



ELITE
ENCOUNTERS
ROLE-PLAYING GAME

TASK SYSTEM (Pages 84-85)

- **Task Pool:** Value of relevant ASPECT, add or subtract value of one relevant TRAIT, add LVL value of ONE relevant Experience. The resulting value is the number of dice available in the Task Pool.
- The LM should assign a **Difficulty Level** to the task. The default is normally 4 but can be modified by the environment.
- To achieve **Successes**, the Task Pool dice are rolled and any single dice that rolls equal to or greater than the Difficulty Level is one Success. Only one Success is required for the task to be accomplished.

CONTESTED TASKS

Each contestant makes the task resolution check using the same rules as normal.

- If one contestant does not achieve any Successes, the other is the victor.
- If each contestant achieves Successes, whoever achieved more surplus Successes is the victor.
- If each contestant achieves the same amount of surplus Successes, the attempt must be re-rolled.

DICELESS TASKS

- **SIMPLE TASKS:** If the number of dice in the Task Pool is MORE than the difficulty level then the task automatically succeeds.
- **CONTESTED TASKS:** The Avatar with the highest number of dice in the task pool is the winner of the contest. In the event of a tie, the Avatar with the highest value of the task's controlling Aspect is the winner. In the event it is still tied, the highest BODY Aspect is the winner. If it is still tied after all that, role-play the situation out, and the best narrative wins.

COMBAT TASKS (Pages 89-90)

BODY and SENSES +

UNARMED

PHYSIQUE, CONDITION or INSTINCT + 1 Experience
AGILITY, SPEED or AWARENESS + 1 Experience

MELEE

AGILITY, PHYSIQUE or SPEED + 1 Experience

RANGED

DISCIPLINE, AWARENESS or INSTINCT + 1 Experience

THROWN WEAPONS (Page 91)

Damage from explosives is a result of "shrapnel".

Avatar throw range (1G, Atmosphere): $BODY \times 10$ - item mass in kg.

Thrown weapon's "Range" value = radius of effect.

Thrower Task Pool: BODY + one relevant Trait and/or Experience.

Base difficulty = 4. One or more Successes = accurate throw.

No Successes: throw was off-target. Roll 1D6 on Scatter Chart to determine where the item ends up. Scatter distance in metres = amount of dice in throwing Task Pool.



TRAUMA AND BLOOD LOSS (Page 87)

TRAUMA and **Blood Loss Rate** outline damage effects and the severity of that damage. **MAX TRAUMA:** maximum wounds before Avatar begins to die. One wound = one point of Trauma damage.

Trauma affects ability to perform actions as follows:

- Trauma => half MAX TRAUMA: Avatar loses a die in the Task Pool.
- Trauma = MAX TRAUMA -1: Avatar loses 2 dice from TP.
- Trauma = or one more than MAX TRAUMA: Avatar falls unconscious. Blood loss still occurs and risks killing the Avatar.
- Trauma = MAX TRAUMA +2 or more: Avatar dies.

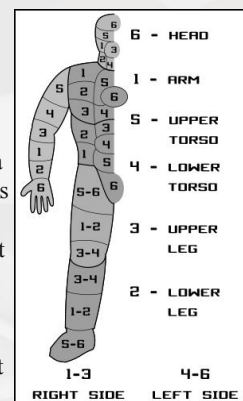
CRITICAL value: how much damage the Avatar can take in a single strike without being physically affected. If TRAUMA exceeds the CRITICAL value the Avatar cannot take an action of any kind during the next turn.

BLOOD LOSS RATE: the amount of blood that is lost each turn during a combat. Each time the Avatar suffers Trauma the Blood Loss Rate should be increased by one. At the end of every turn, the current Blood Loss Rate value should be added to the Trauma Counter value.

HIT LOCATIONS (Page 91)

LM or player can roll on this chart to determine the damaged area. Roll 1D6 to determine the general area hit, then another 1D6 to determine the specific location (with a further 1D6 to determine which arm or leg has been hit).

Note that if an area is not visible to be hit then the roll should be made again. For example, if a snap shot is made against an opponent who is behind a vehicle and their legs cannot be hit, results of 2 or 3 on the first D6 roll should be rolled again.



GAINING EXPERIENCE (Page 86)

- **First Time Use:** player writes task description in one Experience lozenge on the Record File and puts a "1" in adjacent USE box.
- **Subsequent Use:** value in the USE box should be incremented by 1.
- When USE value reaches 6 for the first time, Experience LVL value can be increased to 1. This gives the Avatar an extra dice or a bonus to a die roll for any future uses of that Experience. From that point on, the LVL can be increased when a number of uses has been recorded that equals 6 times the next level's value. For example if an Experience is at level 1 it will take 12 points (next level is 2, multiplied by 6) to advance.
- An Experience can only be increased to Level 3. There's only a certain amount that anyone can know about one subject, after all.

FACTION STANDING

- Following a first-time interaction, the Faction's name should be written on a blank line and a 1 should be entered into the INT (Interaction) box. A successful interaction should be recorded by incrementing the INT value by one.
- 6 INT points are needed to achieve LVL 1 Reputation. Further levels are gained in the same way as USE and Experience above. Gaining LVL 1 grants either one additional Task Pool die or a bonus to one die in that pool for any tasks that involve interaction with that faction and its allies.
- Faction Standing can be negative as well as positive. Interactions that do not turn out well for the Avatar will result in the deduction of one point from that INT value. If the INT value is already 0 the value can be reduced to -1. In the same way that the level of a faction standing is promoted to LVL 1 if INT reaches 6, that standing will be reduced to -1 if the INT value reaches -6. In this case any dice rolls for relevant actions with that faction would lose 1 die or would have one die result reduced by one point.



GENERATING CREW STATS [Page 96]

- **TACTICS:** MIND + SENSES +/- 1 or 2 Traits relevant to tactics, strategy or analysis + full LVLs from ONE Experience relevant to tactics, strategy or analysis.
- **PILOTING:** MIND + SENSES +/- 1 or 2 Traits relevant to navigation, manoeuvring or situational awareness + full LVLs from ONE Experience relevant to navigation, manoeuvring or the control of the relevant vehicle type.
- **GUNNERY:** MIND + SENSES +/- 1 or 2 Traits relevant to marksmanship, weapon use or combat awareness + full LVLs from ONE Experience relevant to weapon use, situational awareness or vehicle to vehicle combat.
- **SYSTEMS:** MIND + SENSES +/- 1 or 2 Traits relevant to engineering, vehicle control systems or other mechanical affinities + full LVLs from ONE Experience relevant to engineering, technical work or other mechanical work.
- **COMBAT RATING BONUS:** CR Bonus provides between one and three bonus dice during a turn depending on the level of the Combat Rating. These dice can be used at any point in the turn but once they have been used there are no more until the next turn. Any number of bonus dice (up to the number of unused bonus dice in that turn) can be added to a single roll.

Harmless, Mostly Harmless, Novice : CR Bonus = 0
 Competent, Expert, Master : CR Bonus = 1
 Dangerous, Deadly : CR Bonus = 2
 Elite : CR Bonus = 3

VEHICLE HITS AND DAMAGE [Page 99]

- If vehicle hit, weapon group's FIREPOWER (FPWR) is deducted from SHD (if present) or HULL values.
- If a vehicle has shields, the SHD value should be reduced first.
- Once the shields are down, then the HULL value should be reduced.
- Vehicle HULL points reduced to 0 or -1: vehicle is immobile and cannot move until repaired.
- Vehicle HULL is reduced to -2 or less: vehicle destroyed.

CREW AND DICE POOL EXAMPLES [Page 98]

- Tactical analysis: MIND + SENSES + DISCIPLINE, AWARENESS or INSTINCT + planning or observational Experiences.
- Manoeuvring: the pilot/driver's MIND + SENSES + one choice from DISCIPLINE, AWARENESS or INSTINCT + one piloting/driving related Experience.
- Evade attack: MIND + SENSES + one choice from AWARENESS or INSTINCT + one piloting/driving related Experience (this is the DEFENCE POOL).
- Firing at a vehicle: MIND + SENSES + one choice from DISCIPLINE or INSTINCT + vehicle gunnery Experience (this is the ATTACK POOL).
- Repairs / technical: MIND + SENSES + one choice from INTELLECT or DISCIPLINE + technical diagnostic or repair Experience.

CRITICAL HITS [Page 99]

If the attacker rolls any sixes in the attack dice pool, then there is a possibility of scoring a critical hit to one of the vehicle's systems. If the attack is a success, then any sixes that were not cancelled out by defence success rolls cause some critical damage. The attacking player should roll 2D6 on the table below for each remaining six.

REPAIRS

If players want to try and repair any damaged systems or try to replenish any Hull points, the vehicle's technician should roll their repair Task Pool. A roll with one or more successes will allow one item to be repaired or one HULL point to be regained. Note that no matter how many successes are rolled, only ONE item or HUL point can be repaired with each task.

Result	Effect
2	Crewman Lost: Non-flight deck crew member falls out of the vehicle. If no crew, roll again. May include Avatars if any are not involved with manning the vehicle's control area.
3	Auxiliary Bay: Each hit: 1D6 tonnes of cargo or 1 passenger lost. If no cargo or passengers left (or if no aux bay), reroll result.
4	Shield Generator: 1 st hit: SHD halved (round down) 2 nd hit: SHD reduced to 0 – vehicle cannot use shields without repair
5	Directional Controls: 1 st hit: MAN halved (round down) 2 nd hit: MAN reduced to 0 – vehicle cannot change direction without repair
6	External Sensors: Tactical scanners damaged: combat difficulties increased by 1 (Cumulative)
7	Hyperdrive (spacecraft with such) or autoNav systems: Hyperdrive cannot be used until repaired or automatic navigation systems are disabled until repaired.
8	Communications: 1 st hit: comms array inoperable 2 nd hit: comms array destroyed
9	Weapon: Lost one weapon, unusable until repaired
10	Engines: 1 st hit: Max SPD reduced to half (rounded up) 2 nd hit: Max SPD reduced to 0. Roll 1D6, and on a 1 the vehicle's engines explode – it's up to the GM what the consequences are.
11	Flight Deck: 1 st hit: the screens, viewers and systems have been lightly damaged and the hull may have cracks or stress fractures. 2 nd hit: the command area has been breached and is open to the environment.
12	Power Plant: 1 PWR point deducted every time the power plant is hit. If power plant is hit again after PWR = 0, vehicle is destroyed.

SPACE ENCOUNTER TABLE [Page 106]

Roll	Corporate State	Democracy	Confederacy	Communist	Dictatorship	Multi-Gov	Feudal	Anarchy
2	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate
3	Customs	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate
4	Customs	Military	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate
5	Police	Military	Bounty Hunter	Pirate	Pirate	Pirate	Pirate	Pirate
6	Police	Customs	Military	Bounty Hunter	Pirate	Pirate	Pirate	Pirate
7	Mass Transit	Police	Military	Bounty Hunter	Bounty Hunter	Pirate	Pirate	Pirate
8	Mass Transit	Police	Police	Military	Bounty Hunter	Bounty Hunter	Bounty Hunter	Bounty Hunter
9	Mass Transit	Trader	Police	Military	Military	Bounty Hunter	Bounty Hunter	Bounty Hunter
10	Trader	Trader	Police	Police	Military	Military	Bounty Hunter	Bounty Hunter
11	Trader	Mass Transit	Mass Transit	Police	Police	Military	Military	Trader
12	Trader	Mass Transit	Trader	Trader	Trader	Trader	Trader	Trader



1. COMMUNIST, DICTATORSHIP, MULTIGOV

1D6 Roll	Pirate Fleet Size
1	1 Large, 3 Medium
2	1 Large, 2 Small, 1 Medium
3	1 Large, 1 Small, 1 Medium
4	1 Large, 3 Small
5	1 Large, 2 Small
6	2 Small

2. FEUDAL AND ANARCHY

1D6 Roll	Pirate Fleet Size
1	3 Large, 4 Medium
2	2 Large, 5 Medium
3	1 Large, 6 Medium
4	1 Large, 5 Medium
5	1 Large, 4 Medium
6	1 Large, 3 Medium

BOUNTY HUNTER REACTION TABLE (Page 107)

	Clean, no record, Bounty < Cr 200	Offender, light offences, Bounty Cr 200 - 1000	Fugitive, serious crimes, Bounty > Cr 1000
Confederacy	No interest	No interest	May contact and check for contraband – 1-2 on 1D6. If this is failed and crew denies access roll 1D6, BH will attack on 1-2
Communist	No interest	May contact and check for contraband – 1-2 on 1D6. If this is failed and crew denies access roll 1D6, BH will attack on 1-2	Will ask to board for cargo check – if denied roll 1D6, will attack on 1-3
Dictatorship	No interest	May contact and check for contraband – 1-3 on 1D6. If this is failed and crew denies access roll 1D6, BH will attack on 1-2	Will ask to board for cargo check – if denied roll 1D6, will attack on 1-3
Multi-Gov	No Interest	Will demand to board, if denied roll 1D6 – on 1-3 BH attacks	Will demand to board – if denied will immediately engage in combat
Feudal	May hail to check status	Will demand to board – if denied will immediately engage in combat	Will immediately engage in combat
Anarchy	May hail to check status	Will immediately engage in combat	Will immediately engage in combat

STAR SYSTEM ECONOMY

Buying a commodity of one type in a system with an economy of the same type means that the commodity will be available for its base cost. Buying the same commodity from an economy of a different type will increase the cost according to the following matrix:

	Agri Econ.	Material Econ.	Tech Econ.
Agri Items	Base	+10%	+20%
Material Items	+10%	Base	+10%
Tech Items	+20%	+10%	Base

AVAILABILITY AND RARITY

Determine availability, roll 2D6 then check conditions below:

- **2-4:** Multiply the result by 10.
- **5-9:** Multiply the result by 100.
- **10-12:** Multiply the result by 1000.

Optional modifier based on the economic situation:

- No economy modifier: dice results are read as outlined above.
- +10% modifier: 2D6 result should have 1 deducted from it.
- +20% modifier: 2D6 result should have 2 deducted from it.
- 2D6 result of 0 means there is no stock available.

Rarity provides modifiers to the base cost as follows:

- **Common** : Base cost
- **Uncommon** : +10%
- **Rare** : +20%
- **Unique** : +50%

QUALITY

There are five quality levels, each with their own effect on cost and reliability:

- **BASIC (BAS):** Very poor quality. Greatly reduced life compared to standard goods.
- **Cheap (CHP):** Items designed to be functional but nothing more. Functional but will wear out much faster than standard items.
- **Standard (STD):** The base quality, designed to work well and are reliable for the advertised life of the product.
- **Expensive (EXP):** Externally similar but interior is upgraded.
- **Luxury (LUX):** Upgraded external and internal specs. Will work twice as long as the standard version.

The build quality (including the casing or chassis) and component quality of different levels of goods is summarised below.

	BAS	CHP	STD	EXP	LUX
Build (exterior)	Poor	Poor	Good	Good	Best
Components	Poor	Good	Good	Best	Best
Cost Modifier	-50%	-20%	Base	+20%	+50%

If a product of standard quality is not available, lower quality items can be used. Availability check can be made with the following modifiers based on the quality being sought:

- **BAS:** +2 to the 2D6 roll.
- **CHP:** +1 to the 2D6 roll.
- **EXP:** -1 to the 2D6 roll.
- **LUX:** -2 to the 2D6 roll.

After applying modifiers, negative results should be taken to equal 0.

ELITE ENCOUNTERS

COMMANDERS' SCREEN

Welcome to the Elite Encounters COMMANDERS' SCREEN!

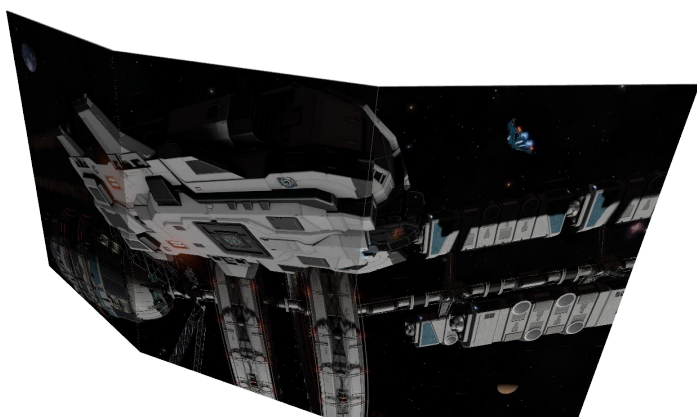
In keeping with the "print and play" ethic of the Elite Encounters RPG we've produced a bonus FREE addon for you.

This screen is a summary of some of the most common rules and tables that players and LMs will need during play.

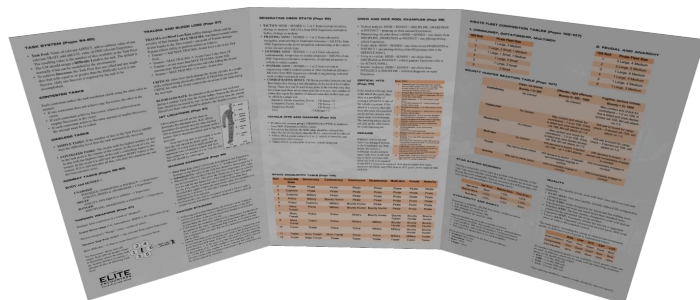
HOW TO CONSTRUCT YOUR COMMANDER'S SCREEN

Print out the next 6 pages from this PDFPrint onto good quality thick cardstock OR print onto paper and glue the pages onto card.

Assemble the double sided pages so that they make a long image on the back as shown below.



The inside pages should be shown in the same order as they are in this book as shown here.



Stick the long edges together using tape or another alternative. Make sure it's good quality tape that won't go yellow. Once assembled the screen should stand on its own at the angles shown above. It can also be folded up to A4 size for easy storage along with your hardcopy of the RPG if you have one!!

We recommend using a clear sticky backed plastic covering on the screen's pages to give it a nice finish and to make it last.

Enjoy!

