuit Bypass – Rated 0

Uses: 1. Effect: +1 to an Electronic Hardware check. Stand-Alone.

Circuit Board – Rated 2

Uses: 1. Effect: +2 to an Electronic Hardware check. Stacks with Others.

Circuit Boards contain logic elements in preset configurations, making it easier to diagnose ailing electronic devices.

Circuit Analyzer – Rated 5

Uses: 5. Effect: +4 to an Electronic Hardware check. Stacks with Others.

Field Configurable Motherboard – Rated 8

Uses: Unlimited. Effect: +3 to an Electronic Hardware check. Stacks with Others.

### Mechanical Hardware

Each piece of Mechanical Hardware occupies 1 Light Weapons Slot.

Rated 0 Mechanical Hardware has the following stats:

Uses: 1. Effect: +1 to a Mechanical Hardware check. Stand-Alone.

Uses	Rating Adj.
1	+0
5	+1
10	+2
20	+3
Unlimited	+5

Effect	Rating Adj.
+1 to checks	+0
+2 to checks	+1
+3 to checks	+2
+4 to checks	+3
+5 to checks	+4
+6 to checks	+6
+7 to checks	+8

Stacks with	Rating Aj.
Stand-Alone	+0
Others	+1
Self x1	+2
Self x2	+4

Generic Lubricant – Rated 1

Uses: 5. Effect: +1 to a Mechanical Hardware check. Stand-Alone.

Warning: Generic Lubricant lubricates machines, not people. It has been tried before, and the results are horrifying to behold.

Field Repair Kit – Rated 3

Uses: 10. Effect: +1 to a Mechanical Hardware check. Stacks with Others.

Swiss Army Wrench – Rated 5

Uses: 5. Effect: +3 to a Mechanical Hardware check. Stacks with Self (x1).

The marketing blurb says it all: “Never leave home without it. In fact, bring three.”

Precision Cutting Lasers – Rated 7

Uses: Unlimited. Effect: +2 to a Mechanical Hardware check. Stacks with Others.

**Software**

Each piece of Software comes on a thumb drive that occupies an Ammunition Slot.

Requisitionable Software consists of programs and utilities that aid the friendly, neighborhood hacker. Software is typically stored on flash drives. Rated 0 Equipment has the following stats:

Uses: Unlimited. Effect: +1 to a Software check. Stand-Alone.

Krakers and Cheese – Rated 1

Uses: Unlimited. Effect: +2 to a Software check. Stand-Alone.

The basic hacking package.

TASM Protocol Library – Rated 3

Uses: Unlimited. Effect: +3 to a Software check. Stacks with Others.

The TASM Protocol Library is a pre-compiled

library of subroutines and objects useful in bypassing basic system security. (Somewhat) freely available for download, it has proven a thorn in the side of many a sysadmin.

OOPS – Rated 5

Uses: 1. Effect: +4 to a Software check. Stacks with Others.

OOPS is an extremely malicious virus that, if used improperly, FUBARs object-oriented programming (OOP) operating systems. Used properly, it's great distraction. Unfortunately, each variant of OOPS can only be used once as antiviral programs quickly learn immunity.

The Unicode Bomber – Rated 7

Uses: Unlimited. Effect: +5 to a Software check. Stacks with Others.

A highly sophisticated version of Krakers and Cheese, the Unicode Bomber is most notorious as the toolset used to create the Plaid Screen of Death virus. It is illegal in most jurisdictions.

Uses	Rating Adj.
Unlimited	+0
1	-1

Effect	Rating Adj.
+1 to checks	+0
+2 to checks	+1
+3 to checks	+2
+4 to checks	+3
+5 to checks	+4
+6 to checks	+6
+7 to checks	+8

Stacks with	Rating Aj.
Stand-Alone	+0
Others	+3

## General Equipment

### Light Weapons

Rated 0 Light Weapons have the following stats:

Damage: 1. Damage Type: Normal. Range: Short. Rounds/Clip: 10. Firing Cost: 30 AP. Reload Cost: 30 AP.

#### Airborne Falcon – Rated 0

Damage: 1. Damage Type: Normal. Range: Short. Rounds/Clip: 10. Firing Cost: 30 AP. Reload Cost: 30 AP.

#### Pristine Corp. Personal

Protector, a.k.a. “Triple P” – Rated 3

Damage: d6-3. Damage Type: Normal. Range: Short. Rounds/Clip: 15. Firing Cost: 20 AP. Reload Cost: 25 AP.

#### Otto 0.0, a.k.a. “O Face” – Rated 5

Damage: d6-3. Damage Type: Laser. Range: Medium. Rounds/Clip: 10. Firing Cost: 15 AP. Reload Cost: 30 AP.

#### DynaSide Accessory – Rated 10

Damage: d6-1. Damage Type: Radiation. Range: Short. Rounds/Clip: 20. Firing Cost: 10 AP. Reload Cost: 30 AP.

Damage	Rating Adj.
1	+0
d6-4	+1/2
d6-3	+1
d6-2	+2
d6-1	+3
d6	+5

Damage Type	Rating Adj.
Normal	+0
Laser	+1
Radiation	+2

Range	Rating Adj.
Short	+0
Medium	+1
Long	+2

Round/Clip	Rating Adj.
5	-1/2
10	0
15	+1/2
20	+1
25	+2
30	+3

Firing Cost	Rating Adj.
60	-1 1/2
50	-1
40	-1/2
30	0
25	+1/2
20	+1
15	+2
10	+4

Reload Cost	Rating Adj.
60	-1 1/2
50	-1
40	-1/2
30	0
25	+1/2
20	+1
15	+2
10	+4

### Miscellaneous

#### Earpiece – Rated 0

All PCs are equipped with an Earpiece. This allows instantaneous (and private) communication with teammates. It does not occupy a Slot and cannot be looted.

# Hitman Equipment

## Heavy Weapons

Rated 0 Heavy Weapons have the following stats:

Damage: d6-3. Damage Type: Normal. Range: Short. Rounds/Clip: 5. Firing Cost: 40 AP. Reload Cost: 30 AP.

DLTR520I, a.k.a. “Noob Cannon” – Rated 0  
Damage: d6-3. Damage Type: Normal. Range: Short. Rounds/Clip: 5. Firing Cost: 40 AP. Reload Cost: 30 AP.

Pristine Corp. Laser Rifle – Rated 2  
Damage: d6-2. Damage Type: Laser. Range: Short. Rounds/Clip: 5. Firing Cost: 40 AP. Reload Cost: 25 AP

Damage	Rating Adj.
1	-1
d6-4	-1/2
d6-3	0
d6-2	+1/2
d6-1	+1
d6	+2
d6+1	+4
d6+2	+7

Rounds/Clip	Rating Adj.
1	-1/2
5	0
10	+1/2
15	+1
20	+2
25	+3
30	+5

Damage Type	Rating Adj.
Normal	+0
Laser	+1

Firing Cost	Rating Adj.
60	-1
50	-1/2
40	0
35	+1/2
30	+1
25	+1 1/2
20	+2 1/2
15	+3 1/2
10	+5/12

Range	Rating Adj.
Short	+0
Medium	+1 1/2
Long	+3

Reload Cost	Rating Adj.
60	-1 1/2
50	-1
40	-1/2
30	0
25	+1/2
20	+1 1/2
15	+2 1/2
10	+4 1/2

Mach Smalltime FF7 – Rated 4  
Damage: d6. Damage Type: Normal. Range: Medium. Rounds/Clip: 5. Firing Cost: 35 AP. Reload Cost: 30 AP.

Grenade Launcher – Rated 6  
Damage: d6. Damage Type: Normal. Range: Medium. Rounds/Clip: 10. Firing Cost: 25 AP. Reload Cost: 25 AP.

Thunderdoom Ultimatum – Rated 9  
Damage: 3d6. Damage Type: Normal. Range: Short. Rounds/Clip: 1. Firing Cost: 20 AP. Reload Cost: 30 AP.

## Grenades

Rated 0 Grenades have the following stats:

Damage: 1. Damage Type: Normal. Range: Short. Rounds/Clip: 5. Firing Cost: 30 AP. Reload

Cost: N/A.

All Grenade Weapons do Normal damage and occupy a Light Weapons slot.

## Ankle-Biters – Rated 1

Damage: 1. Damage Type: Normal. Range: Short. Rounds/Clip: 5. Firing Cost: 30 AP. Reload Cost: N/A. Blast Radius: 5 ft.

Ankle-Biters are grenades that come stacked in groups of 5. The stacks are approximately 2" x 2" x 12", making each grenade 2" x 2" x 2.4". Instead of pulling a pin, one merely detaches a grenade from the stack, pushes a button, and throws.

## Fragmentation Grenades – Rated 5

Damage: d6-3. Damage Type: Normal. Range: Short. Rounds/Clip: 15. Firing Cost: 15 AP. Reload Cost: N/A. Blast Radius: 5 ft.

## Concussion Grenades – Rated 9

Damage: 2d6. Damage Type: Normal. Range: Short. Rounds/Clip: 5. Firing Cost: 30 AP. Reload Cost: N/A. Blast Radius: 5 ft.

Damage	Rating Adj.
1	+0
d6-4	+1/2
d6-3	+1
d6-2	+2
d6-1	+3
d6	+5
d6+1	+8

Firing Cost	Rating Adj.
60	-1 1/2
50	-1
40	-1/2
30	0
25	+1/2
20	+1
15	+2
10	+3
5	+5

Blast Radius	Rating Adj.
None	+0
5 ft.	+1
10 ft.	+2
15 ft.	+4
20 ft.	+6

Rounds/Clip	Rating Adj.
1	-1/2
5	0
10	+1/2
15	+1
20	+1 1/2
25	+2 1/2
30	+3 1/2
35	+5 1/2

# Infiltrator Equipment

## Traps

Each Trap occupies a Light Weapons slot and costs 3,000 AP (5 minutes) to set.

Rated 0 Traps have the following stats:

Uses: 1. Damage: d6-3. Damage Type: Normal.  
Trigger Radius: 0 ft. Blast Radius: 5 ft. Awareness Rating: 0. Stealth Rating: 14. Recognize Friendly: No. Manual Trigger: N/A.

### Booby Trap – Rated 0

Uses: 1. Damage: d6-3. Damage Type: Normal.  
Trigger Radius: 0 ft. Blast Radius: 5 ft. Awareness Rating: 0. Stealth Rating: 14. Recognize Friendly: No. Manual Trigger: No.

### Anywhere Mine – Rated 2

Uses: 1. Damage: d6-2. Damage Type: Normal.

Trigger Radius: 5 ft. Blast Radius: 5 ft.  
Awareness Rating: 15. Stealth Rating: 14.  
Recognize Friendly: No. Manual Trigger: No.

### Laser Death from Below, a.k.a. “LDB” – Rated 5

Uses: 3. Damage: d6-2. Damage Type: Laser.  
Trigger Radius: 5 ft. Blast Radius: 5 ft.  
Awareness Rating: 15. Stealth Rating: 14.  
Recognize Friendly: Yes. Manual Trigger: No.

### Corridor Sealant – Rated 7

Uses: Unlimited. Damage: d6-3. Damage Type: Normal.  
Trigger Radius: 5 ft. Blast Radius: 15 ft.  
Awareness Rating: 13. Stealth Rating: 14.  
Recognize Friendly: Yes. Manual Trigger: No.

### Dead Men Walking – Rated 8

Uses: 5. Damage: 2d6. Damage Type: Normal.  
Trigger Radius: 0 ft. Blast Radius: 30 ft.  
Awareness Rating: 0. Stealth Rating: 4. Recognize Friendly: Yes.  
Manual Trigger: 5 AP.

Uses	Rating Adj.
1	+0
3	+1
5	+2
Unlim.	+4

D. Type	Rating Adj.
Normal	+0
Laser	+1

Dmg.	Rating Adj.
1	-1
d6-4	-1/2
d6-3	0
d6-2	+1/2
d6-1	+1
d6	+2
d6+2	+4
d6+4	+7

Stealth	Rating Adj.
each -1 (min 3)	additional -1/2
11	-1 1/2
12	-1
13	-1/2
14	0
15	+1/2
16	+1
17	+1 1/2
18	+2 1/2
19	+3 1/2
20	+4 1/2
21	+6 1/2
22	+8 1/2
23	+10 1/2

Blast	Rating Adj.
5 ft.	+0
10 ft.	+1/2
15 ft.	+1
20 ft.	+1 1/2
25 ft.	+2 1/2
30 ft.	+3 1/2
35 ft.	+4 1/2
40 ft.	+6 1/2
45 ft.	+8 1/2

AWA	Rating Adj.
0/11	+0
13	+1/2
15	+1
17	+1 1/2
19	+2 1/2
21	+3 1/2
23	+4 1/2
25	+6 1/2
27	+8 1/2

Trigger	Rating Adj.
0 ft.	+0
5 ft.	+1/2
10 ft.	+1
15 ft.	+1 1/2
20 ft.	+2 1/2
25 ft.	+3 1/2
30 ft.	+4 1/2
35 ft.	+6 1/2
40 ft.	+8 1/2

Manual	Rating Adj.
N/A	+0
20 AP	+1/2
15 AP	+1
10 AP	+2
5 AP	+3

Friendly	Rating Adj.
No	+0
Yes	+1

## Silent Weapons

Rated 0 Silent Weapons have the following stats:

Damage: 1. Damage Type: Normal. Range: Short. Rounds/Clip 10. Firing Cost: 30 AP. Reload Cost: 30 AP.

### FalconStryker – Rated 0

Damage: 1. Damage Type: Normal. Range: Short. Rounds/Clip: 10. Firing Cost: 30 AP. Reload Cost: 30 AP.

### Infrared Laser Pistol, a.k.a. “Real Life” a.k.a. “Earl” – Rated 1

Damage: d6-4. Damage Type: Laser. Range: Short. Rounds/Clip: 10. Firing Cost: 30 AP. Reload Cost: 30 AP.

Normally, infrared (IR) lasers don’t pack much power. The Infrared Laser Pistol uses a quantum

workaround to create an invisible beam that is both silent and deadly.

### DynaSide Plasma Pistol – Rated 3

Damage: d6-3. Damage Type: Radiation. Range: Short. Rounds/Clip: 15. Firing Cost: 25 AP. Reload Cost: 25 AP.

### Model 5 – Rated 6

Damage: d6. Damage Type: Normal. Range: Medium. Rounds/Clip: 10. Firing Cost: 30 AP. Reload Cost: 30 AP.

Needing no other introduction, the Model 5 is stylish, sleek, and extremely accurate.

### DynaSide Accessory – Rated 8

Damage: d6-1. Damage Type: Radiation. Range: Medium. Rounds/Clip: 20. Firing Cost: 20 AP. Reload Cost: 20 AP.

Damage	Rating Adj.
1	+0
d6-4	+1/2
d6-3	+1
d6-2	+2
d6-1	+3
d6	+5

Rounds/Clip	Rating Adj.
5	-1/2
10	0
15	+1/2
20	+1
25	+2
30	+3

Damage Type	Rating Adj.
Normal	+0
Laser	+1/2
Radiation	+1

Firing Cost	Rating Adj.
60	-1 1/2
50	-1
40	-1/2
30	0
25	+1/2
20	+1
15	+2
10	+4

Range	Rating Adj.
Short	+0
Medium	+1
Long	+2

Reload Cost	Rating Adj.
60	-1 1/2
50	-1
40	-1/2
30	0
25	+1/2
20	+1
15	+2
10	+4

## Stealth Equipment

Stealth Equipment is divided into 2 types: grenade-type and armor-type. Grenade-type Equipment occupies a Light Weapons slot. Armor-type Equipment is integrated into armor at the expense of protective capability. The protection of all Defensive Equipment you wear is reduced by

the amount listed. (Both primary and secondary protection ratings are decreased.) However, even if the armor loses all protective capability, the Stealth Equipment still functions.

### GRENADE-TYPE

Rated 0 grenade-type Stealth Equipment has

the following stats:

Effect: -1 to AWA checks. Duration: 1 round.  
Range: Short. Rounds/Clip: 5. Firing Cost: 30 AP.  
Blast Radius: 5 ft.

**Flashbang Grenades – Rated 0**

Effect: -1 to AWA checks. Duration: 1 round.  
Range: Short. Rounds/Clip: 5. Firing Cost: 30 AP.  
Blast Radius: 5 ft.

**Smoke Grenades – Rated 3**

Effect: -2 to AWA checks. Duration: 3 rounds.  
Range: Short. Rounds/Clip: 5. Firing Cost: 30 AP.  
Blast Radius: 10 ft.

In The Company, a Smoke Grenade detonates into a cloud of smoke that quickly disperses. The smoke

coats everything in the blast radius, irritating the eyes, ears, and nose of anyone caught.

**Ninja Smoke Bombs – Rated 6**

Effect: -2 to AWA checks. Duration: 1 round.  
Range: Short. Rounds/Clip: 15. Firing Cost: 15 AP.  
Blast Radius: 15 ft.

**Neural Scrambler, a.k.a. “The Bleeper” – Rated 9**

Effect: -5 to AWA checks. Duration: 5 rounds.  
Range: Short. Rounds/Clip: 10. Firing Cost: 25 AP.  
Blast Radius: 10 ft.

The Bleeper was nicknamed because those hit with it often do little besides swearing.

Effect	Rating Adj.
-1 to AWA checks	+0
-2 to AWA checks	+1
-3 to AWA checks	+2
-4 to AWA checks	+3
-5 to AWA checks	+4
-6 to AWA checks	+6
-7 to AWA checks	+8
-8 to AWA checks	+10
-9 to AWA checks	+13

Duration	Rating Adj.
1 round	+0
2 rounds	+1/2
3 rounds	+1
4 rounds	+2
5 rounds	+3
6 rounds	+5
7 rounds	+8

Rounds/Clip	Rating Adj.
1	-1/2
5	0
10	+1/2
15	+1
20	+1 1/2
25	+2 1/2
30	+3 1/2
35	+5 1/2

Firing Cost	Rating Adj.
60	-1 1/2
50	-1
40	-1/2
30	0
25	+1/2
20	+1
15	+2
10	+3
5	+5

Blast Radius	Rating Adj.
5 ft.	+0
10 ft.	+1
15 ft.	+2
20 ft.	+4

## ARMOR-TYPE

Rated 0 armor-type Stealth Equipment has the following stats:

Effect: +1 to Stealth checks. Defensive Equipment Penalty: -3/-1.

### My First Commando Kit – Rated 0

Effect: +1 to Stealth checks. Defensive Equipment Penalty: -3/-1.

The basic camouflage package.

### Mugger’s Black – Rated 2

Effect: +2 to Stealth checks. Defensive Equipment Penalty: -2/-1.

Mugger’s Black reduces the amount of light wearers reflect across the entire visible and infrared spectrum, reducing their profiles. In low-light settings this makes the armor appear black, but in daylight its color is closer to an opalescent gray.

### Pristine Corp. Lightweight – Rated 4

Effect: +4 to Stealth checks. Defensive Equipment Penalty: -2/-1.

The Lightweight award-winning Passive Camouflage System uses optical fibers to redirect light around the wearer, reducing his/her profile.

Effect	Rating Adj.
+1 to Stealth checks	+0
+2 to Stealth checks	+1
+3 to Stealth checks	+2
+4 to Stealth checks	+3
+5 to Stealth checks	+5
+6 to Stealth checks	+7
+7 to Stealth checks	+9
+8 to Stealth checks	+12

These fibers link to a centralized control system that is highly resistant to damage.

### HeadHunter Personal Stealth System – Rated 5

Effect: +6 to Stealth checks. Armor Penalty: -5/-2.

One of the most advanced personal stealth systems currently available on the market, the HeadHunter system unfortunately guts most armor, making it the preferred choice of those who consider themselves too good to need luck.

### Adaptive Camouflage Suit, a.k.a. “ACS” a.k.a. “Shadow Axe” – Rated 10

Effect: +8 to Stealth checks. Armor Penalty: -5/-2.

The ACS, dubbed the Shadow Axe by the creators of the Thunderdoom Ultimatum, uses fiber optics to monitor the environment and constantly project the corresponding images on its surface, making the wearer effectively invisible.

Penalty	Rating Adj
-5/-2	-2
-4/-2	-1
-3/-1	0
-2/-1	+1
-1/-0	+2
-0/-0	+4

## Medic Equipment

### *Triage Equipment*

Triage Equipment occupies a Light/Melee weapons slot.

Rated 0 Triage Equipment has the following stats:

Uses: 1. Effect: +1 to a Triage check.

#### Bandages – Rated 1

Uses: 6. Effect: +1 to a Triage check.

#### Sticky Skin – Rated 3

Uses: 4. Effect: +5 to a Triage check.

Sticky Skin is a fast acting tourniquet.

Uses	Rating Adj.
2	+0
4	+1/2
6	+1
8	+1 1/2
10	+2 1/2
15	+3 1/2
20	+5 1/2

#### SyStabilize – Rated 5

Uses: 10. Effect: +5 to a Triage check.

#### Mini Organs – Rated 7

Uses: 2. Effect: +8 to a Triage check.

#### Bullet Sponges – Rated 9

Uses: 8. Effect: +8 to a Triage check.

Bullet Sponges, as the name suggests, suck bullets out of your team's human bullet sponge.

Effect	Rating Adj.
+1 to checks	+0
+2 to checks	+1/2
+3 to checks	+1
+4 to checks	+1 1/2
+5 to checks	+2 1/2
+6 to checks	+3 1/2
+7 to checks	+4 1/2
+8 to checks	+6 1/2
+9 to checks	+8 1/2
+10 to checks	+10 1/2

### *Healing Equipment*

Healing Equipment occupies a Light Weapons Slot. It heals the listed damage to all Hit Boxes it can heal.

Rated 0 Healing Equipment has the following stats:

Uses: 1. Damage Healed: 1. Hit Box Healed: Limb. Speed: 30 AP.

#### Dermoplastiform A – Rated 1

Uses: 6. Damage Healed: 1. Hit Box Healed: Limb. Speed: 30 AP.

#### Dermoplastiform B – Rated 3

Uses: 8. Damage Healed: 2. Hit Box Healed: Limb and Torso. Speed: 30 AP.

#### Dermoplastiform C – Rated 5

Uses: 8. Damage Healed: 3. Hit Box Healed: Limb, Torso, Head. Speed: 30 AP.

#### Dermoplastiform D – Rated 7

Uses: 8. Damage Healed: 5. Hit Box Healed: Limb, Torso, Head. Speed: 30 AP.

## OneShot – Rated 9

Uses: 4. Damage Healed: 7. Hit Box Healed: Limb, Torso, Head. Speed: 30 AP.

Uses	Rating Adj.
2	+0
4	+1/2
6	+1
8	+1 1/2
10	+2 1/2
20	+3 1/2
30	+5 1/2

Dmg. Healed	Rating Adj.
1	+0
2	+1
3	+2
4	+3
5	+4
6	+5
7	+2

Hit Box	Rating Adj.
Limb	+0
+ Torso	+1/2
+ Head	+1

Speed	Rating Adj.
60	-1 1/2
50	-1
40	-1/2
30	0
25	+1/2
20	+1
15	+2
10	+3

## Performance Enhancing Compounds (PECs)

PEC injector cartridges occupy an Ammunition Slot. The Injector itself occupies a Light Weapons Slot.

Rated 0 PEC cartridges have the following stats:

Uses: 1. Duration: 10 rounds. Effect: +1 to AWA.

For each additional stat the PEC affects, the effect starts at +1 and increases must be purchased separately.

### StimulanTacs – Rated 1

Uses: 3. Duration: 10 rounds. Effect: +1 to AWA.

### Bolivian Purple – Rated 3

Uses: 3. Duration: 10 rounds. Effect: +1 to AWA. +1 to HAR.

### PsychAdrenaline – Rated 4

Uses: 3. Duration: 10 rounds. Effect: +3 to AWA. +3 to MOV. -3 to HAR.

### StimulanTacs Plus – Rated 6

Uses: 10. Duration: 10 rounds. Effect: +4 to AWA.

### Slow Burn – Rated 8

Uses: 3. Duration: 200 rounds. Effect: +2 to MOV.

### StimulanTacs X-Treme – Rated 10

Uses: 3. Duration: 50 rounds. Effect: +6 to AWA.

Uses	Rating Adj.
1	+0
2	+1/2
3	+1
5	+2
10	+3
20	+5

Duration (rounds)	Rating Adj.
1	-1
5	-1/2
10	0
20	+1
50	+2
100	+4
150	+6
(+50)	(+2)

Ability	Rating Adj.
AWA	+0
HAR	+0
MOV	+0
Acc.	+0
+AWA	+1
+HAR	+1
+MOV	+1
+Acc.	+1

Effect	Rating Adj.
+1	+0
+2	+1
+3	+2
+4	+3
+5	+5
+6	+7
+7	+10

## Toxins

Toxins are delivered in darts fired from a modified handgun. This Toxin Delivery System (TDS) occupies a Light Weapons slot. The Toxins themselves consist of Clips for the TDS and occupy an Ammunition Slot.

For more information on the TDS and toxin attacks, see the Medic handbook.

Rated 0 Toxins have the following stats:

Rounds/Clip: 3. Toxicity: 11. Duration: 10 rounds. Effect: -1 to HAR.

For each additional stat the Toxin affects, the effect starts at -1 and increases must be purchased separately.

### Genovese Variant A – Rated 1

Uses: 5. Toxicity: 11. Duration: 20 rounds. Effect: -1 to HAR.

Rounds/Clip	Rating Adj.
1	-1/2
3	0
5	+1/2
10	+1 1/2
15	+3 1/3
(+5)	(+2)

Effect	Rating Adj.
-1 to stat	+0
-2 to stat	+1
-3 to stat	+2
-4 to stat	+3
-5 to stat	+5
-6 to stat	+7
-7 to stat	+10

Toxicity	Rating Adj.
DR 7	-1
DR 9	-1/2
DR 11	+0
DR 12	+1/2
DR 13	+1
DR 14	+2
DR 15	+3
DR 16	+4
DR 17	+5
DR (+1)	(+2)

Duration	Rating Adj.
1 round	-1
5 rounds	-1/2
10 rounds	+0
20 rounds	+1/2
30 rounds	+1
40 rounds	+2
50 rounds	+3
60 rounds	+5
(+10 rounds)	(+2)

### CORWIN 1 – Rated 2

Uses: 3. Toxicity: 13. Duration: 10 rounds. Effect: -2 to MOV.

### Genovese Variant B – Rated 4

Uses: 5. Toxicity: 13. Duration: 20 rounds. Effect: -3 to HAR.

### CORWIN 2 – Rated 5

Uses: 3. Toxicity: 15. Duration: 10 rounds. Effect: -3 to MOV.

### Genovese Variant C – Rated 7

Uses: 5. Toxicity: 17. Duration: 20 rounds. Effect: -2 to HAR.

### CORWIN 3 – Rated 9

Uses: 1. Toxicity: 19. Duration: 5 rounds. Effect: -4 to MOV.

Ability Hit	Rating Adj.
AWA	+0
HAR	+0
MOV	+0
Accuracy	+0
+AWA	+1
+HAR	+1
+MOV	+1
+Accuracy	+1

## What do Engineers do?

Engineers are required to achieve most mission objectives. Since they do not focus on combat effectiveness, they compensate by staying in safe areas, operating remote turrets, and engaging in similar activities. Some call this cowardice but Engineers know it's really sanity. Their ability to use and abuse on-site Equipment, such as security systems and automated defenses, can give their teams a marked advantage.

## How do I build an effective Engineer?

Most Engineers specialize in one of the three areas—Mechanical Hardware, Electronic Hardware, or Software. With only Basic Training, rank 4 Certifications in two areas or 4-2-2 gives you an area of concentration. For a well-rounded Engineer, 3-2-2 in the Engineer areas and Light Weapons 3 may be best. Alternatively, you might choose the Defensive Certifications instead of Light Weapons and rely on escorts.

## How do I play an effective Engineer?

Remember that the Engineer is not a combat-oriented Job. Keep your head down, stick to safe areas and, if possible, always have an escort. It's not your personal kill count, but the ultimate success of the mission, that matters.

## What counts as Electronic Hardware?

Basically, if it involves circuit boards, wires/fiber optics, or computer-like hardware, an Engineer attempting to override it uses an Electronic Hardware check.

## What counts as Mechanical Hardware?

Any hardware that isn't Electronic defaults to

Mechanical Hardware.

## What counts as Software?

Any Equipment that has an interface in which users enter commands requires the Software skill. For example, a simple electronic keycard reader (insert card, open the door) would not count as Software because the user doesn't input any commands. However, a control panel that lets the user control an entire system of keycard readers, turning them on and off, would count as Software.

Another way to think of it is: if you have to physically alter the Equipment's components (replace circuit boards, align gears, cut through cables) then it counts as Hardware. If you push buttons or enter commands instead, it counts as Software.

## How do multiple Equipment types work?

Certain Equipment can be circumvented via multiple routes. For example, take a blast door controlled by a computer in the room. If an Engineer wants to hack into the computer to open the door, he/she would use a Software check. If instead the Engineer wants to mess with the cables to trick the door into thinking the computer ordered it open, an Electronic Hardware check would be in order. Finally, if the Engineer wants to manually cut the bolts holding the blast door shut, a Mechanical Hardware check would be called for.

## How much does a Hardware/Software check cost?

Typically, a check costs 20 AP. Certain Equipment may require more or less AP to operate, and this is listed in the Mission Map Briefing itself.

## How does Equipment stacking work?

“Stacking” refers to the possibility

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of increasing your bonuses to a check by using more than one item. Normally, you can only use 1 piece of Equipment per check. Stacking lets you use more.

- If a piece of Equipment Stacks with Other, you

### *A Day in the Life of an Engineer*

*Arius, an Engineer, is on an industrial espionage mission. His ultimate goal is to hack into the facility mainframe and steal product blueprints, but at the moment his team is stymied by an extremely solid blast door. Reaper has already tried shooting it, which didn't work.*

*A search of the room yields a hidden control panel that seems to be the emergency override. Busting it open reveals a tangle of wires—hotwiring it will require an Electronic Hardware check.*

*Arius is Certified in Electronic Hardware 3, giving him a +3 on any check. However, since he's brought along his toolbelt (and what Engineer doesn't?) he can increase that bonus.*

*He pulls out a Circuit Board and a Circuit Bypass (pg 52). Normally, he can only use one piece of Equipment per check, meaning he would have to choose. However, a Circuit Board has the Stacks with Others feature, meaning he can use it alongside another piece of Equipment. (Since Circuit Boards don't Stack with Self, he can't use more than one of them per check.) He chooses the Circuit Bypass.*

*A Circuit Bypass doesn't stack at all, so he can only use it if it has a lower rating than a Circuit Board. Luckily, it does, and Arius can use both, for a grand total of a +5 to his Electronic Hardware check to bypass the blast door.*

*He marks off the uses for his equipment, and rolls the check. Success!*

may stack it with any lower-rated piece of Equipment.

- If two equally-rated pieces of Equipment have the Stacks with Other feature, they can be used together.

- If a piece of Equipment Stacks with Self (x1), you may use it twice on the same check.

- If a piece of Equipment Stacks with Self (x1), you may stack it with any lower-rated piece of Equipment.

- If a piece of Equipment Stacks with Self (x1), you may stack it with any equally-rated piece of Equipment that Stacks.

- If a piece of Equipment Stacks with Self (x2), you may use it three times on the same check.

- If a piece of Equipment Stacks with Self (x2), you may use it twice on the same check, along with any lower-rated piece of Equipment.

- If a piece of Equipment Stacks with Self (x2), you may use it twice on the same check, along with an equally-rated piece of Equipment that Stacks.

*(Note: There is no way to use three different kinds of Equipment on a single check.)*

### **What is Scanning for Weakness?**

With recent developments in machinery and robotics, Engineers must be able to assess new threats in the field. By spending 15 AP, you may scan a such a device for weaknesses. You make the relevant check, typically either Electronic Hardware or Mechanical Hardware, and if you succeed, you understand enough about the device's construction to make called shots against it. Your team also gets this bonus. (Normally, you may only take general shots against unfamiliar technology.)

## What do Hitmen do?

As soon as a Hitman walks into a room, someone is going to get hurt. The only questions are how and when, but rarely why. Life is simple that way, and life is good.

## How do I build an effective Hitman?

The Company's main shock troops, Hitmen need to be able to take and dish out damage. As such, a high Hardass rating works well for them. Similarly, the Heavy and Melee Weapons trees allow access to weapons that are restricted from employees with other Jobs, so focusing on these areas can be a good way to maximize a Hitman's unique contributions.

The Defensive Certifications are also good investments, considering that Hitmen are often meat shields.

Since the Light Weapons Certifications are available to everyone, with only Basic Training you may wish to focus exclusively on Heavy Weapons. Employees with other Jobs are unlikely to have high Hardass ratings (or very effective Defense Equipment) so the slower speeds of Heavy Weapons (compared to Light Weapons) are unlikely to matter. One or two good shots will put them down.

## How do I play an effective Hitman?

Kill people, but remember: in many missions, eliminating the opposing force will not complete mission objectives. Protecting your teammates is also vitally important.

On missions, find situations that maximize your combat effectiveness. A single Hitman with lots of ammunition can often hold a choke point by

himself. Learn to use cover and Suppressing Fire to your team's best advantage.

## Can different weapons use the same Clips?

If two weapons are the same category (Light, Heavy, etc.), inflict the same type of damage, and have the same number of Rounds/Clip, they may share ammunition Clips.

## Can I make called shots with Grenades?

Unfortunately, no.

## How do you attack with a Grenade?

When you attack with a grenade, you can target an enemy, or a square. If you target an enemy, you make a normal attack with all the associated bonuses. If you hit, you deal full damage. If you miss, you deal no damage and your target is considered to be in the blast radius.

After attempting to damage the primary target, grenades then attack everything in their blast radius. (This includes the original target if you missed). If you targeted a square instead of an enemy, skip straight to this step.

Grenades make this attack with a bonus to Accuracy equal to half of the original bonus. If they hit, they deal full damage. If they miss, they deal half damage.

## Can a Grenade miss the square you were aiming at?

Yes. If there is a danger of missing the square, roll an attack against the square as normal. The square, which normally has an Evasion of 0, gains an Evasion bonus equal to the circumstances. (If you're aiming at a target in that square, the target gains this bonus instead.)

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If you hit the square, everything proceeds as normal. If you miss, the MC determines where the grenade lands. The grenade then attacks everything within its blast radius as normal.

Difficulty	Evasion Bonus
Mild – You need to lob the grenade over an obstacle to reach the target	+1
Moderate – You need to ricochet the grenade off a wall	+3
High – You can't see the target square or you have you land the grenade between several obstacles	+5
Extreme – A ricochet shot where you can't see the wall you're bouncing the grenade off of	+7
Impossible – Down a pipe, off some guy's head, and through a window	+9

### How do you determine Cover with Grenades?

Because of the nature of Grenades, cover for targets within their Blast Radii is determined from their landing point. (If the main target is hard to hit, it gets an Evasion bonus as mentioned above).

### *A Day in the Life of a Hitman*

*It's a beautiful day outdoors, but Reaper has a problem. He's sneaking towards a rival executive's country home, and has reached the garden wall. It's about eight feet high and the gateway is ten feet away.*

*He knows there are five guards on the other side. However, if he comes around the wall he gives away his position and loses the element of surprise.*

*Luckily, Reaper also has the solution: grenades. Because he can't see the guards, he targets a square. Because he can't see the target, the square gets an Evasion bonus of +5, for a total of 5. This seems a bit harsh but it doesn't really matter because Reaper isn't counting on a kill. He mainly wants to draw them out and if he gets lucky and wings one in the process, he won't complain.*

*Reaper is Certified in Grenades 3, so the square's 9, 10, 11, and 12 hit boxes go dark. Reaper rolls a 10 on his attack. He misses the square and it's up to the MC to determine where it lands.*

*Because it's not that hard to successfully lob a grenade over the wall, the MC rules that the grenade lands a square away. It then attacks everything in its blast radius with half of Reaper's original Accuracy. ( $3 / 2 = 1.5$ , which rounds to 2).*

*If it hits, it deals full damage. If not, it deals half damage. Cover and Evasion apply as normal, but are measured from the Grenade's point of impact.*

## What do Infiltrators do?

Infiltrators are often the advance scouts and saboteurs. Their Stealth skill allows them to sneak in, set traps, take pictures for later blackmail, and leave undetected.

## How do I build an effective Infiltrator?

Since the ratings increase for changing a Silenced Weapon's damage type to radiation is less than the other weapon types, focusing on Silenced Weapons is usually good. Depending on whether your team typically an offensive or defensive stance, you may wish to focus on Stealth or Traps, respectively.

Stealth is always a good investment, though it can only be effectively used in certain areas. (Out in the open during broad daylight is not one of them.) Depending on how ill-suited to Stealth your situation is, you may take a penalty on checks.

Also, since the Armor-style Stealth Equipment nerfs armor, focusing on either Stealth or Defense may be preferable to aiming for both.

## How do I play an effective Infiltrator?

Stealth is your friend. Because a Surprised hostile takes a penalty to his/her Evasion, called shots are extremely effective. Stealth can also be your enemy: before each mission, identify where you can use the Stealth skill and where you can't. Being able to hide does you no good if there's nowhere you can use this ability.

## How does the Stealth skill work?

In order to use the Stealth skill, you must purchase the Use Stealth action for 10 AP. You then roll a Stealth check. Until the beginning of the your

next turn, that's your Stealth Rating. In order for others to see you, they must succeed on an Awareness check with a DR equal to your Stealth Rating.

## What is the Stealth Rating of people who aren't trying to hide?

People who aren't trying to hide have a Stealth Rating of 3.

## What if I've been spotted?

If you've been spotted, you can certainly try to hide again. However, unless you manage to evade your enemy's line of sight, they get a +3 bonus toward spotting you.

## What are the environmental penalties to Stealth checks?

Environment	Penalty
Full moon/Nighttime indoor lighting (most lights off to save energy)	-1
Daytime indoor lighting (no other light sources)	-2
Daytime, cloudy	-3
Daytime, full sunlight	-4
There is cover between you and enemies	reduce by 1
You are in shadow	reduce by 1

## Can anyone Use Stealth?

Yes. However, if you're not Certified in Stealth, you do not get any bonus.

## How does sniping work?

While Sniping (firing a weapon while you're Using Stealth), your effective Stealth is reduced. If you're using a Silent Weapon, your Stealth Rating is reduced by 1 for each shot

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you take. If you're not using a Silent Weapon, it's reduced by 2 instead.

### **What is a trap's Awareness Rating/trigger radius?**

Anything that steps within a trap's trigger radius sets off the trap. Boom.

A trap with a Trigger Radius of 0 ft. can only be triggered when someone steps into its square. It therefore has an Awareness rating of 0, which is what the "0/11" entry represents.

### **What is a trap's Stealth Rating?**

Most traps are meant to be hidden. The Stealth Rating is the Stealth check of the trap.

### **What is a Friendly trap?**

A friendly trap isn't triggered by teammates. However, they can still be caught in the blast radius if an enemy triggers it.

### **How does a trap's blast radius work?**

A trap's blast radius works exactly like a grenade's blast radius (pg 66). However, they use the full Certifications bonus when attacking, instead of half. (The traps of an employee Certified to Traps 4 attacks at +4, not +2.)

### **What is Manual Trigger?**

Some traps can be triggered manually. To do so, simply spend the AP indicated to purchase that Action.

### **How do you sneak by a trap?**

To sneak by a trap, you must purchase Use Stealth specifically for the purpose of avoiding it. (You can't avoid a trap that you don't know is there.) Then simply move through the area. If you end your turn within the trigger area, you must purchase Use Stealth at the beginning of your next turn to avoid triggering the trap.

### **How does grenade-type Stealth Equipment work?**

Grenade-type stealth equipment works like normal grenades (pg 64), except that they deal no damage. Instead, targets they hit become Confused (pg 46) and take the indicated penalty to Awareness checks.

Targets they miss also become Confused, but for half the listed duration.

### *A Day in the Life of an Infiltrator*

*Mojitin has been shadowing a patrolling guard, and is now ready to take him out. At the beginning of his turn, he purchases Use Stealth in order to remain sneaky. The roll of 12 plus the bonus of +3 from his Certifications yields a respectable 15.*

*He then fires his weapon...*

*Regardless of whether or not he hits, his Stealth Rating will go down. If he's using a Silent Weapon, it will only go down to 14. If he's using any other kind of weapon, it would go down to 13 again.*

*As it so happens, Mojitin has enough AP left over to purchase Use Stealth Again. Luckily, he gets a 16 (13 + 3). This is his Stealth Rating until the beginning of his next turn. (If he would have rolled very low instead, he'd be stuck with that result.)*

## What do Medics do?

Medics' primary task is keeping their teammates alive as long as possible, which always gets them invitations to parties. They are not offensive specialists, though their facility with poisons can make them very effective.

## How do I build an effective Medic?

The two basic Medic philosophies are EMT and Battle-Medic. The EMT focuses on Defensive Equipment and a decent Hardass Rating (to stay alive) and stocks up on Triage and Healing Equipment (to keep others alive).

The Battle-Medic is more offensively oriented, focusing on Toxin usage and Light Weapons Certifications. Defensive Equipment is often a priority and Healing Equipment is limited to the minimum necessary to keep the Battle-Medic (and a few select friends) alive.

## How do I play an effective Medic?

The "pocket medic" strategy, where the medic follows a more combat-oriented teammate, can be effective for EMTs. Keeping more offensively-minded teammates alive increases the odds of surviving a firefight in your favor. Shadowing an Engineer as he/she heads towards mission objectives also increases the chances of success. Since Healing doesn't Stabilize a PC and Stabilization doesn't Heal a PC, having some Equipment for each purpose is recommended.

A Battle-Medic who employs a "Rambo" strategy—take out as many as possible while retreating when necessary to Heal—occasionally succeeds. However, because medics of all stripes typically have a lower Hardass rating than employees with other Jobs, teaming up is still a

good idea.

When the JP is available, Medic makes an excellent secondary Job.

## How does Triage/Stabilization work?

A straight Triage check is made to Stabilize a PC and keep the Death Clock from ticking. Even if patients are Stable, they must still make a Hardass check to become conscious; however, if they're already conscious they don't need to make another one.

You can Stabilize a teammate regardless of your Active Item. You can also Stabilize yourself.

## How does Healing work?

To Heal a wounded teammate, you need to Switch your Active Item from your weapon to a Healing item. Healing someone with a gun is difficult, if not impossible.

## Does applying the same Performance Enhancing Compound (PEC) twice double the effects?

No. The effects of all PECs overlap each other. If a PC is under the effect of one PEC that grants +1 to MOV and a second PEC that grants +3 to MOV, the PC only gets a +3 bonus to MOV.

## Can Performance Enhancing Compounds (PECs) be used on unwilling targets?

No. PECs may only be used on willing targets in the same or an adjacent square.

## What is the Toxicity of a Toxin?

Toxicity is the DR of the Hardass check the defender needs to make to avoid the effects of the Toxin. When a targets are hit, if they succeed on this check, they shrug off the

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effects. If they fail, they suffer them.

### Does it matter which Hit Box a Toxin hits?

No. Toxins are designed to spread quickly through the bloodstream, and are equally effective regardless of the point of entry,

### How do Medics increase Accuracy with the Toxin Delivery System?

For purposes of bonuses to Accuracy, the Toxin Delivery System counts as a Light Weapon.

### How does the target's Defensive Equipment affect Toxin attacks?

The TDS deals a d6-4 pseudodamage on a hit. If this equals or exceeds the Defensive Equipment's secondary protection rating, the attack succeeds.

### Do the effects of Toxin's stack?

Unlike PECs, the effects of a Toxin will stack with itself. Getting hit with enough poison will bring anybody down.

### Can Medics neutralize Toxins?

A Medic can neutralize a Toxin by succeeding on a Triage check whose DR is equal to the Toxin's toxicity. Triage Equipment grants no bonuses on this check.

### What happens if a PEC/Toxin drops an Ability Rating to below 0?

At that point, PCs affected must succeed on a Hardass check equal to the Toxicity. If the culprit for the drop is a PEC, the DR is equal to 9 + the PEC's Rating. Upon a success, PCs suffer no further ill effects. Upon failure, PCs take 1 damage to their Torso, fall unconscious, and their Death Clock starts at Dying (if it isn't already there).

### Do the effects of PECs and Toxins stack?

If a PEC and a Toxin are affecting the same person, their effects stack. A PEC granting a +3 bonus to MOV and a Toxin inflicting a -1 Penalty to MOV would result in a net +2 bonus to MOV.

### Can you make a PEC/Toxin that affects multiple Abilities?

Yes. However, you must purchase increases in each effect separately.

#### *A Day in the Life of a Medic*

*Iggy the Slightly Insane Medic decides that a designer toxin is just what he needs to make his day complete. This "mother of all poisons" is brutal. He starts with the basic, Rated 0 Toxin:*

*Rounds/Clip: 3. Toxicity: 11. Duration: 10 rounds. Effect: -1 to HAR.*

*This isn't very much so he bumps up the effect a little, to -3. This increases the Toxin's Rating by 2.*

*Then he wants it also to effect Awareness. The chart says that adding Awareness (+AWA) increases the rating by 1. So far, so good. The Toxin's, now Rated 3, has an effect of:*

*Effect: -3 to HAR. -1 to AWA.*

*If Iggy wants to increase the Effect to -3 to AWA, which he does, the Toxin's Rating will increase by another 2, for a total of 5...*

### What is Going Comfortably Numb?

If the Medic goes down, everyone's in trouble. Thus, Medics are equipped with a special blend of herbs and narcotics that they can use on themselves, and only on themselves. Instead of making a Hardass check to fight through the pain (pg 45), they may spend 20 AP and Go Comfortably Numb instead.

For the next 5 rounds, they are conscious and Stable, though due to the mind-altering effects of

the medication they take a -1 penalty to all checks and a -1 penalty to Accuracy.

### **How often can I Go Comfortably Numb?**

To avoid encouraging addiction, Medics only have enough patches to Go Comfortably Numb once per mission.

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