

## U.S. COLONIAL MARINES RPG



### PLAYER GUIDE

*"All right, sweethearts, what are you waiting for? Breakfast in bed? Another glorious day in the Corps! A day in the Marine Corps is like a day on the farm. Every meal's a banquet! Every paycheck a fortune! Every formation a parade! I LOVE the Corps!" - Sergeant Apone just before drop onto LV-426.*

**Rev 0.7**

Welcome to the USCMRPG Player guide. This guide will help you create a character for the game. Creating a character for USCMRPG might seem like a daunting task when seeing the character sheet. Don't worry! It is very simple and you will have a character created in less than 30 minutes if you follow this guide. If there are any questions don't be afraid to consult the forums for further help and or information. Good luck

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## **1.0 Character creation.**

The first thing you need to do is to fill out your characters first name, surname, height, weight, age, gender and rank. The rank should be **Private** for all starting characters. The number of Combat Drops should be **ZERO (0)** for starting characters.

### **1.1 Characteristics**

Distribute one hundred (100) points over the primary and secondary characteristics. Minimum value allowed is three (3) and maximum value allowed is eighteen (18) - All points must be spent. For explanation on what the different Characteristics mean look at the Index section at the back of this document.

### **1.2 Calculated values**

*Learning Roll:* A major factor in a Character's career is the ability to learn. The education of a Colonial Marine comes in many forms, from harsh physical training to intensive classroom study, but in all cases the speed with which the Character absorbs new information is very important. To represent this, every Character has a Learning Roll (LR). Whenever the GM says the Character gets a Learning Chance, the GM will roll 00 to 99 number; if the result is less than or equal to the LR, the Character has succeeded and the Rating of the Skill in question may be improved.

Calculate Your Learning roll by adding Your characters Intelligence score to his or her Motivation score and then subtract ten. Note the value in the Learning roll box.

**Formula: [Int + Mot = X - 10 = Learning roll].**

Leave the Combat Actions and Knockout Value fields for now, we will attend to them once you have selected skills.

## **2.0 Skills**

There are two types of general skills in the Aliens Adventure Game: The General skills and the Support skills. In the simplified character creation process which the USCMRPG uses there is no difference between them. Many skills are self-explanatory but there is an index page at the back of this document where most of them are explained in brief. The skill levels in the Aliens Adventure Game (which USCMRPG uses) are:

**Untrained** - You are not trained at all in the skill.

**Novice** - You grasp the basics.

**Certified** - You are competent in the skill.

**Professional** - You are good in the skill.

**Expert** - You are very good in the skill.

**Master** - You are extremely good in the skill.  
**Grand master** - Only a handful can match your skill level.

The better you are in a skill the greater are your characters chances of succeeding in skill rolls.

**2.1 Selecting skills**

- Select any **1 skill** in which you are **expert**.
- Select any **2 skills** in which you are **professional**.
- Select any **3 Skills** in which you are **certified**.
- Select any **4 skills** in which you are **novice**

\* Because this is a military game where you are playing trained Colonial Marine soldiers you are required to be at least Novice in Gun Combat. Apart from that you can distribute your skill levels freely. If you want to place all (except one novice level on gun combat) in support skills it is perfectly acceptable. Just select which support skill(s) you want and type it into the support skill field and assign a skill level to it.

Example:

John Gunn is a Colonial Marine played by Susie. Susie knows she must place one skill level on Gun Combat. Susie decides to make it easy so she starts with the Expert skill and works her way down. Susie wants John to be a really good shooter so she begins with placing her only Expert skill on Gun combat. She also wants him to handle hand to hand combat well so she places one of her two professional skill levels in Hand To Hand. She also wants John to be skilled in handling a motion tracker. Motion tracker is not listed as a general skill so she looks at the end of the player guide and finds the Motion Tracker skill. She types 'Motion Tracker' down on the character sheet and assigns it her last professional skill level. She then continues to distribute three certified skills and four novice skills on the general and support skills respectively.

**3.0 Calculating the Combat actions and Knockout values**

Now we go back to the combat actions and knockout values we skipped earlier in the character generation. Consult tables 3B and 3C.

*Combat Actions:* The time required to do something, such as load a weapon, opening a door, or walking through a room, is measured in Combat Actions. Each action is not a precise amount of time, but a relative representation of how long an act will take. Some people can do things more quickly than others; this is represented by allowing them to use more Combat Actions during each 2 second Phase.

Combat actions table / 3B																				
		Intelligence characteristic																		
Skill rating	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
Unrated	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	4	4	5	
Novice	2	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	5	6	6	
Certified	3	3	4	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	6	
Professional	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7	
Expert	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7	7	7	
Master	5	5	5	5	5	5	6	6	6	6	7	7	7	7	7	7	7	7	7	
Grandmaster	5	5	6	6	6	6	6	7	7	7	7	7	7	7	7	7	8	8	8	

**Combat actions = Cross-index Gun Combat rating with Intelligence on Table 3B**

*Knockout Value:* Aliens RPG does not use "Hit Points" or any other traditional role-playing method for tracking damage. A simple and highly realistic system of shock and Physical Damage is used instead. A key factor in this system is each Character's Knockout Value. This number is used to determine at what point the Character goes into shock from his or her injuries. The larger the Knockout Value, the greater the ability of the Character to ignore the pain of the wounds.

Knockout Value table / 3C																			
Will Characteristic																			
Skill Rating	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Unrated	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6
Novice	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	22
Certified	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42
Professional	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84
Expert	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105
Master	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120	126
Grandmaster	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133	140	147

**Knockout value = Cross-index Gun Combat rating with Will on Tab721e 3C**

Note your values in the Combat Actions and Knockout Value fields respectively. Both of these values change if your character advances in Gun Combat so inform the GM if you think they may have missed out giving you this advance.

#### 4.0 Armor & combat load

All Colonial Marines use light combat armor and combat fatigues as standard - Type in Light Armor & Fatigues in the armor field. Then take a look at table 3A below to get your combat load value and then type it in the combat load field. If there is no value for an entry it means your character is too weak to wear that armor.

Combat load table / 3A									
Vacuum				Colonial Marine Corps Combat Fatigue					
Strength	Clothing	Suit	Spacesuit	Basic	Light	Medium	Heavy	HARDCore	
21	320	315	300	320	310	300	290	290	
20	210	205	190	210	200	190	180	180	
19	130	125	110	130	120	110	100	100	
18	95	90	75	95	85	75	65	65	
17	75	70	55	75	65	55	45	45	
16	55	50	35	55	45	35	25	25	
15	45	40	25	45	35	25	15	15	
14	35	30	15	35	25	15	5	5	
9-13	30	25	10	30	20	10			
6-8	25	20	5	25	15	5			
5	20	15	20						
4	15	10	15	5					
3	10	5	10						

#### 4.1 Combat equipment

All marines are issued the following equipment in addition to a M41A Pulse Rifle with two clips and a VP70 Pistol with two clips (the standard load of Pulse rifle magazines and VP70 clips are factored into your characters Combat Load so have no weight). **Note:** You cannot choose any equipment or weapons not listed here, if you wish to have anything else you must first consult the GM or acquire them in game.

- Light Armor & Fatigues (Weight factored into Combat load)
- Bed roll (2 lbs)
- Canteen (2 lbs)
- Entrenching tool (2 lbs)
- First aid kit (1 lb)
- 6 Flares (1 lb)
- Framepack (2 lbs)
- 8 Grenades (2 lbs)
- Knife (1 lb)
- Mess kit (1 lb)

- Portable welder (1 lb)
- Twenty days of rations (5 lbs)

Not all equipment is carried into combat, everything not directly attached to the Marines armor does not count as Combat Equipment and is not listed on the character sheet. This equipment is assumed to be carried in your characters Framepack and is dropped before entering combat, however if you need to use any of this equipment in combat it will cost more combat actions, this simulates the fact that you are retrieving an item from your dropped pack. Select which equipment your character carries (See table 4A in the Index for equipment lists and weights) and add it together and note the value in the combat weight field. The rest of your standard issue gear will be classed as your Non-Combat Equipment.

Example character \*:

(\* Character has a Strength of 12)

### **Clothing or Armor**

*Light Armor & Fatigues*

<b><u>Combat Equipment</u></b>	<b><u>Combat load: 20</u></b>
<i>Pulse rifle</i>	<i>11</i>
<i>VP70 Pistol</i>	<i>3</i>
<i>Flares (6)</i>	<i>1</i>
<i>Grenades (8)</i>	<i>2</i>
<i>Knife</i>	<i>1</i>
<i>Smoke grenade (1)</i>	<i>1</i>
	<b><u>Combat weight: 19</u></b>

As You can see this particular character can only carry 1 lbs more without starting to suffer movement penalties!

For more information about the equipment, weapons, vehicles and organisation of the USCM visit here:

<http://colonialmarines.wikispaces.com/Weapons>

### **5.0 Almost there!**

All You have left now is to write a brief physical description and a fitting background story to flesh out your character a bit more.

## 6.0 Index

### 6.1 Characteristics

#### **Primary Characteristics**

The first five entries in the left-hand column of the Character Sheet are for Primary Characteristics. These represent the most important attributes of each Character. The value of each is generally between 3 and 18. The larger the value, the greater the Character's prowess, as shown in the following table. Each Characteristic is described below.

<b>Characteristic</b>	<b>Description</b>
18	Exceptional
16	Excellent
14	Good
12	Above Average
10	Average
8	Below Average
6	Poor
3	Extremely Poor

**Strength:** A measure of overall physical strength. As a guideline, an unskilled Character who has a strength of 10 can dead lift about 200 pounds and lift about 100 pounds overhead. At strength 14, a Character can dead lift about 250 pounds and lift 115 pounds overhead, while at strength 18 a Character can dead lift 400 pounds and lift 185 pounds overhead.

**Intelligence:** Mental quickness and the capacity for reasoning and understanding. Intelligence is very important in determining how rapidly a Character learns and influences how fast he or she makes decisions. Because of this, it is a factor in determining how capable a character is in a wide variety of activities. Note that intelligence is not the same as education.

**Will:** Resolve and willpower, which determine courage in the face of danger, resistance to the pain of wounds, and the ability to concentrate. Will has a major influence on each Character's morale during a crisis and when injured.

**Health:** Physical health and the ability to recover from wounds and hardship.

**Agility:** Physical coordination and speed. Agility influences a Character's manoeuvrability and overall physical capabilities.

#### **Secondary Characteristics**

Secondary Characteristics round out the personal traits of the Character and are used for social and personal interactions in the game. Secondary Characteristics use the same 3 to 18 scale as Primary Characteristics and a description of each follows.

**Charisma:** Personnel charm and the ability to interact well with others. It is composed of physical appearance and personality and is used in such situations as gaining employment and making friends.

**Leadership:** A mixture of a Character's 'presence' and his or her natural ability to command and lead.

**Motivation:** Long-term determination or persistence to achieve an end. It may be thought of as a desire to pursue a goal that may not yield immediate results, where Will, by comparison, is concerned with short-term activity.

**Perception:** Mental alertness. The greater the Perception, the greater the Character's awareness of his or

her surroundings and the ability to read emotions and truthfulness of others.

## 6.2 Infantry weapons and personal equipment list

INFANTRY WEAPONS / 4A					PERSONAL EQUIPMENT / 4B		
Weapon	Physical Characteristics		Aim Time	Shot Accuracy		Weight	Cost
<b>Pistol</b>  This compact, high capacity, pistol is the standard side arm of Colonial Marines. It fires the same ammo as the SMG.	Weight	3	1	-8			
	Cost	200	2	-1			
	Ammo Capacity	14	3	0			
	Ammo Weight	1	4	1			
	Ammo Cost	40	5	2			
	Rate of Fire	SS	6	3			
<b>Sub-Machinegun (SMG)</b>  Light SMG carried by security forces and Colonial Marines within colonies and built up areas.	Weight	7	1	-12			
	Cost	400	2	-1			
	Ammo Capacity	8	3	1			
	Ammo Weight	2	4	3			
	Ammo Cost	60	6	6			
	Rate of Fire	LRAF	8	8			
<b>Pulse Rifle</b>  Standard weapon of Colonial Marines operating in free fire zones. It comes equipped with a 30mm Grenade Launcher.	Weight	11	1	-15			
	Cost	800	2	-5			
	Ammo Capacity	16	3	0			
	Ammo Weight	4	4	2			
	Ammo Cost	130	6	5			
	Rate of Fire	LRAF	8	8			
<b>Sniper Rifle</b>  Semiautomatic rifle used for long range accuracy. It is a common weapon of Corporate espionage forces.	Weight	8	1	-11			
	Cost	1000	2	-1			
	Ammo Capacity	16	3	3			
	Ammo Weight	1	4	5			
	Ammo Cost	60	6	8			
	Rate of Fire	SS	11	14			
<b>Machine Gun</b>  Main fire support weapon of a Marine Strike Team. The weapon is operated by Specialists and is gyro mounted.	Weight	23	1	-17			
	Cost	2500	2	-7			
	Ammo Capacity	16	3	0			
	Ammo Weight	8	4	3			
	Ammo Cost	200	6	6			
	Rate of Fire	MRAF	11	12			
<b>Flame Unit</b>  Popular support weapon ideal for close combat. The weapon's range is limited to Very Close range.	Weight	16	1	1			
	Cost	500	2	11			
	Ammo Capacity	16	3	13			
	Ammo Weight	5	4	15			
	Ammo Cost	30	5	16			
	Rate of Fire	SS					
<b>Shotgun</b>  Changing technology has not outdated the effectiveness of this close combat weapon. Limited to Short range.	Weight	8	1	0			
	Cost	300	2	8			
	Ammo Capacity	8	3	9			
	Ammo Weight	1	4	11			
	Ammo Cost	6					
	Rate of Fire	SS					
					<b>Protective Gear</b>		
					Combat Fatigues	5	250
					Light Armor	15	400
					Medium Armor	25	450
					Heavy Armor	35	550
					Life Support	+ 10	650
					1 Day Expend	+ 7	20
					HARDCore Suit	120	9,000
					1 Day Expend.	+ 7	20
					Spacesuit	20	1,000
					Jetpack	+15	1,000
					Vacuum Suit	10	300
					<b>Infantry Weapons</b>		
					Demo Charge	10	300
					Grenades (4 Blast)	1	400
					Grenade (Smoke)	1	20
					Radio Detonator	2	100
					Rocket Launcher	10	2,500
					Rocket Round	8	800
					Sentry Gun	25	8,500
					Silencer (pistol)	1	80
					Silencer (SMG)	1	150
					Stunner	2	150
					Tear Gas	1	30
					<b>Personal Equip.</b>		
					Equip. Harness	1	20
					Elect Lockpick	1	150
					Field Radio	8	1,200
					First Aid Kit	1	30
					Intelligence Unit	12	2,000
					Light / Comm Gear	1	100
					Medical Kit	25	400
					1 Set Supplies	4	60
					Motion Tracker	3	1,000
					Orbital Comm	25	1,500
					Personal Data Trns	—	100
					Portable Welder	1	150
					Position Tracker	1	300
					Pulse Comm	6	3,500
					<b>Survival Gear</b>		
					Bedroll	2	100
					Canteen	2	10
					Climbing Gear	3	60
					100 Foot Rope	4	80
					Entrenching Tool	2	25
					Fire Extinguisher	5	60
					Flares (6)	1	20
					Flashlight / Lamp	2	30
					Framepack	2	50
					Handcuff Ties (50)	1	10
					Knife	1	25
					Night Vision Gear	1	800
					Rations (20 days)	5	60

## 6.3 SKILL LIST

*Here are all skills available listed. Ignore classes and just select which skills you have. In the simplified rules all skills are available to all characters. But remember you must have at least novice training in Gun Combat.*

### Class 1

**Gun Combat:** Proficiency with firearms and small arms tactics. It determines the Character's overall weapon, tactical, and movement ability on the battlefield.

### Class 2

**Balance:** The ability to move on uneven surfaces, to maintain balance in unpredictable situations, and to fall properly. This Skill aids the Character when crossing narrow beams, standing on a moving surface, or moving on a cluttered battlefield, and allows him or her to minimize the damage from falls and the time it takes to recover footing.

**Hand-to-Hand Combat:** Attack and defense skills with hand-to-hand weapons. If the Rating for Hand-to-Hand Combat is higher than that for Gun Combat, the Combat Actions and Knockout Value should be calculated using this Rating, instead of Gun Combat.

### Class 3

**Climbing:** Free climbing and the use of climbing equipment.

**Scouting:** Exploring unknown territory. This helps in cutting travel times and reconnoitring enemy positions, as well as spotting traps and other dangers. This skill is essential to troops operating in enemy territory, and is often the mark of a good leader.

**Survival:** Knowledge of dealing with adverse conditions, from Earthlike wilderness to hostile environments and deep space. Emphasis is on wilderness survival, stalking prey on various worlds, surviving hazardous radiation, and dealing with vacuum. This skill also includes operating and maintaining basic space equipment, like Vacuum Suits, Airlocks, and so forth.

### Class 4

**Espionage:** Training in gathering and organizing information by methods ranging from subtle questioning to establishing a network of spies and informants. It includes the skills necessary for long-term undercover operations in hostile areas.

**Infiltration:** Moving quietly and covertly to penetrate guarded or secured areas. It helps when sneaking up on opponents, picking locks, and avoiding traps.

### Class 5

**Diplomacy:** Negotiation and communication proficiency, which helps when bartering, settling arguments, arranging truces, and avoiding fights.

**Awareness:** Detecting and remembering the details of a situation, and deducing the emotions of others. This talent is useful for determining if a person is uneasy or lying, and results in increased awareness of surroundings. It also helps the Character to detect and avoid a variety of traps, ranging from trip wires to tactical maneuvers.-

*These Skills are the technical skills most commonly used in the field, and fall into two general categories;*

### **Operations and Repair.**

For all **Colonial Marine Support Skills**, a Character who has a Rating of Novice or better in an **Operations Skill** is capable of preparing, maintaining, and operating the equipment in question.

For **Repair Skills**, the Character must be of **Certified Rating or better** to have the normal chances of successful repairs.

## Operation Skills

*The following Skills can be learned by Colonial Marines, and govern the field use of general issue military and civilian equipment. Except where noted, these Skills cover an entire class of equipment, and not any one specific item.*

**Communications / Computer Operation:** This Skill allows the Character to operate and maintain military communications equipment and computers. The use of most sophisticated electrical gear such as Intelligence Units and Orbital Communications equipment is also included in this Skill.

**Motion Tracker Operation:** Training in the operation of the standard Motion Tracker, and in the interpretation of its data.

**Specific Ground Vehicle Drive Operation:** This Skill must be learned separately for each vehicle type; the vehicle types are APC's, Hovercraft, and Ground Exploration Vehicles. It includes actual vehicle Driving skills as well as engine service and maintenance knowledge.

**Ground Vehicle Life Support Operation:** All Colonial Marine Ground Vehicles are equipped for operations in non-terrestrial environments. The systems which allow this, including hull pressurization, air filtration, and thermal control, must be specially prepared for use in each environment encountered.

**Ground Vehicle Weapon Systems Operation:** Includes Missile Launchers, Mortars, Disruptors, and Laser Cannon.

### Portable Welder Operation

**Security System Operation:** Operation of standard security devices such as remote cameras, metal detectors, and X-Ray equipment.

**Special Weapons Operation:** Including Grenade Launchers, Flame Units, and Remote Sentry Guns.

**Surveillance Equipment Operation:** Operation of surveillance equipment like remote cameras, sound amplifiers, and electronic bugging units.

## Repair Skills

*Whenever equipment is damaged, it must be Repaired before it can be used again. The following Skills are used to Repair most Colonial Marines' equipment, and require the use of special tools and facilities. As with Operation Skills, these cover full classes of equipment except where noted.*

### Communications / Computer Repair

**Specific Ground Vehicle Drive Repair:** This Skill must be learned separately for each vehicle type; the vehicle types are APC's, Hovercraft, and Ground Exploration Vehicles.

### Ground Vehicle Life Support Repair

### Ground Vehicle Weapon System Repair

**Infantry Weapons Repair:** Includes Pulse Rifles, side arms, and similar weapons. This Skill does not cover any Special Weapons or Vehicle Weapon Systems.

### Special Weapons Repair

*The following Branch Skills cover the equipment routinely used by Auxiliary Characters. For **Operations Skills**, the Character must have a Rating of Novice or better in order to safely operate the equipment in question. For **Repair Skills**, the Character must be Certified or better to make any necessary Repairs.*

## Operations Skills

*As with Colonial Marines Support Skills, the following Operation Skills cover the entire class of equipment, except where noted.*

### Aircraft Communications / Computer Operation

**Specific Aircraft Drive Operation:** This Skill applies to one type of Aircraft only, and must be learned

separately for each type. Full information on piloting Aircraft is contained in Section 2.10.

**Aircraft Drive Operation, Remote:** This ability allows a person to maneuver a particular type of Vehicle from outside the Vehicle, using a Remote Piloting Set. To use this Skill, the person must also be Rated Professional or better with the Aircraft's Drive Operation Skill.

**Aircraft Life Support Operation:** Since most Aircraft must operate in vacuum as well as in a variety of atmospheres, and must tolerate the stresses of launch and re-entry, their Life Support systems are quite complex and are of critical importance.

**Aircraft Navigation System Operation:** Includes launch, re-entry, atmospheric, and combat maneuvers.

**Aircraft Power Operation:** These Vehicles are powered by fusion generators which obviously require careful maintenance and operation.

**Aircraft Weapon Systems Operation:** The maintenance, aiming, and firing of Aircraft-mounted Laser Cannon, Disruptors, Missiles, and Chain Guns.

**General Equipment Operator:** This allows the Character to handle normal utility equipment, such as Forklifts, Tractors, Cranes, and Lifts.

**Aircraft Pilot:** These Specialists are drawn from the best members of the Auxiliary Branch. The reasoning is obvious; it is the Pilot who must deliver a Strike Team safely to the field and recover them when the mission is over, and who must make the most of the powerful weaponry aboard Dropships and Gunships. It is common for these Specialists to sub-specialize, as either Pilots or Weapons Officers. Speciality Skills are:

**Aircraft Pilot**

**Aircraft Operation Skills**

**Aircraft Weapons**

**Aircraft Repair Skills**

**Remote Piloting**

**Power Loader Operation:** The normal operations of the hydraulically supported, one-person military Power Loader, used for lifting and carrying a variety of crates and equipment weighing up to 2,000 pounds.

**Spacecraft Communications / Computer Operation**

**Spacecraft Drive Operation (Pilot):** This Skill applies to all of the Spacecraft described in this book.

**Spacecraft Life Support Operation:** Since most Spacecraft constantly operate in hard vacuum and must handle high-g acceleration and Jump, their Life Support systems are absolutely vital to survival.

**Spacecraft Navigation System Operation:** For guiding a Spacecraft from planet to planet, from star to star, and through combat maneuvers.

**Spacecraft Power Operation:** Spacecraft are powered by Fusion Generators which obviously require careful maintenance and operation.

**Spacecraft Weapon Systems Operation:** This Skill covers the maintenance, aiming, and firing of the large Disruptors used on Spacecraft.

**Repair Skills**

**Aircraft Communications / Computer Repair**

**Specific Aircraft Drive Repair:** This Skill applies to one type of Aircraft only, and must be learned separately for each type.

**Aircraft Life Support Repair**

**Aircraft Navigation System Repair**

**Aircraft Power Repair**

**Aircraft Weapon Systems Repair**

**General Equipment Repair:** For routine repairs and maintenance of utility equipment.

**Spacecraft Communications / Computer Repair**

**Specific Spacecraft Drive Repair**

**Spacecraft Life Support Repair**

**Spacecraft Navigation System Repair**

**Spacecraft Power Repair**

**Spacecraft Weapon Systems Repair**

*The Skills in this Section are the ones that are not unique to the Colonial Marine Corps and other militaries. These are Skills which are used by all types of people throughout the ICC, and include many day-to-day activities. The Skills listed here are only a partial list; the players and GM should add other Skills as desired. These Skills are used in common sense ways, using the standard rules. The GM should assign Difficulty Levels and other details as he or she sees fit.*

**Computer Systems:** The use of the wide variety of commercial computers available on the market. Characters with the military Comm/Computers Skill are considered to have this Skill at their full Rating; civilians with this Skill can operate military computers at one Rating lower than normal.

**Con / Acting:** The art of acting, impersonation, and disguise. It also includes skills used in smuggling and forgery.

**Driving:** Ground vehicle driving skills; street legal driving requires only Novice ability. Higher skill indicates experience and training in high speed maneuvers.

**Guerilla Warfare:** This Speciality is used in areas where the power of the Colonial Marines is weak, and in situations where long-term conflict with a particular enemy is considered likely. The job of this Specialist is to undermine the opponent subtly, to use sabotage where appropriate, and to gather vital information. Guerilla Warfare Specialists frequently work with Intelligence Specialists. A Pulse Communicator, a Medical Kit, and an Intelligence Unit are issued to any Strike Team which includes one or more Guerilla Warfare Specialists. Speciality Skills are: Class 3 General, Demolitions, Intelligence, Class 4 General, Diplomacy, Propaganda, Class 5 General. *The ability to be able to learn this skill is up to the GM so contact him first before selecting this.*

**Hazardous Atmosphere and Radiation Detachments (HARD):** The Colonial Marines operate on a great many worlds and under a wide range of environmental conditions, including corrosive atmospheres, high and low gravity, extremes of temperature and pressure, and places where radiation is at dangerous levels. Specialists of this type are used to provide vital information for normal Marines regarding specialized circumstances and/or equipment, and are often committed in full Strike Teams for particularly important missions or in dangerous environments. Each HARD Specialist is given a HARDCore Suit (this is only available for a mission at the discretion of the GM), and each Strike Team also has an Intelligence Unit, a Pulse Communicator, and a HARD Shelter. Speciality Skills include all Close Combat Specialist Skills and: Alien Worlds, HARDCore Suit, Zero-G Combat. In addition, each HARD Specialist selects one other Specialist type to be his or her field of study, and may learn the Speciality Skills from it. *The ability to be able to learn this skill is up to the GM so contact him first before selecting this.*

**Heavy Weapons:** These Colonial Marines handle Missile Weapon Systems and Vehicular weapons. Each Heavy Weapons Specialist is issued a Rocket Launcher with 6 rounds of ammunition, and 12 Demolition Charges. Speciality Skills are: Demolitions, Rocket Launcher, Vehicle Weapons, Gun Combat. *The ability to be able to learn this skill is up to the GM so contact him first before selecting this.*

**Intelligence:** This Specialty takes the soldier far from the battlefields normally associated with the Colonial Marines. The espionage conflicts between Corporations and involving the Corps are the first priority for these Specialists, although the equipment available to the Intelligence wing of the Colonial Marines is not on a par with that used by the Corporations. These Specialists are equipped with a Pulse Communicator, an Intelligence Unit, and a Computer Command Center per Strike Team. Speciality Skills are: Comm / Computer, Intelligence, Surveillance, Espionage, Military Identification. *The ability to be able to learn this skill is up to the GM so contact him first before selecting this.*

**Machine Gun:** This is a highly mobile and extremely powerful weapon system which is commonly assigned to Colonial Marine Strike Teams. Colonial Marines with this Speciality are envied by many other Colonial Marines, because of the tremendous firepower under their direct control. The Machine Gun is the only piece of Speciality equipment. Specialty Skills are: Class 2 General, Infantry Weapon Rep, Special Weapons, Class 3 General, Machine Gun Op, Vehicle Weapons, Gun Combat. *The ability to be able to learn this skill is up to the GM so contact him first before selecting this.*

**Recon:** Recon Specialists are often dropped in hostile territory, alone or in small teams, and are used for surveillance, to coordinate air strikes and to call in fire from space and from distant ground units. Each Strike Team with a Recon Specialist is equipped with a Pulse Communicator and an Intelligence Unit. Speciality Skills are: Class 3 General, Forward Observer, Intelligence, Class 4 General. *The ability to be able to*

*learn this skill is up to the GM so contact him first before selecting this.*

**Engineering:** There are three different types of Engineering Skill; Civil, Electrical, and Mechanical, which are used to design and build the tools of society. Civil Engineering involves buildings, public works, and related fields; Electrical Engineering covers general science applications, including microelectronics; Mechanical Engineering is used in designing and manufacturing tools, heavy equipment, and the like. People with these Skills are in great demand by the many technology-intensive industries of the ICC, and the ones with Ratings of Expert and higher are the people who lead research teams and scientific projects.

**Finance and Business:** Investing money and controlling commerce. While the Engineers design things, it is the Financiers and Businessmen who get them built, sell them, and run the Corporations of the ICC.

**Law:** These are the people who keep the Financiers out of jail. In theory, it is the administration of Law which keeps a society functioning, and prevents people from using violence to solve their problems. This is the Skill of lawyers, judges, political leaders, and those who attempt to administer the public welfare.

**Manufacturing:** This covers all types of practical manufacturing skills, including carpentry, machining, plumbing, and so forth.

**Management:** This Skill is used to coordinate the activities of people who are working together. It is a somewhat nebulous quantity, but is vital to smooth operations.

**Medical Aid:** This Skill greatly improves the chance of surviving an injury. A Character must have a Medical Aid Skill Rating of Novice or higher to administer proper First Aid, as given in the Medical Aid rules (Section 6.13), a Rating of Professional or better to operate in an Aid Station, and Expert or better to operate in a Field Hospital or Trauma Center.

**Networking:** A refined form of the Diplomacy Skill. Networking applies specifically to controlling communication and activity in business environments, and is often used to have important contracts and business deals awarded to allies of the Networker. Diplomacy and Networking are related Skills; a Character with a Diplomacy Rating automatically has a Networking Rating no more than one step tower, and vice versa.

**Science:** The Science Skill is subdivided into countless fields, including ail the aspects of biology, chemistry, physics, astronomy, and so forth. Each person with the Science Skill will specialize to some degree, and the focus of this specialization will narrow as the Skill Rating increases.

**Sleight of Hand:** Manual dexterity training which aids in picking locks and pockets, and in performing sleight of hand tricks.

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