

Beach Bunny Bimbos with Blasters™

The Invaders from Mars are Here!



*The Epic Battle for Survival Between
Humans and Invading Creatures
from The Red Planet Mars*

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by Rich Tucholka

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INTRODUCTION

The end of the twentieth century was a time of shifting alliances, people finding freedom, and generally, the world's nations realizing how small and fragile the Earth was. Nuclear armageddon just didn't happen. It would have been bad for business.

In the summer of 1985 the greatest flap of UFO activity ever seen began in Florida and California. These odd lights in the sky soon spread to New York and Chicago. Many odd sightings of humanoids were made by reliable people.

The resulting investigation by the Government gave an explanation of swamp gas and migrating Canadian geese. In actuality it was migrating Martians who were dropped to begin a quiet takeover.

They have now taken our bodies and have moved into our neighborhoods. These tasteless slobes are decorating cars with hot pink stripes and bringing back plastic flamingos and Disco. They are also eating our cats.

All is not lost. From the hills and suburbs, bands of Humans have discovered the truth and have struck back at the creatures who have colonized our world. Mankind has become the hunter, striking terror into the heart of the Martian Invaders.

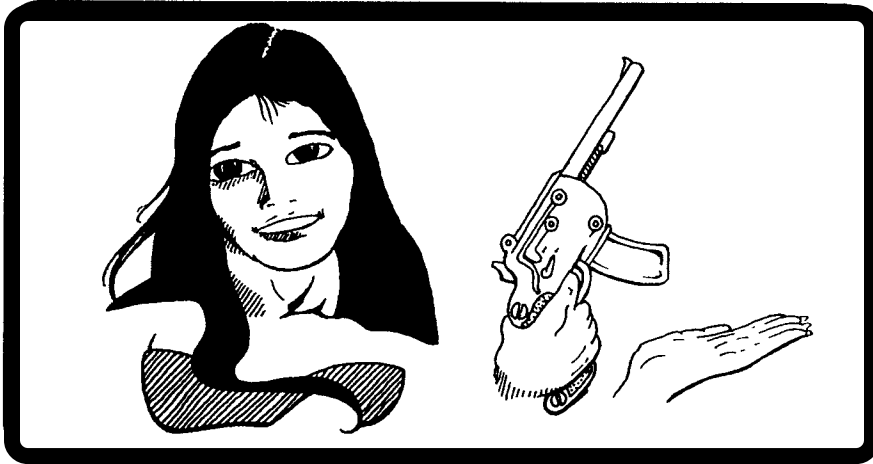
You are one of these hunters.

You are a True Human and have a MISSION. You will find the enemy and exterminate them no matter what the cost. Your weapons are few, your resources sparse, and the enemy powerful. It won't be easy.

Remember the invaders are cruel and resourceful. They have come to our world to turn it into an interstellar tourist trap. Given time they will take over all that is human and destroy it. They are the ultimate vandals who must be exterminated!

You can save mankind and free a world if you have the guts.





BEACH BUNNY BIMBOS WITH BLASTERS

Bimbos & Blasters is a fast and easy RPG (Role Playing Game). The goal of **Bimbos & Blasters** is simply to survive and exterminate the Martians who have taken our world. You are a survivor and mercenary who will reclaim your planet no matter the time or cost.

MATERIALS NEEDED

For **Bimbos & Blasters** you need a small number of materials common to any Game store or the floor under a Gamer's bed.

DICE

Dice are a must. Get a pair of 10 sided dice or a Gamescienceø™ hundred sided dice known as a Zocchihedron™.

GAME BOOK

You will need at least one copy of **Bimbos & Blasters**. Don't even think of photocopying this to save a few bucks. We've got an attorney that works for free, and he **LOVES** copyright infringement cases.

COPIES

Copy the Character, Equipment, and Hex Sheet if you need it. Make as many as you want. (There - You have our written consent, but **ONLY** for these specific items.)

MISCELLANEOUS

Paper, pens, pop, chips, maps, miniatures, buildings, toy cars, and whatever floats your boat. The more visual aids you use the better. Just look out for parents or spouses who think this sort of thing is a little off the wall. Have fun and try not to roll the dice off the table where the dog can eat them.

TERMS OF ROLE PLAYING

Do we need to cover this again? By this time we all know what dice do and what a GM is. I really think you have the idea of what an RPG is if you're holding this book in your hands.

We've tried to stay away from a lot of fancy terms, silly jargon, and long winded directions for things you've done before. There - we saved about 3 pages, and cut \$2.00 off the price of this game!

TIME & MOTION

In **Bimbos & Blasters** Time and Motion are relative. This is relative to what the GM decides constitutes a turn. Generally a couple of seconds is good for most things you do like pulling the pin on a grenade, firing a weapon, or falling over dead.

Some motion is taken for granted. If the GM says the night passes without incident, then don't worry about it.

MEASUREMENT

I honestly don't know what you're going to measure in this RPG, so I'll stick to the English (non-metric) system for general examples.

STICKING TO THE RULES

Nobody ever sticks to the rules so why should you? Modify or change them as the GM wishes. Games should be designed to be adaptable and fun. We've created the nucleus of what you can expand on, so please feel free to do so.

THE BIMBOS & BLASTERS CAMPAIGN

Bimbos & Blasters is built to be a continuing campaign of sophisticated tactics and group interaction in the face of overpowering danger. We've thrown in a little comic relief too. Run it as a single nights entertainment or keep it running until you're sick of finding new and creative ways to scragg Martians.

THE ULTIMATE GAME PROP

Find a local sporting goods store and get a Predator Call. With a little practice you can drive your players up the wall and have a lot of fun making the neighbor's hunting dog paranoid. Use the call for the sound that pleading Martians make before you blast 'em.

**These are Quotes
There are lots of them.
Some make a lot of
sense and Pigs Can Fly.**

"Alien Bastards! They brought back Polyester!..."
B. Roe

HUMANS

(Homo Sapiens Sapiens)

POPULATION

Only Lost a Few

WHERE FOUND

Forests, Cities, Shopping Malls

TEMPERAMENT

Oblivious to Real Nasty

SIZE

Six Foot Average Height

STATISTICS

<u>85</u>	<u>79</u>
STR	CON
<u>80</u>	<u>59</u>
AGL	DEX
<u>88</u>	<u>80</u>
ACC	STL
<u>93</u>	—
BODY	—



Humanity

Humanity is the undisputed master of the Earth, well.... at least until now. Clustered in amongst them are a new race of aliens who are taking their bodies and ruining their culture.

Few have realized this invasion started in the late 1960's as a devious experiment, that has now come to full flower.

Fortunately a few have discovered the true nature of the Martian invaders and are taking steps to exterminate them. These individuals can trust no authorities. They realize their lives are forfeit if they are caught.

USUALLY HEARD SAYING

"Look for the Plastic Flamingos..."

MARTIANS

Marsis Slobis Sapiens

POPULATION

Far Too Many

WHERE FOUND

Where The Homo Sapiens Were

TEMPERAMENT

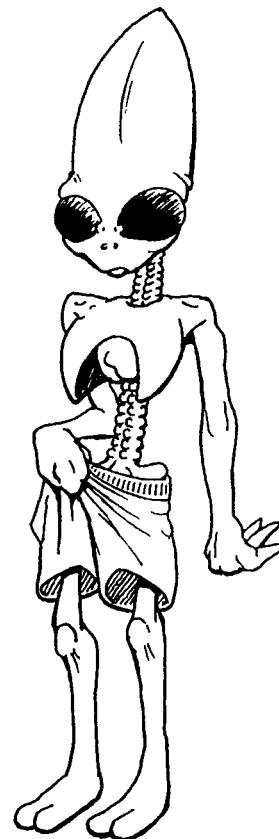
Cowardly to Fowl

SIZE

Four Foot Average Height

STATISTICS

<u>35</u>	<u>90</u>
STR	CON
<u>45</u>	<u>45</u>
AGL	DEX
<u>38</u>	<u>20</u>
ACC	STL
<u>57</u>	—
BODY	—



Martians

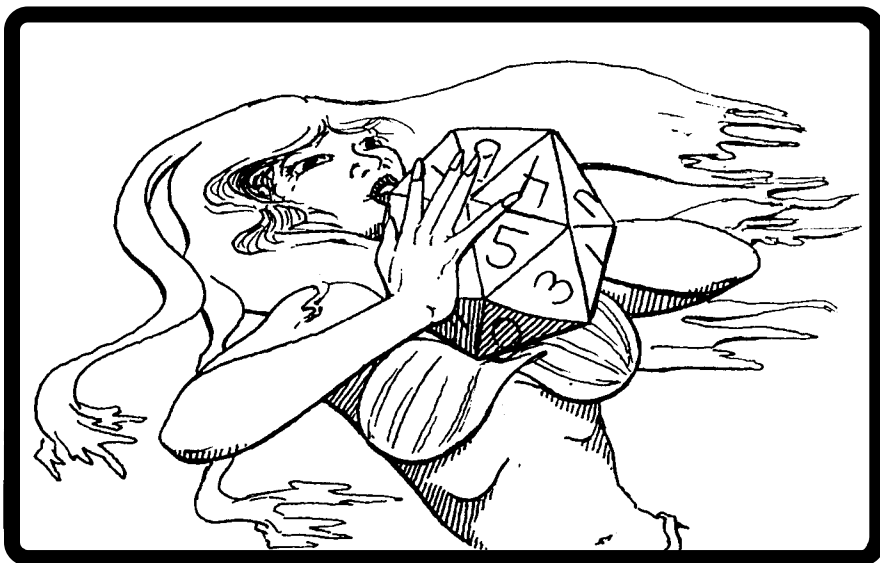
The Martians have fled an overpopulated and resource bankrupt world. These Martians are the uneducated lower classes that the Big Brains decided to dispose of.

The invaders can take human form by gutting the host, shedding their chitinous skin, and snugging inside. Brain tissue and memories are then incorporated into the Martian.

A second method is the injection of an embryonic martian into a sleeping victim by use of a Fly Bat. These embryos eat their way to the brain and reform their hosts DNA into their own. The human becomes a living husk that covers the invader. The process takes 4 weeks.

USUALLY HEARD SAYING

"All you can eat salad bar!"



CHARACTER DESIGN

Creating a character for **Bimbos & Blasters** is real easy. First you need a copy of a character sheet from the back of this book. If you don't have a copier handy, hand copy the design. Never use the sheet in the book. Use a pencil.

NAME

Create a name for your character. Make it realistic.

OCCUPATION

What did you do before the Martians invaded the earth? Also place this in the first column of your skills, as this is your primary skill.

AGE, SEX, HEIGHT, WEIGHT

Just fill it in. It's not really all that important, anyway.

STATISTICS

These statistics are your natural abilities. When you need to accomplish something just roll under your Statistic with a d100 for success.

STRENGTH

Strength is your ability to carry, push, or heft an object. Use this with reasoning and ask the GM before you try to throw an old Chevy. Figure 1 pound of equipment carried comfortably for every point of Strength you have.

CONSTITUTION

Your statistic of health. Use this to survive poison, gas, and torture. It regenerates at a rate of d10 +2 points per hour. At -1 Constitution your character dies.

BODY POINTS

Your basic hit point score. This is the maximum damage you can take. It regenerates at a rate of d10 points per day. At -1 Body your character dies.

AGILITY

Agility is your body coordination, your ability to move in a calculated and controlled manner. Use this to dodge slow moving objects but not bullets.

DEXTERITY

Dexterity is your hand to eye coordination, the ability to grab and throw, your ability to block or punch.

ACCURACY

Accuracy is your ability to use any general type of firearm.

STEALTH

Stealth is your ability to move silently, hide, and sneak.

WHAT PERCENTAGE DO I START THEM AT?

Your statistic percentages are found by a combination of random roll and point allocation.

REMEMBER

- 01 All statistics start with 4d10 points.
- 02 You also get an additional 100 points to place where you want.
- 03 Every year of age your character has over 21 gives you another point to be allocated where ever you wish.
- 04 No statistic can go over a maximum of 99
- 05 Statistics can be improved with use of experience points awarded by the GM. More on that later.

**"Roll the Dice and build from there."
"DO NOT RUB your dice on the GM!"**

Rich Tucholka

SKILLS

Skills are a must for your character. Many are used and developed to aid in survival. Many skills are assumed to be natural to your character, like reading, writing, and keeping their rifle clean. These the GM and player shouldn't worry about.

CHOOSING SKILLS

From the following list choose 10 additional skills for your character. Survival skills and combat skills are recommended, though you never know when knot tying and carpentry may come in handy for that special trap you want to set. You can always add more skills later.

USING SKILLS

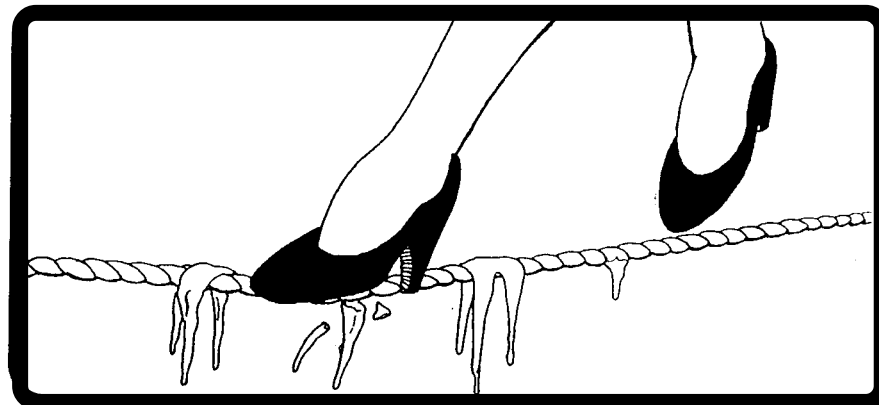
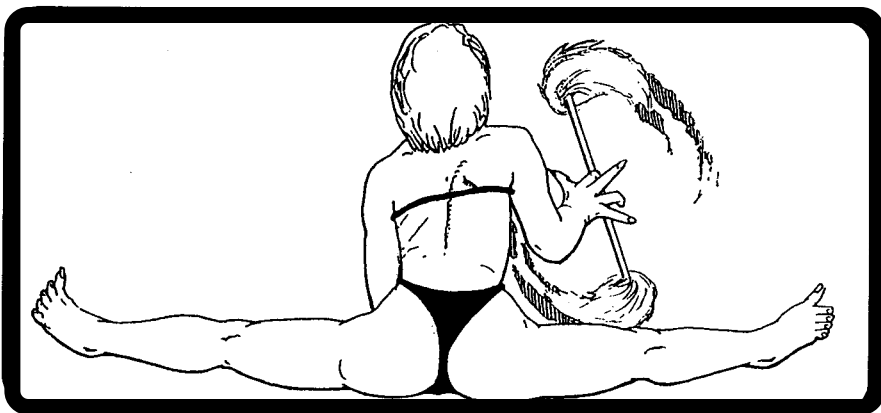
Skill use is easy. Roll under your skill level with a d100 for success.

WHAT LEVEL DO SKILLS START AT?

Skill percentages are found by a combination of random roll and point allocation.

REMEMBER

- 01 All skills start with 4d10 points
- 02 You also get an additional 200 points to place where you want.
- 03 Every year of age your character has over 21 gives you another skill point to allocate where you wish. You cannot use these points to increase statistics.
- 04 No skill can go over a maximum of 99.
- 05 Skills can be improved with use of experience points awarded by the GM.
- 06 If you have two related skills that can be used on a roll, you're allowed one roll on each to find success.



UNIVERSAL MODIFIERS

Modifiers can always be used by the GM when he or she thinks there is a call for a little more realism or difficulty. This universal table should cover all your needs from skills to hit, dodge or whatever.

DUCK SOUP	+40
PIECE OF CAKE	+20
REAL EASY	+10
EASY	+05
AVERAGE	+0
SLIGHTLY DIFFICULT	-05
DIFFICULT	-10
VERY DIFFICULT	-20
IMPOSSIBLE	-40
YOU GOTTA BE KIDDING	-60

REGULAR SKILLS

The following is a list of possible skills. Pick the ones you want or create your own. Try to be at least a little specific with your skill.

ENVIRONMENTAL SURVIVAL

Forest Survival
Cold Survival
Jungle Survival
Desert Survival
Wetland Survival

City Survival
Suburb Survival
Rural Survival
Arctic Survival

GENERAL SKILLS

Abnormal Psychology
Accounting
Administration
Air Sea Navigation
Aerodynamics
Agriculture
Aircraft Technology
Archaeology
Anthropology
Animal Husbandry
Animal Training
Aquatic Vehicles Technology
Aquatics (Diving)
Archery Technology
Archery
Art
Astronomy
Astrophysics
Atmospherics (Weather)
B
Banking
Balloon Technology
Barbering
Bartender
Biology
Blade Fighting
Blade Technology
Boating, Small
Boating, Large
Boating, Commercial
Botany
Brokering
Business Law
C
Calligraphy
Carousing
Ceramics
Chemistry, General
Chemistry, Analytical
Chemistry, Organic
Chemistry, Inorganic
Child Care

Civil Engineering
Civil Law
Commando Training
Communications Technology
Computer Operation
Computer Programming
Computer Technology
Corporate Management
Corporate Structure
Cosmetology
Criminal Investigation
Criminal Law
Criminal Psychology
Criminal Science
Cryptography
Crude Weapons
Cuisine
D
Dancing
Demolition
Diplomacy
Dog Psychology
Drama
E
Ecology
Education (Teaching)
Electronic Diagnosis
Electronic Technology
Electronics, Micro
Entertainment
Emergency Medical Care
Environmental Engineering
F
Fabrication, Metal
Fabrication, Wood
Fabrication, Plastic
Fashion Design
Fencing
Finance
Food Processing
Fusion Technology
Fluidic Systems

G

Geography
Geology
Glider Technology
Grenade Weapons
Guerrilla Tactics
Gymnastics
H
Hand-To-Hand Combat
Hand Weapons, Projectile
Hand Weapons, Other
Health Care
Heavy Equipment Operation
History
Horsemanship
Hunting
I
Improvised Weapons
Interrogation
J
Journalism
K
Knitting
L
Language, Additional
Laser Technology
Laser Weapons
Law Enforcement
Linguistics
Lifesaving
Marketing
M
Martial Arts
Mathematics, General
Mathematics, Higher
Mechanical Diagnosis
Metallurgy
Microwave Technology
Microwave Weapons
Mountain Climbing
Mining

Music Technology
Music Performance
N
Nuclear Physics
Nuclear Weapons Technology
Nursing

O

Oceanography
Optics, Fiber
Optics, Lens

P

Philosophy
Photography
Physical Surveillance
Physics
Pilot, Light Motor Vehicle
Pilot, Heavy Motor Vehicle
Pilot, Heavy Military Vehicle
Pilot, Ultralight Aircraft
Pilot, Fixed Wing
Pilot, Commercial
Pilot, Rotary Wing
Pilot, Fighter
Political Science
Projectile Weapons (Gunsmith)
Public Speaking
Psychology

Q

Quarter Staff Combat

R

Religion
Retail Science
Robotics

S

Sanitation Engineering
Security
Skiing
Sociology
Solar-Electric Technology
Skydiving
Swimming
Structural Engineering

T

- Tax Law
- Tactics
- Tracking
- Tunneling

U

- Undersea Engineering
- Undersea Survival
- Ultralight Aircraft Technology

V

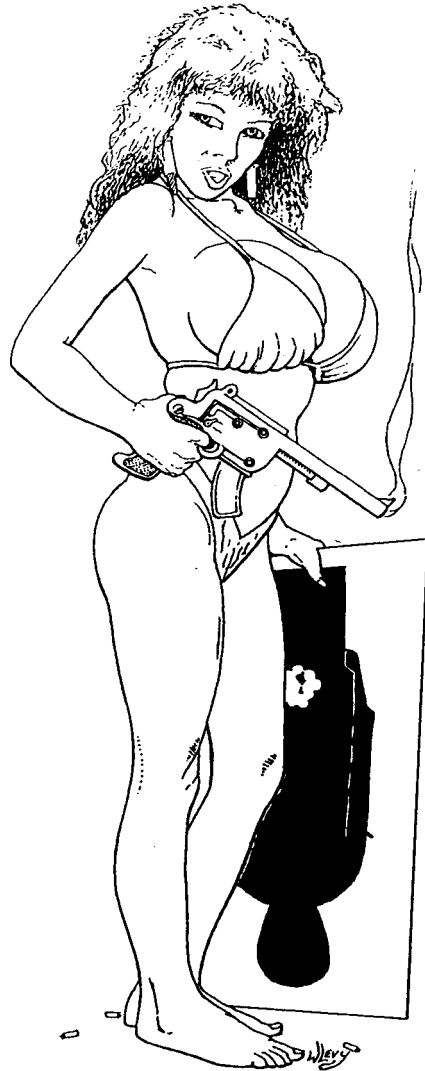
- Vehicle Repair, Automobile / Truck
- Vehicle Repair, Military
- Vehicle Repair, Ultralight
- Vehicle Repair, Fixed Wing
- Vehicle Repair, Jet

W

- Weapons, Military Light**
- Weapons, Military Heavy**
- Weapons, Surface to Air**
- Weapons, Military Explosives**

CRIMINAL SKILLS

- Espionage
- Assault
- Pickpocketing
- Safe Cracking**
- Petty Theft
- Breaking and Entering
- Electronic Alarms**
- Assassination**
- Computer Crime
- Counterfeiting
- Fraud
- Forgery
- Smuggling
- Terrorism
- Blowing Martians to Smitherines
- Arson**
- Traps**
- Brawling



MEDICAL SKILLS

- Anatomy
- Anesthesiology**
- Autopsy**
- Bacteriology
- Behavior Modification
- Bionics
- Biochemistry
- Bioplastic Surgery
- Botany
- Burn Technology**
- Chemistry, Any**
- Dentistry
- Dermatology
- Drug Therapy**
- Freezing / Cryosleep
- Genetic Engineering
- Immunology

- Internal Medicine**
- Microsurgery
- Medical Technology
- Neurosurgery
- Obstetrics
- Oncology
- Orthopedics
- Ophthalmology
- Pathology**
- Parasitology
- Pharmacology
- Psychiatry
- Radiology
- Scan Technology
- Surgery**
- Surgery, Field**
- Toxicology**

BASIC MEDICAL SKILLS

First Aid skills automatically give the user the ability to heal d10 damage points per day per person. This is only usable on a victim once. This takes 2d10 minutes. Consider this very basic field first aid.

HEAVY DUTY MEDICAL SKILLS

Doctors have the ability to heal 2d10 points of damage during an emergency. This is usable once per day on an individual and takes 4d10 minutes. In hospital situations the doctors healing or trauma repair skill goes up to 3d10 points.

NOTES TO THE GM

If a character is wounded below zero Body or Constitution points, give them a chance to be treated. Where medical care is immediate the characters condition stabilizes and requires immediate surgery or medical care.

EXAMPLE

Caught by grenade fragments from a treacherous Martian ambush, Russ is blown into (-6) Body points. Effectively, Russ is dead, but immediate medical attention holds his life in stasis until a GM set time has passed, or until a Doctor can operate. Any additional wounds at this point will kill him automatically. Depending on the nature and severity of the wound, the GM is advised to use d10 hours at best.

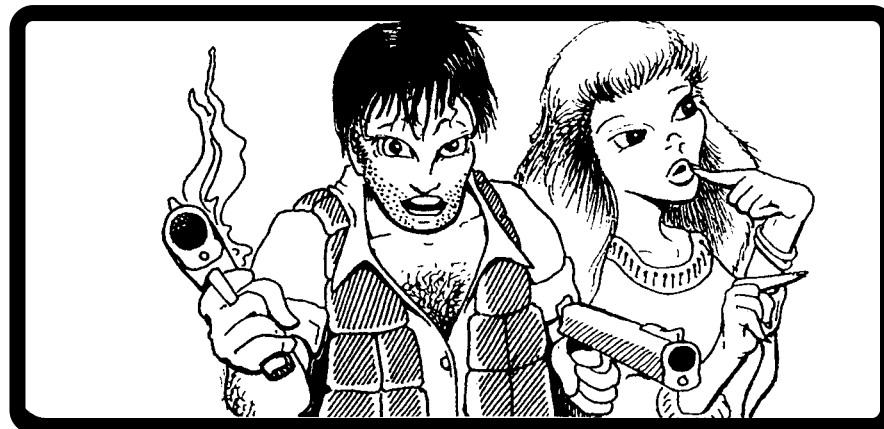
EXPERIENCE

Experience is a reward for doing the right thing. It's also the GM's cruel and heartless decision. We recommend the GM keeps a record of points awarded for the group and divide them accordingly except where someone has earned special recognition for bravery or creativity. The average awarded block of experience should be between 5 and 10 points per player.

Outstanding Reconnaissance	02 pts.
Good Judgment, Sound Reasoning	02 pts.
Outstanding Reasoning, Insight	02 pts.
Outstanding Planning	02 pts.
Disposal of a Hostile Camp	02 pts.
Effective Use of Weapons as Needed	02 pts.
Avoiding Traps / Setting Traps	02 pts.
Outsmarting a Superior Force	02 pts.
Outfighting a Superior Force	04 pts.
Outwitting Martians	02 pts.
Playing in Character	02 pts.
Good Group Organization	02 pts.
Good Organization After Leadership Loss	02 pts.
Dealing Peacefully with Hostile Humans	02 pts.
Effective Use of Equipment	02 pts.
No Casualties	02 pts.
Working with Beach Bunnies	02 pts.
Saving Captured Humans	05 pts.
Successful Supply Raids	02 pts.
Blowing Martians to Bits	02 pts.
Disposing of a Civilian Martians	01 pt.
Disposing of Big Brains	02 pts.
Disposing of Fly Bats	04 pts.
Disposing of Martian Hardware	04 pts.
Disposing of Egg Clusters	06 pts.
Disposing of Evidence	02 pts.

REMEMBER

- 01 Your gained experience points are used to increase your Statistics or Skill Percentages on a one to one basis. Divide them any way you want.
- 02 Even if your character's Statistics and Skills start out low, you can build them up with relative ease.
- 03 Really wondering what Fly Bats, Egg Clusters, and Big Brains are? Caught your imagination? Read the section on the nature of the enemy and you'll find out.



COMBAT

Adventure and combat is the purpose of this game. As a true human, it is your job to stand tall and teach your enemy a lesson in manners and repay them for the destruction of our culture.

Combat comes in two forms, PHYSICAL and WEAPONS.

PHYSICAL COMBAT & MARTIAL ARTS

With martial arts or simple hand to hand fighting, use your Dexterity to grab, strike, chop, or kick at the opponent. Use your Strength to throw or subdue. If using martial arts, you have a second attack at your martial arts percentage and a third attack at half your martial arts percentage.

	USE	DAMAGE
GRAB	Dexterity	1 If you wish
PUNCH	Dexterity	d10
KICK	Agility	d10 +1
CHOP	Dexterity	d10 +2
GRAB	Dexterity	None
THROW	Accuracy	See Falling Objects
KNEE	Agility	d10
ELBOW	Dexterity	d10
BLADE	Dexterity	Per Blade
DROPPED OBJECT	Accuracy	See Falling Objects

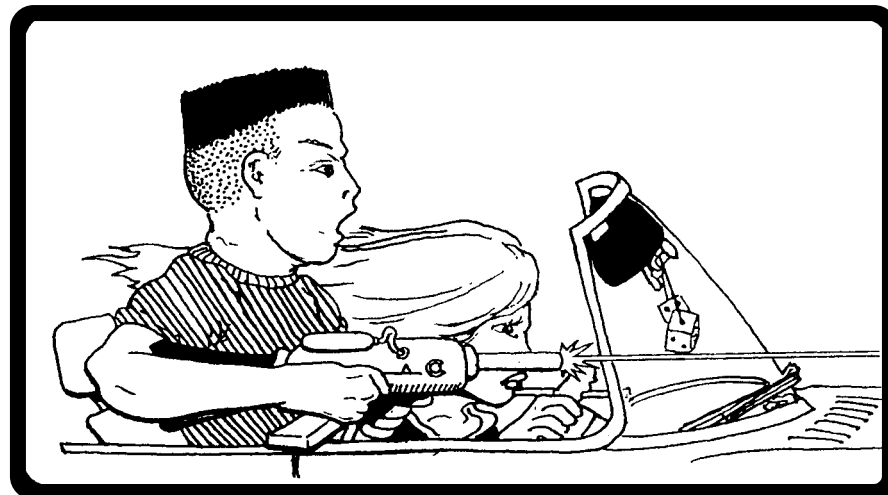
HAND WEAPONS

During physical combat, a hand weapon may be used or thrown. Calculate this damage separately as you would a firearm. If using a hand weapon, then the above damage does not apply. This also applies to weapons damage, like breaking a chair over an enemy. The term "hand weapon" does not apply to firearms.

DODGING

HAND WEAPONS & PHYSICAL COMBAT

- 01 Roll under your Agility to dodge slow moving objects and punches.
- 02 You can dodge a punch or kick by using your Agility successfully, though you can not return an attack.
- 03 You can block an attack and take half damage from the strike. In this situation you can return the attack.
- 04 Blocking a hand weapon with your arms or body still results in full damage. You need an object to block or parry with.
- 05 To immobilize an opponent roll for a successful GRAB and then under your Strength. If the victim rolls under his or her strength, they are not immobilized.
- 06 When attempting to immobilize or knock an enemy unconscious, a successful strike with a heavy blunt weapon (to the head) does the trick.



FIREARMS

With any projectile weapon, roll under your Accuracy for a successful hit. Some weapons may have inherent modifiers or special sights. The difficulty of the shot is always taken into consideration by the GM. Specific area shots, and shots to wing or immobilize should also have a minor to high negative modifier. In turn, close shots should have a positive modifier.

	USE	DAMAGE
FIREARM	Accuracy	Per Weapon
GRENADE	Accuracy	Per Grenade / Area
INDIRECT FIRE	Accuracy	Area Effect

INITIATIVE

In close combat situations simply ask the GM who goes first or roll a d100 and the highest side has the first combat action.

AMBUSH INITIATIVE

In cases of ambush, the attacker has the first two combat rounds if the victims are not at all expecting the attack. Martians have little common sense and are rarely prepared for combat.

COMBAT DAMAGE

In **Bimbos & Blasters** damage falls into two categories, Body and Constitution. Reduction of both of these statistics to (-1) or below can cost your character their life. Damage from differing types of attacks will always have a B or a C code to designate the area of damage. Where both are listed, roll each separate. Always use d10's when you roll.

ARMOR

Thought we forgot it? Boy were you wrong. Armor is simply any material that stops damage from physical or firearm attack. The heavier the armor, the generally higher the modifier to Agility. Armor of any type has two distinctive ratings. The first is it's ability to absorb low velocity damage from Brawling Weapons and its ability to stop or deflect high velocity projectiles fired from firearms. The designation (L) is low velocity, the (H) high.

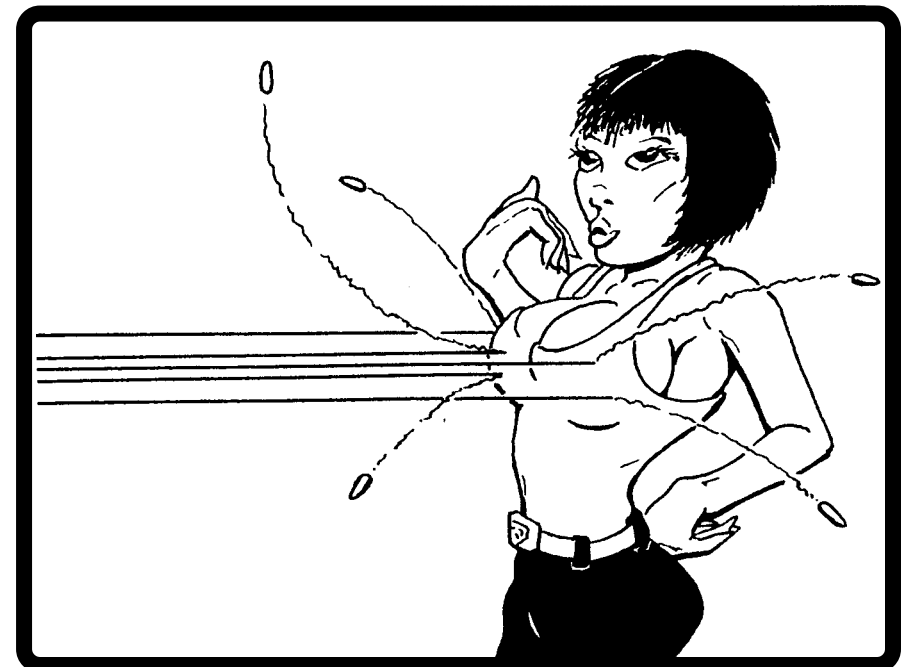
Also included on this chart is a number of other structural materials and their general ability to withstand L and H damage.

ARMOR TYPE	AGILITY MODIFIER	ARMOR (L)	ARMOR (H)	NOW USELESS
FABRIC				
-Heavy	—	-02	-01	15%
-Padded	-05	-03	-01	20%
NATURAL				
-Heavy Leather	-05	-05	-02	15%
-Hard Leather	-10	-10	-03	20%
-Martian Chitin	—	-05	-01	—
-Fly Bat Chitin	—	-10	-02	—
-Big Brain Chitin	—	-03	-01	—
-Martian (skin)	—	-01	-01	—
-Soft Wood (.25)	-05	-07	-02	35%
-Hard Wood (.25)	-05	-10	-03	25%
PLASTIC (.25)				
-Thin	-05	-05	-01	25%
-Chain	—	-08	-01	20%
-Heavy	-05	-10	-04	15%
-Carbon Fiber	-05	-12	-05	15%
METAL				
-Light	-05	-14	-02	15%
-Chain	-10	-16	-02	15%
-Plate	-05	-35	-06	15%
-Automobile	—	-15	-10	—
-APC Plate	—	-60	-45	—
-Tank Plate	—	-95	-250	—
BALLISTIC				
-Cloth	—	-15	-25	10%
-Layered	-10	-25	-30	10%
-Metal/Plastic	-15	-30	-40	10%
OTHER				
-Flack Vest	-10	-20	-30	10%
-Insect Chitin	-05	-05	-02	—
-Stony Hide	-10	-05	-02	—

ARMOR TYPE	AGILITY MODIFIER	ARMOR (L)	ARMOR (H)	NOW USELESS
FABRIC				
-Bone	-05	-05	-02	—
-Inch of Fat	-01	-01	-01	—
-.25 Inch Glass	—	-02	-01	98%
PROTECTIVE				
-Light Suit	-05	-05	-02	20%
-Medium	-10	-10	-03	20%
-Heavy	-20	-15	-04	20%
POWER ARMOR				
-Light Exo	-10	-35	-20	05%
-Medium Exo	-20	-55	-40	05%
-Heavy Exo	-30	-75	-60	05%
MARTIAN ARMOR				
-Light	-10	-15	-20	10%
-Medium	-20	-25	-30	10%
-Heavy	-30	-35	-40	10%

REMEMBER

Armor stops damage but itself will deteriorate into uselessness given enough punishment. Have your GM take this fact into consideration. Roll on the Now Useless Percentage after every major firefight to see if your armor has survived.



DAMAGE

Damage to a character can come from many different and unexpected sources. The following categories will cover most damage types you can imagine.

ANIMAL ATTACKS (B)

Animal attacks are numerous in type and nature. The GM should rate the damage in d10's or sub-d10's. As an example a pack of 20 rats attacking may do 2d10 damage to an individual.

EXAMPLE	BITE	CLAW	CRUSH
SMALL	1	1	1
MEDIUM	d10	d10	2
LARGE	2d10	2d10	2d10
GIGANTIC	4d10	3d10	4d10



ASPHYXIATION (C)

Asphyxiation is caused by design or accident. When you stop breathing, Constitution is reduced 3d10 points per minute of attack.

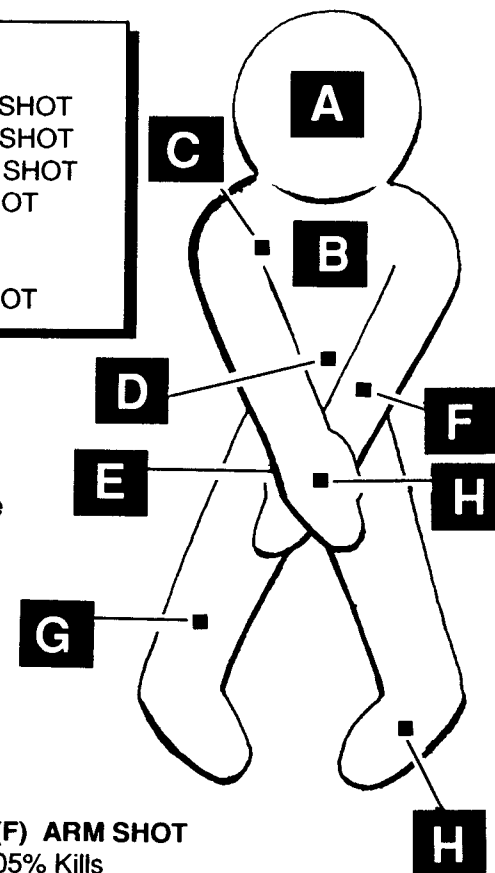
ATMOSPHERIC (B & C)

Atmospheric damage is caused by any substance in the atmosphere that enters the body and upsets its delicate balance and function. A corrosive atmosphere will damage tissue. Toxic gasses will damage constitution. Any breathing of an atmospheric toxin is rated by the GM from 1 point to 20 d10 or more for constitution damage. Corrosive atmospheres generally do from 1 to 10 d10 damage to the body.

OPTIONAL BODY LOCATIONS

This is an optional and advanced feature of **Bimbos & Blasters** used for specific hits or fast kills. Generally this is used for the disposal of Non Player Characters. All called shots or damage are rated "Difficult" to "You Gotta be Kiddling". When using this for your Characters, see the damage modifier.

RANDOM	AREAS
01-10	HEAD SHOT
11-25	UPPER CHEST SHOT
26-40	OUTER CHEST SHOT
41-50	LOWER CHEST SHOT
51-75	ABDOMINAL SHOT
75-85	ARM SHOT
86-95	LEG SHOT
96-00	HAND/FOOT SHOT



(A) HEAD SHOT

90% Kills
or Triple Damage
Reduce Skill, Agility, Accuracy Use

(B) UPPER CHEST SHOT

75% Kills
or Double Damage
Reduce Strength, Agility Use

(C) OUTER CHEST SHOT

30% Kills
Normal Damage
Reduce Dexterity, Agility Use

(D) LOWER CHEST SHOT

45% Kills
or Double Damage
Reduce Strength, Agility Use

(E) ABDOMINAL SHOT

30% Kills
or Double Damage
Reduce Strength, Agility Use

(F) ARM SHOT

05% Kills
or Half Damage
Reduce Dexterity, Accuracy Use

(G) LEG SHOT

05% Kills
Normal Damage
Reduce Agility Use

(H) HAND/FOOT SHOT

0% Kills
Normal Damage
Reduce Dexterity, Accuracy Use

BONE BREAKAGE (B)

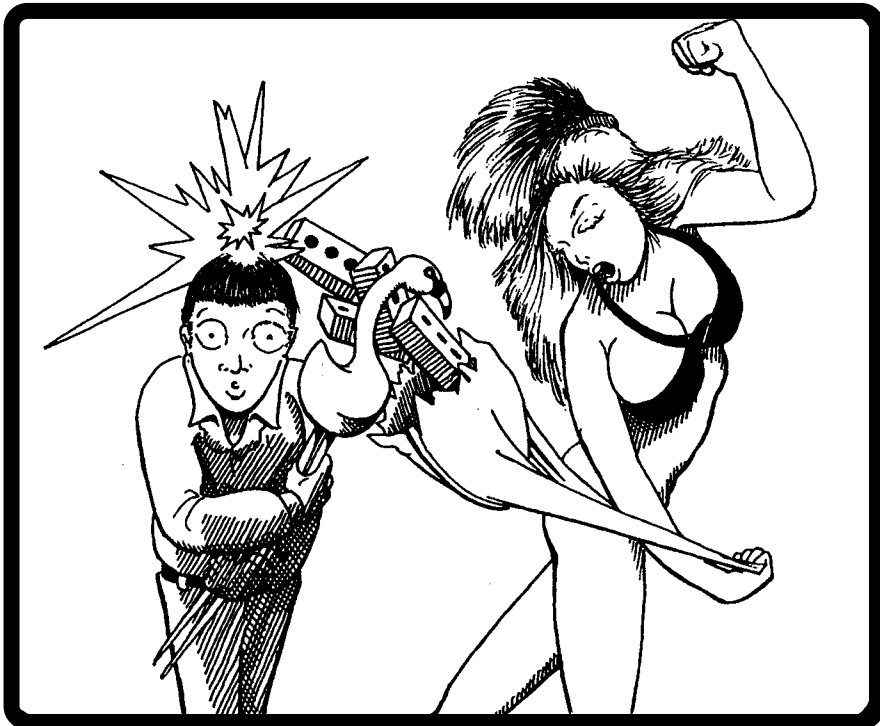
In cases where the GM suspects a bone may be stressed to breaking, roll on the following table. All bones take 4 to 6 weeks to heal. Compound fractures add another 2d10 damage to the victim. With freshly broken bones, reduce all Agility and Dexterity rolls by half when applicable.

DID IT BREAK?	
01-05	Just Bruised
06-07	Minor Fracture
08-09	Serious Fracture
10	Compound Fracture

COSHING (B)

Hitting a victim over the head for subdual does a d10 damage. Roll a d10 for the chance of subdual.

DID YOU COSH?	
01-02	Didn't Work
03-04	Stunned but Awake
05-09	Knocked Unconscious
10	Concussion Kills Victim



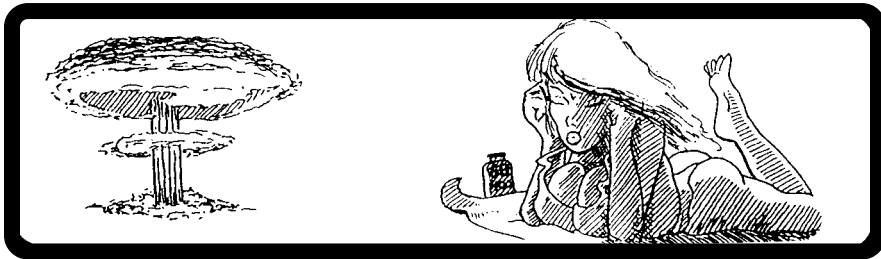
DISEASE & INFECTION (C)

Disease and infection reduce constitution. Rate the diseases debilitating effects with a d10 for every day the Character is critically ill with it. Constitution will not regenerate while the character is sick. Antibiotics or proper health care reduce the critical time by half. Improper treatment or poor health conditions double the critical time.

COMMON	CRITICAL TIME
COLDS	d10 days
FLU	d10 days
PNEUMONIA	2d10 days
UNCOMMON	
SMALLPOX	3d10 days
TYPHOID	2d10 days
CHOLERA	2d10 days
BUBONIC PLAGUE	2d10 days
PHEUMONIC	3d10 days
YELLOW FEVER	3d10 days
MALARIA	2d10 days
DENGUE FEVER	2d10 days
ANTHRAX	3d10 days
COLORADO TICK FEVER	3d10 days
MENINGITIS	3d10 days
FOOD POISONING	
-BACTERIAL	d10 days
-SALMONELLA	2d10 days
-AMEBIASIS	2d10 days
-BOTULISM	4d10 days
WOUND INFECTION	
-TETANUS	3d10 days
-LIGHT INFECTION	d10 days
-HEAVY INFECTION	2d10 days
-BLOOD POISONING	4d10 days
-GANGRENE	4d10 days
-GAS GANGRENE	5d10 days

ELECTRICITY (B or C)

Electric shock is rated by the GM in d10's of damage. Every 10 seconds the character is in contact with the source, the damage repeats. For higher voltages double or even triple the damage. Both Body and Constitution are damaged and the rolls for damage should be kept separate for each.



EXPLOSION (B)

Blast damage comes with three modifiers. At the average damage distance the damage is rated to the grenade type. At close to the blast double the damage. If your character is on top of the blast, triple the damage.

FIRE (B or C)

Fire damages Body points. The more intense the fire or heat, the more d10 dice to use. A simple burn might be rated as a point of damage. For second degree burns double the damage and third degree burns, triple the damage. Smoke from fire can also damage Constitution at a rate of d10 per minute of exposure. For very dense smoke, double the damage.

FALLING CHARACTERS (B)

For every 10 feet of fall beyond the first 5, add a d10 of damage. If the fall is over 50 feet in height, double the damage.

FALLING OBJECTS (B)

For every 10 feet of fall an object travels, use a d10 for damage. For every 10 pounds of weight, add another d10 damage to compound matters.

RADIATION (C)

Radiation destroys Constitution. Permanently reduce the Character's Constitution d10 points for every hour spent in a 100+ Rad contaminated area. For each additional 50 Rads, add another d10 to the score. This is a permanent loss that may only be rebuilt by experience point awards. After exposure all **constitution healing** and **body healing** stop for 2d10 days.

STARVATION (B & C)

For every day a character spends without food, reduce his or her body points and Constitution d10 -2 points. For every day without water, reduce Constitution by d10 -2 points. Constitution and Body points do not regenerate while a Character starves

TEMPERATURE (C)

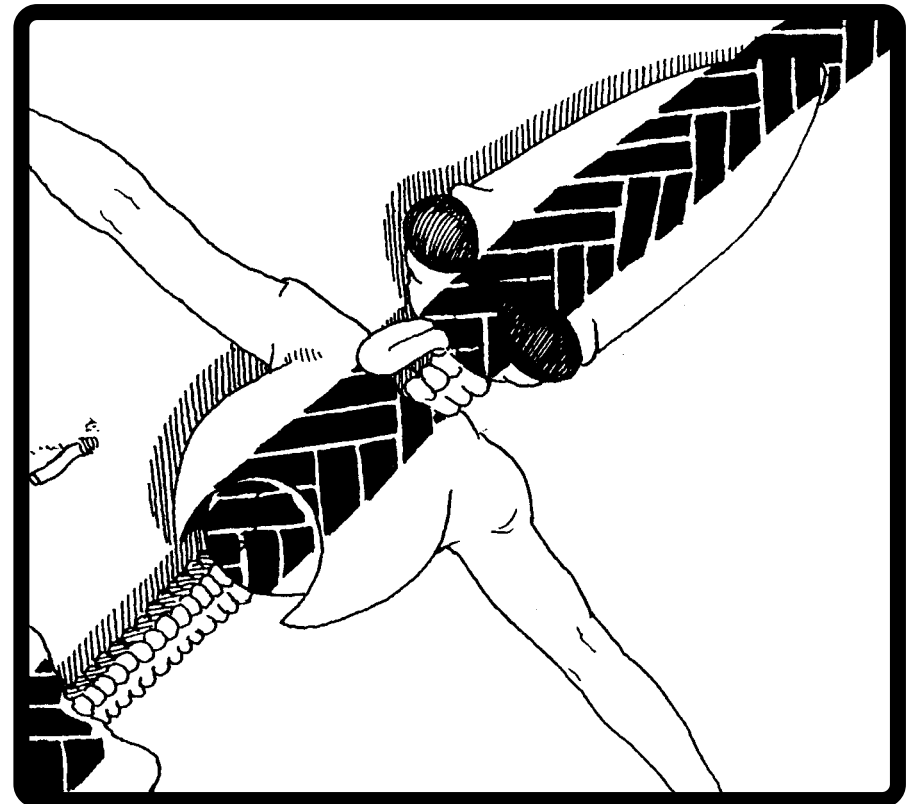
For every hour an unprotected character spends in a hellishly hot or Arctic cold environment, reduce his or her Body points and Constitution d10 points.

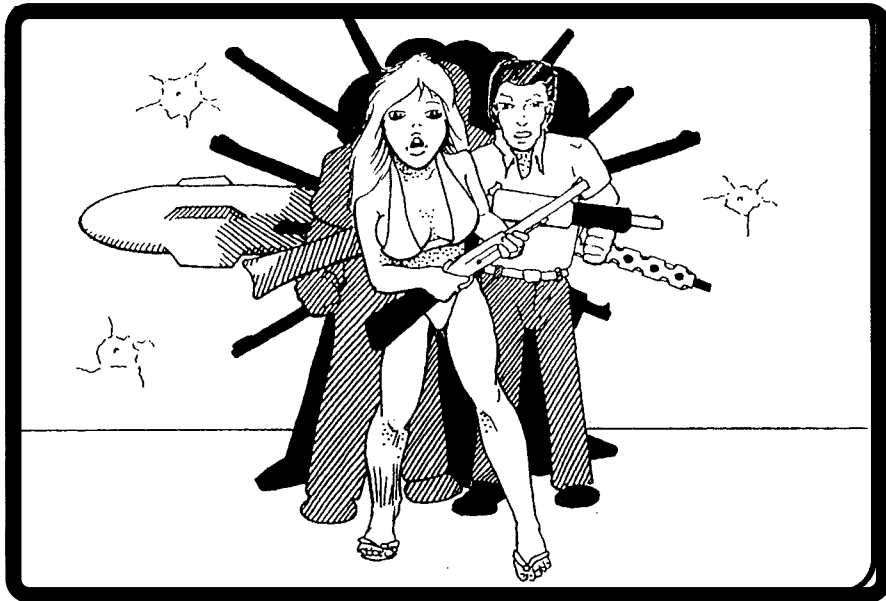
TOXINS (B & C)

Toxins are any substance that enters the body and upsets its delicate balance and function. Corrosives damage tissue. Poison damages Constitution. Any poison is rated by the GM from 1 point to 20 d10 or more for Constitution damage. Corrosives generally do from 1 to 10 d10 damage to the body. Toxins can also come in the form of gas grenades, that reduce both Strength and Agility.

VEHICLE IMPACT (B)

Characters hit by a moving vehicle will incur 2d10 damage for every 10 MPH the vehicle is traveling. Passengers in the vehicle suffer d10 damage per 10 MPH if not wearing a safety restraint. If restrained, they suffer 1/d10 damage for every 10 MPH the vehicle is traveling over 20 MPH. Run overs and vehicle impact into immobile structures do double damage.





WEAPONS

Firearms are many and varied. In the U.S. alone, the number produced and in private hands is staggering. This does not even cover imports and Military stockpiles. It's all out there waiting for use against the Martians. The hard part is to find ammunition.

WHAT WEAPONS CAN I HAVE?

Choose one weapon from the following lists. Pistol, Rifle or Shotgun, you have it. With your weapon, you have d100 +10 rounds. Any further weapons must be searched for, or stolen from the Martians. The same goes for equipment, food, and medicine. More on that later.

THE TYPICAL WEAPON

All weapons have a capacity, or the number of rounds of ammunition that the weapon holds. Damage is the what that weapon's round does when it hits. Number is the number of times the weapon can be fired in a combat round or the number of rounds an automatic weapon can fire.

RIFLE	DAMAGE	CAPACITY	NUMBER
Deerwopper .475	4d10	6	1 or 2
One of many hunting weapons in civillian hands. The Deerwopper comes in many styles and options including laser sights.			

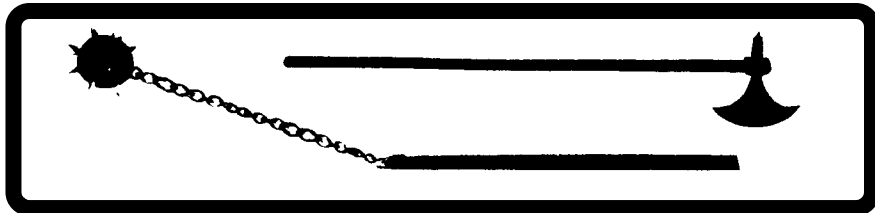
FAST IMPROVISED WEAPONS

Most improvised weapons are used for damage and coshing. These are a few examples.

IMPROVISED

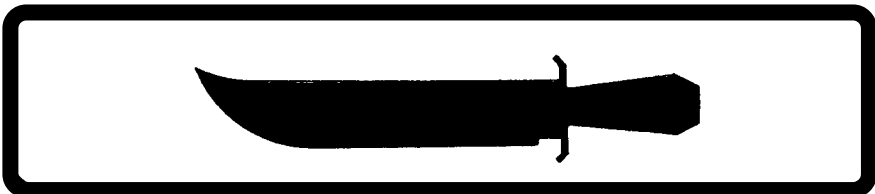
IMPROVISED	DAMAGE	CAPACITY	NUMBER
Rock	d10	—	1
IMPROVISED Stick	DAMAGE d10	CAPACITY —	NUMBER 1
IMPROVISED Bottle	DAMAGE d10 +2	CAPACITY —	NUMBER 1
IMPROVISED Chain	DAMAGE d10 +3	CAPACITY —	NUMBER 1
IMPROVISED Chair	DAMAGE d10	CAPACITY —	NUMBER 1
IMPROVISED Heavy Pipe	DAMAGE d10 +5	CAPACITY —	NUMBER 1
IMPROVISED Baseball Bat	DAMAGE d10 +3	CAPACITY —	NUMBER 1





ARCHAIC

ARCHAIC	DAMAGE	CAPACITY	NUMBER
Spear	3d10	—	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Hand Axe	3d10	—	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Great Axe	4d10	—	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Sling	d10	1	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Basic Slingshot	d10	1	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Mace	3d10	—	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Morning Star	3d10 +3	—	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Halberd	4d10	—	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Trident	3d10	—	1



BLADES

SWORD	DAMAGE	CAPACITY	NUMBER
Short Sword	3d10	—	1
SWORD	DAMAGE	CAPACITY	NUMBER
Sword	3d10 +3	—	1
SWORD	DAMAGE	CAPACITY	NUMBER
Long Swor	d4d10	—	1
SWORD	DAMAGE	CAPACITY	NUMBER
Two Handed	5d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Rapier	2d10	—	1

BLADE	DAMAGE	CAPACITY	NUMBER
Saber	3d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Steak Knife	d10 +1	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Hunting Knife	2d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Survival Knife	2d10 +3	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Machete	3d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Butcher Knife	2d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Meat Cleaver	3d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Katana	4d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Razor Knife	d10 +1	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Pocket Knife	d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Cordless Carving	d10 +3	—	1



BOW WEAPONS

BOW WEAPONS	DAMAGE	CAPACITY	NUMBER
Wrist	2d10	—	1
CROSSBOW	DAMAGE	CAPACITY	NUMBER
Hand Crossbow	2d10	—	1
BOW WEAPONS	DAMAGE	CAPACITY	NUMBER
Short Bow	2d10 +2	—	1
BOW WEAPONS	DAMAGE	CAPACITY	NUMBER
Crossbow	3d10 +3	—	1
CROSSBOW	DAMAGE	CAPACITY	NUMBER
Spring Steel	4d10 +4	—	1
BOW WEAPONS	DAMAGE	CAPACITY	NUMBER
Compound Bow	3d10 +6	—	1
BOW WEAPONS	DAMAGE	CAPACITY	NUMBER
Long Bow	3d10 +3	—	1
BOW WEAPONS	DAMAGE	CAPACITY	NUMBER
Japanese Bow	3d10	—	1

EXOTICS

EXOTICS	DAMAGE	CAPACITY	NUMBER
Trident or Fork	3d10	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Chainsaw	5d10 +5	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Garrote	2d10	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Bolas (entangle)	d10	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Whip	d10	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Net (entangle)	1 pt.	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Lasso (entangle)	1 pt.	—	1
ASIAN EXOTICS	DAMAGE	CAPACITY	NUMBER
Nunchaku	d10	—	1



ASIAN EXOTICS	DAMAGE	CAPACITY	NUMBER
Throwing Stars	d10	4	1 to 4
EXOTICS	DAMAGE	CAPACITY	NUMBER
Torch, Flaming	d10	1	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Electric Prod	d10 CON	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Quarterstaff	d10	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Boomerang	d10	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Hunting Slingshot	d10	1	1



PISTOLS & REVOLVERS

PISTOLS	DAMAGE	CAPACITY	NUMBER
Kentucky Flintlock	2d10 +2	1	1
PISTOLS	DAMAGE	CAPACITY	NUMBER
Navy Flintlock	2d10 +2	6	1
PISTOLS	DAMAGE	CAPACITY	NUMBER
Colt Peacemaker	3d10 +3	6	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Derringer	2d10 +2	2	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Colt M1911 .45	4d10 +4	7	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Luger 9mm	4d10 +4	8	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Browning .380	3d10 +3	12	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Walther PPK .380	3d10 +3	7	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Browning 9mm	4d10 +4	13	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Wildy Mag .45	5d10 +5	8	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Ruger .22	3d10 +3	10	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Wilkison AP 9mm	3d10 +3	32	1, 2, or 3
PISTOLS	DAMAGE	CAPACITY	NUMBER
Foster .577	9d10 +9	3	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Auto Mag .44	5d10 +5	6	1 or 2

Beach Bunny Bimbos with Blasters

PISTOLS	DAMAGE	CAPACITY	NUMBER
Tucson .50	9d10 +9	3	1
PISTOLS	DAMAGE	CAPACITY	NUMBER
Beretta 9mm	4d10 +4	15	1 or 2
REVOLVERS	DAMAGE	CAPACITY	NUMBER
Police .38	3d10 +3	6	1
REVOLVERS	DAMAGE	CAPACITY	NUMBER
S&W Mag .357	4d10 +4	6	1
REVOLVERS	DAMAGE	CAPACITY	NUMBER
S&W M29 .44	5d10 +5	6	1
REVOLVERS	DAMAGE	CAPACITY	NUMBER
Snub Nose .38	3d +3	6	1
REVOLVERS	DAMAGE	CAPACITY	NUMBER
Jack .433	4d10 +4	8	1

RIFLES

RIFLES	DAMAGE	CAPACITY	NUMBER
Weatherby .460	9d10 +9	3	1
RIFLES	DAMAGE	CAPACITY	NUMBER
Marlin 1894 .44 Mag	5d10 +5	10	1
RIFLES	DAMAGE	CAPACITY	NUMBER
M21 Sniper 7.62mm	7d10 +7	20	1 or 2
RIFLES	DAMAGE	CAPACITY	NUMBER
M1 Carbine .30	3d10 +3	5 or 15	1 or 2
RIFLES	DAMAGE	CAPACITY	NUMBER
Winchester .30-30	6d10 +6	6	1
RIFLES	DAMAGE	CAPACITY	NUMBER
Arisaka 99 7.7mm	7d10 +7	5	1
RIFLES	DAMAGE	CAPACITY	NUMBER
Mauser 98 7.92mm	7d10 +7	5	1
RIFLES	DAMAGE	CAPACITY	NUMBER
AKM (AK47) 7.62	7d10 +7	30	1 or 2
RIFLES	DAMAGE	CAPACITY	NUMBER
Garand 30-06	6d10 +6	8	1 or 2
RIFLES	DAMAGE	CAPACITY	NUMBER
Mini 14 Carb .223	2d10 +2	5 or 15	1 or 2
RIFLES	DAMAGE	CAPACITY	NUMBER
3000 Auto 30-06	6d10 +6	30	1
RIFLES	DAMAGE	CAPACITY	NUMBER
Thompson .45	5d10 +5	30	1
RIFLES	DAMAGE	CAPACITY	NUMBER
AR 15 .223	2d10 +2	5, 10, 30	1 or 2
RIFLES	DAMAGE	CAPACITY	NUMBER
Remington 30-06	6d10 +6	4	1

Beach Bunny Bimbos with Blasters



ASSAULT RIFLES

ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
M16 A2 5.56mm	4d10 +4	20,30,100	1 to 6
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
M14-A1 7.62mm	7d10 +7	20	1 to 25
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
AK-47 7.62mm	7d10 +7	30	1 to 20
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
H&K G3 7.62mm	7d10 +7	20,80	1 to 20
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
Gaill 5.56mm	4d10 +4	35,50	1 to 21
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
FN-FAL 7.62mm	7d10 +7	20	1 to 22
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
AKS-74 5.45	4d10 +4	40	1 to 20
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
H&K G11 4.7mm	4d10 +4	50	1 to 20
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
Steyer AUG 9mm	4d10 +4	32	1 to 32
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
FN P90 5.7mm	4d10 +4	50	1 to 50
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
Steyer ACR 5.56mm	4d10 +4	24	1 to 24
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
H&K ACR 4.92	4d10 +4	50	1 to 50
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
Colt ACR 5.56	4d10 +4	30	1 to 30

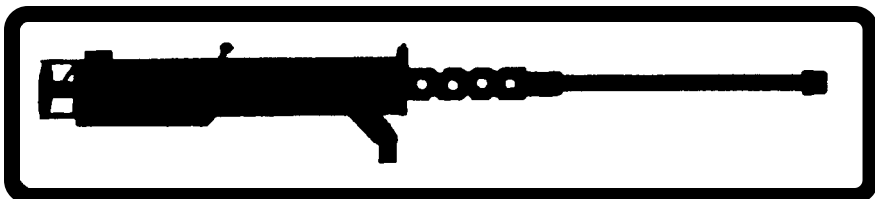


SUB-MACHINE GUNS

SUB-MACHINE	DAMAGE	CAPACITY	NUMBER
Uzi 9mm	4d10 +4	30	1 to 20
SUB-MACHINE	DAMAGE	CAPACITY	NUMBER
Ingram M10 9mm	4d10 +4	30	1 to 30

Beach Bunny Bimbos with Blasters

SUB-MACHINE	DAMAGE	CAPACITY	NUMBER
M61 Skorpion .32	3d10 +2	24	1 to 24
SUB-MACHINE	DAMAGE	CAPACITY	NUMBER
Grease Gun .45	5d10 +5	30	1 to 15
SUB-MACHINE	DAMAGE	CAPACITY	NUMBER
H&K P5K	4d10 +4	15,30	1 to 20
SUB-MACHINE	DAMAGE	CAPACITY	NUMBER
Beretta 93RR 9mm	4d10 +4	15/20	1 to 3



MACHINE GUNS

MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
MG-82 5.56mm	4d10 +4	100	1 to 40
MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
M60 B 7.62mm	7d10 +7	100	1 to 20
MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
Soviet RPK 7.62mm	7d10 +7	40,75	1 to 35
MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
Lewis 1912 7.7	7d10 +7	47 or 97	1 to 18
MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
Japan Type 99 7.7	7d10 +7	30	1 to 8
MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
BAR 7.62	7d10 +7	20	1 to 15
MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
Stoner 5.56	4d10 +4	150 Belt	1 to 25
MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
M134 Mini Gun 7.62	7d10 +7	1500	1 to 175



SHOTGUNS

SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Sporting 12g	6d10 +6	2	1
SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Police 12g	6d10 +6	5	1
SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Light Hunting 16g	4d10 +4	6	1 or 2

Beach Bunny Bimbos with Blasters

SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Roadblocker 10g	8d10 +8	2	1
SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Spas 12 12g	6d10 +6	8	1
SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Double Auto 12g	6d10 +6	16	2
SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Benelli 12g	6d10 +6	7	1 or 2
SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Striker 12g	6d10 +6	12	1 or 2
SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Vanhoffen 12g	6d10 +6	24	1 to 4



ROCKET LAUNCHERS

LAUNCHER	DAMAGE	CAPACITY	NUMBER
M72-A2 LAW	2000	1	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
M47 Dragon	4500	1	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
Hellfire II	6700	1	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
RPG -9	1800	1	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
Stinger	1600	1	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
HAFLA 35L	1000	1	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
Armburst 300	2500	2	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
Orange X/7 Optical	2400	1	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
Winhaven Pod	340	10	1 to 10

HEAVY MILITARY

MACHINE GUN	DAMAGE	CAPACITY	NUMBER
M2-HB .50 Cal	9d10 +9	250	1 to 20
MINI GUN	DAMAGE	CAPACITY	NUMBER
SLMG 5.56	4d10 +4	5000	1 to 200

Beach Bunny Bimbos with Blasters

FLAMETHROWER	DAMAGE	CAPACITY	NUMBER
M1A1B	8d10	10	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
M79 40mm	500	1	1
GRENADE	DAMAGE	CAPACITY	NUMBER
M203 40mm	500	1	1
GRENADE	DAMAGE	CAPACITY	NUMBER
Mk 19 40mm	500	50	1 to 5
MORTAR	DAMAGE	CAPACITY	NUMBER
US M29 81mm	2500	1	1
MORTAR	DAMAGE	CAPACITY	NUMBER
US M30 107mm	3400	1	1
HEAVY WEAPON	DAMAGE	CAPACITY	NUMBER
Tank Gun 75mm	2900	1	1
HEAVY WEAPON	DAMAGE	CAPACITY	NUMBER
Tank Gun 90mm	3500	1	1
HEAVY WEAPON	DAMAGE	CAPACITY	NUMBER
Tank Gun 105mm	4200	1	1
HEAVY WEAPON	DAMAGE	CAPACITY	NUMBER
Tank Gun 120mm	4700	1	1
HEAVY WEAPON	DAMAGE	CAPACITY	NUMBER
Tank Gun 155mm	5500	1	1

BLAST SHOCK & STUN

Remember that grenades and explosives do Body damage and give you a roll on the cosh table for blast stun or shock situations.

GRENADES

GRENADES	DAMAGE	CAPACITY	NUMBER
MK 2 Pineapple	200	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
M33 Baseball	200	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
M26 A1	200	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
F1 Russian	180	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
Mini	120	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
Russian RGO	200	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
Russian RGN	220	1	1

Beach Bunny Bimbos with Blasters

GRENADES	DAMAGE	CAPACITY	NUMBER
Potato Masher	180	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
Stun Grenade	2d10	1	1

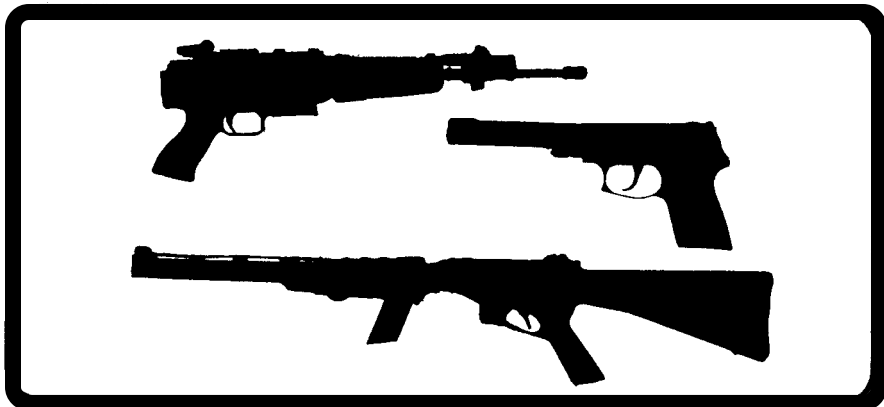
Remember these flash and shock grenades will stun a victim for 1 to 2 minutes at best.

GRENADES	DAMAGE	CAPACITY	NUMBER
Gas Cannister	d10	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
M34 Phosphorus	9d10	1	1



EXPLOSIVES

EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
TNT Block	200	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
C4 Block	250	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
C6 Block	550	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
C4 Demo Pack	3000	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
C6 Demo Pack	5500	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
Military Dynamite	180	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
Civilian Dynamite	150	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
Black Powder	100	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
Nitro	200	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
Fuse	1 Per Inch	—	6 inches
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
Primer Cord	4 Per Inch	—	All



LASERS & BEAM WEAPONS

LASER PISTOL	DAMAGE	CAPACITY	NUMBER
Martian Hand Laser	1-7 d10	20 Shots	1 to 3
LASER RIFLE	DAMAGE	CAPACITY	NUMBER
Martian Laser Rifle	1-7 d10	60 Shots	1 to 3
LASER PISTOL	DAMAGE	CAPACITY	NUMBER
GE L-5 Hand	5d10	20 Shots	1 to 4
LASER RIFLE	DAMAGE	CAPACITY	NUMBER
HK ALR	7d10	25 Shots	1 to 2
LASER RIFLE	DAMAGE	CAPACITY	NUMBER
US ML 5 Rifle	6d10	30 Shots	1 to 3
LASER PISTOL	DAMAGE	CAPACITY	NUMBER
GE Exterminator	5d10	50	1 or 2
LASER RIFLE	DAMAGE	CAPACITY	NUMBER
Exterminator Mk II	7d10	75	1 to 3

BEAM WEAPONS

MICROWAVE RIFLE	DAMAGE	CAPACITY	NUMBER
Westing Mk 3	4d10	100	1 or 2
MICROWAVE RIFLE	DAMAGE	CAPACITY	NUMBER
Telldyne	6d10	50	1
PARTICLE RIFLE	DAMAGE	CAPACITY	NUMBER
Rathon 86	9d10	50	1 or 2
NEUTRON RIFLE	DAMAGE	CAPACITY	NUMBER
US X340	d100 +50	25	1
RADIATION RIFLE	DAMAGE	CAPACITY	NUMBER
Rathon Ionizer	d100 (CON)	100	1
BLASTER PISTOL	DAMAGE	CAPACITY	NUMBER
Starbeam Blaster	5d10	100	1 to 3
BLASTER RIFLE	DAMAGE	CAPACITY	NUMBER
Starbeam Blaster	8d10	100	1 to 3

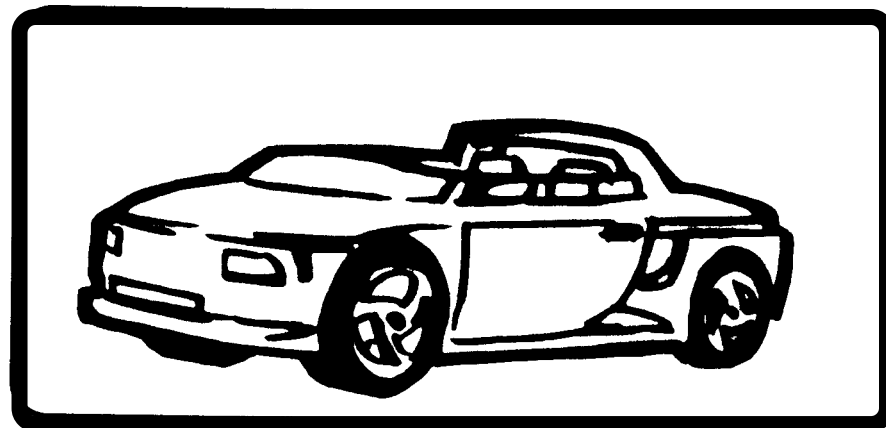
VEHICLES

Vehicles are as varied as their purpose. In **Bimbos & Blasters** you may find vehicles both civilian and military. Use them to further your cause of destroying the Martians but remember to avoid the dreaded Sheriffs of the Southern and Western Highway Patrol.

DAMAGING VEHICLES

Weapons fire, lack of maintenance, bad driving, and running over Martians can damage a vehicle. If the vehicles body points are exceeded by damage, the vehicle is damaged beyond use. For weapons fire (that exceeds 50 points) and bad roads, roll on the table below. For impact damage figure d10 points per every 5 miles per hour speed on impact. Double the damage if the vehicle hits a near immobile object or was an automobile built after 1978.

01-50	Keeps on Ticking
51-75	Runs, but needs d10 hours repair.
76-85	Dies, will run with d10 hours repair.
86-95	Dies, will run with 3d10 hours repair.
96-00	Forget it

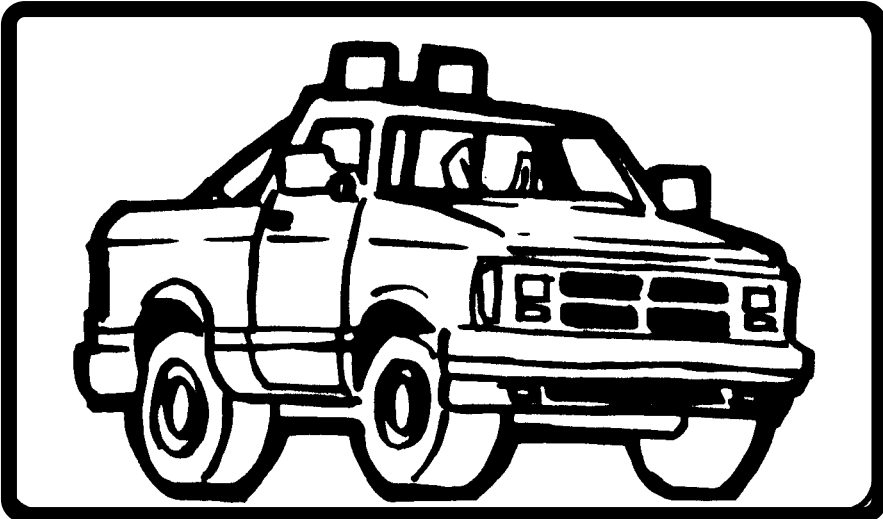


AUTOMOBILE

Driver	01	Passengers	03	Body	500
Speed	095	Miles Per Gallon	25	Weapons	
Range	300	Tankage	12	<i>Per Passengers</i>	

HOT CAR (Sports Car)

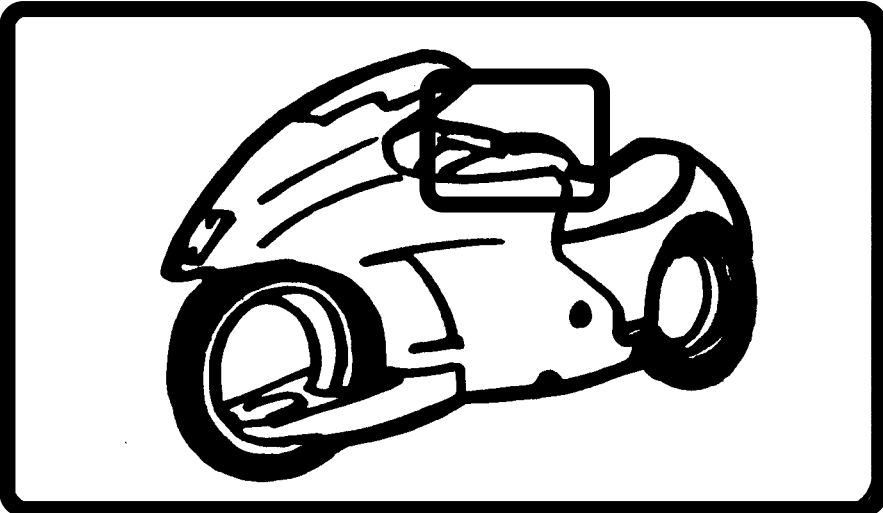
Driver	01	Passengers	03	Body	800
Speed	140	Miles Per Gallon	12	Weapons	
Range	240	Tankage	20	<i>Per Passengers</i>	



HEAVIER TRUCK

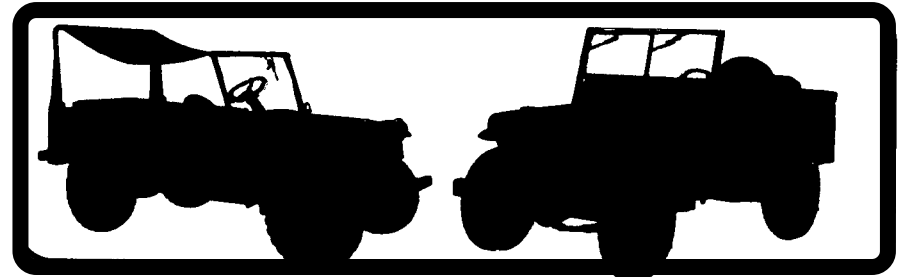
Driver	01	Passengers	02+	Body	1000
Speed	85	Miles Per Gallon	15	Weapons	
Range	450	Tankage	30	<i>Below</i>	

*Weapons Per Passengers, or Mounted on Truck
May Include Machine Gun or Launcher*



HEAVY CYCLE

Driver	01	Passengers	01	Body	300
Speed	140	Miles Per Gallon	50	Weapons	
Range	250	Tankage	05	<i>Per Passenger</i>	



JEEP

Driver	01	Passengers	03	Body	700
Speed	75	Miles Per Gallon	15	Weapons	
Range	300	Tankage	20	<i>Below</i>	

*Weapons Per Passenger s, or Mounted on Jeep
May Include Machine Gun or Launcher*



APC

Driver	01	Passengers	12	Body	1500
Speed	75	Miles Per Gallon	06	Weapons	
Range	300	Tankage	50	<i>Below</i>	

*Weapons Per Passenger, May Include Machine Gun or Launcher as well as
a cannon under 100mm.*



TANK

Driver	02	Passengers	03	Body	3500
Speed	65	Gallons Per Mile	02	Weapons	
Range	300	Tankage	120	<i>Below</i>	

*Weapons Per Passenger, Always Includes Launcher, Heavy Weapon
(Cannon), and one or more Machine Guns.*

MARTIAN EXO-ARMOR

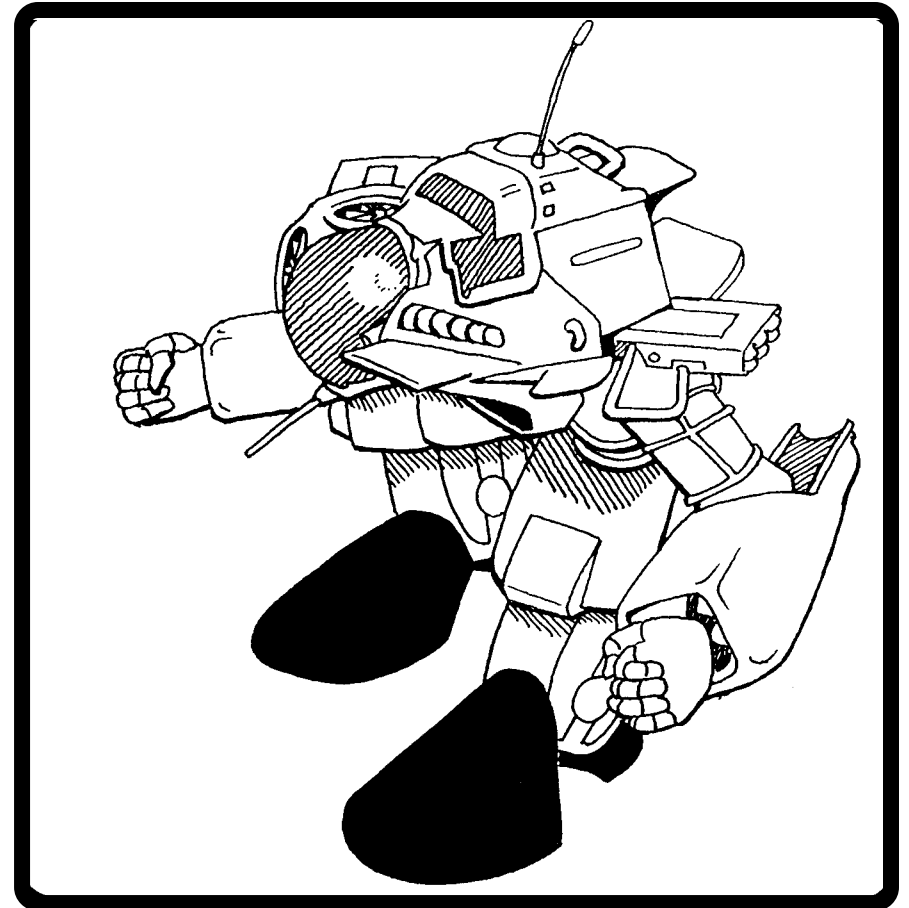
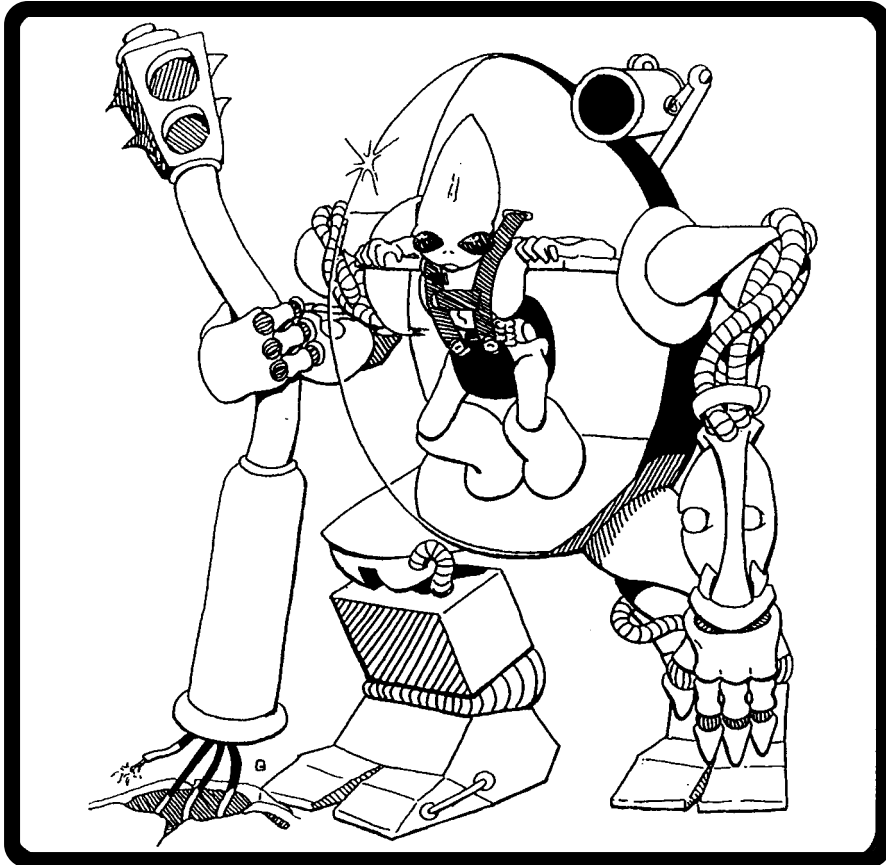
A weapon hidden from man is the high tech exo-skeletal armor that augmented their size, strength, and speed. These carriages also became weapons platforms for up to a half dozen machine guns and launchers. While more sophisticated as the Human varieties of high tech armor, they are not numerous. Often used in rural areas to hunt out enemy camps.

MAR SUIT

Martian Augmented Raider

STRENGTH	99
DEXTERITY	65
AGILITY	55
ACCURACY	+20
STEALTH	10
BODY	350

HIGH STRENGTH	4d10
WEAPONS	
Rockets (20)	3d10 ea.
Machine Gun	Varied
Blade	4d10
Laser	7d10



HUMAN POWERED ARMOR

The military has been experimenting with versions of powered armor since the late 1950's. At first cumbersome and slow, thirty years of refinements have created a slightly cumbersome and slow model that has seen technical use but little combat.

P.A.W.S.

Power Armor Weapons System

STRENGTH	99
DEXTERITY	35
AGILITY	45
ACCURACY	+35
STEALTH	10
BODY	750

HIGH STRENGTH	4d10
WEAPONS	
Rockets (40)	3d10 ea.
Machine Gun	Varied
Blade	4d10
Laser	6d10

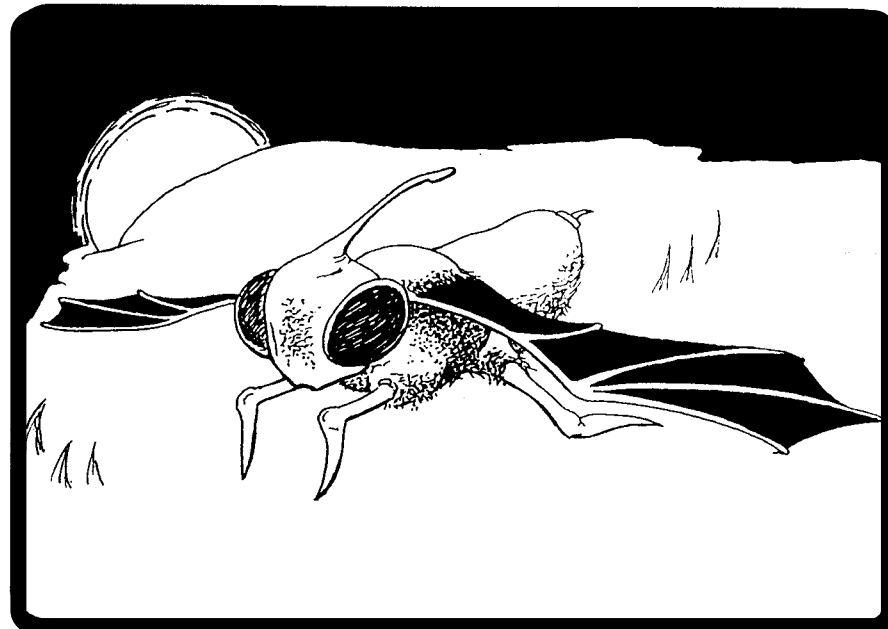
BEACH BUNNIES

The few humans who discovered the secrets of the Martian invaders found an unusual ally in the form of Beach Bunny Bimbos from California, Texas, and Florida. These rare individuals can easily spot an invader no matter how long it has been here or how perfect the disguise.

Actually their brains were so uncluttered by serious thought, that they became receptors to the low level brain wave fields the invaders produce. Remember that these fields, like any bad Microwave oven, are harmful over a period of time. Symptoms include fuzzy liberal thinking, littering, and thoughts that polyester may actually be fashionable.

Most Beach Bunnies realize that they must help the rebels destroy this menace no matter how 'grody' the situation gets. The general belief is that our way of life, shopping malls, and beaches will perrih from the earth when the Martians have completely taken over.

Any true Beach Bunny can spot a Martian at 20 feet.



FLY BATS

One of the first Martian animals introduced to earth's ecology was the hideous Fly Bat. This 10 foot winged, carnivorous monster stelhth through the skies and hunts for humans in the wild.

Fortunately, these monsters are clumsy and easy to hide from if you know they exist.

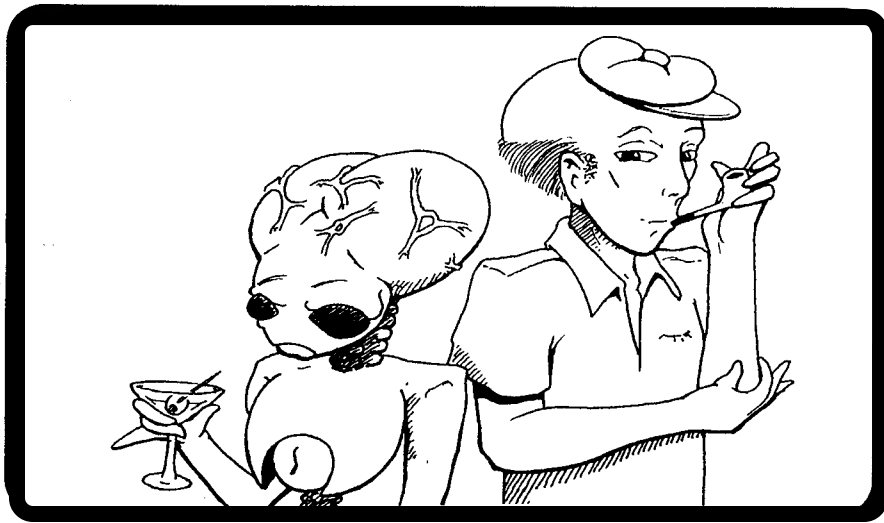
Fly Bats are the eyes and ears of the Martian invaders. They can transmit a tight beam, biologically generated TV signal up to 20 miles. While annoying to non cable TV reception, these flying eyes have a secondary and much more sinister purpose.

Fly Bats are also used to inject embrionic Martians into sleeping humans. This is accomplished when a Fly Bat has access to an unsuspecting human. From the Fly Bat stinger drips a nerve deadening toxin that also causes a two hour coma like sleep. The Fly Bat gently injects the grub like Martian into the skin near the stomach where it begins to grow. The wound resembles a simple boil.

FLY BAT STATISTICS

STRENGTH	20
DEXTERITY	25
AGILITY	50
ACCURACY	20
STEALTH	70
BODY	850

NATURAL WEAPONS	
Claw x2	d10
Bite	d100
Great Strength	d100 x3
Kick	d100
Bite Off Limb (85%)	4d10+



BIG BRAINS

While the majority of the Martian Invaders are simply low class Martians, a few of the higher ups have also settled on Earth. These are the Big Brains, the Martian 'intelligencia', the head honchos.

When the decision was made to dump the surplus Martian population on earth, many of these scouts were well established and fought the plan. For their lack of agreement with the even Bigger Brains of Mars, they are now stuck on earth.

The term head Honcho is literal. These Martians have massive brains that just don't fit in the human body. For this obvious defect in disguise, they wear hats.

Unlike the lower classes these invaders do use their extensive brain power to emulate humans. With a far better success rate they are harder to spot and less likely to have the lack of taste of their brethren. Instead of taking human bodies, they vat grow one from a few cell scrapings.

Big Brains simply want a simple life in the suburbs, a condo, and a good job in a mega corporation. They will fight to keep Martian Rif Raff out of their neighborhoods and are not against killing their own kind. Big Brains reproduce as humans do and prefer the better schools.

BIG BRAIN STATISTICS

STRENGTH	65
DEXTERITY	60
AGILITY	70
ACCURACY	45
STEALTH	50
BODY	95

NATURAL WEAPONS	
Hands	d10
Bite	d10
Kick	d10
Any household weapons have varied statistics.	

HOW TO IDENTIFY A MARTIAN

Here are a few surefire ways to tell if someone is a Martian. Note..the publishers take no responsibility if you happen to shoot a geek by mistake.

- 01 Martians Love Disco
- 02 Pink Flamingos in the front yard.
- 03 Martians wear polyester in unnatural colors.
- 04 Martians keep wondering why the song 'Having My Baby' didn't win a Grammy.
- 05 Martians Love Wayne Newton
- 06 Martians attend PTA meetings.
- 07 Martians always bring the Zucchini loaf to PTA meetings
- 08 Martians think things get accomplished at PTA meetings.
- 09 Martians Drive Yugos
- 10 Martians have 'PTA BOOSTER' on their Yugos
- 11 Martians think 'THREE'S COMPANY is the height of TV comedy.
- 12 Martians have a satellite dish on their roofs that can receive 284,567,313 channels including Thai Water Buffalo Wrestling & Albanian State TV Cooking School. They still can't find anything 'good' to watch.
- 13 Martians send money to Jim Baker and the PTL Club.
- 14 Martians pipe MUSAK through their homes
- 15 Martians smoke unfiltered Camels in NO SMOKING areas
- 16 Martians always carry a camera and use it.
- 17 Martians hate Science Fiction
- 18 Martians Hate Gaming and Imaginative Hobbies
- 19 Martians die their poodles blue or pink.
- 20 Martians can't stand Coca Cola
- 21 A Martian will never admit he is a Martian.



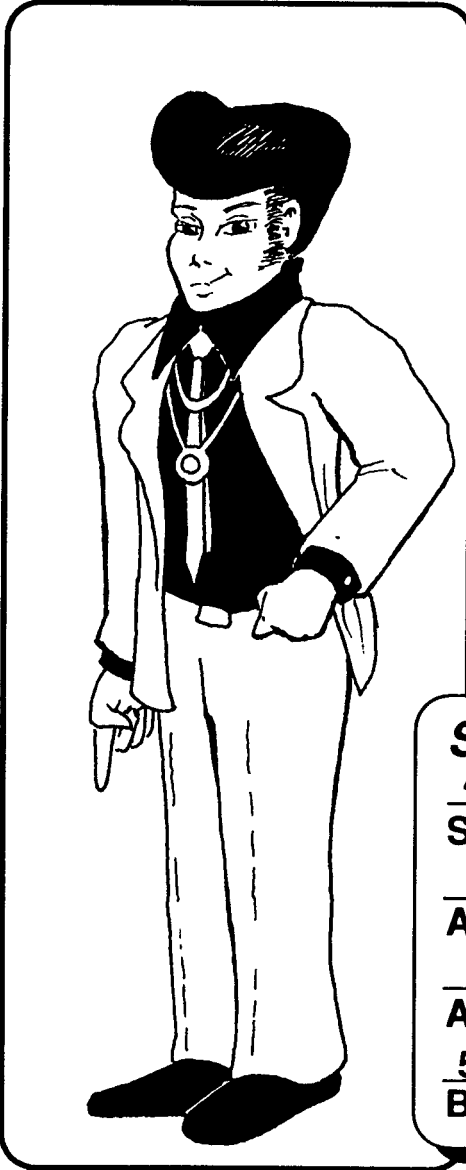
HUMAN TRAITORS

Most humans, on finding evidence of Martians and their existence, basically respond with disbelief or the sound "EEEEEEEEWWWWWWW!" Unfortunately this is not always the case. A few twisted individuals actually enjoy disco, pink flamingos, and polyester. They unconsciously aid the Alien invasion. These traitors to good taste are the direct descendants of those tasteless geeks who wore heavy gold chains, 'Boogey Down', and

wore Carter Buttons. You can identify them by their polyester jumpsuits, pink ruffled shirts, and 'Myplaceoryours' buttons. Worst of all they tend to spread their corrupt credence to those who really should know better.

Fortunately most of these wretches are highly disorganized and essentially powerless against those with good taste. Most can be defeated by heavy firepower or a blast of Heavy Metal music.

The Good Taste Underground, separate from the one fighting the Martians has sprung up to exterminate this threat to good taste. The avatars of culture and good taste may help PCs in their fight with the slobs from the stars.



STATISTICS

45	85
STR	CON
25	65
AGL	DEX
25	05
ACC	STL
50	
BODY	

DIMWITS

Even more frightening than those who ally themselves with the MArtians are the folks who are just too stupid to realize the Earth is in mortal danger. These Dimwits, as resistance fighters have named them, are just two wrapped up in their tiny worlds to see the battle that is being waged around them.

Dimwits come in all shapes, sizes, colors, and abilities, but all all share the ability to completely miss the obvious. Find them at the site of every battle, annoying the brave freedom fighters with comments like.. "Excuse me, Is that real blood?" to the enlightened "Now using that AK-47 with the Ranco Laser sight is just not appropriate in this situation. What you really want is an M16 with an optional under barrel M-203 grenade launcher..."

Even more of a threat is a Dimwit in a position of power. These are the Sheriffs, Agents of the Government, and EPA investigators who cuff anybody in sight. They have a blind spot to Martians and are heard to say "It's obviously a birthmark, and we'll notify the ACLU if you have any prejudice against birthmarks."



STATISTICS

50	50
STR	CON
50	50
AGL	DEX
50	50
ACC	STL
50	

VENUSIAN HEAVY METAL WARRIORS

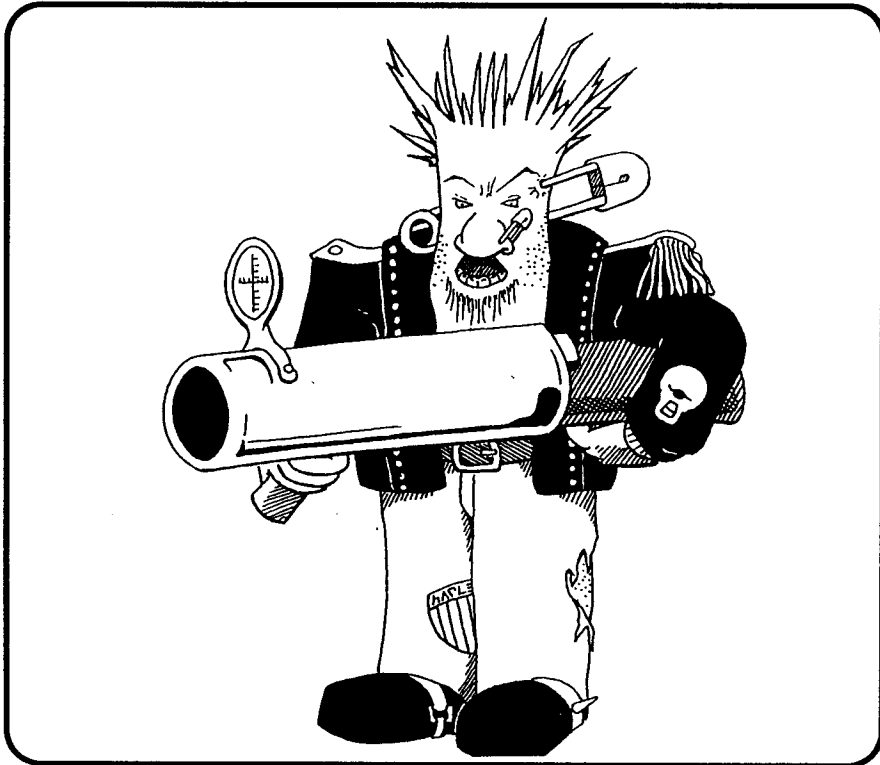
Upon hearing the plight of the feeble humans on earth, an ancient enemy of the Martians has sent an expeditionary force to aid the battle. With chains, studded leather, and spiked hair, the Punk warriors of Venus are determined to wipe out the denizens of the Red Planet.

Venusian Warriors in their natural form appear as grey mobile mushrooms, but through the wonders of genetic engineering, can appear as short grey mobile human forms with dubious tastes in hairstyles.

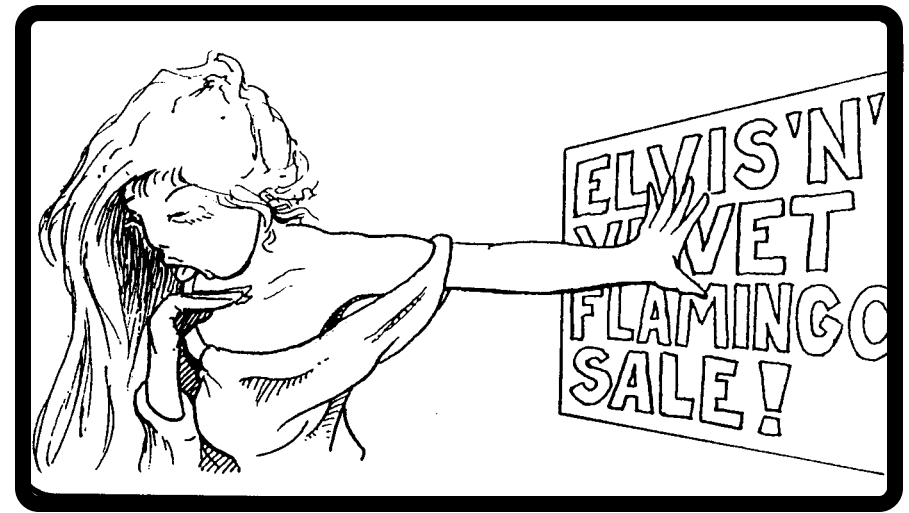
Venus was once an idyllic place (ie green fields, sparkling streams, the whole nine yards) until the entire venusian race discovered punk music and slam dancing. Due to an unfortunate accident with a booze fire on a continent sized dance hall, the atmosphere was burned off and poisoned. The entire population moved underground to continue their millennia long party.

When the Martians landed on Venus, it was hate at first sight. The Martians were ruthlessly defeated.

All Heavy Metal Warriors have variable statistics that range from 50 to 95 points and 90 Body Points



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TERROR AT THE MALL

This is a fast introductory adventure for as many characters as you can arm. The Martians have taken over the 'Generic Village Mall', a huge multi-building complex with more stores selling more inane items than you can shake a stick st. It is best if characters have little in the way of heavy artillery.

A CALL IN THE NIGHT

Late one evening the characters are relaxing after cleaning their weapons when an urgent call comes in. A sometimes friend of the characters, Mitzi, tells them there are Martians in the mall!

Mitzi runs a small store in the mall called the T Shop, specializing in selling cotton T-shirts. She is also about as bright as a small appliance bulb.

Basically Mitzi thinks there are Martians in the Mall, and she wants the characters to get rid of them.

LIKE YOU KNOW THE SITUATION

The situation is quite simple. Three marauding Martians have opened **POLYESTER MEMORIES**, a store specializing in bad taste. When the characters arrive, the three will be in the store, along with shoppers. The shoppers are 5 Martians, 4 traitors, six dimwits, and a Mall Cop. The Mall Cop is a subclass of Dimwit that wasn't able to make the grade for Police or Security Officer.

The characters must sort the Martians from the Dimwits and Traitors, kill the aliens, close the shop and escape the Mall Cop.

ROLE PLAYING HINTS

Are you kidding? Get Real.

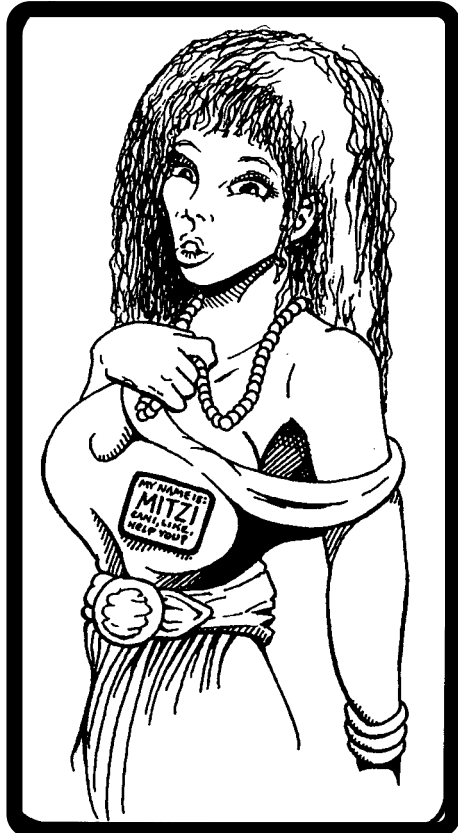
51

A SHORT CONVERSATION WITH MITZI

"You know, like, I was at my store in the mall, dontchyanow, when these three geeky looking guys, like, sashay into the store y'know, and, like, start pawing through the racks of T-shirts. Now like, this wouldn't normally bother me, y'know, but, like, I thought that they were kinda, well y'know, grody, like?"

Anyway, so like I'm like loosing all my customers, when one of these geeky guys comes up to me and asks if he can get one of my shirts in polyester! I mean, that's like really gross, and so I said to him, "That's like really gross, man!" And he gives me this weird sort of look, y'know, like he was scoping me out, like to ask me out or something, y'know? But then, like, he and his buds just kinda walked on out.

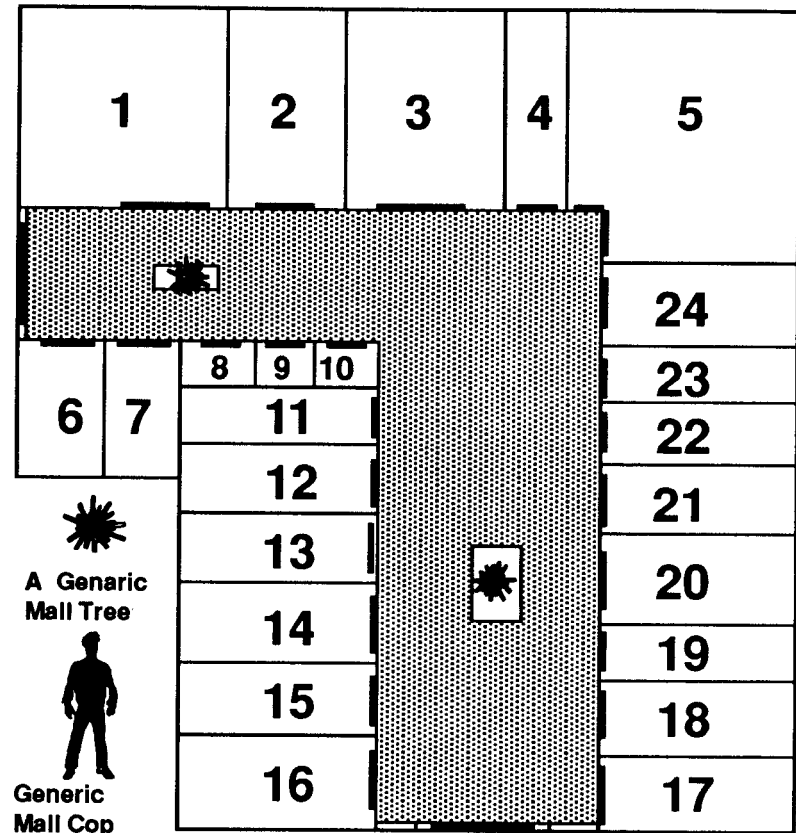
So then like, I head on out to get some lunch at the Tofu place, y'know, 'cause I don't eat meat 'cause its really bogue, y'know? So I come back, an hour later, and these three geeks have opened a store across from mine that, like sells, like, plastic lawn elves, velvet Elvis and big gold medallions!



So like this really bumbs me out, and when Tina, my y'know, assistant like comes in I say, "Y'know Tina, that new store, like, really bumbs me out y'know? And Tina says, "Like, yeah, grody!" And I was trying to think of what to do, when, like I thought of you guys! And then, like, I think real hard, which is, like really difficult, y'know? And I said to Tina, like, "Y'know Tina, I think those geeks are, like, Martians!" And Tina says, like, "Oh gross!"

And, like, try not to make a mess that the shoppers, like think is grody. Like make sure they don't have green blood cause it gets in the carpet, and we'll have to rent a rince and vac, and the inside has dirty water, after you clean the carpet, like, I just want to gag!

So like, will you, y'know, come and help?



A Generic Mall Tree

Generic Mall Cop

Mall Key

- | | |
|---------------------|-------------------------------|
| 01 Dress Warehouse | 15 Gift Nook |
| 02 Kitchen World | 16 Burger Czar |
| 03 Charles Fashions | 17 Radio Shed |
| 04 Mall Optical | 18 Beirut Travel |
| 05 Scudsons Store | 19 CD World |
| 06 Lanse Hobbies | 20 Pittsburgh Fashion World |
| 07 Asian Imports | 21 Granny Farmer's Chocolates |
| 08 Shoe Fixit | 22 POLYESTER MEMORIES |
| 09 Tofu Palace | 23 Toys R Mine |
| 10 Pretzil Palace | 24 Billy Bob's Sporting Goods |
| 11 T SHOP | |
| 12 Spensive Jewlers | |
| 13 Health Hut | |
| 14 Kline's Klothes | |



Tri Tac Systems Grants Permission to Copy this Map and Utility Sheets in the Back of this Book for Personal Use.



HIDE AND SNEAK

Your players live off the land and whatever they take from the Martian invaders. Most often they will have a base of operations hidden from the enemy. Remember you are an outlaw now hunted by the authorities.

STEALTH

You can use your statistic of Stealth for two things.

- 01 **Hide from Enemies**
If you have the chance and the enemy isn't looking at you, there is a chance you can hide. The GM rules on the chance of this.
- 02 **Create Hidden Shelter**
Use your Stealth to create a hidden base of operations. Your skill of Stealth is also the chance it stays hidden during a search by a patrol. This may be modified by the GM.

FINDS

Any unoccupied structures, contain Finds. These Finds can be anything from weapons, to cash hidden by their owners. In cities, give players a 5%+ bonus. Searching also increases the Character's chance to be surprised and slows response to an ambush. Every Character can search. The GM always rolls the type of find.

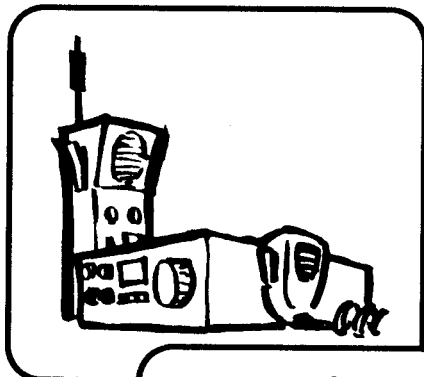
SEARCH TYPE	CHANCE TO FIND	TIME NEEDED
GLANCING	05%	01 Minute
PASSING	10%	05 Minutes
CAREFUL	20%	10 Minutes
VERY CAREFUL	40%	15 Minutes
DETAILED	60%	30 Minutes
COMBING	80%	1 Hour

FINDS

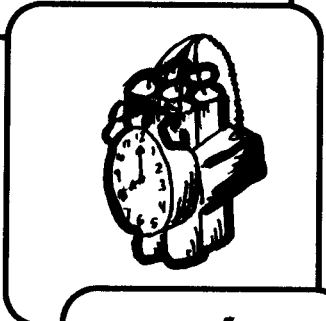
- 01 ANTIBIOTICS (One dose Heals d10 Constitution)
- 02 HEAVY WINTER JACKET
- 03 PLASTIC CUPS (d10)
- 04 HOUSEHOLD TOOL (Hammer, Screwdriver, etc.)
- 05 TOILET TISSUE (d10 Rolls)
- 06 CLOCK or WATCH
- 07 BLANKET
- 08 KNIFE (01-07) Small (08-09) Kitchen (10) Survival
- 09 SEWING SUPPLIES
- 10 SOCKS
- 11 WILD ANIMAL LAIR (Rabbit, Woodchuck, etc.)
- 12 CANNED FOOD (For 1 Day)
- 13 CANNED FOOD (For d10 Days)
- 14 CANNED FOOD (For 2d10 Days)
- 15 POTATOES (For d10 Days)
- 16 DRIED BEANS (For d10 Days)
- 17 HOME CANNED FOOD (For 2d10 Days)
- 18 COFFEE (5 Pounds)
- 19 PET FOOD (d10 Cans)
- 20 MILITARY RATION PACKS (For 2d10 days)
- 21 VIDEO TAPES (d10)
- 22 VHS or BETA MACHINE
- 23 CAMERA (35mm)
- 24 TV, LARGE
- 25 STEREO

Beach Bunny Bimbos with Blasters

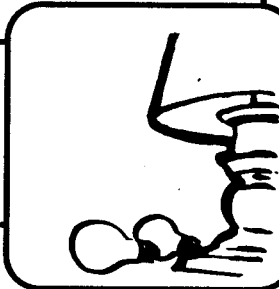
- 26 CD PLAYER
- 27 RECORDS, CD'S, TAPES (d10)
- 28 CALCULATOR
- 29 ELECTRIC GENERATOR



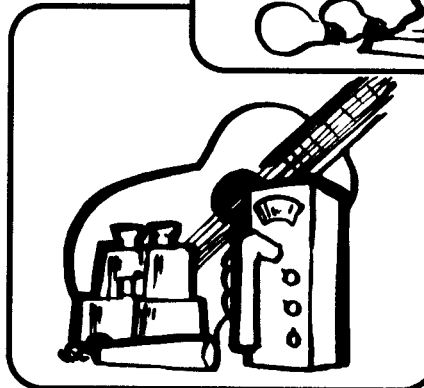
- 30 TENT
- 31 WRITING SUPPLIES
- 32 BACKPACK
- 33 TOWELS
- 34 CB RADIO
- 35 ELECTRICAL JUNK
- 36 WALKIE TALKIE
- 37 KEROSENE HEATER
- 38 OIL HEATER
- 39 PRESCHOOL TOYS



- 40 ART SUPPLIES
- 41 LAMPS & LIGHTBULBS
- 42 SPICE RACK (2d10 Bottles)
- 43 FABRIC (d10 Yards)
- 44 FISHING EQUIPMENT
- 45 NAILS, GLUE & SHOP SUPPLIES
- 46 LUMBER
- 47 JEWELRY (d10 Pieces)
- 48 CANDLES
- 49 HARD CANDY (d10 oz.)



- 50 GARDEN SUPPLIES (d10 Packs Seeds)
- 51 FERTILIZER (d100 Lbs.)
- 52 MUSICAL INSTRUMENT
- 53 TIRE PUMP
- 54 AUTO OIL (10W40)
- 55 HUBCAPS
- 56 BINOCULARS
- 57 TOBACCO (d10 Packs)
- 58 RAD COUNTER
- 59 ROPE (d100 Ft.)



- 60 IMPROVISED WEAPON
- 61 ARCHAIC WEAPON
- 62 ARCHAIC WEAPON
- 63 EXPLOSIVES (d10 Blocks or Sticks)
- 64 EXPLOSIVES (2d10 Block or Sticks)
- 65 AMMUNITION (d10 Rounds)

Beach Bunny Bimbos with Blasters

- 66 AMMUNITION (2d10 Rounds)
- 67 AMMUNITION (3d10 Rounds)
- 68 AMMUNITION (4d10 Rounds)
- 69 AMMUNITION (5d10 Rounds)

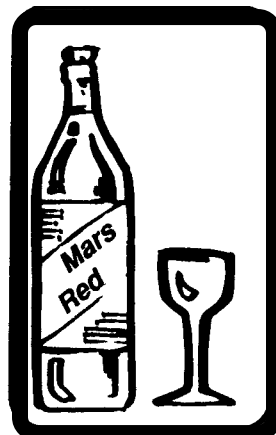
HANDGUN AMMUNITION			
01	.38	06	.357
02	.45	07	10mm
03	.22	08	.577
04	.44	09	.32
05	9mm	10	7.62mm

RIFLE/SMG AMMUNITION			
01	.460	06	7.62
02	.44	07	5.56
03	.30-30	08	5.45
04	.30-06	09	9mm
05	.45	10	7.7

- 70 HANDGUN
- 71 HANDGUN
- 72 RIFLE
- 73 HANDGUN
- 74 SHOTGUN
- 75 SUB-MACHINE GUN
- 76 MACHINE GUN
- 77 ASSAULT RIFLE
- 78 GRENADE LAUNCHER
- 79 LAUNCHER
- 80 LASER OR BEAM WEAPON



- 80 CANNED WATER (d10 Gallons)
- 81 CANNED SODA (d10 Cans)
- 82 CANNED BEER (2d10 Cans)
- 83 BOOZE (fifth)
- 84 WINE (d10 Bottles)
- 85 GASOLINE (1 or 2 Gallons)
- 86 DIESEL FUEL (d10 Gallons)
- 87 GASOLINE (d10 Gallons)
- 88 DIESEL FUEL (5d10 Gallons)
- 89 GASOLINE (5d10 Gallons)



- 90 WORKING AUTOMOBILE
- 91 WORKING CYCLE
- 92 AUTOMOBILE (Needs d10 Hours Repair)
- 93 AUTOMOBILE (Hopeless After d10 Hours Repair)
- 94 LIGHT TRUCK (Compact Pickup Truck)
- 95 MILITARY TRUCK (Heavy Transport)
- 96 JEEP or FAST ATTACK VEHICLE
- 97 HEAVY TRUCK
- 98 APC (Like an M113 or a V-150)
- 99 TANK (Like an Abrams MBT)
- 00 HUMAN POWERED ARMOR



UNIVERSAL TABLES

FOR MOST STATISTICS & SKILL USE

Use the first column for most generalized modification of skill difficulty and statistics rolls in less than ideal conditions. The multiplier column is a bonus for general use where the GM may prefer to use a general multiplier system. Use requires a calculator (Not included).

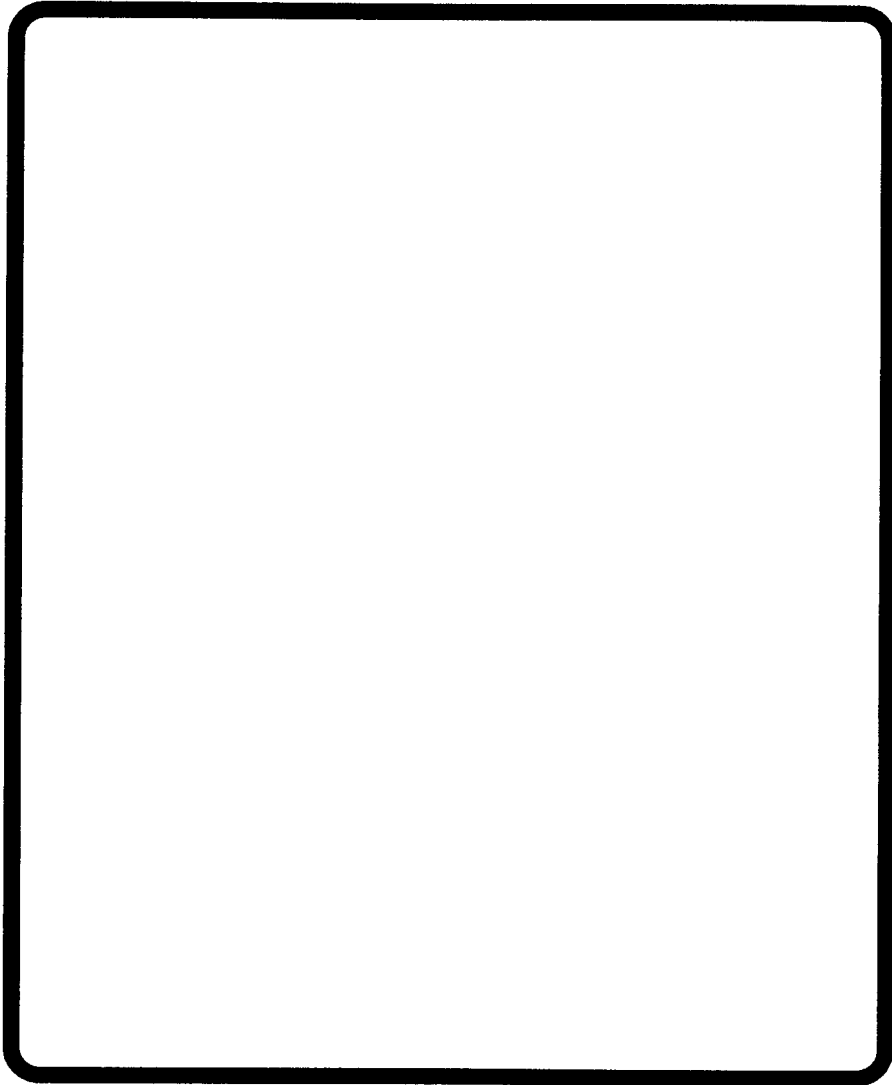
DIFFICULTY	AS A MODIFIER	AS A MULTIPLIER
DUCK SOUP	+40	x 2.00
PIECE OF CAKE	+20	x 1.75
REAL EASY	+10	x 1.50
EASY	+05	x 1.25
AVERAGE	+0	No Multiplier
SLIGHTLY DIFFICULT	-05	x 0.90
DIFFICULT	-10	x 0.75
VERY DIFFICULT	-20	x 0.50
IMPOSSIBLE	-40	x 0.25
YOU GOTTA BE KIDDING	-60	x 0.12

OPTIONAL DAMAGE MODIFICATION

This optional table requires use of a simple calculator. Use is the GM's decision for any damage multiplication due to factors not covered, special circumstances, and the amount of arguing by you r Players.

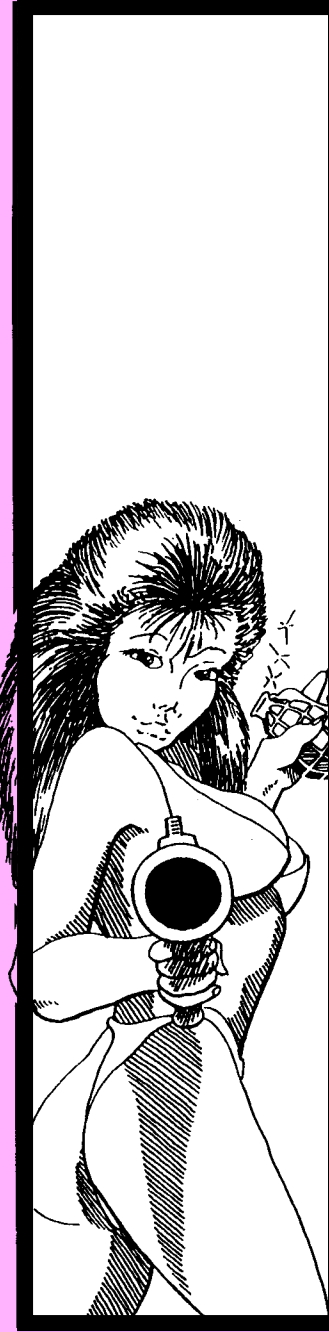
LEVEL OF DAMAGE	AS A MODIFIER	AS A MULTIPLIER
ALMOST NONE	-25	x 0.25
NOT MUCH	-10	x 0.50
LESS THAN NORMAL	-05	x 0.75
NORMAL	+0	No Multiplier
MORE THAN NORMAL	+05	x 1.25
CONSIDERABLE	+10	x 1.50
EXCESSIVE	+25	x 2.00





INFORMATION

Information area for the game, currently blank.



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