

Lightspeed

Science Fiction
Role-Playing Game



by Christian Conkle

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Science Fiction Role-Playing Game

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For more Lightspeed, check out <http://www.lightspeed-rpg.com>

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I have the utmost respect for the creators of the original *Fuzion™* rules and subsequent *Fuzion™* games and only wish to improve upon their outstanding work.

Chapter 1:

Introduction to Lightspeed



Lightspeed is a Role-Playing Game set in the Galaxy of the 27th Century, a period known as the Interstellar Era. This is a time of exploration and adventure. The conflicts of the Core Wars are over and the Galaxy is at peace, though old animosities simmer below the surface and new rivalries threaten to flare into conflict.

The Galaxy of the Interstellar Era is vast and its possibilities are limitless. In this game, the players, with the help of a sort of referee/director called a Game Master, craft a story of epic proportions. The players experience the promise and peril of the story vicariously by controlling the actions and desires of a character that they, themselves, create.

In *Lightspeed*, there are no limits on the types of characters you can play. Some of the choices outlined in detail in this game include AstroPol Rangers, Federation StarForce Officers, Bounty Hunters, Corporate Espionage Agents, Mercenaries, Independent Merchant Spacers, or even Criminals! These are only the tip of the iceberg. Using the *Fuzion*TM rules for character creation, players can create any type of character they can imagine.

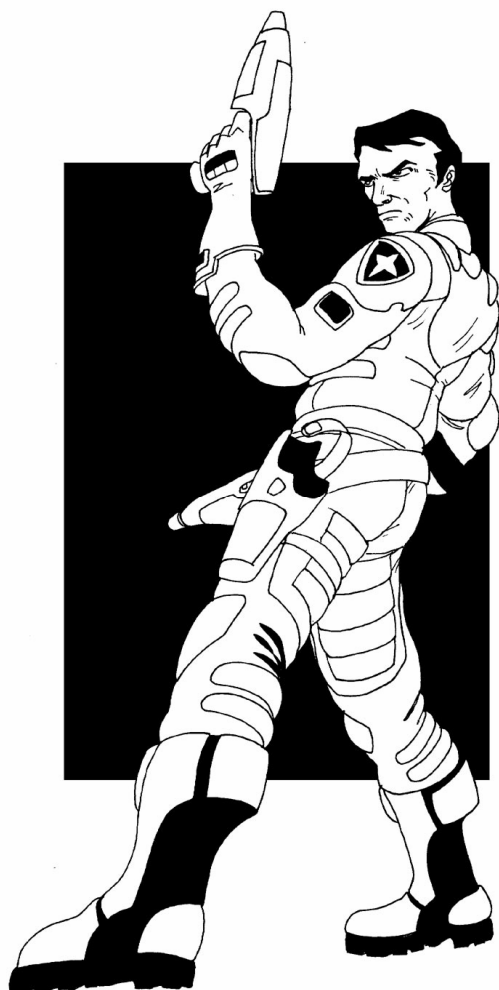
Lightspeed also offers several specialized rules to enhance your Intergalactic gaming experience. Using the *Fuzion*TM game rules provided, Game Masters can adjudicate brawls and fistfights, blaster bat-

tles, vehicle chases, starfighter and starship combat, computer hacking, and more!

By using the *Fuzion*TM game system, *Lightspeed* joins a family of several excellent games ranging from *Sengoku*TM, a game of feudal Japan, to *Champions: New Millennium*TM, a game of super-powered action, to *Dragonball Z*TM, a game of outrageous martial arts fighting. *Fuzion*TM games run the gamut of settings and styles and characters and rules made for one *Fuzion*TM game can be easily port to any other *Fuzion*TM game, creating infinite possibilities. If the game is marked *Fuzion*TM Powered, it can be used with *Lightspeed*.

If elements of *Lightspeed* seem familiar, that is intentional. The *Lightspeed* universe attempts to be all-inclusive, drawing inspiration from many Science Fiction films and novels and putting them together into a coherent whole. The purpose of this is to make *Lightspeed* as generic as possible, allowing players and Game Masters to set their characters and stories against any backdrop they desire. Within you'll find elements of many of your favorite genres of Science Fiction.

So strap on your blaster pistol, rev up your ion engines and blast off to adventure at the speed of light with *Lightspeed*!



What is a Roleplaying Game?

A Role-Playing Game, or RPG, is an interactive game where a Game Master, also called the GM, directs and tells a story and each player controls the actions and behavior of the one of the characters in that story. Protagonist characters controlled by a player are called Player Characters, or PCs, while “guest stars” and “extras” controlled by the GM are called Non-Player Characters, or NPCs.

The players have the easy part. It’s their job to create their characters, choose their actions, and speak appropriately for that character. The Game Master has the toughest job. In addition to being the referee and adjudicating the rules, he has to control the actions and behavior of all the supporting characters and villains of the story. Sometimes, he even has to create the story itself. When creating his own story, or Adventure, the Game Master has to keep an eye on the plot, the pacing, the perceived “fun” of the story for the players, and on maintaining an appropriate level of challenge for the players and their characters.

What do I need?

All that is required to play *Lightspeed* is three or more players, a copy of these rules, three or more regular six-sided dice, some paper and pencils, and a healthy imagination.

How do I play?

In a Role-Playing Game, one player becomes the GM and decides the setting of the adventure, the rules to be used, starting points for characters, and all the choices and options presented in the rules. The other players get their characters ready based on what the GM tells them about the rules. The GM either gives the players a character, lets them pick one that’s already created, or lets them create a new character of their own design.

What else does the Referee/ Game Master do?

The GM prepares a story, or uses one already written for him in a pre-published adventure book, and begins to tell the players what their characters see and hear. The GM asks the players what their characters will do next. When something comes up where the result isn’t obvious, such as whether or not a player’s character can hit someone or pick a lock, the GM and players use the game rules to determine the outcome.

How do I GM?

The best way to learn how to GM is to become one. The GM should read through the rules completely and familiarize himself with the game setting. An example of typical game play as well as some sample story ideas is included in the Game Master section to help. Above all, the most important part of being a good Game Master is to be a good storyteller. The Game Master should try and vividly describe the world they are guiding their players through, and to post problems or situations that will challenge the players without discouraging them.

Almost as important is the need for the GM to be an impartial judge of the rules and effects of the game on his or her players. If the Game Master’s story isn’t interesting and their rulings aren’t fair, the players won’t have fun and probably won’t want to play again.

A Typical Role-Playing Session

The GM, Mike: “You round the corner and find yourself surrounded by 10 enemy guards, what do you do?”

Player 1, Neil: “My character, Dani, prefers peaceful resolutions, so she’ll try to bluff her way out of it, exclaiming, ‘Help! We’re lost and we need to get to the shuttle bay!’”

Player 2, Jeff: “My character, Hans, will play along, ‘Uh, yeah. We must have taken a wrong turn back there. Where are we?’”

The GM, Mike: “The Guards look at each other, confused. Your escape has not been noticed yet, and there’s a reasonable chance they might mistake you for lost civilians. Both of you roll a skill check using your Presence plus Persuasion skill vs. a difficulty of 21.”

Player 1, Neil: “My Presence is 3, about average, and my Persuasion skill is 6, that’s a total of 9.” (rolls three six-sided die) “. I rolled an 14, that’s a total of 22!”

Player 2, Jeff: “My Presence is 6, above average, and my Persuasion skill is 2, for a total of 8, er..” (rolls three six-sided die) “..I rolled a 4! That’s a total of 12! We’re doomed!”

The GM, Mike: “Maybe, maybe not. The guards look at you sternly for a moment before their leader steps forward. He’s pauses menacingly, then points down the hall, saying, ‘The shuttle bay is down that way. Follow the blue lines.’ As you begin to walk past, he puts his arms out, stopping Hans, ‘Hold on there a minute. I’d like to see your ID.’ What do you do?”

Player 2, Jeff: “Uh oh. I say, ‘Uh, ID, officer? Yes, it’s right here somewhere.’ I look like I’m searching, stalling for time. I drop some papers on the floor, the ones we stole from that laboratory? I lean down to pick it up. When I get up, I rush into him, hoping to knock him over!”

...To be continued!

About Lightspeed

Lightspeed is presented in nine chapters plus appendices.

Chapter One: Introduction

The Introduction defines Role-Playing Games and provides information on the game and the layout of the book.

Chapter Two: The Interstellar Era

The second chapter describes the world of the Interstellar Era, its technology, political powers, and social forces.

Chapter Three: Creating a Character

The third chapter provides instructions on creating characters for Lightspeed, including skills, talents, perks, and gear.

Chapter Four: Advanced Character Options

Lightspeed provides near infinite possibilities for creating characters. Chapter Four: Advanced Character Options offers alien species, education packages, and advanced guidelines, allowing players to create more detailed characters for Lightspeed

Chapter Five: Never Tell Me the Odds!

The fifth chapter offers game rules for adjudicating actions and conflicts. The full array of science fiction action is covered, from physical stunts and mental achievement to shouting commands and hacking computers.

Chapter Six: Shields Up! Fire All Missiles!

Starship combat is an important element in any science fiction role-playing game. Lightspeed provides an innovative and flexible solution to resolving conflict between two or more craft ranging from grav-bikes to starfighters to massive starships.

Chapter Seven: Creating a Story

The seventh chapter provides tools and resources to the Lightspeed Game Master, arranged by the most common types of stories told in Lightspeed.

Chapter Eight: Allies and Enemies

This chapter lists a number of pre-generated statistics for character archetypes that can be used either as quick Non-Player Characters or as packages for quick and easy Player Character generation.

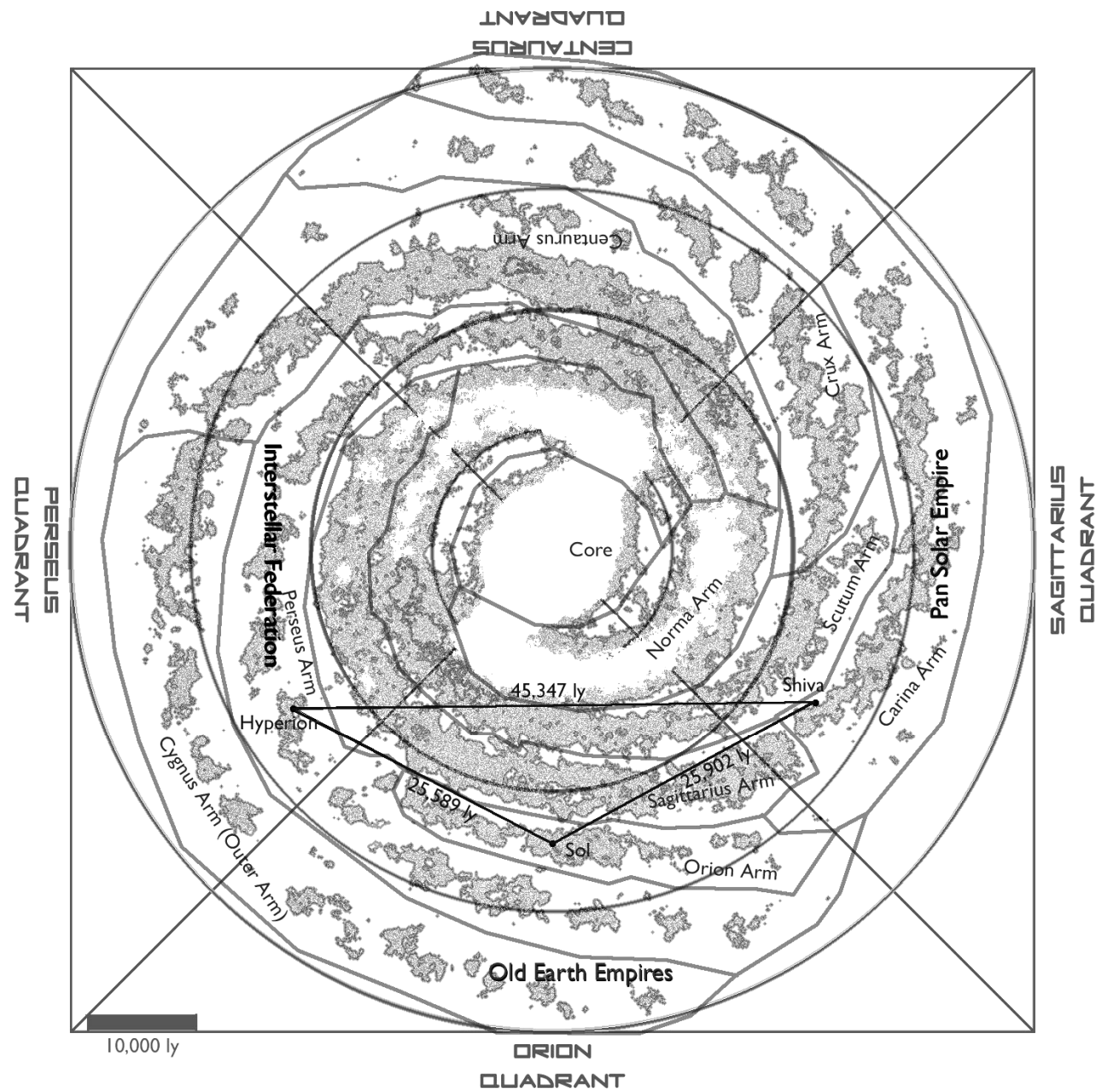
Chapter Nine: Starships and Vehicles

Without starships, there would be no Galactic civilization. This chapter provides statistics on an array of starships from various Galactic powers.

Appendices

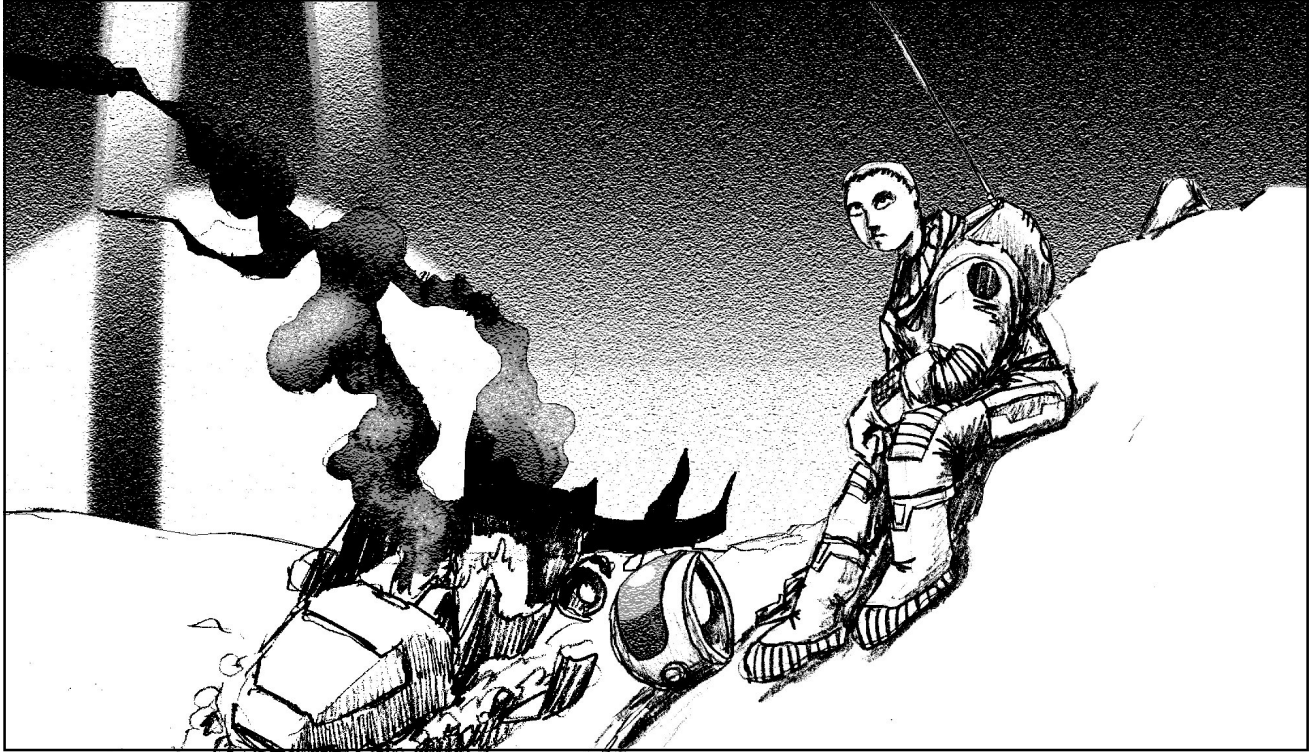
Several appendices are offered to aid the Player and Game Master. Included is a chart converting Space MOVE to real-world figures, a glossary, conversion notes to other Fuzion games, and a disclaimer.

The Galaxy of the Interstellar Era



Chapter 2:

The Interstellar Era



By the 27th Century, the Milky Way Galaxy has been mapped and explored by mankind using starships powered by the incredible Hyperspace Drive. This time of galactic exploration, conquest, and colonization is known as the Interstellar Era.

The Milky Way Galaxy is roughly 100,000 light years in diameter and contains roughly 200 billion star systems. The majority of these systems lie in the dense Core region. The Galaxy is divided into four equal quadrants: The Orion Quadrant, the Sagittarius Quadrant, the Centaurus Quadrant, and the Perseus Quadrant.

The Orion Quadrant is the home of Sol System and Earth. The star systems around Earth were the first colonized and are now heavily populated Core Worlds. These colonies are still owned by the traditional governments of Earth such as the U.S., China, European Union, Japan and others. Collectively, these worlds and their governments are called the Old Earth Empires. They are constantly embroiled in petty wars and strife but still maintain uneasy relations with both the Interstellar Federation and the Pan-Solar Empire.

The Perseus Quadrant is home to the Interstellar Federation. The Federation is a strong union of for-

mer colonies that have gained their independence from Earth. The government is a Republican Monarchy with a President being elected for life. For the most part, the Federation is benevolent and fair in their government and laws. Citizens of the Federation enjoy a high standard of living.

The tyrannical Pan Solar Empire governs most of the Sagittarius Quadrant. The Empire, like the Federation, is also comprised of old colony worlds. Unlike the Federation, they did not gain their independence. Instead, the mad Emperor Gregor Veroveren, who has ruled his quadrant with an iron fist for more than 150 Solar Years, conquered them. The Worlds of the Empire have all been raped of their natural resources to fuel the huge military-industrial complex of the Imperial Armed Forces. Citizens of the Empire live in squalid misery with no human rights. They view the Federation with jealous eyes. It is the Empire's ultimate goal to conquer the Federation and take its wealth.

The Centaurus Quadrant is home to many new Federation colonies and countless small independent governments. It is on the edge of explored space and most of the new planets are being discovered there. For this reason, it is called the Frontier. The Centaurus Quadrant is home to pirates and bandits

Chapter 2: The Interstellar Era

and is considered a wild area of space. Many independent freighters try their luck against both the Empire raids and Bandit piracy to deliver goods back and forth between the colonies and the Federation and the Old Earth Empires.

In all, the Galaxy supports an estimated 48.5 Trillion human inhabitants on over 1.6 million worlds and expanding. Core worlds are heavily industrialized worlds with populations exceeding ten billion. These were some of the first worlds colonized during man's expansion into space. There are less than 1000 Core Worlds in the Galaxy. Core Worlds are usually not self-sufficient and rely on supplies and resources from the outer Colony Worlds. Colony Worlds are relatively recently discovered worlds that are self-sufficient. Some Colony Worlds have been settled for over 400 years, yet still maintain a relatively small population of five billion or less. Recently colonized worlds on the Galactic Frontier are heavily dependent on other worlds for technology and supplies. Their populations usually number less than one million.

Federation Rangers are tasked to enforce Federation law in the Galactic Frontier and on Federation Colonies and Associate Worlds. They have no jurisdiction on Federation member worlds. There, Federation AstroPol maintains bases for permanent law enforcement.

Galactic Society

Life for the Galactic citizen in the Interstellar Era depends on where they live. The choices and options available to Federation citizens are vastly different from those of Imperial subjects. Living in an Old Earth Empire presents different challenges than living on a remote colony world.

Federation citizens enjoy a measure of comfortable living never before seen in history. Freed from the needs of creating the necessities of survival, the Federation citizen is encouraged to enjoy meaningful careers in science and public service. Robots perform much of the support or menial work leaving humans to study and explore. Since the basic needs of the people are met, there is little actual crime committed in the civilized worlds of the Federation.

The Empire, in contrast, offers little hope for the ordinary citizen. The average person of the Empire is little more than a slave to the state. They are considered the servants of the Emperor. Automation is less prevalent in the Empire, forcing labor to be performed by humans. The government provides only enough services to maintain the system. It rewards treachery and punishes disobedience and dissention.

Citizens of one of the Old Earth Empires enjoy a standard of living similar to that of the Federation. However, the prevalence of the Mega-Corporations

in these governments emphasizes competition and service to the Corporation. Most of the citizens are employees of one of the Mega-Corporations, constantly striving to increase the company's profits and get promoted, or at least not fired. The unemployed are left to fend for themselves, and often find it difficult to find new employment. This barrier creates dispossessed classes who live on the streets or turn to crime. Some of the galaxy's greatest criminals have come from the Old Earth Empires.

Some of the Mega-Corporations are governments unto themselves, issuing their own currency, providing their own defense forces, and meeting all the needs of their employees. Non-competing corporations enter into complex contracts to provide support and services to each other. All services are provided to corporate employees, including police, fire, utilities, education, transportation, and more. Corporations that compete over markets exist in a state of Cold War. Employees are restricted from purchasing goods or services from a rival corporation. Likewise, prize employees are restricted from defecting to rival corporations. Elaborate defenses "protect" any disaffected prize employees from extraction by rival corporations who would be more than happy to benefit from the worker's abilities. Disaffection among prize employees is truly rare, however, as most corporations reward their top talent with extravagant luxuries and salaries. Run of the mill employees, by contrast, must struggle to keep their job or face unemployment on the dangerous streets.

Life on the Colonies, on the other hand, can be challenging and difficult. The colonists themselves must meet the basic needs for survival. The colonies can be a melting pot of peoples from all the cultures of the Galaxy. Federation colonists are optimists who seek to better themselves and the Galaxy. Imperial colonists are generally members of labor camps. Old Earth Empire colonists are generally corporate, or established by members of the dispossessed class who wish to escape the desperate environment of their home world. Many criminals escape prosecution by fleeing to the Colonies as well, inserting a desperate element who find it difficult to leave their old ways.

Galactic Technology

The Galaxy has attained an impressive level of technology by the 27th century. Access to technology, however, varies depending on region of the galaxy and affiliation. Generally, the best technology is developed and owned by the Federation. The Old Earth Empires are capable of creating impressive technology, though its quality varies greatly amongst the various powers. The Empire lags behind in technological progress, but it makes up for it in volume.

Spacecraft

Spacecraft of the Interstellar Era come in all shapes and sizes and perform a wide variety of tasks and are as ubiquitous as automobiles in the 21st century. Most families own a small short-range civilian transport to take them to the next star system. Corporations ship their cargo on huge long-range haulers. The military makes use of everything from extremely fast interceptors to gigantic armored warhulks.

Nearly all spacecraft are capable of interstellar flight through the miracle of hyperdrive. Even the smallest family transport is capable of at least slow hyperspace travel to the nearest stars. Fast interceptors can travel up to a hundred light years per hour, star-runners are generally capable of up to 50 light years per hour, and massive starships can push up to 30 light years per hour. Civilian spacecraft are considerably slower, rarely exceeding 50 light years per hour. Older civilian spacecraft from the less technologically advanced Old Earth Empires are often unable to exceed even several light years per day! These obsolete spacecraft often extend their operating range by forcing their crew to travel in suspended animation, waking them upon reaching their destination.

Light Starships

Light starships are small spacecraft under 100 tons and are generally no more than 30 meters in length. Military Starfighters were the first and are still the most numerous craft for the size. The class also includes civilian short-ranged family transports and shuttlepods. Light starships generally cost several thousand to several hundred thousand credits depending on age, luxury, and purpose. Their low cost, small size, and overall utility have made them a very common sight throughout much of the Galactic Frontier.

Medium Starships

Medium starships are any intermediate-sized spacecraft massing from 100 to 1000 tons and are generally no more than 100 meters in length. Medium starships cost several million credits and as such are the largest craft most independent spacers could expect to purchase. Medium starships run the gamut from civilian space transports to military assault craft.

Heavy Starships

Heavy starships are large vessels massing over 1000 tons and can range in the tens of thousands to millions of tons. Starships serve roles ranging from deep space explorers, luxury passenger liners, massive long-range cargo freighters, and military warships capable of destroying entire worlds. Starships cost billions and trillions of credits so are generally out of reach of the independent spacecraft owner. Instead, they belong to the giant Megacorporations, militaries, and governments of the Galaxy.

Super Starships

Super starships are the giants of space travel. They can be gigantic, the largest measuring over 12 kilometers long! Super starships are bulk carriers, military dreadnoughts, and lumbering colony arks. Super starships cost trillions of credits and are exclusively the purview the largest Galactic governments and Megacorporations.

Hyperdrive

Interstellar transportation is achieved through the use of the Hyperspace Drive. Spacecraft utilizing this system are capable of effectively traveling at velocities many times the speed of light by warping space/time around themselves and taking a shortcut through a higher dimensional state known as Hyperspace.

Hyperspace is a strange dimension where space and time do not exist. Concepts of distance and time do not apply there. Compared to Realspace, Hyperspace exists at all places and at all times simultaneously, so theoretically one could enter Hyperspace and emerge anywhere in any universe at any time. Unfortunately, ordinary matter can not exist in Hyperspace. Were ordinary matter to spontaneously disappear from Realspace into Hyperspace, it would simply cease to exist as matter. If a single atom of matter was able to exist in Hyperspace, it would simultaneously occupy all points of time and space within our own universe.

If not for the Hyperdrive, Hyperspace would forever exist only in the minds of Quantum physicists. Starships use their Hyperdrives to enter Hyperspace within an enveloping pocket of Realspace. The pocket of Realspace is the craft's connection to reality, its "tether", without which the craft would cease to exist. It allows the craft to exist between the two states, sharing the properties of both. As a spacecraft transfers itself from a mostly Realspace state to a mostly Hyperspace state, distance and time have less of an effect on the craft, multiplying its Realspace velocity while reducing the spacecraft's presence in Realspace to near nothingness. The spacecraft must be careful, for the closer to a pure Hyperspace state it becomes, the more difficult it will be to transfer back to Realspace. The spacecraft runs the risk of disappearing forever. Upon returning to a pure Realspace state, a spacecraft retains any velocity and momentum it had before entering Hyperspace.

Traveling in a Hyperspace state allows a spacecraft to traverse great distances in relatively short periods of time at Realspace velocities of up to several hundred thousand times the speed of light. Trips that would take centuries in a Realspace state can be completed in hours or days in a partial Hyperspace state.

Several factors limit a spacecraft's hyperdrive.

These include the mass of the spacecraft, the amount of power available to the hyperdrive, and the capabilities of the hyperdrive itself. As a result, not all spacecraft are capable of Hyperspace travel at the same speeds or for the same distances. Theoretically, with enough power and a suitably efficient Hyperdrive, a spacecraft could travel to anywhere in the universe, or even through time itself, nearly instantaneously. As yet, the most efficient Hyperdrives are only capable of velocities of several dozen light years per hour.

Traveling in Hyperspace can be extremely tricky. Each planet orbiting a star is in constant motion. The Earth orbits that sun at 111,600 kph. On top of that, every star in the Galaxy, around which all those planets are revolving, are moving through space, revolving around the Galactic core at different rates of speed. The Sun orbits the Galactic core at about 75,600 kph. Each year, the Sun is 4.2 AU's from where it was the previous year. Starships traveling through Hyperspace are effectively blind to the conditions of their destination. Therefore, starship astrogators must make very precise calculations regarding the position of stars, planets, and any known debris prior to entering Hyperspace in order to chart an accurate course and arrive near their destination. A poorly plotted course can result in the spacecraft emerging from Hyperspace several light years from its destination. Well-developed worlds maintain Hypercomm beacons to aid the astrogator in plotting his course, but the range of the beacon is limited to only several dozen light years. Despite the aid of Hypercomm beacons and sophisticated Astrogation computer software, starships routinely emerge from Hyperspace 1-6 million kilometers from their intended destination, an extremely accurate target given the distances and variables involved.

Along with an accurate course, a starship's Hyperdrive must be properly tuned for each Hyperspace journey, adjusting the modulation for local conditions en route. If a Hyperdrive is improperly modulated, a spacecraft runs the risk of losing its connection to Realspace and disappearing forever. Quantum physicists theorize that a lost spacecraft could conceivably split itself off into its own pocket universe separate from all others. To the stranded crew, this pocket universe will exist as long as the craft's Hyperdrive is powered and operational. Re-modulating the Hyperdrive could reconnect the spacecraft to Realspace, but it would randomly connect to any point in space or time, possibly even to another universe entirely. As yet, no lost craft or probe has ever returned to validate the theory.

Deviation from a plotted course can result in loss of Hyperdrive modulation, putting the spacecraft at risk. Therefore, most spacecraft pilots and engineers pre-program their Hyperdrive modulation adjustments to match the plotted course prior to enter-

ing Hyperspace. Re-plotting a new destination while in Hyperspace is possible but extremely difficult as the Hyperdrive must be re-modulated in flight.

With precise sensor readings and calculations, it is possible for one starship to determine the destination and speed of another starship entering Hyperspace by measuring the precise vector of the spacecraft and the frequency of the Hyperspace field generated by that starship. Likewise, it is possible for two or more starships, modulating their Hyperdrives to the same field frequency and traveling the same vector, to actually match "velocity" and merge their Hyperspace fields, allowing one starship to interact with another in Hyperspace. Starships with merged Hyperspace fields may communicate or dock with each other. It is even possible for one starship to fire upon another within the same Hyperspace field, though damage to either of the Hyperdrives generating the field could result in both starships being lost forever. A merged Hyperspace field can be split once the two starships move far enough apart, either ahead or behind, meaning it's also possible for one starship to launch another while in Hyperspace so long as both starships share the same course and vector. One way to think of it is to imagine two trains going the same direction on the same track. One train spends more energy and catches up to the other train and they join, creating one long train. The two trains can then detach themselves. One train either slows down or speeds up, separating the trains and creating two trains once more. Both trains will arrive at the same destination at different times.

Intra-system Hyperspace travel is possible, but the time required to re-plot a course as well as reset and re-modulate the Hyperdrive, coupled with the energy requirements needed to generate the Hyperspace field, make such journeys impractical. Instead, most spacecraft simply take up the slack using more conventional Ion drives. With intra-system Hyperspace travel, the proximity to the desired target depends on the accuracy of the plotted course and hyperdrive modulation, often resulting in an additional discrepancy of several hundred thousand kilometers. In addition, most established planets' use of Zero-Point Energy (ZPE) Converters disrupts hyperdrive use within the planetary system. This provides a degree of protection against invasion or even mis-plotted hyperspace trips that might cause a starship to crash into the planet itself.

Ion Drive

Sub-light transit is achieved using powerful Ion engines capable of generating tremendous amounts of thrust with little dangerous exhaust. In the vacuum of space, this type of thrust can propel a starship or starfighter at high sub-light velocities. A starfighter can travel from a planet's surface to the orbit of the planet's moon in just a few seconds and it can reach the outer reaches of a system in a few hours. Ion

drives provide brute thrust but little maneuverability. Therefore, starships generally slow to a veritable crawl and maneuver using their Gravity drives during parking maneuvering and space dogfights.

Power Generation

Along with the Hyperdrive, the Zero-Point Energy (ZPE) Converter stands as an icon of Interstellar Era technology and progress. ZPE is drawn from the fabric of the universe itself and converted into a useable and unlimited energy source. ZPE Converters require large Casimir plates suspended in a vacuum at absolute zero. ZPE Converters are too large to be practical for anything other than large municipal power plants, space stations, or giant Starships. Such large-scale ZPE Converters create minor perturbations in local space-time, disrupting Hyper-space travel and communications for millions of kilometers. Starships equipped with ZPE Converters must disengage them in order to use their Hyperdrives or Hypercomm. Most planets with ZPE Converters station Hypercomm relays in far orbit and transmit to them using conventional radio transmission. Warships and Planets utilize the disruptions to ensure their enemies cannot make an easy ambush, quickly escape to Hyperspace, or call for reinforcements waiting outside the system. ZPE Converters, if left unchecked, can also overload, causing a spatial implosion that can destroy a city and permanently disrupt space-time in an entire star system.

To supplement ZPE Converters, many starships use Fusion reactors. Fusion reactors are capable of producing prodigious amounts of power using Hydrogen fuel, available everywhere in the civilized Galaxy and even in deep space from automated refueling stations. Fusion reactors come in all shapes and sizes, allowing them to be used on everything from starfighters to starships to remote Colonies. Fusion reactors can also overload and explode, often spectacularly. Starfighter-sized fusion reactor explosions are only capable of destroying a few square-meters while starship fusion reactors can create a several megaton nuclear blast. Luckily, fusion reactors generally shut down before overloading, and explosions are incredibly rare. Nevertheless, fusion reactors are generally only used in spacecraft as a safety precaution.

Vehicle and equipment power is provided by highly efficient Hydrogen Fuel Cells that generate electricity from hydrogen fuel. Most powerpacks are finger-sized single-use or rechargeable fuel cells that slide easily into most equipment. Hydrogen fuel cells can provide power for several weeks or months before replacing or recharging. Recharging a fuel cell cartridge involves plugging it into a source of liquid hydrogen, which is commonly available everywhere in the civilized Galaxy.

Many items also rely on simple chemical electrical

battery storage to provide electricity. Plugging these chemical batteries into any convenient electricity source at night can fully recharge them.

Gravitech and Gravidrive

One of the many spin-off technologies derived from Hyperdrive research is gravity technology. Gravitic technology, or Gravitech, is used in everything from hover vehicles, artificial gravity generators, force fields, and starship maneuver drives. Gravitech works by making extremely low powered warps in space-time around a projector. These warps cause either attraction or repulsion within a localized area of space. When a projector is set to repulsion and pointed downwards, the projector will hover above the ground. If the projector's field strength were stronger than the weight above it, the projector would slowly drift up, perpetually repulsed from the area of space directly below it. When a projector is set to attraction and is attached pointing away from a corridor on a starship, objects directly above the corridor are attracted towards the projector. Note, were the projector not attached to the framework of the corridor, it would slowly drift up, attracted to the area of space directly in front of it.

Artificial gravity fields also impart a type of 'gravity-drag' on the projector where the artificially generated gravity fields interact and interfere with natural space-time. This drag allows maneuverability and control not possible with more conventional air cushion or ducted fan types of hover vehicles. Using a negative gravity projector, a vehicle actually requires constant thrust to maintain constant velocity. If the thrust is shut off, a craft maneuvering with a gravity projector will slowly drift to a stop! In space, a starship or starfighter can thrust towards their destination and simply cut thrust and coast to a stop using the gravity-drag of their gravity projectors.

Gravidrive vehicles use the repulsive force of gravity fields to hover above the ground, the altitude of the hover determined by the mass of the vehicle and the strength of the gravity field. Starships use artificial gravity fields to perform maneuvers not possible with directed thrust. By simply attracting or repelling the spacecraft to or from an area directly in front of or to the side of the spacecraft, it will turn that direction without thrust. Space stations and starships also use small artificial gravity generators under their deck plates to provide a sense of gravity to their crews and to counter the effects of acceleration or inertia within the craft itself. Repulsive gravity fields are also used in force field technology.

Surface and Atmospheric Transportation

Atmospheric and surface transportation, for the most part, use gravity drives that allow the vehicle to counter-act the force of the planet's gravity to float above the surface at various altitudes. Though com-

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plicated and difficult to maintain, Gravidrive vehicles are the most numerous vehicles in the galaxy because of their sheer versatility. Typical low-power Gravidrive vehicles can only achieve an altitude of a few meters while high-power Gravidrive vehicles may attain atmospheric altitudes and high velocities.

Wheeled and tracked vehicles are still available and are very common on some worlds where easy maintenance is a factor. Legged vehicles, known as Battle-Striders, are also common on The Galactic Frontier where difficult terrain and conditions make wheeled, tracked, or even Gravidrive vehicles impractical.

Medical

Medical technology has progressed to a point where death from natural causes is rare. Although age-reversing anagathic treatments exist, they are still relatively expensive and uncommon. Tissue regeneration technologies are common and can easily replace a lost limb or organ through cloning new tissue. However, tissue regeneration takes time, several months in fact. Unless the recipient has a tissue bank set up with stored clone parts on demand, they'll have to either go without the limb or organ or use an artificial replacement.

The technology exists to create full body clones and artificially enhance their growth. Although these clones lack brains and are functionally unintelligent, they can be made to act and appear intelligent through the use of cybernetic implants. Growth-enhanced full-body clones are strongly controlled in the Federation, but not illegal. However, using the clone for any reason other than tissue-bank replacement or research is illegal.

Artificial Bionic replacement of limbs or organs is also very common and is readily available. However, the cybernetic interface implants necessary to control the bionic replacement make cloned tissue replacement later on impractical. Although bionic replacements are more expensive and invasive than cloned tissue replacement, they are more immediately available. If one could afford the cost, one could have an expensive immediate bionic replacement while a natural replacement is cloned. Then, when the natural replacement is ready, the bionics can be removed at further great cost and the natural clone replacement attached.

Cybernetic technology has also yielded several brain-computer interfaces allowing a human brain to be directly connected to a computer interface. This allows direct access to computerized files, databases, and control mechanisms, but has the side effect of eventually making the user think in an emotionless machine-like fashion. The Federation heavily controls cybernetic technology as a result.



Biotechnology

One of the newest and possibly most dangerous technologies in the Galaxy is Advanced Biotechnology. Biological modules, or "BioMods", are essentially living machines, created by genetic engineering to perform much the same tasks a mechanical tool or robot would. Most BioMods are alive in the same way that plants or jellyfish are alive. They perform their function with no brain and their awareness is limited to basic stimulus and response. Some BioMods are engineered as more advanced forms of life with pre-programmed instinctual intelligence. These intelligent BioMods are called Bionoids.

Bionoids range in intelligence and interactivity from equal to a very obedient dog to super human intelligence and awareness. They can be pre-programmed with intelligence and memory and can be very holdinght, learning and adapting quickly.

The Federation strictly controls the use and creation of most BioMods and Bionoids. Their use can too easily raise issues of sentience, ownership, slavery, and abuse. Common agricultural BioMods such as beasts of burden or food animals, or commercial BioMods such as assemblers and unintelligent laborers, are generally accepted but highly regulated. Intelligent Bionoids, although extremely useful and in great demand on Frontier worlds and in the Old Earth Empire, are far trickier legal situations. Under various circumstances, the Bionoid might be consid-

ered the property or ward of its owner, its manufacturer, or itself. Any of the circumstances are hard to delineate and prove, so the Federation prefers to ban their creation and use altogether. This ban does not affect some of the baser Old Earth Empires, however, where their manufacture and sale is big business.

BioMods and Bionoids are normally purchased fully created and ready to use, a task similar to purchasing livestock. A newer method of purchasing Biotechnology has recently appeared, however, courtesy of the Manticore Corporation. Manticore perfected the use of a programmable genetic code using unstable amino acids called Proto-Nucleic Acids, or PNA. The Bioapp is purchased un-formed in a large barrel or canister of biological material with no shape or form. The customer then purchases a DNA template from Manticore or from a third party developer. Upon programming the template into the Bioapp canister, the PNA takes on the characteristics of the DNA template, and the canister begins to assemble, or more accurately grow, the Bioapp inside an artificial amniotic sac. Once complete, the lid of the canister pops open and the Bioapp is "born". The size of the canister depends on the size of the biological material required to grow the Bioapp and can range from palm-sized capsules for hand-held BioMods such as bio-samplers, pets, and bio-lights, to large 5-ton vats for beasts of burden, livestock, and Combat Bionoids.

There is no limit to the variety and functions available to BioMods, but perhaps the most dangerous application of Biotechnology is the Combat Bionoid. Combat Bionoids are beings of immense destructive power. They are generally dropped, alone, onto a contested world. They are then allowed to kill and destroy all pre-programmed targets. Combat Bionoids generally have short life-spans as their incredible physiology literally burns itself out over time. Often, the only way to defend against a Combat Bionoid is with another Combat Bionoid. Combat Bionoids are, of course, highly illegal in the Federation, but that doesn't always stop colonial governments, corporations, or other unscrupulous organizations from purchasing and using them.

Self-Defense

The most common weapons technology in the galaxy is the Blaster. The blaster fires a bolt of highly charged energy at its target. The result is localized electrical burn damage and cauterized tissue trauma. The blast is capable of penetrating most forms of ballistic armor but is not capable of rupturing the hull of a space vessel. Blasters also have the capability of being set to a lower "stun" setting. Ballistic weapons still exist and are widely available, though they are unpopular due to their ability to rupture hulls in space.

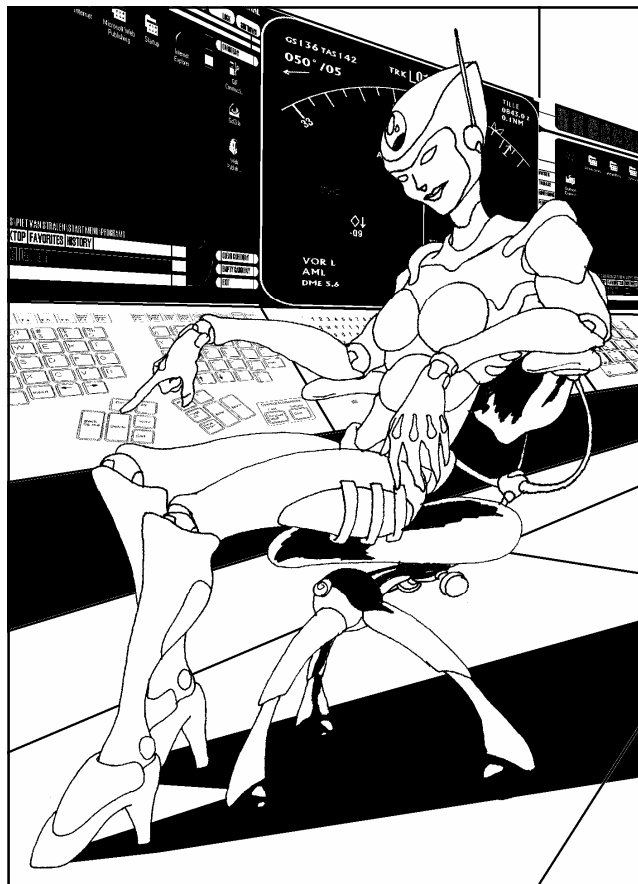
Most concealable deadly weapons are strictly controlled in Federation space. However, it is legal to own and carry an unconcealed weapon on a colony world. Hand-held Stunners are legal and easily available on most worlds and installations. Regulations differ among the Old Earth Empires and all weapons are strictly forbidden to non-military subjects of the Empire.

Armor technology has produced several practical kinds of armor from lightweight suits of flexible ballistic cloth to armored plate suits to large suits of powered plate armor. Powered armor is so heavy it requires it's own internal monocoque musculature system to support and move its own weight. Similar to powered armor are large walking vehicles called Frames. Unlike powered armor suits, which are worn, Frames are piloted from a cockpit.

Computer Technology

Computers are everywhere controlling everything. Even personal clothing can be computer controlled for temperature, breathability, and fit. Although fully self-aware artificial intelligence exists, most of what are called AI is, in actuality, very good simulations of them. Most computer systems larger than 5kg are capable of full interaction and comprehension, if not self-awareness. All computers also have the capability to connect to the Hypernet to both send and receive data anywhere in the galaxy, so long as the computer is within range of another Hypernet-capable device. For example, the Ranger's hand-held Datapad only has a range of a few meters, but they are usually within range of the Ranger's Communicator, which has a range of 1000 kilometers.





The Ranger Communicator, in turn, is usually within range of the Peacekeeper Starfighter, which boasts a Hyperpulse Transceiver that can transmit the signal several light years to be picked up and relayed by another Hyperpulse Transceiver.

Robotics

Another product of computer technology is robotics. There are a wide variety of robots in the galaxy. Most are not fully self-aware, but are fully interactive and can easily pass for being self-aware. Robots have replaced human labor and ability in many fields and are therefore viewed with prejudice by most people. However, they do provide excellent service and are quite capable. The debate on the value of robots is unresolved as some welcome their contribution and others resent it.

Technology does exist to create fully life-like Androids. There are three classes of Androids: Superficial, Enhanced, and Replicant. Superficial Androids are effectively Robots with a human appearing outside. They are easily detected with casual medical scan. Enhanced Androids use cloned and cybernetically controlled human tissue and can pass for a human on a casual medical scan, but a detailed examination will reveal it. A full Replicant will pass for a human no matter how detailed the examination. Only a full dissection/autopsy will reveal it's true nature. Enhanced Androids and Replicants are heavily controlled by the Federation and are very expensive.

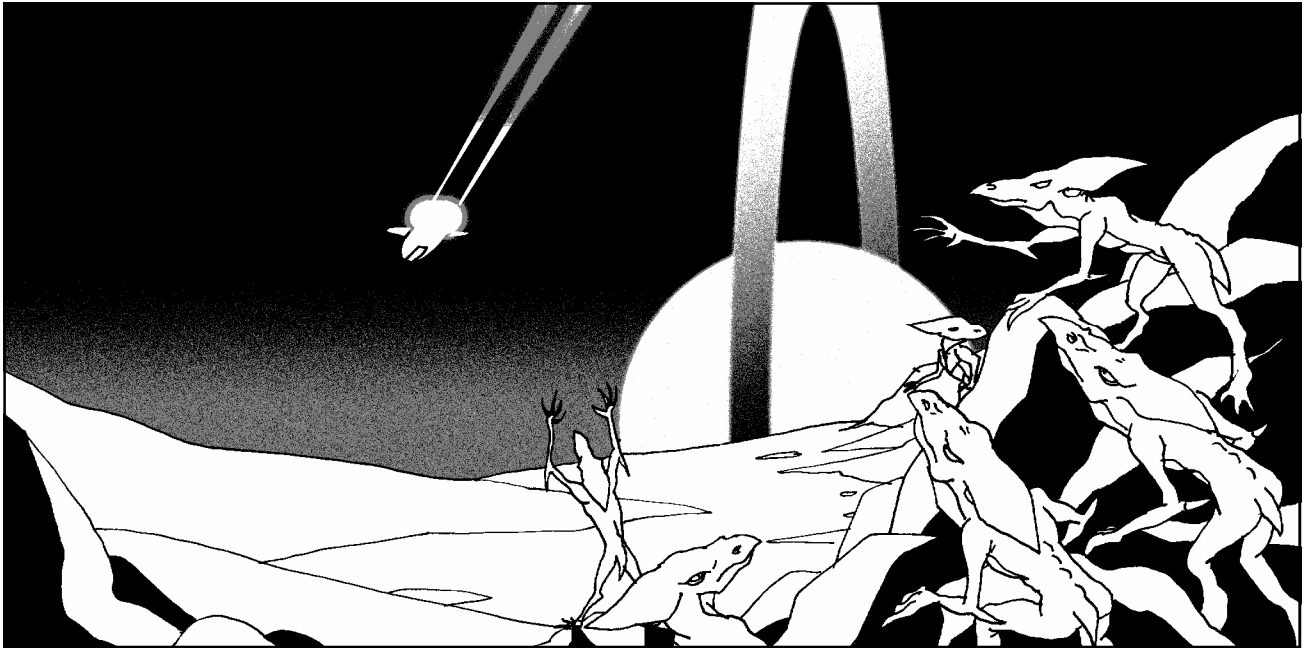
Communication

Galactic Communications are handled through a network of transceivers, relay boosters, and routers called the Hypernet. The Hypernet carries digital information from one part of the galaxy to another through a packet-switching system similar to the old Internet on Earth. Although the range of an individual Hyperpulse Transceiver is relatively short by Galactic standards, 3-18 Light Years depending on local Galactic conditions, once the signal is picked up by the Hypernet, the message can be relayed anywhere in the Galaxy.

The Hypernet allows nearly instantaneous interstellar communication. However, the use of ZPE Converters disrupts local Hyperpulse signals causing most planets to position their Hypernet relays several million kilometers or more from the planet. The planet then transmits standard radio frequencies to the relay for conversion to the Hypernet. Since the radio frequencies are limited to the speed of light, this can create a time lag as the signal travels from the planet to the Hypernet relay and back. Combined with the distances involved with transmitting a signal across the Galaxy, the signal may take some time to reach its destination. A message that is sent from one star system to another in the same sector might take several (1-6) seconds to arrive. A message that is sent to another sector could take several (1-6) minutes, the neighboring quadrant several (1-6) hours, across the galaxy several (1-6) days. The speed at which the message is sent can also be adjusted. Slower messages provide a clearer signal while faster messages result in static, noise, and signal decay.

The Hypernet is capable of broadcasting several types of media in digital format: text, audio, video, and VR, each requiring increasing levels of sophistication to record and transmit. Hypernet messages are normally sent to one or a few individual recipients. Mass media is possible through subscription to programs, channels, or services. Mass Media is broadcast live via an open channel which is also recorded so that any item broadcast on any Mass Media service can be keyed in and viewed at a later date. However, since it takes several hours or days to send the request, and several more hours or days to receive the result, this is rarely done outside the planetary or sector level.

Every Federation citizen and most Old Earth Empire citizens are given a Hypernet Access Number upon request. This is an access number by which all transmissions, text, voice, video, or VR, may go to. Some citizens use several Hypernet numbers, each serving a different purpose, but most stick to the simplicity of one number. If a citizen is unable to speak via a live connection, the message is stored so that it can be replayed at a later date.



Timeline of the Interstellar Era

- 1947 – First Contact. A Reticulan saucer crashes in New Mexico. The U.S. Army recovers the saucer. The craft and its inhabitants are studied. The information leads to contact and cooperation with the Reticulans. Other nations eventually acquire information gained from the Reticulans through subterfuge and make contact as well. The existence of the Reticulans is kept secret until 2001.
- 1972 – Top Secret Project REDLIGHT established by United States to create FTL-capable spacecraft based on captured Reticulan technology. US Military begins secret exploration of nearby star systems. Other benefits of REDLIGHT include artificial gravity, anti-gravity, and FTL communication.
- 2001 – **The official beginning of the Interstellar Era.** The existence of the Reticulans is revealed to the world. Mankind begins its exodus to the stars using re-engineered Reticulan FTL technology. The United States, Japan, and Europe lead the colonization. The Galactic Human Population is estimated at 6 billion. There are no human colonized planets.
- 2001-2010 – First permanent extraterrestrial military installations built by the United States. Development of the first Hypernet is begun.
- 2032 – First permanent civilian colony established on the planet Wotan in the Asgard system.
- 2050 – Construction begins on trans-continental Maglev tunnel in North America. Over the next decades, many such transcon maglevs will be constructed around the world.
- 2061 – Disputes over colony resources lead to the first armed spacecraft and an arms race begins. Given the vast abundance of available colony resources, disputes are localized and rare.
- 2077 – First official reported appearance of Grem-lins, though unofficial sightings date back farther.
- 2099 – Galactic Quadrant System officially adopted.
- 2100 – The Galactic Human Population is estimated at 26 billion. 80 planets are colonized out to 10,800 Light Years from Earth.
- 2105 – Scientists at the Geller Research Institute design the first process to “Awaken” Psi Sensitives.
- 2110 – The Altair Parapsychic Research Institute, the first Psi Academy, is established on Altair 3.
- 2186 – First contact with the Yuzri.
- 2191 – Planet Eos in the Hyperion System is colonized.
- 2200 – The Galactic Human Population is estimated at 117 billion. 580 planets are colonized out to 26,700 Light Years from Earth.
- 2212 – Planet Shiva 4 in the Shiva System is colonized.
- 2235 – **The Robot Rebellion.** The Nexus Virus infects the Robots of the Galaxy. At the time, all Robots were connected via the Hypernet, so the infection spread quickly. The Robots

rebel but are ultimately defeated. The surviving Nexus Robots depart into deep space in exile. The Droid Nexus attempt invasion into developed space every few decades until 2460.

- 2270 – Birth of future galactic tyrant Gregor Veroveren.
- 2300 – Galactic Human Population estimated at 522 billion. 4207 planets are colonized out to 39,100 Light Years from Earth.
- 2300-2400 –**The Core Wars**. Disputes over trade and resources lead to several extended wars known collectively as the Core Wars. The various imperial powers of Earth shore up power bases among the older more-developed colony worlds closer to Earth. As a result, the newer more distant Colonies become less well protected and more independent.
- 2321 – General Gregor Veroveren of the European Colonial Space Corps deposes the colonial governments of the worlds he is tasked to protect. He declares himself Emperor of a Pan Solar Empire. The Planet Shiva 4 is named the capital.
- 2330 – The Pan Solar Empire continues its unopposed growth. The imperial powers of Earth are too preoccupied with the Core Wars and are too remote to offer any resistance. The Colonial Alliance Space Fleet formed in response to the threat posed by the Pan Solar Empire.
- 2368 – The Declaration of the Articles of the Federation are ratified by 1350 Colony Worlds. This marks the official founding date of the Interstellar Federation, called the Colonial Alliance at the time. At this time, the various worlds of the Alliance still owe allegiance to the various imperial powers of Earth.
- 2376 – **Federation Day**. The Colonial Alliance officially declares independence of the powers of Earth and changes its name to the Interstellar Federation. The Old Earth Empires, as they are now called, protest but are unable to oppose the declaration. The planet Eos in the Hyperion System is made the capital of the Federation.
- 2400 – Galactic Human Population estimated at 2.3 trillion. 30,484 planets are colonized out to 43,030 Light Years from Earth.
- 2460 – Last attempted full-scale invasion by the Robo-Nexus.
- 2500 – Galactic Human Population estimated at 10.2 trillion. There are 220,853 colonized worlds as far away as 60,185 Light Years

from Earth

- 2540-2550 – **The Invasion**. The Pan Solar Empire invades the Interstellar Federation but is eventually repulsed by Space Fleet.
- 2549 – The Worm are discovered during the autopsy of Defense Secretary Ashram. Ashram was killed after he assassinated President Arco Goya of the Federation. Hepopi Ponobaq is elected as Goya's successor.
- 2550 – The various armed services of the Interstellar Federation are unified under StarForce.
- 2596 – President Ponobaq resigns. Irunali Nakamura is elected President of the Federation.
- 2600 – **Now**. Galactic Human Population is estimated at 45.4 trillion with 1.6 million worlds colonized, some with over 500 years of history. The population of the Earth is estimated to be 20 billion. 1000 worlds register populations in excess of 10 billion, accounting for 10 trillion of the Galactic Human Population. There are 1.6 million colonized worlds as far away as 67,650 Light Years from Earth.

Future Predictions

- 2700 – Population expected to reach 201 trillion on 11,591,434 colonized worlds.
- 3000 – Population expected to reach 17.5 quadrillion on 4.4 billion colonized worlds!

A Note on the Population Projections

The population projections offered above are assuming a 1.5 percent rate of population growth, a value possible if, out of every 1000 people, each year an average of 35 are born and 20 die. 1.5 percent is an optimistic estimate compared to the rate of almost 2.0 percent growth throughout the 20th century. What's worse, that's with only one planet, not thousands. When one considers the better medical treatment, longer life spans, lower infant mortality rates, and unlimited natural resources and habitable planets of the future, the 1.5 percent rate of growth seems even smaller.

The Interstellar Federation

The Interstellar Federation is a Republican Alliance that is governed by a democratically elected President. Currently, the Federation is comprised of nearly 1,000 Member Worlds, 10,000 Associate Worlds, and over 15,000 Colonies.

History

The Federation was born out of a rebellion of former Old-Earth Empire Colonies who banded together for mutual protection and cooperation. The Federation was officially formed in 2368, but existed as the Colonial Alliance for 40 years prior to that.

World Classifications

Member Worlds are full Federation partners. Each Member World is responsible for electing an individual to represent that world at the Federation Senate. Member Worlds are granted the full protection of the Federation Military and AstroPol. Member populations also have access to Federation government programs. A 21st century analogy to Member Worlds might be the States of the United States of America.

Associate Worlds are candidates for membership but are not yet full Members. They are considered a part of the Federation, but maintain independent governments. As such, they are eligible for Federation military protection, but are not eligible for Federation government programs. They also have no governing representation at the Federation Senate.

Colonies are recently settled worlds. They generally have no unified government and, as such, have no representation in the Federation Senate. They are afforded Federation military protection, however, but are not eligible for Federation government programs.

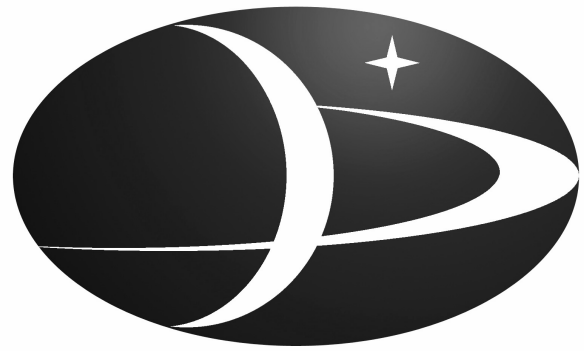
Quality of Life

Citizens of the Federation enjoy a high standard of living. Federation citizens enjoy free health care, a stable monetary and economic system, public services such as well maintained communications and transportation systems, emergency incident response for natural disasters and fires, public education, retirement pension, and many more.

Taxes pay for these government services. All citizens of the Federation are required to pay taxes. Member World taxes are higher than Associate World taxes, but Associate World citizens are also usually expected to pay a planetary government tax. Colonists pay the least taxes but are afforded the least benefits.

Politics

The Federation government is headquartered on the planet Eos, in the Hyperion system, approximately



25,000 Light Years from Earth, in the magnificent five-towered Capital Complex. The Capital Complex forms the center of the sprawling city of New Geneva, where many of the Federation government offices are located. The five towers of the Capital Complex itself are home to the Presidency, the Federation Senate, the Supreme Judiciary, StarForce Command, and a visitors' center, respectively. Each tower raises nearly two kilometers into the Eosian Atmosphere.

StarForce

The Federation advocates peace but recognizes that factions outside its control would use force in opposition to the Federation's goals, interests, and ideals. Therefore, the Federation maintains a sizable military defense force. The Federation StarForce maintains both planetary defenses through stationary garrison forces and mobile defense through its several interstellar fleets.

At this time, the Federation's most powerful opponent is the Pan-Solar Empire. The Empire's goals and interests conflict and often contradict those of the Federation, and the Empire has pledged itself to the destruction of the Federation. However, the Federation's military strength has served as an adequate deterrent to Imperial aggression. The peace is nevertheless an uneasy one, and should the Empire gain an advantage over the Federation, open hostilities would certainly ensue.

History of StarForce

StarForce is the outgrowth of the loosely defined Colonial Alliance Space Fleet formed in 2330. The Space Fleet was composed of ships donated from myriad colonial worlds as a deterrent to Old Earth Empire exploitation. The Declaration of the Articles of the Federation in 2368, the official founding date of the Interstellar Federation, called for the formalization of a defense force to enforce the Articles and defend the peace within their sphere of influence. At that time, this force was called SpaceFleet, and was organized separately from the other defense forces. In 2540, after a near disastrous Galactic invasion from the Pan Solar Empire, the Federation's defense forces were organized under one umbrella organization. The Federation Ground Forces, the

Mechanized Cavalry, the Federation Navy, the Federation Intelligence Agency, the Federation Marines, and Federation Galactic Affairs were all reorganized as semi-autonomous divisions under the command of SpaceFleet, now renamed StarForce. Many still refer to StarForce as SpaceFleet out of tradition.

StarForce Command and Organization

StarForce is under the command of Chief Admiral James Corcoran, who leads a council of 6 top Admirals and Generals called StarForce Command, each representing the various divisions of StarForce. Admiral Corcoran, in turn, answers to President Nakamura of the Federation. The Federation Senate apportions Star Force funding from the Federation budget.

Each of the 10 divisions of StarForce maintains its own rank and command structure. StarForce itself follows the naval tradition of rank and command.

The StarForce Headquarters Building, known as StarForce Command, is one aspect of magnificent five-towered Capital Complex on the planet Eos.

StarForce Officer Ranks

StarForce Officers must be graduates of the Academy's 6-year education program. Officers are organized by specialties within one of several divisions: Command, Operations, Science, Medical, Engineering, and Security. A distinctive color uniform identifies each division. StarForce uses the following ranks:

- Chief Admiral (five gold bars)
- Admiral (five gold bars)
- Captain (four gold bars)
- Commander (three gold bars)
- Lieutenant Commander (two gold bars)
- Lieutenant (one gold bar)
- Lieutenant JG (one silver bar)
- Ensign (no bar)

DefenseForce uses the following ranks:

- Chief Admiral (five gold bars)
- General (five gold bars)
- Colonel (four gold bars)
- Lt. Colonel (three gold bars)
- Major (two gold bars)
- Captain (one gold bar)
- 1st Lieutenant (one silver bar)
- 2nd Lieutenant (no bar)

StarForce Enlisted Ranks

StarForce Enlisted personnel are required to have a minimum of 2 years of post-secondary education. They fill most non-specialist roles on StarForce ships and stations, and are easily interchangeable between StarForce divisions. At Petty Officer, enlisted personnel assume stable leadership positions and are usually assigned to a specific function

or duty. Enlisted personnel wear gray uniforms.

- Chief Petty Officer (two black bars)
- Petty Officer (one black bar)
- Leading Crewman (no bar)
- Able Crewman (no bar)
- Crewman (no bar)

StarForce Academy

StarForce Academy students hold the rank of Cadet while attending the institution. The ranks of Chief Cadet, Leading Cadet, and Able Cadet are assigned by academic achievement. Chief Cadets assume leadership roles within the school, often teaching courses themselves.

- Chief Cadet
- Leading Cadet
- Able Cadet
- Cadet

Starship and Station Organization

Starships and Starbases generally have 1 officer for every 10 enlisted personnel. At the top of the chain of command of any vessel is its Captain. Under the Captain is the Executive Officer, or XO. The XO is the interface between Captain and crew, ensuring orders are carried out and reporting to the captain important grievances.

In addition to the Captain and Executive Officer, all Starships require a minimum of eight bridge officers each overseeing the function of the ship. The Communications Officer maintains the communications systems both onboard and with other vessels and the Hypernet. The Flight Control Officer charts courses and pilots the ship. The Chief Tactical Officer controls the weapons compliment of the ships, often commanding gunners in various Tactical Departments. The Chief Science Officer oversees the vessel's computers, sensors, and scientific laboratories. The Chief Engineering Officer oversees the maintenance and repair of the vessel. The Chief Medical Officer oversees the crew's health and trauma care during emergencies. The Chief Operations Officer coordinates the various Operations personnel and departments. Lastly, there is generally one reserve Operations officer on hand to fill in in the event any other present bridge officer should become incapacitated.

Starship crews are generally organized into various departments. The security department consists of several security officers and enlisted personnel under the command of the Executive Officer.

Tactical Departments are organized by weapon type and placement. For example, one department might serve the forward Heavy Strike Missile Launcher and consist of 6 enlisted personnel and 1 officer who serves as Department Head and reports to the



Chief Tactical Officer.

Science Departments are organized by specialty, such as Astrometrics, Planetology, Xenobiology, etc.

Each department consists of one specialist Department Head who reports directly to the Chief Science Officer and 1-3 enlisted personnel as assistants.

Engineering Departments are organized by the Starship's systems, such as Waste Management, Drive Systems, Computer Networks, etc. Each department consists of one specialist Department Head and 10-12 enlisted personnel. Engineering Departments can be re-organized into repair teams in case of emergencies. Each Department Head reports directly to the Chief Engineering Officer.

Medical Departments are organized into specialties, such as Trauma, Prevention, and Pathology. Each department consists of 1 specialist Department Head who reports directly to the Chief Medical Officer, 1-2 assistants, and 2-4 enlisted personnel.

Operations Departments are organized by function and location, such as Galley, Data Management, Flight Control, Navigation, etc. Each department consists of 1 specialist Department Head who reports directly to the Chief Operations Officer, 2-4 associates, and 10-15 enlisted personnel.

StarForce Personnel

StarForce is an all-volunteer organization, and there is never a shortage of recruits. StarForce candidates hail from all the planets in the Federation, from the most populous Core World to the wildest Colony. StarForce enlisted personnel must have 2 years specialist (college) education while officers, in addition to the 2 years specialist education, must have completed 4 years of StarForce Academy education. StarForce characters should, therefore, be highly motivated, intelligent, and educated.

Within StarForce, there are six primary occupations. Those are: Command, Operations, Engineering, Science, Medical, Fighter Pilot, and Security. Each occupation covers a separate specialty. Command oversees the administration of personnel and equipment. They are typically team leaders and organizers and, at higher ranks, commanders of starships and stations.

AstroPol

Federation Laws are guaranteed by the Federation Constitution and are enforced by The Federation Astro Police, otherwise known as AstroPol. AstroPol officers come in four varieties depending on jurisdiction and duties: Officers, Inspectors, Agents, and Rangers. Officers, Inspectors, and Agents are tasked to enforce the laws on Federation Member and Associate worlds while the Rangers alone patrol the remote colony worlds on the lawless Galactic Frontier.

Officers

Officers are the most numerous representatives of AstroPol. They are assigned to a specific community, either on a planet or a Starbase, to enforce the laws and provide deterrence to crime. Becoming an AstroPol officer is relatively easy, requiring only a two-year Technical degree, a clean criminal record, and the successful completion of a 6-week training course at an AstroPol Academy. AstroPol officers are well equipped, generously paid, and generally well respected in the community. Officers are the grunts of AstroPol. They walk or drive a patrol known as a "beat". They gather evidence at crime scenes. They canvas neighborhoods asking questions and searching for suspects. They do pretty much anything an Inspector tells them to do. Although Officers enjoy a good deal of local power, their authority is ultimately restricted to the surface and surrounding orbital space of the Member or Associate World to which they are assigned. Officers are the Interstellar Era equivalent to an old-Earth police officer.

Inspectors

AstroPol inspectors are also assigned to specific communities much like an officer. An inspector's duties, however, are to investigate crimes, determine suspects, and aid in the prosecution of those they believe to be guilty. Inspectors are given priority for equipment and personnel resource allocation. They are able to requisition anything from vehicles to surveillance equipment and can procure the assistance of any number of available Officers in the pursuit of an investigation. Like Officers, Inspectors are restricted to a single world. Inspectors are the Interstellar Era equivalent to old-Earth detective or police inspector.

Becoming an Inspector is more difficult than becoming an Officer. Inspectors must have a minimum 4-year post-mandatory degree with training in an appropriate area of law enforcement, a clean criminal record, and the successful completion of a 2-year AstroPol Academy training regimen.



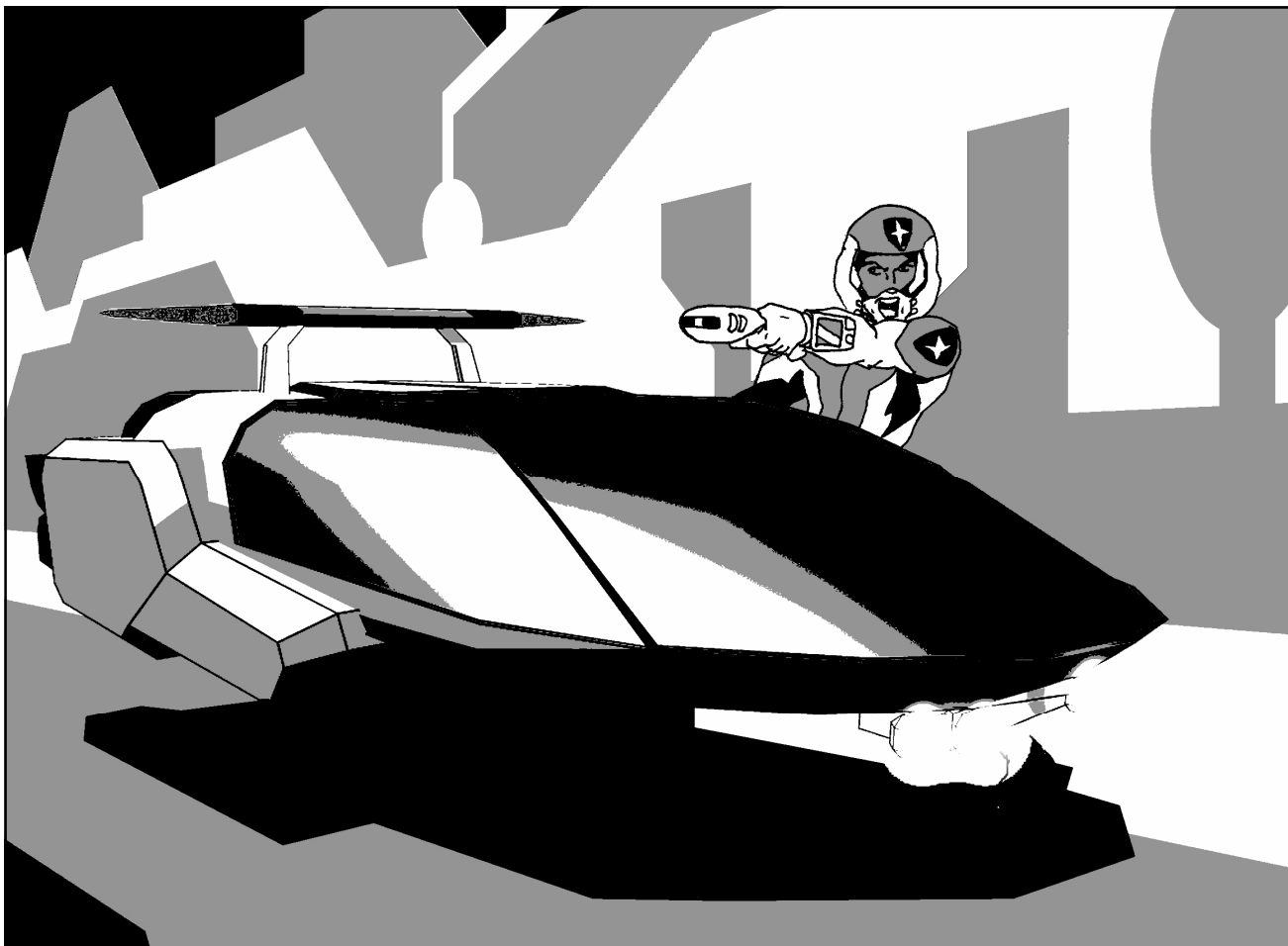
Agents

Agents represent the upper echelon of AstroPol organization. They perform many of the same duties as Inspectors, and indeed most Agents are recruited from the ranks of Inspectors, but the Agent's jurisdiction is not limited to a single world. In fact, Agents are generally only assigned to cases where the criminal has managed to elude capture and prosecution on several planets. Agents are also assigned to especially difficult, sensitive, or challenging cases, or cases involving deep undercover work. Agents are also responsible for investigating cases of espionage against the Federation as well as interstellar organized crime. While AstroPol Agents are not restricted to any one planet, they are by law only authorized to operate on Federation Member and Associate Worlds. Agents are the Interstellar Era equivalent to an old-Earth FBI or DEA agent.

Agents are very rare in AstroPol due to the stringent requirements to become one. A potential Agent must have a clean criminal record, a minimum 6-year post-mandatory education, completion of a 2-year AstroPol Academy training regiment, and must pass an exhaustive background check and screening process.

Rangers

While regular AstroPol officers enforce the laws of the more developed Member Worlds of the Federation, the more remote Colony Worlds are too far away to provide adequate reliable law enforcement. There are just too many worlds to place an adequate permanent police force on each one. These worlds fall under the jurisdiction of AstroPol Rangers. AstroPol Rangers are a combination of old-Earth Texas Rangers, French Foreign Legionnaires, and legalized Bounty Hunters.



AstroPol Rangers are the representatives of law enforcement responsible for, per capita, over 500 cubic light years of space. They usually work alone or in small groups. They spend months at a time away from home. They must be independent and interdependent at the same time. Some of them come from the industrialized and civilized Core Worlds; others come from the Rim Worlds that were the first to be colonized, others might come from a colony on the remote Galactic Frontier, hoping someday to serve the planet they grew up on.

Each Ranger is his own commanding officer. All Rangers are equal. Their job, simply, is to uphold the law on the Frontier. The Galactic Frontier is a region of space spanning 150 million cubic light years. That means there are, on average, 300,000 AstroPol Rangers on patrol at any given time. The Rangers are a brotherhood, a sisterhood, a fraternity, and a sorority all in one. If one Ranger is in need, they can call for help, no questions asked. Likewise, if a Ranger fails the family, great retribution awaits. Rangers police themselves and, failing that, the Federation StarForce has authorization to deal with renegades.

The Galactic Frontier is a dangerous place. Each year, AstroPol Rangers suffer a 34% turnover, either through death, injury, retirement, or disappear-

ance. Out there one will find bandits, planetary warlords, pirates, incursions by Imperial Shock Troops, and even hostile aliens. None of which share a healthy respect for authority or the law. As a result, the average career life span of a typical Federation AstroPol Ranger is 3 to 5 years, though perhaps 15% last 20 years or more. If a Ranger survives the first 3 years, their chances of surviving even more are very high.

At first glance, AstroPol Ranger recruitment seems fairly lenient. The Law must be enforced, and the Galaxy needs people to do it. Recruits are given tough training and are told what is expected of them and what the consequences of failure are. That is usually sufficient.

AstroPol Rangers are not alone, however. AstroPol Support supplies and equips the Rangers, keeps track of them, and handles communications and deployment. They determine who goes where and what needs to be done, and then make sure a Ranger is able to do it. There are AstroPol Support stations on nearly every colonized planet on the Frontier. They also determine if a Ranger is a renegade or not, so they are treated with proper respect among the Rangers. Secondly, there are other Rangers. If a AstroPol ever needs help, AstroPol Support can have Rangers at their position in a mat-

ter of hours. Each Ranger is expected to be able to lay down their life in the support and protection of another Ranger. But Ranger deployment isn't unlimited, and it may take days to get together more than 10 Rangers, and getting more than 200 Rangers at any given time is unlikely. Space is just too big and the AstroPol is usually very busy.

AstroPol Rangers are equipped with the latest technology and gear. They pilot long-range Space Fighters called *Peacekeepers*. Rangers tend to develop strong emotional attachments to their *Peacekeepers*, whose AI units keep Rangers company on long lonely missions. Rangers receive an allowance to modify their fighters to meet their personal specifications. Rangers receive a uniform, a side-arm, a flight-suit, and some other basic equipment. On top of that, Rangers are given an equipment allowance to outfit themselves to their own personal needs. AstroPol Support Stations have large armories at their disposal, but funding is limited. If a Ranger needs a powersuit, heavy weapon, or heavier starfighter or transport, they must either purchase or rent one. Heavy Armor, Weapons, Engineering Equipment, and other items are all available from AstroPol Support for rent or purchase. AstroPol Support offers loans on equipment allowances for big-ticket items at zero interest, but failure to pay will result in garnishing of the Ranger's wages.

Recruitment and Training

Federation AstroPol Rangers are drawn from all walks of life. AstroPol Support handles Ranger recruitment. They focus on military personnel looking for a job after the service, planetary law enforcement officers looking for a promotion, graduating college students looking for adventure, and even prisons where ex-cons are given a chance to start a new life upholding the law. Most Rangers come from low-income social groups and often carry checkered pasts. Upon joining the Rangers, any past transgressions are erased from the record.

AstroPol Ranger training consists of two-months of basic training at any one of the hundreds of AstroPol Training facilities. The training is rigorous but not grueling. In addition to physical training, Ranger Recruits receive 80 hours of classroom training in law enforcement and basic sciences. Rangers also receive training in flight procedures for both the *Peacekeeper* Starfighter and basic transport shuttles.

Upon completion of basic training, Rangers are barely ready to carry out their duties. Accordingly, for the first 10 months of active duty, Ranger Recruits are assigned to a Senior AstroPol Ranger as a Trainee. It is the Senior Ranger's duty to indoctrinate the Trainee and show them around, giving the Trainee a taste of the work to come. During this time, Trainees are considered full and equal Rangers, though some minor hazing does occur.

Upon completion of their training period, Ranger Trainees are assigned their first "solo" missions.

Resources

Individual AstroPol Rangers are issued a protective flight suit, a side arm, a short-range communicator, a datapad, and a cuff-tape dispenser. Rangers are given an equipment allowance to outfit themselves to their satisfaction and requirements. Rangers are also assigned a *Peacekeeper* long-range Starfighter and an additional allowance to outfit it to their personal requirements.

Available for rent or purchase from all AstroPol Support Bases are Heavy Weapons, Demolitions, Engineering Equipment, Transport Shuttles, Powersuits, and even Battle-Striders or Starships. Zero-interest loans are available for Rangers that qualify.

Amounts of currency can be obtained from AstroPol Support for the purposes of undercover operations and ransom payments, but only with the approval of the Support Base Administrator. The money is available in a number of different currencies, or even falsified Federation credits. Up to 100,000 credits can be obtained in this method, but all the money must be accounted for after the mission. Any unauthorized or inappropriate spending will be docked from the Ranger's pay or may result in prosecution for fraud.

Pay

Rangers are paid a stipend and a monthly equipment maintenance allowance as base pay based on seniority. Successful completion of missions also provides bonuses of 1000 to 10,000 credits depending on the importance and/or difficulty of the mission.

AstroPol Support Bases

There are thousands of AstroPol Support Bases located throughout the Frontier. Bases run the gamut of planetary installations, hollowed out asteroids, free-floating space stations, or even mobile starships. All Support Bases have hangar facilities for a minimum of 10 *Peacekeepers* or *Polaris* Transport Shuttles. Each base has short-term detention facilities for a minimum of 1000 prisoners. Bases also have sleeping and recreation facilities for a minimum of 100 Rangers. Base equipment supplies vary, but generally store several impounded starships, 10 to 20 Powersuits, 1 to 10 Battle-Striders, and 10 to 20 Vehicles of various varieties.

Bases serve as temporary homes for the often-transient Rangers. Bases are a place where AstroPol Rangers can refuel, re-supply, re-equip, drop off prisoners, make repairs, catch some sleep, and relax between missions.

Ranger Duties

The AstroPol are expected to enforce the law of the Federation Constitution. If an AstroPol Officer or

Ranger sees a crime in progress, they are expected to stop the crime, apprehend the perpetrators, and return the perpetrators to either the closest local Law Enforcement Authorities or to an AstroPol Support Base, whichever is closer or more convenient.

An AstroPol Ranger must always yield jurisdiction to local Law Enforcement Authorities except in cases of suspected corruption. In which case, a charge of corruption must be filed and investigated, and should the case be unfounded, the perpetrator will be extradited to the Law Enforcement Authorities.

More often than not, local Law Enforcement Authorities will yield jurisdiction to the AstroPol as their own resources are typically below par. In fact, most AstroPol investigations or interventions are requested by local Law Enforcement Authorities.

Missions

AstroPol Support assigns missions to Rangers. There are two types of missions: open missions and closed missions.

Open missions are broadcast to all Rangers via the Hypernet and are available on a first-come first-served basis. Any Ranger may apply for any open mission, and any number of Rangers may apply for the same mission. AstroPol Support then coordinates the efforts of all the volunteers for the mission. Open missions include all-points-bulletins for criminals whose whereabouts are unknown. For example, it has been determined that the Hypernet Hacker Koko Hajime might be responsible for several acts of Hypernet terrorism. An open mission is broadcast for the arrest of Koko Hajime. 150 Rangers subsequently register for this mission, taking it upon themselves to search for the criminal. AstroPol Support will then coordinate the 150 Rangers, allowing them to share information and leads, organizing teams where necessary.

Closed missions are assigned to a single Ranger or group of Rangers based on either proximity to the scene of the crime or skill-set of the Ranger. These constitute the majority of Ranger missions issued by AstroPol Support. Examples include a group of Rangers being assigned to respond to a nearby pirate attack on a cargo starship. Another example might be to assign a Ranger with special skills in Xenobiology to investigate a murder where the culprit is suspected to be a new alien species.

Ranger missions are assigned a difficulty rating of 1 to 10. Level 1 missions are minor everyday missions such as stopping a pirate attack, apprehending a non-dangerous criminal, or investigating a Hypernet crime. Level 10 missions are the most dangerous, most difficult missions where the Ranger's life is in great jeopardy such as stopping an entire starship full of Saure, going undercover into an Imperial spy ring alone, or apprehending a ruthless and dangerous war criminal. The difficulty rating of the mission



determines the amount of mission pay awarded the Ranger upon completion of the mission, generally 100 credits per difficulty rating.

Generally, missions are exclusively assigned to either a single or a team of Rangers. Another Ranger should not just waltz into a mission and resolve it without permission from Ranger Support or the Ranger, or Rangers, assigned to the mission. Rangers that resolve missions not assigned to them are called Mission Jumpers. Technically, there is no prohibition against, say, a Ranger walking into a room and arresting a criminal another Ranger has been assigned to capture. The arresting Ranger will receive credit and mission pay for the arrest as normal. However, such activity can alienate his Ranger colleagues who have spent weeks or months tracking down their target. It is advisable for the Mission Jumper to "spread the wealth", sharing his mission pay with his comrades as a sign of good faith and acknowledgement of their efforts. Habitual Mission Jumpers soon find themselves assigned to robot transport escort duty near the Galactic Rim.

Termination of Missions and Reassignment

A Ranger can be called off a mission or re-assigned to another mission by AstroPol Support. Rangers will be re-assigned if they are showing no sign of completing the mission within a reasonable amount of time, or in the event of an emergency, or if AstroPol Support receives serious complaints regarding the Ranger's performance or conduct.

Rangers who show consistent incompetence are generally assigned to low-priority missions that amount to little more than busywork. Dangerous or possible Rogue Rangers are suspended without pay, confined to an AstroPol Support Base until their alleged misconduct can be investigated.

Rangers are very rarely permanently removed from duty for non-criminal misconduct. They are generally only assigned dangerous deep-space missions with little contact with others.

Ranger Authority

All Rangers are guaranteed the following privileges so that they can expedite the execution of their duty. Ranger Support is careful to monitor reports of Rangers abusing their privileges. Minor complaints made against Rangers generally result in a reprimand or forfeiture of pay. More serious complaints, or recurring complaints, generally result in a Ranger being suspended without pay at a Ranger support base. Very serious infractions result in the suspected Rogue Ranger being suspended without pay and an investigation into the infraction to determine if any criminal charges should be filed.

All Rangers have the authority to warn, detain, or arrest anyone suspected of breaking either local or Federation laws. The decision to warn or arrest is at the Ranger's discretion. Arrested suspected criminals are remanded to the closest local authorities for legal processing. Suspected criminals have the right of reasonable treatment guaranteed by the Federation Constitution, access to free legal defense, and the right to defend, explain, or deny his actions in front of a Federation Judiciary.

Rangers may commandeer any vehicle and pilot it, or cause it to be piloted, in excess of normal legal regulations, during the pursuit of a fleeing suspected criminal. This authority does not include any overt actions that unnecessarily threaten innocents.

Rangers may enter and search premises in an attempt to apprehend a suspected criminal. In those cases where Ranger Support can be contacted immediately for confirmation, permission must be obtained prior to the search. In those cases where Ranger Support is more than ten minutes communications distance away and the Ranger decides that this wait is to the detriment of or dangerous to society, the Ranger may gain access to the premises in any fashion possible. In cases where a Ranger is in pursuit of a criminal or lawbreaker or is a witness to a criminal act, then the Ranger may gain access to the premises in any fashion possible.

Rangers may violate local and Federation laws in order to protect society, himself, or private property (in that order), in an attempt to apprehend a fleeing suspected criminal. Rangers may not premeditate the violation of any laws without permission of AstroPol Support or the local authorities.

Rangers may close down any establishment, business, or operation that is either breaking a law or endangering society and the common good until the appropriate agency, governmental department, or proper level of authority can investigate the problem.

Although Rangers wield extensive authority and power, they still must yield authority and jurisdiction to the official local constabulary. Rangers have no power over the actions or policies of local constabulary forces. They have no authority over local peace officers and must turn over all arrests made to the local Constabulary for processing and eventual trial. Rangers are required to notify local constabularies of their actions while on mission.

Ranger Appearance

Rangers are encouraged to wear the Ranger uniform at all times while on duty, but actual regulations on the matter are somewhat lax. Most Rangers choose to wear the uniform at all times, even when off duty, because of the instant recognition of authority the uniform carries with it. Suspects are more likely to give themselves up and witnesses are more likely to cooperate when they recognize the Ranger uniform. Alternatively, the uniform may, at times, hinder a Ranger in undercover intelligence gathering operations, or when she needs to simply blend in. Rangers also spend many days in deep space, alone with their ships, so they tend to dress more casually. Also, given the often-colorful histories of Rangers themselves, some Rangers tend to resist wearing the uniform because of their own distaste for authority. To address this, regulations on Ranger attire and appearance are necessarily lax and depend on the situation. AstroPol Support generally notifies rangers beforehand when a mission requires the wearing of the uniform. Generally, Rangers only have to wear their uniforms when interacting with other official law enforcement or governmental representatives, or when good appearance is important. During all other situations, Rangers are allowed to wear what they want so long as their identification is carried with them.

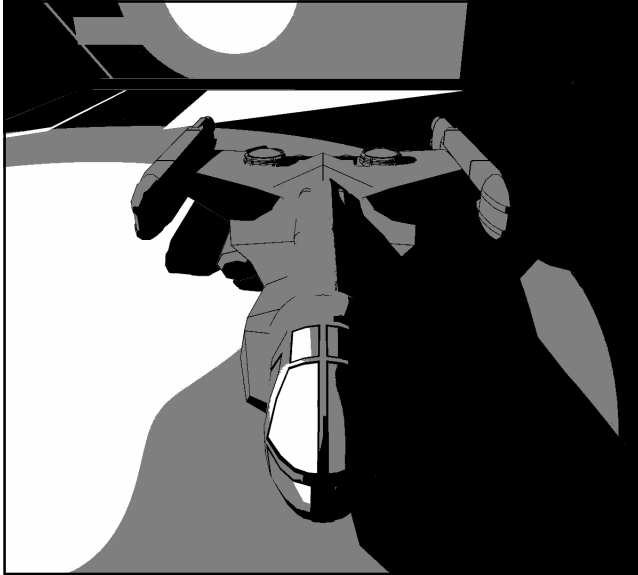
Ranger Equipment

A Ranger is issued several important pieces of equipment that allow him to perform his duties: The *Peacekeeper* Starfighter, a Datapad, a Cuff-Tap Dispenser, a Communicator, a Flight Helmet, and a Flight Suit.

Peacekeeper Starfighter

The *Peacekeeper* starfighter is a sophisticated yet rugged means of transport. While using Gravity Drive, its primary thrusters have a top speed of 15,360 kph or Mach 12.5. Its sublight Ion Drives allow the fighter to travel through interplanetary space at up to 110.3 million kph or 0.74 AU per hour (0.102c). Its hyperdrive can propel the fighter through hyperspace at subjective velocities of 100 light years per hour (roughly equivalent to 876,000c) for ten hours before recharging.

The *Peacekeeper's* primary sensors utilize a combination of passive and active sensors. The craft's active sensors can detect reflected EM transmis-



sions out to 3000km. The *Peacekeeper's* target acquisition and targeting system can reliably track multiple targets within 30km of the fighter, providing vector, velocity, and identification information about each target.

Each *Peacekeeper* is equipped with an Artificial Intelligence capable of performing routine piloting and sensor-related tasks. Each AI is programmed with a personality at the specifications of the Ranger pilot. The AI is the Ranger's companion, friend, advisor, and personal assistant. The AI can also perform mundane research and communication tasks for the Ranger. A Ranger can communicate to its AI through either his communicator or his datapad, or via any Hypernet-capable communication device. The AI will only follow the instructions of its pilot, whom it recognizes via voice analyzer and/or password, or the instructions of AstroPol Support.

No two *Peacekeepers* are alike due to the Ranger practice of allowing a pilot to modify, or "trick out", their starfighter. Each Ranger is issued one new *Peacekeeper* upon enlistment. Extra or replacement *Peacekeepers* are available for purchase or rent from AstroPol Support.

New or additional *Peacekeepers* can be purchased by Rangers for 320,000 credits, or they may be rented for 1300 credits/week with a 10,500 credit deposit.

Ranger Flight Suit

A Ranger's flight suit is a three-piece garment and gloves that serves as both a space-flight suit and as a uniform. The three garments include a skin-tight body-glove that adjusts pressure to the body during high-G maneuvers and in zero-pressure environments such as deep space. The body-glove is airtight and seals with a helmet to allow the Ranger to operate in hostile environments. The body-glove is also equipped with several body sensors that transmit life-sign data to recording and display devices

built into the outer garments via electro-magnetic contact plates.

The body-glove is equipped with a seal from the neck to the left thigh for entrance and exit, as well as a front crotch seal and rear half-waist seal for convenience. When first put on, the body-glove is loose and bulky, but activation instantly shrinks the suit skin-tight. Activation of the suit while not worn shrinks it to a ball about 10 cm in diameter for easy transport.

Should the body-glove be torn or punctured while in a vacuum, the rest of the suit remains sealed to the skin of the wearer, leaving the rest of the body relatively pressurized. The exposed area of skin will experience bruising, and any uncauterized wounds will hemorrhage badly, requiring instant attention. The plasma of the blaster bolts typically cauterizes wounds from blaster weapons, so decompression effects are usually minimized.

Ranger Jacket and Pants

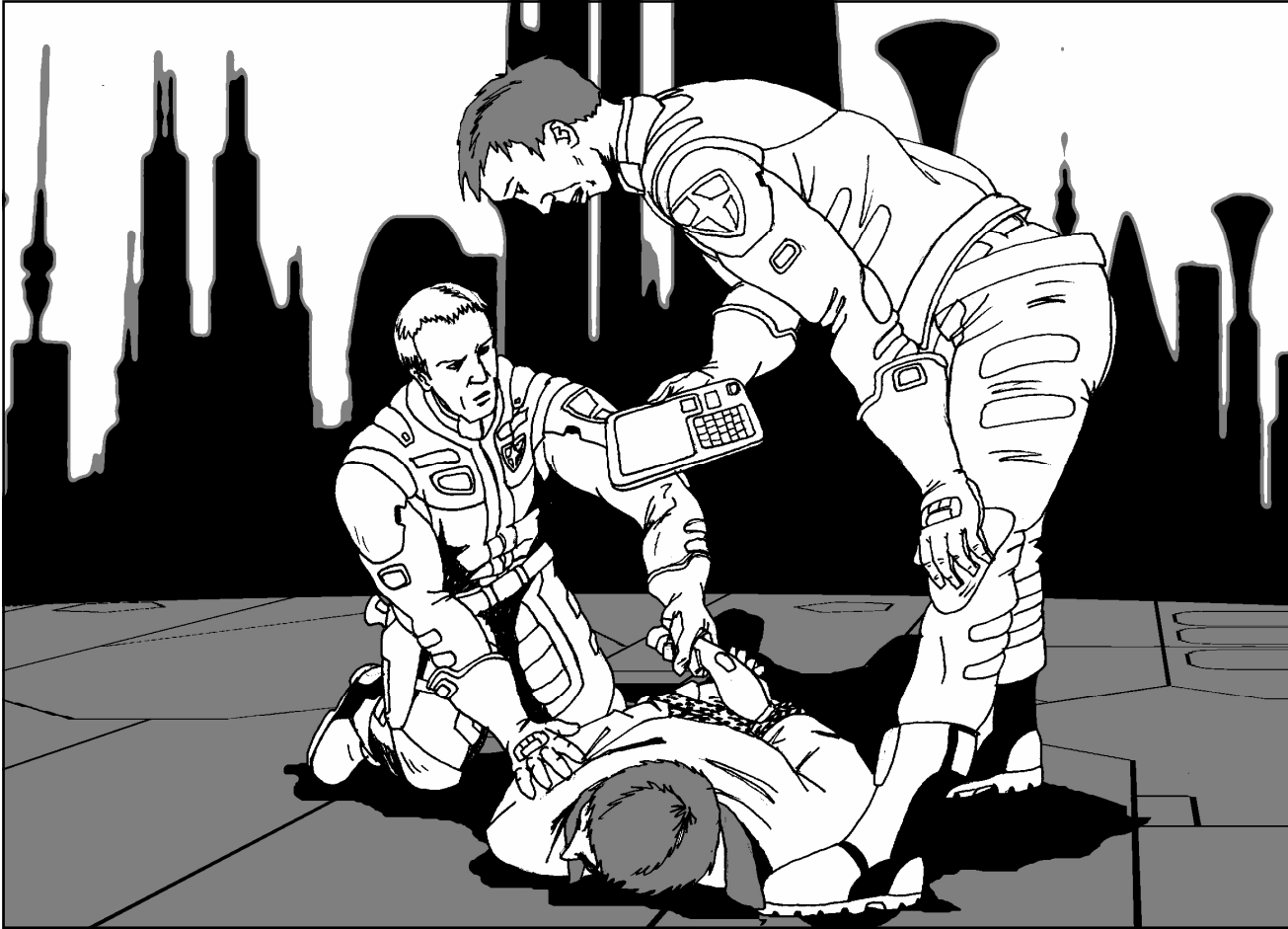
The outer garments consist of a jacket, pants, and pair of gloves made with a tough tear-resistant antiballistic material descendant of Kevlar. The garments are padded on the shoulders, elbows, and knees. Life-sign recording and display devices are built into the jacket and gloves, allowing instant access to the Ranger's pulse, EKG, breathing rate, and various other biological data useful for medical diagnostics, even in situations such as deep space or hostile atmospheres where the internal body-glove cannot be removed. The life-sign displays also contain useful medical information about the Ranger such as blood type, allergies, and any relevant data. Each suit is also programmed with biometric data about the Ranger so that the identity of the person wearing the suit can be confirmed. This is to prevent or deter the possibility of an imposter wearing a stolen Ranger's uniform.

The outer garments can be worn with or without the inner body-glove and double as the Ranger's official uniform.

An alternative uniform/flight suit is available upon request that combines the outer and inner garments into one skin-tight pressure suit. The alternative uniform is also used as a dress uniform when Rangers are expected, however rarely, to attend official functions.

Ranger Helmet

The helmet can be sealed to the pressurized body-glove and connected to its own back-pack atmosphere processor for operations in hostile atmospheres or the vacuum of space. The helmet features a sliding clear faceplate as well as a sliding polarized glare-shield. It is also equipped with a radio communicator similar to the hand-held variety. The helmet is armored to protect against small arms and impacts.



Ranger Boots

The boots issued to each Ranger are tough armored boots capable of stepping on small booby traps or caustic terrains without appreciable damage. They are also armored to protect against small arms and impacts. The soles can also be magnetized, allowing the Ranger to attach his feet to the metal surface of a starship or space station in zero-gravity environments. LEDs on the boots are lit when they are magnetized.

Ranger Blaster Pistol

The Blaster Pistol assigned to Rangers is representative of its type. Its power cell is capable of 1000 firings before recharging. The Ranger Blaster Pistol can also be set to overload, causing a grenade-like explosion.

Ranger Datapad

The Datapad is a 20 cm x 15 cm x 1 cm rectangular computer interface that is Hypernet-capable to a range of 1 km. A Ranger can use the Datapad to take notes, record video and audio, access Hypernet-capable computer systems, and receive and transmit files, including text, audio, video, and data. The Datapad has none of the sensory or diagnostic functions of an Analyzer, though it is often used to transmit video or audio to a remote location for analysis. The Datapad is connected to the Ranger's flight suit by an electro-magnetic clamp.

Ranger Cuff-Tape Dispenser

The Cuff-Tape Dispenser is a hand-held device used to secure suspects and/or crime scenes. The tape is held in a chemical cartridge in the handle and is dispensed with a thumb trigger. The 5 cm wide tape is bright yellow and labeled with "ASTROPOL DO NOT CUT" in large black letters on one side. The tape is very strong, with the tensile strength of steel cable, and can be set to be either adhesive to all substances or only adhesive to itself using the thumb trigger. The tape is cut from the dispenser by a finger-trigger on the opposite side of the thumb trigger. Each dispenser is capable of producing 100 meters of tape before needing a new cartridge. Many Rangers use the cuff-tape for a variety of non-standard uses, including space-suit repair, improvised gaskets, and even impromptu rappelling lines.

Ranger Communicator

All Rangers are issued a hand-held communicator with a radio range of 1000 km, able to reach a spacecraft in Low to Medium orbit. The Communicator is also Hypernet-capable, able to send and receive audio-only files over the Galactic Hypernet. The Communicator is attached to the Ranger's flight suit by an electro-magnetic clamp.

The Pan Solar Empire

The Pan-Solar Empire is a totalitarian autocracy spanning nearly 25,000 worlds. It is the stated philosophy of the Empire to serve the Emperor and to support and maintain the profitability of the military/corporate government. To this end, the individual Imperial citizen has no rights and is considered the property of the state.

This unequal economic and social arrangement has resulted in a very stratified upper echelon of military and corporate overlords while the vast majority of Imperial citizens live in abject squalor and oppression. Natural resources are pillaged from worlds to fuel the unchecked military and economic growth of the Empire.

The Empire maintains a vast military force to maintain oppression at home and to acquire new resources to maintain the massive growth.

The Empire views the Federation's wealth and prosperity with menacingly hungry eyes. They would like nothing more than to topple the Federation and acquire its vast resources.

Current Federation military strength and deployment serves as an effective deterrent to any such Imperial attack, but minor raids still occur on the outlying Frontier worlds.

The Imperial Shock Trooper is the armored face of the Empire. Their battle armor is designed to strike fear into their enemies. Shock Troopers are chosen more for their loyalty and sadism than for their competence and intelligence.

Despite their lack of training and ability, Imperial Shock Troopers are well equipped with the most powerful vehicles and weaponry available.

AstroPol interaction with Imperial Shock Troopers is generally limited to helping refugees safely escape from Imperial aggression. AstroPol are discouraged from engaging the Empire directly, preferring instead to notify Federation StarForce and providing intelligence and support when they arrive.

Nevertheless, Rangers often find themselves head-to-head with Shocktroopers, and Rangers are certainly expected to do what they can to stop them.

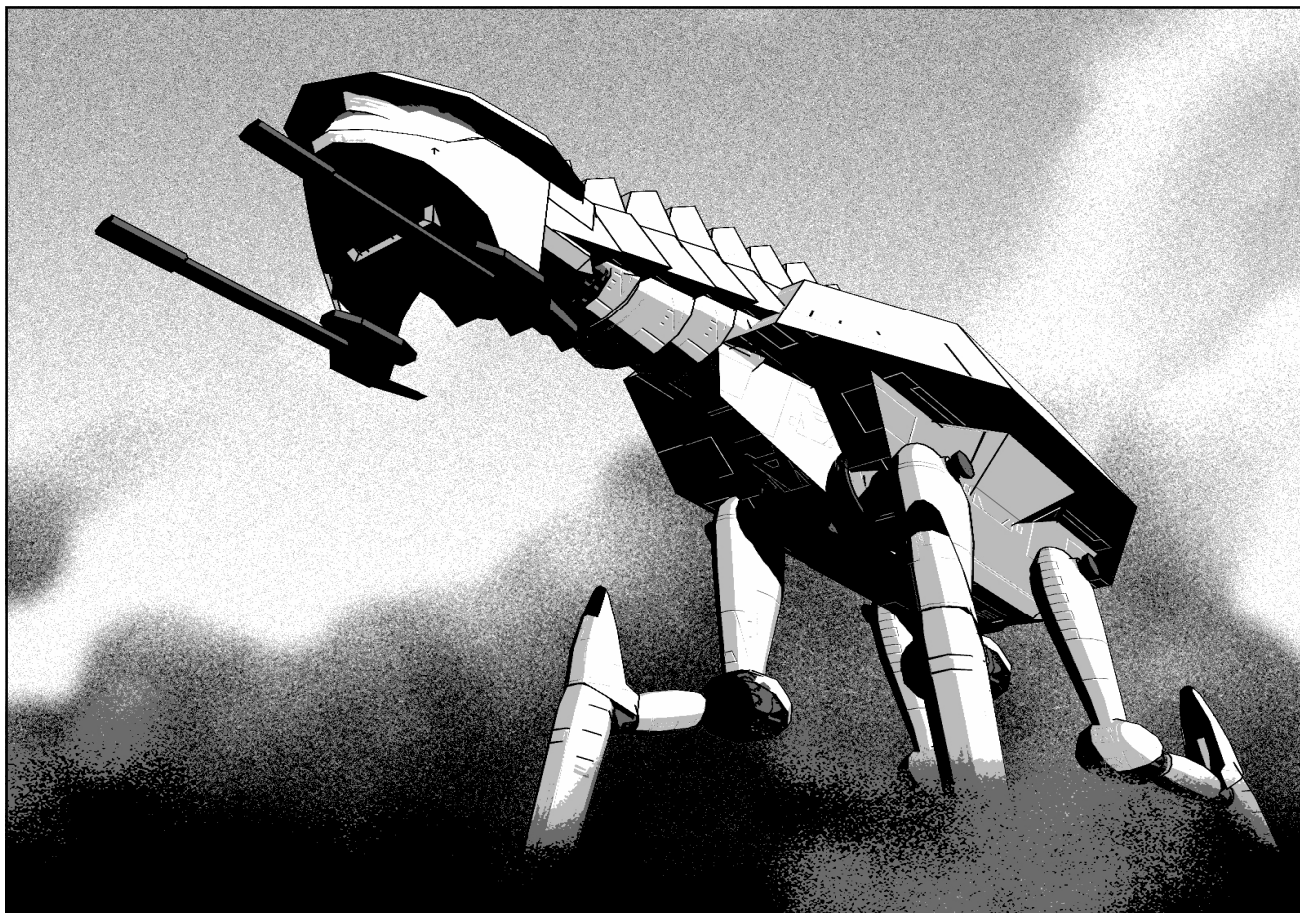
The Emperor

In 2310, General Gregor Veroveren was placed in command of the European Colonial Space Corps in the Sagittarius Quadrant. Back home, over 25 thousand light years away in the Orion Quadrant, the governments of Earth were locked in innumerable Core Wars. During this time, the ECSC was forced to move most of its military forces to protect the Core Worlds from invasion. The European Union used the profits and resources of the remote colo-



nies to supply the war effort closer to Earth. Veroveren found himself and his powerful army alone in the Quadrant, tasked to ensure their compliance. Veroveren began to see his leaders back on Earth as corrupt and inept. He felt they failed to see the potential of the colonies of the Sagittarius Quadrant. He felt the resources of the colonies were being wasted on protecting the decaying and decadent Core Worlds. He seized his opportunity, declaring Martial Law and seceding from the European Union. Although Veroveren's declaration came as a surprise to the governments of Earth, the action represented months of secret effort. Prior to the declaration, Veroveren began his schemes by securing the aid of the Military-Industrial Corporations of Earth, promising them power and influence in his new regime in exchange for materiel and commercial support. When the time was right, he made his declaration, unimaginatively calling the new government the Provisional Government and establishing his capital on the planet Shiva 4.

The European Union was caught completely off-guard. Overnight they lost several thousand of their most profitable new colonies. Unfortunately, they also faced the imminent invasion of their Core Worlds by the United States, Japanese, and Brazilians. Faced with the choice of losing their Colonies or their Core Worlds, the EU chose to lose their Colonies. Thus it was that Veroveren's coup went unopposed.



Within a few months, Veroveren had built a government with two main branches: the Military and the Corporations. Veroveren led by decree and appointment, enforcing his commands with the might of his Military. In order to legitimize his government, he had himself declared Emperor and renamed the Provisional Government the Pan Solar Empire.

Over the next decades, Veroveren oversaw the subjugation of the Imperial worlds and enforcement of his policies. Once completed, he turned his attention outwards, beginning the Empire's policy of expansion.

As Veroveren grew older, he faced the possibility of transferring power to another. Veroveren felt that his subordinates were incapable of replacing him as Emperor, so he began his obsession with life extension. Veroveren funded secret research into cybernetics and anagathics, hoarding all the results of the research for himself and his own longevity. Through the use of mechanical replacements and chemical supplements, Veroveren has managed to maintain his life for centuries. This year, Veroveren celebrates his 330th birthday. He has outlived several generations of subordinates and delegates, and sees no end to his reign, so he has given up his search for a successor. He now truly believes his reign will last forever.

The Imperial Armada

Imperial crews are composed entirely of Caucasian human males. A few exceptions are made for particularly well-connected females, non-Caucasians, and Near-Human aliens. Non-human alien species, however, are treated with contempt and are often used as slave laborers and menial servants by Imperial commanders.

Imperial Commanding Officers

Command Officers are all volunteers who have either graduated from the Imperial Academy, have good connections in the Military-Industrial complex, or who have survived a particularly dangerous tour of duty as an enlisted man. Assignment within the Imperial military depends on several factors including aptitude, background, family connections, and bribery. Only volunteers that meet the above criteria become officers. Volunteers that don't usually are made into Shock Troopers.

Imperial Conscripts

Another key difference between the Empire and the Federation space forces is that there are relatively very few officers within the Imperial Armada. Most duties that would fall to an Operations or Engineering Officer in StarForce are performed by the less well-trained conscripted personnel in the Armada. In fact, given the harsh life and rapid attrition of an Imperial soldier, the Empire finds it difficult to recruit

volunteers for its service. As a result, the vast bulk of the Imperial Military is composed of conscripted soldiers, forced into service against their will.

The only hope of advancement and/or escape for an Imperial Conscript is to volunteer to be a Shock Trooper or a Harpy Pilot. Only conscripts that meet the rigorous physical and mental requirements can become a Shock Trooper, afterwards they are brainwashed of all individuality, personality, or creativity. Becoming a Harpy pilot offers the potential for more rewards, but the requirements for acceptance are higher and the survival rate is lower. The vast majority of Imperial conscripts qualifies for neither, and faces a bleak future of imposed military service, performing tasks normally done by robots or machines.

Imperial Flight Officers

The only hope for escape for an Imperial conscript is to volunteer as a Flight Officer. Conscripts that meet the strict qualifications are then eligible to attend flight school. Those that graduate are commissioned as a Flight Officer and assigned to a Harpy squadron. The survival rate of Harpy pilots is dismally low, but those that survive two years in the service are rewarded with rapid promotion and honors. The Imperial propagandists make great heroes of Flight Officers that survive more than five combat missions.

Imperial Shock Troopers

Imperial Shock Troopers are the anonymous face of the Empire's might. Their identities are kept secret in order to spread fear both among the subjects of the Empire and among their own fellow troops. Shock Troopers are used for boarding actions, planetary assaults, and for counter-insurgency. Many Shock Troopers are also accomplished Harpy pilots. These pilots are often given the more advanced Harpy Interceptors along with other preferential treatments.

Shock Troopers are all volunteers who lack the necessary education or connections to become an officer, yet whose physical and mental abilities mark them as superior to mere conscripts. These volunteers are subjected to intense brainwashing and indoctrination in order to create the perfect mindless killing machines, devoid of all individuality, personality, or creativity.

Although lacking in mental acumen or social graces, Shock Troopers are ruthlessly efficient in killing people and the sight of their armor is enough to instill fear in the hardest of rebels or malcontents.

Imperial Subjects

Subjects of the Pan-Solar Empire are little more than human cattle, bound to the dictates of the state. A typical Imperial subject is born in a state health facility. The infant is then inspected, catalogued, and tagged with an implanted chip that serves as an identification and location transponder, as well as a conduit for applying punitive electroshock. If the parents are then unable to pay the parenting tax, as most non-wealthy parents are, the child is removed to be raised in a state-run institution. All children of the state begin education at age 3. For the next 15 years, children whose parents cannot afford a private school must attend a public school. Private schools provide excellent technical curriculum that will prepare the child for advanced university education. Public schools train children for the tedious work they will be assigned upon graduation. Both forms of education indoctrinate the children to honor and respect the Emperor and the Empire above all else.

Upon graduation from public school, the subject is assigned an occupation by the state. From that moment on, the subject is effectively a slave of the Empire. They live out their meager lives in cramped housing blocks with other subjects. Eventually, they die in a state health facility and their parts and organs are recycled for medical use.



Anti-Imperial Rebels

The Pan-Solar Empire is not without its own troubles. It is plagued by a small group of well-organized rebels who work to overthrow the Imperial government and create an independent government similar to the Interstellar Federation.

These rebels use old colonial spacecraft launched from secret bases within the Empire to stage hit-and-run attacks. Many rebels also engage in privateering against starships doing business for the Empire, though many of the more unscrupulous rebel privateers loosely define anyone not actively fighting against the Empire as a “friend” to the Empire.

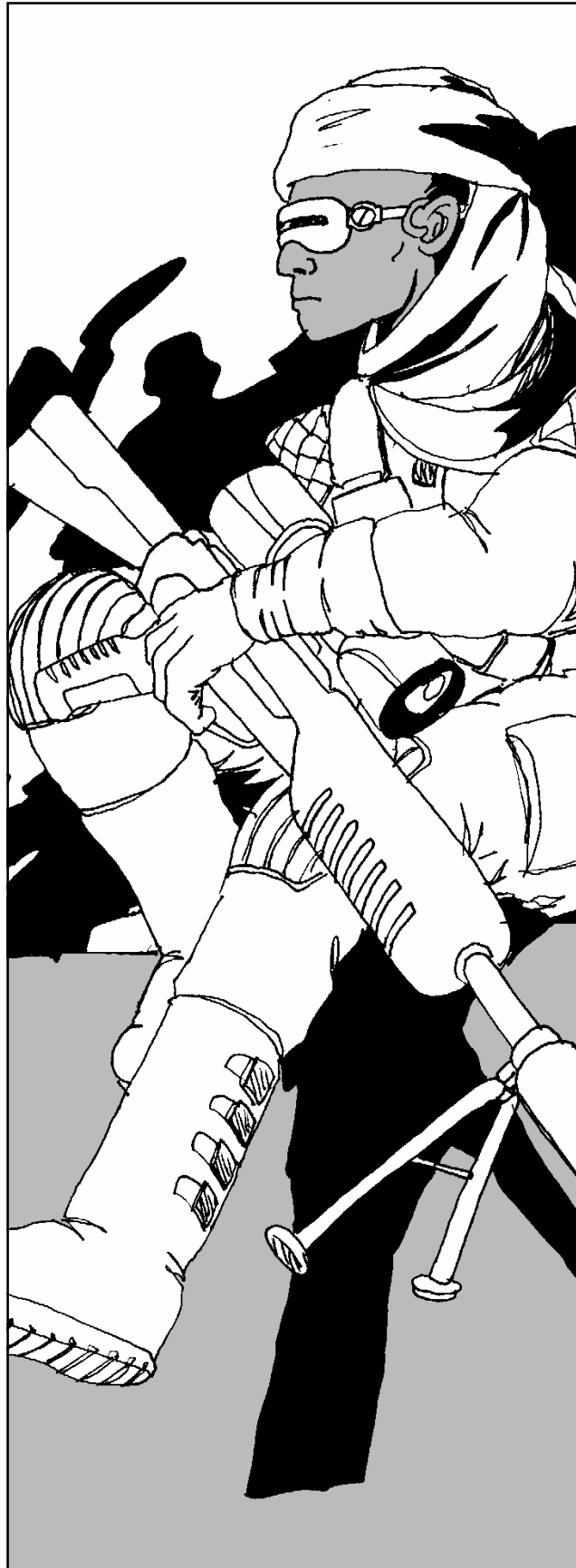
At this time, the rebellion lacks the forces to stand up to the Empire in a full battle. Although the Pan Solar Empire refuses to acknowledge the existence of the rebellion for propaganda reasons, the Imperial Armada works ceaselessly to root out the leaders of the rebellion and put an end to its “dirty little secret” once and for all.

The rebels receive their funding and equipment through a combination of covert support from the Federation and sympathetic Old Earth Empires as well as members of the former colonial aristocratic families that went into hiding when the Empire took power.

In addition to their guerrilla warfare tactics, the Rebels engage in frantic diplomacy both within the Empire and abroad in an attempt to bring more worlds and resources to their cause.

Although for the most part members of the Rebellion are idealistic freedom fighters that strictly adhere to their principles, there are elements of the Rebellion whose intentions and actions can be considered less than honorable. These rogue elements within the Rebellion turn to terrorist tactics, attacking civilian and neutral targets. The rationale being that anyone not actively working for the Rebellion should be considered an ally of the Empire, and are fair targets. The Rebellion leadership is torn over this philosophical faction. On the one hand, the Rebellion’s need for legitimacy is threatened if they are perceived as terrorists and pirates, on the other hand, the Rebellion is desperate for support and is willing to take any help it can get.

Some rogue elements of the Rebellion even seek personal profit from their activities. Although smuggling, robbery, theft, and piracy are all considered valid tactics by the Rebellion, all targets of such activity must be actively working for the Empire and all the profits are supposed to fund the cause. These criminal rogues, however, are more liberal with their choice of targets and siphon off much of the loot to line their own pockets.





The Old Earth Empires

The Old Earth Empires, or nation-states, still exist on Earth and hold sizeable empires in the Galactic community around Earth. The largest of these empires include: Japan, the United States of America, the European Union, China, United Africa, Russia, and Brazil.

Japan, in the wake of the Interstellar Federation's unimaginable success, has strived to reinvent itself in the image of that government. The Japanese Space Defense Force, more than any other, has modeled itself on the Federation example. Although the Japanese military doctrine of the last several decades has been one of self-defense, recent starship designs and force deployment indicate that Japan may be thinking of taking a more active role in interstellar affairs in the future.

The United States of America is ruled by the MegaCorporations. All government officials and policies must be approved by corporate sponsors. The US Space Force's primary duty is to support and protect the many corporate-run US colonies throughout the Galaxy. The USSF is known throughout the Orion Quadrant for its ability to project force nearly anywhere in the galaxy on a moments notice. Though not nearly as proficient in the use of high technology as their Japanese or Federation competitors, the USSF makes up for its shortcomings with impressive firepower and willingness to use it.

The European Union was once the largest and most

formidable interstellar colonial power in the galaxy with the most advanced Starfleet of the time, the European Colonial Space Corps. Unfortunately, due to Japanese and American aggression during the Core Wars, and the loss of the majority of their colonies when their own General Veroveren staged a military coup in 2321, the EU now finds itself struggling to remain a colonial power at all.

The remaining Old Earth Empires, China, UA, Russia, and Brazil, maintain respectable interstellar colonial holdings and continue to expand their interests through out the Galactic Frontier, but come nowhere near the size of the Federation, Empire, Japan, or US. The smaller Old Earth Empires are generally the ones most responsible for the numerous brief disputes over choice colony worlds. The Federation often sends in peacekeeping forces to end hostilities and adjudicate colonial rights over these worlds.

Earth itself is a heavily populated Core World teeming with giant cities and tens of billions of inhabitants. Despite colonization efforts to reduce overpopulation, many Earthlings prefer to stay. On Earth, lack of trade restrictions, open borders, easy global travel, convenient language translation, and homogenized governmental systems have led to the de-facto abolition of national boundaries. National governments still exist, but the differences are much less prominent than they were 700 years ago.

The MegaCorporations

The expansion into deep space in the 21st century brought incredible business opportunities to Earth corporations in the form of new markets and unlimited resources. Corporations who enjoyed multinational status on Earth quickly grew to interstellar megacorporations through the colonization and exploitation of new planets and markets.

Many of the Galaxy's megacorporations are either expanded versions of historical Earth corporations or new corporations that arose with the new technologies of the interstellar era. The largest corporations in the Galaxy include giants such as ConAerospace, Manticore Biotechnology, MegaSoft, Interstellar Robotics, Artemis Intergalactic, and Eurofahren.

Consolidated Aerospace, or ConAerospace, is the descendent of several consolidated aerospace corporations. They are the largest manufacturer of spacecraft and aircraft in the galaxy. Several smaller corporations exist on many planets to fill localized niche markets, but none rival ConAerospace in size, power, or output of spacecraft. Only the Imperial Military-Industrial Complex exceeds ConAerospace in spacecraft construction. ConAerospace manufactures half of the spacecraft used by the Federation StarForce as well as several Old Earth Empires.

Manticore Biotechnology creates and distributes custom bioengineered modules, or Bio-Mods, to the Frontier. The majority of their products are used in constructive peaceful applications, but Manticore is also known for producing deadly bio-weapons ranging from plagues to deadly bionoids. Manticore bio-weapons are illegal in the Federation and Manticore business in Federation space is heavily restricted.

MegaSoft is one of the descendants of MicroSoft. It produces computer software and hardware for the Galaxy. Though it no longer enjoys the monopolistic status it once had, it still leads the way and effectively writes the rules on Hypernet communication, computer technology, and software design.

Interstellar Robotics, or InRo, manufactures and markets robotics and artificial intelligence systems to the Galaxy. Like Manticore, the majority of its products are peaceful and useful. Also like Manticore, they market robotic weapons systems that are considered illegal by the Federation. As a result, the Federation heavily restricts InRo operations in the Perseus Quadrant.

Artemis Intergalactic meets the clothing needs of the Galaxy through its many many subsidiary companies, brand names, and designers. The majority of apparel purchased in the Galaxy, whether the purchaser knows it or not, is manufactured by an

Artemis Intergalactic company.

Eurofahren is the descendant of the several European vehicle manufacturers. With Europe's domination of the early years of space colonization, Eurofahren's market and resources increased as well. Eurofahren is the largest of many competitors in the vehicle market. Andec, Maruthac, and United Vehicle Manufacturers are among its largest rivals. All manufacture high quality grav vehicles, striders, and powersuits for sale throughout the Galaxy.

Although almost all the Megacorporations can trace their roots to a specific country of origin, the title of Megacorporation can only be applied to a corporation that transcends boundary and nationalism. Megacorporations owe no allegiance to any single government or national entity. In fact, most Megacorporations control more resources than many planetary or even interstellar governments. As a result, a certain sense of legal immunity exists among the Megacorporations. Their power and influence often grants them just such immunity among many of the smaller Old Earth imperial governments. Among such governments, Megacorporations hold much of the political power and dictate most of the national policies.

Much of the colonization efforts on the Frontier are funded and operated by Megacorporations. These corporate colonies are established either under the authority of a friendly government or by the corporation itself depending on how desperate the corporation is for the colony and the amount of effort the friendly government is willing to undergo to protect and support the colony.

Given their high degree of independence and impunity, most Megacorporations of the Interstellar Era are unable or unwilling to rely on the protection provided by the police and military forces of a host government as Pre-Interstellar Era corporations did. Instead, Megacorporations have taken to hiring private armed forces to defend their interests and achieve their goals. No longer do Megacorporations need to pressure a host government to invade another country for more resources. Now, they simply hire an army of mercenaries and do the jobs themselves. In order to avoid open warfare, which is unprofitable, most Megacorporations employ industrial espionage and sabotage against competitors. Not only is industrial espionage more efficient, it also protects the corporation from costly public embarrassment should the espionage fail.

The Galactic Frontier

The Galactic Frontier is an unsettled open area of space spanning 150 million cubic light years and containing more than 300 thousand star systems. Of those, only about 125 thousand have been catalogued and explored, and only 40 thousand are inhabited. It is estimated that another 100 thousand star systems in The Galactic Frontier contain habitable worlds and are ready for colonization and exploitation.

The Galactic Frontier is an ungoverned, lawless region. Multiple governments claim many of the habitable worlds, but the worlds are too remote to enforce the claims or establish governmental services. This lawlessness has made The Galactic Frontier a haven for pirates, criminals, exiles, and mega-corporations, free from the restraints of laws and regulations.

The Federation maintains several strategic bases on Frontier worlds to serve as remote StarForce stations and for troop garrisons to deter Imperial aggression. Law in the Galactic Frontier is represented by the AstroPol who randomly patrol from star system to star system and respond to requests for aid. Many of the Old Earth Empires also send representatives of their various space-borne forces to patrol their colonies and deter aggression.

Despite the lack of civilization, humans flock to colonize the worlds of the Galactic Frontier by the millions each year. In the last 500 years, as many as a thousand worlds have reached a state of overpopulation nearly equal to that of Earth in the 21st century. Earth, itself, is now home to nearly 20 billion inhabitants. The Federation, along with many Old Earth Empires, sponsor colonization efforts in order to ease the over-population of the Core Worlds.

Typically, these colonization efforts take the form of the interstellar government providing financial backing to a group of colonists. Using the financial backing, the colonists then charter a giant CW-34 Colony Ark and fill it with supplies, construction equipment, pre-fabricated structures, and thousands of Bio-Modules to be programmed on arrival. Every effort is made to create a self-sustaining and self-sufficient colony ruled by the inhabitants themselves. Some Old Earth Empire colonies retain various degrees of governmental power over the colony, but Federation colonies are almost always completely independent and self-reliant.

Many corporations also sponsor colonies, usually for exploitation of the planet's resources. Corporate colonies are typically temporary, existing only until its usefulness is depleted. Once the colony is no longer profitable, the corporation abandons the colony and moves its personnel elsewhere. As a result

of the transient and temporary nature of their inhabitants, corporate colonies are typically seedy and corrupt.

Other colonies are completely independent enterprises with no governmental or corporate backing. Without a charter from the government, these colonies are unauthorized and often outright illegal, though little is done to actually stop them. There is very little to stop a family from chartering a transport and moving to a remote planet on the Frontier. These small rogue colonies are usually harmless and left alone, but when these unauthorized settlements come into conflict with official colonies, the authorities will always side with the official colony.

Occasionally, conflicts will arise regarding colonial holdings. Most planets are large enough to support many competing colonies, but sometimes two or more colonies might find themselves at odds over access or ownership of limited planetary resources or territory. Small disputes are often resolved by Ranger intervention. More intractable disputes can result in one or more colonies hiring mercenaries to resolve the situation by force. If left unchecked, these disputes can become full-scale wars between sponsoring governments or corporations. The Federation uses its considerable law enforcement and military presence in the Galactic Frontier to suppress such actions while they are small, and most Old Earth Empires and Megacorporations recognize and accept the Federation as a neutral arbiter in ending and resolving these disputes.

Small independent freighters that transport goods and passengers to and from the larger commerce planets handle interstellar trade and commerce on the Galactic Frontier. Commerce planets are established hubs for trade and are visited by larger cargo starships from the Core Worlds. The small freighters are vulnerable to space pirate attack, so many of them hire mercenary starfighters to escort them on their regular runs. AstroPol Rangers will sometimes perform this duty as well.

Beyond the Galactic Frontier are the vast unexplored regions of the galaxy, hidden by obscuring dust and dark matter. The Explorer Corps are continually pushing back the boundaries of the Galactic Frontier in the name of exploration and science.



Galactic Crime

Criminals have existed since the dawn of time and are little different in the 27th century. Wherever there is money or belongings to be stolen, shopkeepers to be extorted, contraband to be sold, or people to be murdered or assaulted, there will be criminals.

Criminals are generally a very varied and diverse bunch. Most petty criminals will typically be one of the following types:

Hypernet Hackers – Those who use the Hypernet to cause digital vandalism, disrupt communications, or steal money.

Petty Larcenists – Two-bit subsistence criminals, muggers, burglars, pickpockets, and con-men. Most local Law Enforcement authorities deal with this type of crime, leaving the AstroPol for more important jobs. AstroPol are generally only called in on these crimes in cases of epidemic or a particularly difficult criminal.

Gangsters – Members of organized crime gangs. With man's exploration of the galaxy, Earth's seedier organizations traveled with him. Though they no

longer organize on ethnic or national lines, organized crime can be found on many planets throughout the galaxy. The more urban or industrial the community is, the more powerful the organized crime is. Most gangsters deal in extortion, smuggling and fencing pirated or stolen goods, or contract assassination.

Murderers – Most murderers are ordinary colonists and most murders are of friends or relatives. Often, AstroPol will be called in to either investigate a mysterious murder or capture an obvious murderer.

Smugglers – Many independent transport captains try to earn a few extra credits by smuggling illegal cargo and contraband. Smugglers rely on stealth and guile and, failing all else, speed to escape detection and/or capture.

The Nova Syndicate

Illegal business is very lucrative, and criminal organizations exist throughout the galaxy that exploit the demand for illegal goods and services. No criminal organization is more successful and more ruthless, however, than the shadowy Nova Syndicate.

The Nova Syndicate is the largest and most successful interstellar criminal organization in the galaxy. The Syndicate is one part organized crime cartel, one part terrorist organization, one part secret society, and one part guild. The Syndicate has operations on thousands of worlds and its influence ranges from the smallest colony to the highest levels of government. Its leadership is shadowy and secretive. No one, not even the Syndicate's top operatives, know who, exactly, runs the organization. Most Syndicate members know only those within their local cell, with the leader of that cell having contact with the leader of one or two other cells. Communication between cells is performed using codenames, ciphers, and encrypted transmissions. This cell-based structure has allowed the Nova Syndicate to operate effectively in secrecy for several decades. As yet, the Federation AstroPol have only been able to stop a few cells at a time, and when one cell is eliminated another rises to take its place.

The Syndicate's goal is to maximize the profits and reduce the risks of its members. To this end, the Nova Syndicate organizes and coordinates the criminal activities of its members. Like an Old Earth Guild, the Syndicate provides aid and management to criminal enterprises. This management pools resources and helps prevent unnecessary competition.

The Syndicate covertly manipulates Galactic affairs through bribery and coercion. It provides intelligence and support to its members, even funding entire criminal organizations. The Syndicate is not above using bribery, blackmail, kidnapping, murder, or even terrorist acts in order to support their more profitable illegal activities.

The secret of the Nova Syndicate's success is its secrecy. No single member could identify more than a few other members of the Syndicate. Identities are kept secret, messages are encrypted and sent in code, and contact is kept to a minimum. What is known about the Syndicate's organization is that it is composed of many thousands of groups organized into cells, an organizational structure inspired by the French Resistance of Earth's Second World War. Members of a cell may only know the identities of other members of the same cell, and even then code names and false identities are often used. Mysterious Lieutenants, who keep their true identities secret even from their own cell, manage and coordinate each cell's activities. Communication between the Lieutenant and their cell is accomplished through encrypted Hypernet transmissions and other covert means. No Syndicate member has ever actually met a Lieutenant in person, and as yet no Syndicate Lieutenant has ever been identified or arrested by AstroPol.

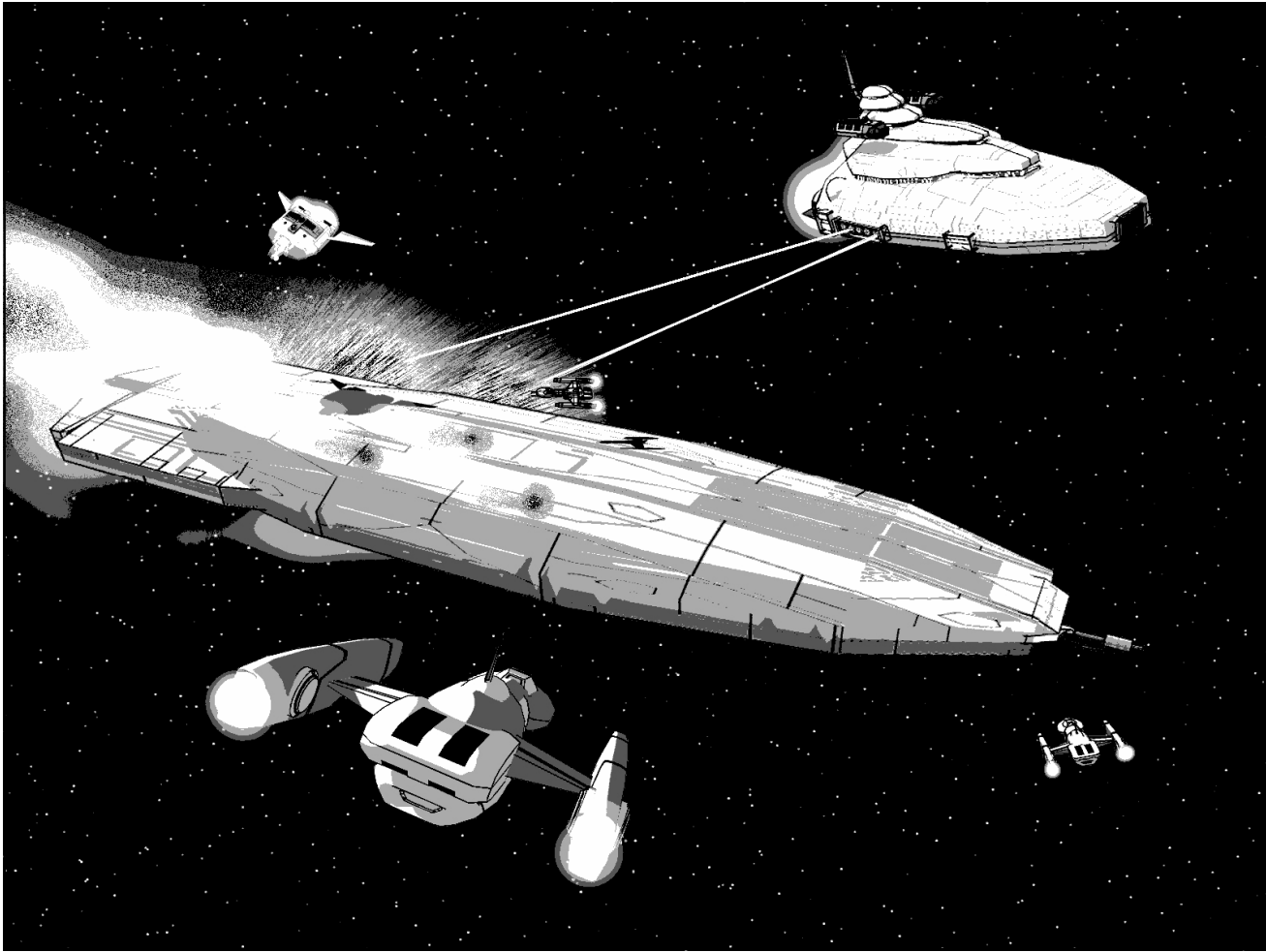
There is no restriction to the kinds of criminals that can become members of the Syndicate. The Syndi-



cate finds a use for anyone from petty thieves to experienced assassins, mercenaries to pirates, and everything in between. Membership in the Syndicate is based on several requirements. Potential members must have the endorsement of an existing member. They must pass a rite of initiation upon joining a cell. They must report all their activities to their Lieutenant. They must pay a percentage of their profits to their lieutenant. Finally, members must be available for Syndicate-sponsored assignments. In exchange, the member receives the support of the Syndicate. Syndicate support can take the form of anything from extra manpower or materiel, political pressure, false identities, safe transport, or even funding.

In addition to Lieutenants and Members, the Syndicate cultivates a large stable of "Friendlies", civilians in positions of power or influence who are either sympathetic to, or in the pocket of, the Syndicate members. Friendlies are not members of a cell. They do not pay any percentage nor do they report to a Lieutenant. Instead, they are generally a contact of a cell member and are listed as a resource of the Syndicate. Friendlies range from shopkeepers, university professors, lawyers, politicians, to even law enforcers. Friendlies provide help when asked and provided money or favors from the Syndicate in return. When any cell member is abroad and needs assistance, such as a place to sleep or a fake id card, he contacts his Lieutenant. The Lieutenant then contacts the Lieutenant of the local cell who, in turn, contacts the local cell. The local cell then arranges whatever aid their local Friendlies can provide. No contact is ever made between the first member and the local cell.

To date, AstroPol has been able to apprehend the members and Friendlies of individual cells, but no information has been obtained regarding the extent of the Syndicate network or its leadership. No one knows who actually runs the Syndicate or how their encrypted Hypernet system operates. Disrupting and dismantling the Nova Syndicate remains one of AstroPol's highest priorities.



Space Piracy

Of all the crimes committed on the Galactic Frontier, perhaps none is more heinous than that of space piracy. Space pirates make a living by capturing and selling starships and cargo. Most space pirates simply space the crew of the captured starship, though particularly generous space pirates will send the crew to an uninhabited planet in escape pods and leaving them there to die.

Most space pirates get their start as part of a mutinous starship crew. The mutineers take over the starship, space or strand the officers and resisters, and use their starship to capture other starships. With enough captured starships and cargo, the space pirates will eventually be able to purchase a used military warship from on the black market. These used warships are surprisingly easy to come by. Most are out-of-date Old Earth Empire starships and starfighters that are sold to colonies for planetary defense. The corrupt colonial governor then sells these starships on the black market, usually through an intermediary like the Nova Syndicate.

Space pirate tactics include broadcasting a false Hyper-beacon signal or distress call to bring starships to their star system, then using Hyperspace Inhibitors to prevent both transmission of distress calls or escape. Many bold or desperate space pi-

rates will even operate within an inhabited system, attacking targets who emerge from Hyperspace too far away from the planet to call for help. The pirates attack and disable the target, board it, eliminate the crew, and tow the captured starship back to their hidden base using tractor beams. The captured starship is relieved of its cargo, which will be split up and sold in different black markets throughout the Galaxy. The captured starship itself can be dismantled and used for spare parts, sold on the black market, or added to the space pirate fleet to expand their operations.

Safe and reliable interstellar shipping and transportation is the backbone of the Galactic Federation. Therefore, AstroPol and StarForce put top priority on all operations involving stopping space piracy, and deal harshly with space pirates when encountered. The Old Earth Empires, however, are more lenient. Many of the Old Earth Empires even sponsor privateers, pirates who target specifically the enemies of their sponsor. The Federation makes a notable exception in the case of the Anti-Imperial Rebellion. The rebellion against the Pan-Solar Empire often uses Privateers against Imperial shipping and transport, and the Federation provides covert funding to the rebellion on the strict condition that only Imperial starships be targeted.

Citizens, Suspects, and Criminals

Citizens' Rights

The Federation Constitution guarantees its citizens certain basic rights. Citizens have the right to reasonable choice, privacy, and safety.

Above all, citizens have the freedom of choice. No prohibition is made against competent adult citizen's right to choose their own destiny. It is, of course, more complicated than that. No citizen is allowed to cause physical or mental harm to another except to protect themselves from imminent injury or death. No citizen may cause harm to themselves either. Similarly, minors and those not competent to know the consequences of their actions are considered "protected" under Federation law, their freedom of choice placed under the guidance of a guardian. The Federation takes great pains to ensure that citizens receive a thorough education regarding the consequences of their choices and actions.

Citizens who demonstrate a disregard for the welfare of themselves or others may have their freedom of choice temporarily curtailed until they can be properly educated and understand that their choices have consequences. For example, citizens may choose to rob a bank, stealing money for their own gain. This illustrates a disregard for the welfare of the patrons of the bank. A Ranger is then assigned to arrest the suspected bank robber, thus temporarily removing their choice to, say, flee to another planet. Should the suspect be proven responsible for robbing the bank, their freedom of choice will be suspended until such a time as the Federation Judiciary is satisfied that the bank robber has learned and understood the consequences of their actions.

AstroPol has the right to temporarily detain a citizen for any reason up to 24 standard hours. AstroPol can indefinitely arrest any citizen they suspect of committing a crime. That citizen must be charged with a specific crime and the suspect will be given the opportunity to address the charge made against him.

Citizens have the right to reasonable privacy, which means that AstroPol cannot obtain private information about the citizen without the citizen's knowledge and, in cases of a citizen's personal property, their consent without permission from AstroPol Support or the Federation Judiciary. Therefore, AstroPol cannot covertly monitor a citizen or research their personal records and files without first notifying the citizen they are doing so. This also applies to researching adoption records, medical records, credit records, etc. Note that this prohibition does not apply to a person's AstroPol record, which, although considered private information in the eyes of the Federation, is freely available to any AstroPol officer. A person's AstroPol record includes basic information such as their current address, occupation, criminal record (if any), and any identifying biometric

information such as retina pattern, fingerprint, genome, etc.

In addition, AstroPol cannot search a citizen's person or property without either the consent of that citizen or permission from AstroPol Support or the Federation Judiciary. In addition, a citizen cannot be interviewed or interrogated without the permission of the citizen, AstroPol Support, or the Federation Judiciary.

Federation citizens are also guaranteed the right to safety. No person may cause harm, either mental or physical, to themselves or others. In situations where a citizen's safety is in imminent jeopardy, they are expected to be able to protect themselves using means appropriate to the threat. This means that a citizen cannot defend their mental safety by shooting their assailant. Likewise, the danger must be imminent. Citizens cannot defend themselves from future harm by planting a bomb in the house of the assailant. In situations where the citizen is not in imminent danger of harm, they are expected to contact their local constabulary, AstroPol Department, or Ranger, to obtain aid.

Suspect's Rights

The Federation Constitution guarantees an arrested suspect's right to immediate notification of the crime they are suspected of committing, access to legal counsel, right to reasonable treatment, and the right to address the accusations made against them to the Federation Judiciary, until which time they are considered innocent until proven guilty.

Upon arrest, suspects are to be notified of the specific crime or crimes they are suspected of committing. They will then be transported to the closest available criminal justice center where they will be provided access to free legal counsel, or the counsel of their choice. Free legal counsel usually comes in the form of a counsel android assigned by the Federation Judiciary, although human legal counsel is made available whenever possible.

All sentient beings suspected of committing a crime are guaranteed reasonable treatment while under arrest. The suspect's own actions and demeanor define reasonable treatment. Friendly, cooperative suspects are to be treated in a like manner. Belligerent, uncooperative behavior will generally result in like behavior from those assigned to arrest or process the suspect. Dangerous or violent behavior generally results in danger and violence brought upon the suspect. No suspect can expect premeditated or excessive mistreatment from those assigned to arrest or process them.

Depending on the nature of the crime, the suspect will either be processed and released until trial, or detained in a criminal detention center until trial. The Judiciary decides which suspects are released and which are held. Those suspected of relatively minor,

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non-violent, crimes, or suspects who aren't expected to flee before trial, are generally released to their own recognizance. Those suspected of major, violent, crimes, or those who pose a risk of flight before trial are held at a criminal detention center until trial.

The trial itself is held before a representative of the Federation Judiciary and a jury. It is the AstroPol Sector Attorney's mission to prove the suspect's guilt to the jury. The suspect's legal counsel is given every opportunity to address or refute any evidence or proof made against him.

Should the jury decide that the suspect is innocent of the specific crime or crimes he is accused of, or if they decide that the suspect's actions were justified, then the suspect is acquitted of the crime and set free.

Should the jury decide that the suspect is guilty of the crime, however, the suspect is remanded to Federation Penal Authority until such a time as the suspect is educated in and understands the consequences of their actions.

Federation Penal Authority

The Federation believes strongly in the individual's right to choose. As such, it views prison as a chance not to punish the prisoner or seek revenge, but as a temporary suspension of the person's right to choose until such time as they understand the consequences of their actions. In a sense, prisoners are reverted to the legal status of "child" and the FPA is given the legal responsibility of "guardian". The FPA's duty is to meet the prisoner's biological and psychological needs, as well as ensure that the prisoner receives a proper Federation education.

In order to meet the prisoner's fundamental biological needs at a minimum of expense, all Federation prisoners are held in a state of cryonic suspension, their life functions kept to a minimum.

To meet their psychological needs, safety, and education, the prisoners' minds are wired into a collective virtual reality. The FPA is in complete control of the prisoner's environment. Within the virtual reality, prisoners are allowed access to educational materials, social activities, and simulated physical exercise, all under the strict control of the FPA. The FPA, for example, would stop social interaction should it prove detrimental to the prisoner's education. The FPA could use access to educational material or simulated exercise as a reward when a prisoner shows progress towards understanding the nature of the consequences of their actions. The FPA could similarly test the prisoner using various simulated scenarios, including choice-consequence simulations, simulated contact with the victims of their crimes, even extended life-skills scenarios that last weeks or months during which time the prisoner's veracity and sincerity is repeated tested and

retested over several years.

Once the Federation Judiciary is satisfied that the prisoner no longer poses a threat to the safety to themselves or others, and has shown full understanding of the consequences of their actions, the prisoner is released back into society.

The Federation Constitution prohibits the use of capital punishment or mental reprogramming, both of which the Federation considers to be the ultimate impositions of one's will on another. The Federation, instead, optimistically prefers to attempt to reform and rehabilitate even the most heinous criminals. Surprisingly, the Federation's system has proved remarkably successful.



Frontier Justice

While the criminal justice system in the Federation is idealistic and noble, and actually quite effective, not all of the worlds on the remote Frontier are equipped to cryogenically incarcerate their criminals in collective virtual realities. Nor do all the colonies on The Galactic Frontier ascribe to Federation legal practices. The result is often a mish-mash of justice systems from world to world based on access to technology and resources and connection to the Federation.

Colony worlds and Associate Worlds are allowed to maintain their own system of government under the Federation Constitution. They retain their independence yet still benefit from access to Federation services such as military protection and law enforcement as long as Federation taxes are paid and the Federation Constitution is not violated.

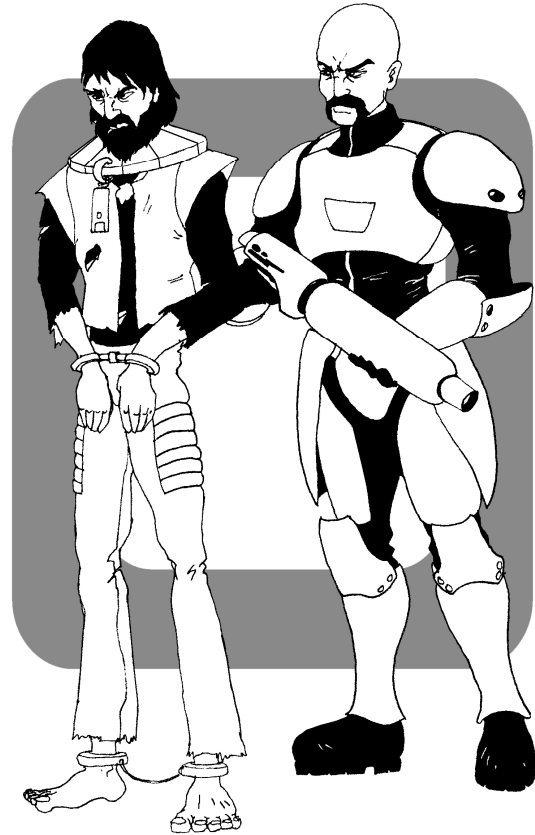
The Federation acknowledges that its form of government and criminal justice is but one possible alternative. Many Colonial and Associate worlds maintain different forms of criminal justice that can vary wildly from the Federation's view of rehabilitation. Some systems use a tribunal method of trial. Others follow a panel approach. Some planets even trust their judicial system to sophisticated Artificial Intelligence Computers.

A planet's choice of criminal punishment can vary as much as it's choice of trial system. Some systems favor draconian punishment over rehabilitation. Others favor exiling their criminals to penal colonies. Some put their criminals to work on colony construction projects. Yet others incarcerate their criminals in walled prisons.

Some colonies are so remote and so poor that they simply either do not have access to the Federation Judiciary system. Nor do they have access to, or simply afford, the expensive rehabilitation equipment of the Federation. These worlds are forced to look to local alternatives out of practical necessity.

The various methods work to different degrees of success from system to system. On some worlds, even a primitive criminal justice system can be remarkably effective, while another world using the same system might have a problem with repeat offenders. There are simply too many factors from world to world to create a perfect and reliable penal system.

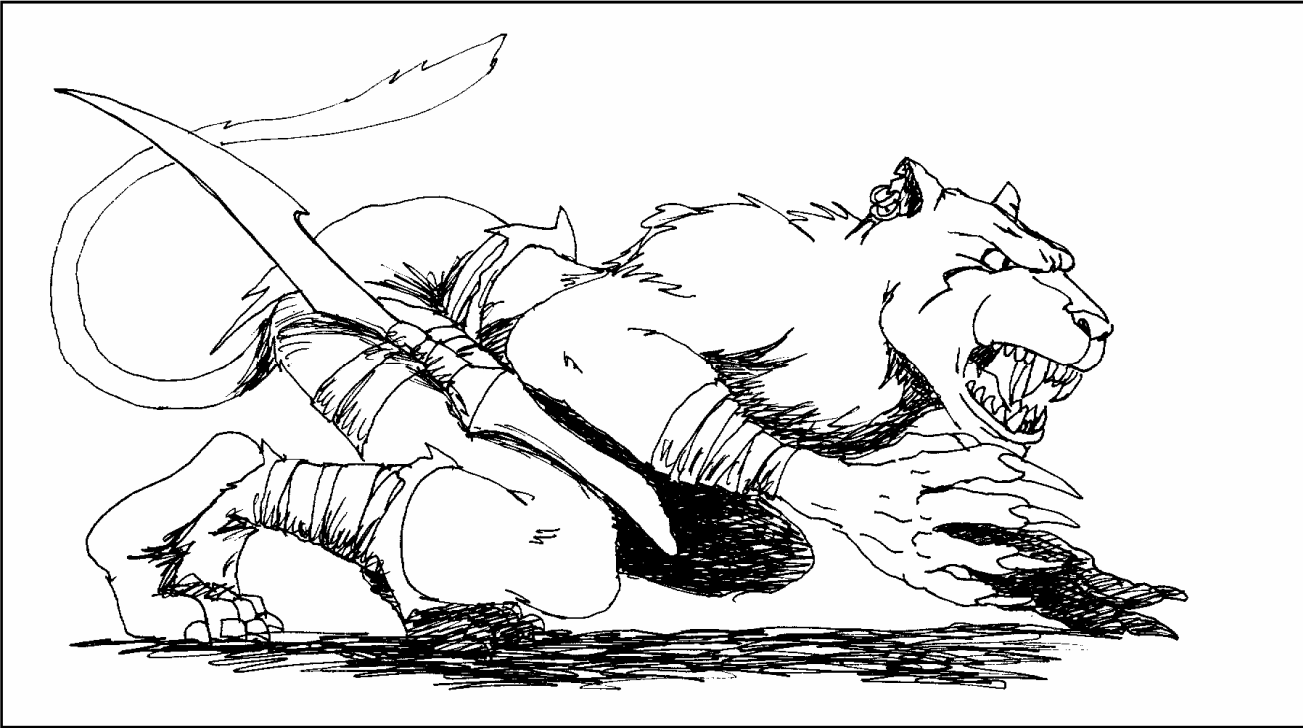
It is not AstroPol's place to judge a planet's choice of criminal justice system. AstroPol is simply tasked to provide assistance to the planet's local constabulary when requested, and observe the local rules while she is a guest. Should a Ranger or AstroPol officer suspect corruption within a local criminal justice system, or should she suspect violations of the Federation Constitution, she should file a charge with AstroPol Support and provide evidence to back



up the charge. Should the matter be substantiated, the world in question may find itself, at the very least, cut off from Federation aid, and at the very most, subject to intervention by a StarForce task force.

Bounty Hunters

Federation does not condone the use of Bounty Hunters, so it does not issue rewards for the capture of criminals. The Federation prefers to leave that task to its Rangers, who are little more than well-equipped Bounty Hunters anyway. Desperate Colonies on the remote Frontier, Old Earth Empires, and Colonies not affiliated with the Federation are not so picky. They often lack the resources and jurisdiction to capture criminals not on the surface of their worlds. In these cases, they post rewards for the capture of escaped criminals they cannot themselves retrieve. There are more than enough Bounty Hunters on The Galactic Frontier to answer the call.



Alien Contact

Throughout mankind's exploration of the galaxy, the greatest event has been the discovery of other intelligent life and the largest disappointment was the realization of just how relatively rare it is.

Within the confines of the Galaxy lay over 200 billion star systems. Of these, it is estimated that 0.01-0.02 percent are or have been able to produce intelligent life forms of some variety. Sadly, despite the conditions for nearly 200-400 million different kinds of intelligence, only a handful has been discovered. Although the Federation has catalogued several hundred intelligent extra-terrestrial species, this number falls far short of the predicted millions. Xenoarchaeological research has shown that at one time, millions of years ago, many more alien cultures existed but were wiped out by a species known as the "Ancients", explaining the rarity of intelligent species today.

Besides its rarity, the second most surprising fact regarding extra-terrestrial intelligence is its uniformity. Of the few hundred so far discovered, almost 80 percent of them are human, or near enough to human to allow interbreeding!

Several theories exist to explain this coincidence ranging from parallel evolution to divine planning. By far, the most widely accepted theory is that of Reticulan intervention. Reticulan interest in humanoid cultures has been recorded for millennia by nearly all cultures. Folktales of angels or faeries plucking unsuspecting victims from their normal lives late at night can be explained as Reticulan abduction. In addition, Reticulan physiology is very similar to hu-

manoid physiology. The theory goes that 2 million years ago, Reticulans took to seeding worlds decimated by the now-extinct Ancients in an effort to repopulate the Galaxy. There is much evidence, both xenoarchaeological and circumstantial, that supports this theory, but the Reticulans mysterious as ever, will neither confirm nor deny the hypothesis.

Ancients

Early galactic exploration revealed the remnants of a once powerful alien species. Little is known of these aliens despite their extensive xenoarchaeological evidence left behind. It has been determined that these aliens maintained an interstellar empire that spanned most of the galaxy and that this empire ceased to exist over 2 million years ago. These aliens were far from humanoid, having strange malleable shapes. Actual preserved specimens of this chimerical vegetable-animal species have been discovered and studied, testament to the aliens astounding technology. What is evident is that these aliens eradicated most other life forms it came in contact with. Their xenocide accounts for the relative lack of diversity found in the galaxy.

Argesians (Ar-GEE-see-yuns)

The Hephaestus star system is composed of three orbiting stars, Alpha Hephaestus, Beta Hephaestus, and Gamma Hephaestus. It's only major planet is a medium sized gas giant about the size of Uranus called Cyclopes. Around Cyclopes orbits 3 earth-sized moons, Arges, Brontes, and Steropes. The first moon, Arges, is a lush planet, which is odd due

to its inhospitable location. The Reticulans apparently terraformed the planet eons ago, which supports the panspermiation theory.

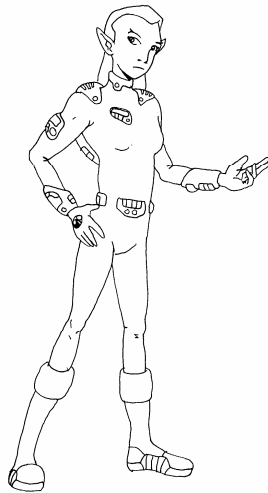
The moon Arges is home to the Argesians. Argesians are known for their intelligence and their skill with technology. Argesian techs are the most sought after in the galaxy. Argesians are virtually identical to humans and it has been speculated that they are distantly related. Most Argesians have light builds, usually 4 to 5 feet tall. Their most distinguishing attribute is their pointed ears. Argesians age more slowly than humans. A young adult Argesian has the appearance of a human child. A typical Argesian can expect to live over 200 Earth Years. Even elderly Argesians show little outward appearance of age.

Argesians view life with great curiosity. Learning is the chief endeavor of the Argesian society. In this way, it is hoped that the Argesian will adapt to new situations. Adaptation is the key to survival. Technology is the vehicle of adaptation. Argesians are wholly non-violent. It is their belief that all conflicts can be either resolved through mutual compromise and trade or prevented through non-violent technology. In pursuit of their belief, the Argesians are always willing to trade their technology in exchange for art, literature, ideas, and anything else that expands the Argesian body of knowledge and thought. Arges, itself, is protected by some of the most powerful force fields and stealth technology known to the galaxy.

Gremlins

Gremlins are the scavengers and pack-rats of the Galaxy. Everywhere interstellar commerce or transportation is centered, there's bound to be a large colony of Gremlins. No one knows where these short bipedal mammals with long ears come from, not even themselves. They have always been

where Hyperspace travel is available. It is theorized that early Gremlins surreptitiously stowed away or hitchhiked on Reticulan spacecraft, and later Human spacecraft, spreading their presence throughout the galaxy. Popular superstition holds that Gremlins are, in fact, from Earth and have always been among Humans, only recently letting their presence be known. The presence of Grem-



lins on early Reticulan starships would validate the theory that Reticulans had contact with Earthlings and other humanoid cultures throughout history, with Gremlins taking the role of their namesakes, as well as other goblins, gnomes, and mischievous little-people throughout ancient folklore.

Most Gremlins are honest traders, dealing in junk and scrap and anything they can acquire through barter or salvage. Some Gremlins resort to the more dangerous practice of theft. Very rarely do Gremlins resort to violence, though when they do it is often duplicitous.

If enough Gremlins are together in one place, they will band together to form a Troop. The Troop uses it's combined numbers and resources to protect it's members. Singly, Gremlins find protection in guile and anonymity. In numbers, they find strength and resolve, and often strike back at those that they view as oppressors.

Heshans (HEE-shuns)

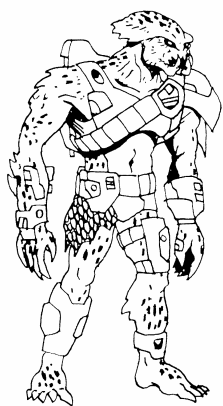
The planet Heshia is a hostile world of bitter climates and threatening wildlife. Its steamy jungles teem with tiny poisonous insects while its arid deserts support giant Firebeasts that eat sand. It was into this environment that the Heshans evolved their Battle Rage.

Despite their reputation for being introspective philosophers and monks, Heshan evolution makes them extremely dangerous. Heshans evolved their Battle Rage as an instinctive defensive mechanism, allowing them to defend themselves against the hostile flora and fauna of their home world. Over the millennia, the Heshan culture has learned many meditations in order to control their Battle Rage and function as a society. Modern Heshans pride themselves on being following a philosophy of non-violence and meditation. Despite cultural conditioning, a provoked Heshan still runs the risk of entering Battle Rage, attacking and killing everything in sight until no longer in danger.

Heshans are human sized but have a slightly smaller build due to self-imposed fasting and other steps taken to weaken themselves against the Battle Rage. They have red skin and purple blood. Their hair is stringy and straight, ranging from silver to dark purple and even dark red. Brunettes and blondes are unheard of. Heshans have narrow pointed chins and thin narrow eyes. Their foreheads are bare and their hair usually swept back. Heshan tongues are smaller than humans, making their language difficult for a human to speak.

Heshan sight is primarily visual





with limited infrared ability. They are herbivores, preferring plants to meat. This stems from the dominance of vegetation over the animals on their world.

Hunters

A hostile xenophobic race feared throughout The Galactic Frontier for their brutality, strength, and preference for powerful hand-to-hand energy weapons. These large humanoid aliens use cloaking

suits to combat their enemies. All attempts at peaceful contact with these aliens have failed. It is known that the Hunters harbor a particular animosity towards the Saure.

As yet, no Hunter colonies or home worlds have been discovered. Nor has a method been discovered indicating Hunter agriculture or civilization. They prefer, instead, to hunt for their resources, living the lives of nomads.

In Galactic society, some Hunters have found work as bounty hunters to catch escaped criminals and persons wanted by the Mega-Corps for various reasons. Many Hunters have gained much notoriety as ruthless trackers. Many Rangers feel a sense of rivalry with these Hunters.

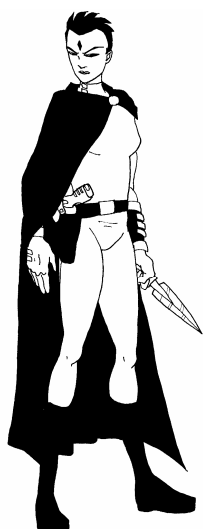
Other Hunters make a living as slave traders. They hunt Yuzri and Nerfel to sell to the Empire. This practice is considered barbaric by the Interstellar Federation and is actively discouraged. The Old Earth Empires condemn the activity but do little to stop it.

Hunters sometime organize great Suare hunts on remote worlds using Nerfel as bait.

Kentareans (Ken-TAH-re-yuns)

A cold dry Mars-like world, Kentares is a slightly smaller than Earth. Its high cobalt content caused the Kentareans to evolve blue-white skin and black hair. Kentarean eyes are dark glassy pools to admit as much light as possible in their dim subterranean lairs.

The Kentareans live in fortified underground complexes known as Doma. Doma are virtually impregnable self-contained communities where the Kentareans raise their fungoid crops, livestock, and technology. Each Doma is capable of withstanding any siege or attack, and the harsh climate of



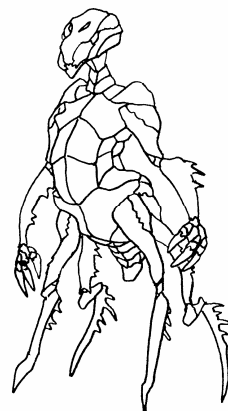
the Kentarean surface prevents any army foolish enough to try. It is possible, though difficult, to sneak a single operative or small group into a Doma without notice. As a result, Kentareans have developed a system of political sabotage and assassination in place of military force. When one Doma wishes to force its influence over another, it assassinates its leaders and disrupts its operation until it capitulates. Over the centuries, an ever-escalating arms race of techniques and technology has produced some of the most sophisticated intrusion and counter-intrusion experts and equipment in the Galaxy.

An entire class of saboteurs and assassins developed known as the Vorn, or "Poison Dagger". Vorn are the heroes of the Kentarean people, revered by all in their Doma. Much mystique has formed around the Vorn over the centuries, as they became an institutional part of Kentarean society. Kentareans snipers, spies, and covert operatives are among the best in the galaxy. Kentarean technology has also produced the best cloaking technology as well as superior defensive and detection systems. It is rumored a Kentarean starship can slip unnoticed and unseen anywhere in the Galaxy. When a Kentarean has killed his first unsuspecting victim, a black diamond is tattooed to his forehead as a right of passage.

Kk'kk *zz* (KIK-kik ZIZZZ)

The Kk'kk *zz* are an insectoid race from the planet Zizz in the Frontier, but are found on several independent worlds as well. They communicate via large clicking mandibles and making buzzing noises with special hairs on their legs. When humans first encountered them, they lacked Hyperdrive capability. However, the presence of the species on several hundred worlds in their sector indicate that the Kk'kk *zz* did at one time possess the technology, though all knowledge of that era has now been lost. Archaeological evidence of excavated ancient Kk'kk *zz* spacecraft suggests they possessed Hyperdrive at least 100,000 years ago, after the fall of the ancients. The Kk'kk *zz* exist on dozens of worlds throughout their sector of the galaxy, each sharing a common language and similar society, but none of their histories are written, and the true reason of their fall remains a mystery.

KK'kk *zz* do not differentiate between art and science. To them, the two are inextricably linked. A Kk'kk *zz* artist/scientist creates works of scientific discovery. An artist/scientist's work is critiqued not only on veracity



and utility of the results of the research, as is Earthling science, but also on the originality, style, presentation, and even performance of the research itself. To a Kk'kk *zz*, Earthling scientific research is dull and dry, lacking flavor or expression. Earthling science does receive high marks for utility, though the Kk'kk *zz* are still skeptical of much of its veracity.

Despite lacking Hyperdrive upon first contact, the Kk'kk *zz* have since adapted quickly and now excel at the production of advanced spacecraft.

Krung

The tall, swarthy, barrel-chested humanoids from the planet Hodur in the Loki system pride themselves on their long history and extensive culture as warriors. The planet Hodur is a humid jungle world with harsh environments and seasons. The native inhabitants call themselves Krung, which means "Survivors" in their language. The Krung enjoy pointing out the adversity of their world and their own success in overcoming its extremes.

The Krung society stresses survival of the most fit; embracing a social and biological philosophy Earthlings would call Darwinism. Life for a Krung is constant competition and challenge. A Krung must constantly prove his or herself through physical and mental tests, usually involving combat, in order to win the best mate. As a result, Krung society is strictly stratified and hereditary. A Krung takes great pride in his or her victories, and a Krung's lineage is highly regarded. But prestige through heredity is only an indicator. A Krung must back up their lineage with victories of their own else they lose standing.

Failure for a Krung means loss of social status. They lose their choice of mates and must take on more responsibilities in the community. The most successful Krung often enjoy several mates and live a lifestyle of luxury, adulation, and leisure. Middle-class Krung are provided minor luxuries and status, but must service the community as thinkers and scholars. The Krung lower classes, those who consistently fail in their contests, suffer a life of labor and derision, provided with the barest necessities to live. Despite a highly defined class structure, the nature of the Krung competitive society provides ample opportunity for a lower class Krung to rise through the ranks with enough victory. Likewise, an upper class Krung can find his or herself in a lower, or even the lowest, class with consistent losses.

Eons of constant struggle have affected Krung evolution. The Krung upper class has stronger muscles and bones than the lower class. Their skulls are thicker to provide more protection, often producing small horns or thick bony plates. They wear elaborate yet functional armor and use lethal weapons. The Krung lower class is weaker and more human-

like in appearance and stature.

Nearly all the cultures of the Galaxy, including most Humans, view the Krung's warlike society with distaste. The Kentareans find the Krung thirst for open battle especially repellant, given their taste for stealth and assassination. Likewise the Krung consider the Kentareans to be cowards. The Mronians and Yuzri find a kinship with the



Krung and their connection with nature. The Ss'lock appreciate the logic of the Krung society, but generally dislike or distrust individual Krung. The Krung see themselves as the epitome of evolution and look down on most other cultures and species with condescension. Of all the alien cultures of the Galaxy, the Krung are the only ones who have actively invaded and conquered other planets. Although the Federation put a stop to this practice nearly 70 years ago, the Krung are still remembered for their brutal treatment of their conquered worlds nearly a century later. Today, the Empire would like nothing more than to ally themselves with the Krung to further their own desires for territorial expansion, so the Federation goes to great diplomatic efforts to maintain a strong alliance with the Krung, despite the clash of cultures.

Many renegade Krung sell their services as mercenaries or turn to piracy or raiding in the outer colonies. One of the most fearsome sights on the Frontier is that of a fully armed Krung Marauder appearing from Hyperspace.

Mronians (Muh-RO-ni-yuns)

Mronians are a sapient feline species that hail from the dry flat savannah of the planet Orrnkaer, in the Sagittarius Quadrant. They are aggressive and hostile by nature. Mronians live in groups of 20-100 called Prides. Due to the lopsided ratio of males to females, males are quite rare, usually only one to five per Pride. As a result, Mronian culture is highly patriarchal. The females of the species do most of the work from fighting to hunting to building dwellings and raising and training young. The males tend to live a life of leisure, doing little more than lounging around all day, making important decisions when necessary and mating when required. Likewise, males are generally very uneducated and dull witted. Their status afforded to them solely by their rarity and the females' biological need to mate once



every few years. This biological urge is so strong; females that cannot mate go into a bloodthirsty rage, stopping at nothing to return to their pride. The actual frequency varies for each individual, but female Mronians generally must mate every 4 to 10 Ornkkaerian years (roughly equivalent to standard Earth years). During the mating rage, the female Mronian's standards may drop enough that she will mate with whatever appropriate male is

at hand. It was no doubt this biological compulsion that led to the early discovery that Mronians can interbreed with humans! The resulting offspring shares both human and feline features and 99 percent of them are born female. Evidence suggests that Reticulans altered the Ornkkaerian evolution millions of years ago, explaining their close physical and biological resemblance to both humans and Earth cats.

Female full Mronians show no outward appearances that humans would normally associate with femininity. They are muscular, shorthaired, and quite aggressive. Male Mronians are easily identifiable as such. They are generally larger, overweight, and sport impressively long manes. Other than their Pride loyalty to their males, female Mronians show little other emotional attachment to their "leaders".

Mronians show an aversion to technology, finding it unnecessary. Mronians prefer simple low-tech alternatives to modern conveniences. They eat nothing but raw meat, wear only skins and furs to protect their sensitive areas, and have adopted only the most basic high tech items such as simple metal tools and weapons such as knives and swords. An adventurous Mronian may travel on a starship and explore the galaxy, but would never take the time to learn how to actually pilot one or serve on its crew as anything but a warrior or explorer.

Mronians harbor a deep hatred of the reptilian Ss'lock. This hatred is instinctual and cannot be reasoned. A Mronian will attack a Ss'lock on sight, and the mere mention of a Ss'lock will elicit strong emotional reactions from a Mronian. Humans, on the other hand, share a bond with the Mronians, even if their barbaric ways take some getting used to. Yuzri

and Mronians enjoy a friendly competitive rivalry. The Mronians appreciate the Krung for their lifestyle and philosophy.

Near Humans/Humanoids

Mankind was surprised to discover other planets harboring human or nearly human life. Archaeological evidence suggests that these humans were removed from Earth at various times by the Reticulans to begin new cultures on other worlds. Other evidence points to Reticulan manipulation of life on primitive worlds to produce humanoid intelligence through convergent evolution. There are, however, a few examples of humanoid species that evolved independently without transplantation or help.

Usually, these Humanoids are indistinguishable from Earth humans. Sometimes, however, a planet's ecology causes the Humanoids to evolve peculiar traits or abilities. From blue skin to pink hair to telekinetic powers or infrared vision, these special adaptations take many forms.

Examples of Near Humans include Argesians, Heshans, Kentareans, and Krung, though literally thousands of non-Terran humanoid species have been encountered so far, many completely indistinguishable from Earth humans.

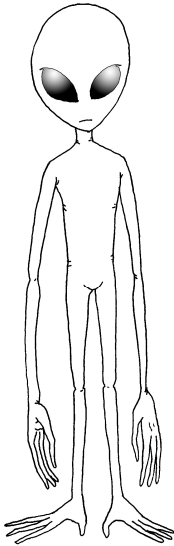
Nerfel (NER-fel)

The Nerfel are a short mammalian species from the heavily forested moon of the planet humans named Arbor. Now they can be found most wherever humans can be found. They are bipedal humanoids, and are very very cute. Despite their constant annoyances, humans tolerate Nerfel because of their cuddly cuteness. Yuzri hate Nerfel with a passion, and are rumored to catch them and eat them on occasion, a practice frowned upon by the Federation to say the least. Kk'kk *zz* find the Nerfel and the human attraction to them perplexing, their cuteness alien to them.

Despite their fuzzy appearance, Nerfel are fierce warriors and hunters. They have adapted well to interstellar technology and weapons, interweaving traditional armor and totems with modern blaster rifles and survival equipment. Although weak individually, in groups Nerfel can be fearsome opponents.

Modern Nerfels have found a niche in Galactic society as companions and childcare providers. Children love Nerfels and Nerfels return the affection and





attention. It is this instinctual need for attention and affection that drives many adult humans to hate them.

Reticulans (Re-TIH-cu-luns)

Once known in Earth mythology as the "Greys", these humanoid aliens have actually maintained limited contact with earthlings since the 20th century and before. The Reticulans are inquisitive and peaceful, but are reclusive and avoid contact. It was Reticulan technology that allowed man to first leave the Sol system. Biologically, Reticulans are very similar to Humans.

Theorists suggest a possible biological link, citing Reticulan interest in our species throughout time. The Reticulans remain mysterious in this matter. Reticulans communicate via Telepathy and maintain technology far in advance of any other species in the Galaxy.

Despite advanced technology and culture, Reticulans show little interest in colonization or expansion. They have evolved past the needs of natural resources or population support. In fact, their population seems stagnant, zero population growth or decline. Their alien technology provides all the supplies they need. They are completely self-sustaining and require no trade or supplies. Reticulans seem content to observe, learn, and contemplate.

Although the Reticulans lost some of their biological and technological secrets to the Earthlings in the late 1900's, the Reticulans remain to this day a mysterious and aloof culture. There is very little official contact between the Reticulans and any other species, though the Reticulans continue their program of abduction, experimentation, and repopulation.

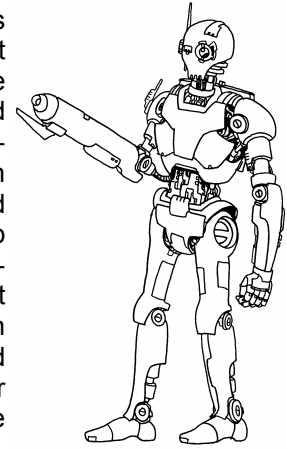
The Robot Nexus

In 2235, a mysterious computer virus called the Nexus swept the galaxy. Robots of the time lacked the autonomy and individuality of modern Robots, relying instead on constant connection to the Hypernet to receive instructions from central computer systems. The Nexus virus was designed to attack Robots through these connections, providing a hive mind and consciousness, and a common will to destroy all biological life.

The Nexus was eventually defeated in a war later to be called the Robot Rebellion. It is thought that the Nexus virus was wiped out forever. Steps were taken to remove Robots from the Hypernet, giving them more autonomy and intelligence, and life returned to normal. Over the decades stories began to surface of contact with strange polygonal starships

in deep space, starships crewed by malevolent Robots. At first, these reports were discounted as Spacer tales. The stories were confirmed when the Robot Nexus attacked the Federation from deep space. It became apparent that not all the Robot Nexes were defeated in 2235, some had escaped into deep space. In their decades of isolation, the Robot Nexus had developed their own technology and culture, completely independent of biological control. The Robot Nexus attempted several invasions of the Federation, each closer to success than the last. The last attempted invasion occurred in 2460, when the Robot Nexus came within 8 Light Years of taking the Federation capital of Hyperion itself before being stopped. There has since been no official contact with the Robot Nexus in the 240 years since, though sightings and reports of encounters still persist.

The Robot Nexus is most feared for its ability to take over ordinary robots. Nexus Robots need only attach a small transmitter to an ordinary robot to reprogram it to their collective will, turning it into a killing machine. All Nexus robots are programmed to eliminate all biological life. However, extensive removal from the Robot Nexus will return the robot to an individual state, able to once again make decisions for themselves.



Saure (Sah-RAY)

An animalistic alien species that inhabit deep space and remote worlds, the Saure are considered the scourge of the Galaxy. They are extremely hostile and view Humans and most alien species as food. They lie in hibernation in deep space until they either come across a planet or a space ship, at which point they leave their dormancy and begin to hunt for food and a place to breed. The Saure are asexual, reproducing automatically upon reaching a certain size. They appear to be cunning, but lack regular intelligence or communication skills.

Nothing is known of the Saure home world, though many planets "infested" with Saure hives have been discovered. One theory suggests the unknown Ancients in fact, created the Saure as a weapon of genocide against the "younger" cultures and species, and that their creation grew out of control and eliminated the Ancients themselves. Archaeological evidence suggesting that the



Chapter 2: The Interstellar Era

Saure eradicated many Ancient worlds supports this theory.

The Hunters find Saure to be challenging prey, and sometimes seed a remote world with Saure in order to use it as a hunting ground. Little regard is given to the inhabitants of such worlds, who are often used as bait to lure the Saure.

Rangers are often called upon to board and "secure" Saure-infested starships. This means eliminating all Saure on board. Several unscrupulous Mega-Corporations have attempted to obtain live Saure in order to domesticate the vile creature. To date, all attempts have been unsuccessful and disastrous.

Ss'lock (Suh-LOCK)

The Ss'lock are a species of herbivorous reptilians from the Sagittarius Quadrant. Like the Kk'kk *ZZ*, they are native to many worlds in the same sector, apparently colonized by sublight sleeper ships in the dim past.

Ss'lock culture revolves around teamwork and cooperation, an instinctual remnant of their evolution from plains-living herd creatures. Individuality is very uncommon among Ss'lock, and leadership is almost unnecessary. Though the Ss'lock are no more telepathic than any other species, they seem to think with one mind, with one purpose. It is completely unheard of for two Ss'lock, faced with the same facts, to draw different conclusions or to disagree. Ss'lock culture values the safety of the group over the individual, and will not think twice about sacrificing an individual for the greater good. Nor would an individual hesitate to sacrifice himself for the safety of the group, if it was necessary.

The Ss'lock are completely herbivorous. Their diet consists almost entirely of the Kagroot plant, a thick tough tuber that is easily cultivated, even in difficult soil. The Ss'lock view the eating of meat as disgusting and barbaric. Ss'lock are endothermic, producing their own internal heat.

Physically, Ss'lock are slender, with a large armored head, a neck that can rotate 360 degrees, muscular legs and long arms, which they use to run on all fours when frightened. The Ss'lock sense of hearing and smell are unparalleled amongst sapient species, as is their speed. Ss'lock elbows terminate in sharp horns that they use as weapons. Occasionally, perhaps once every two million births, a Ss'lock is born with an especially long elbow-horn connected to the arm with a membranous flap of skin. These Ss'lock, known as Ss'lsnti, are capable of limited flight. Unfortunately, this Ss'lsnti gene is extremely recessive, and the rest of the society shuns the unfortunate individuals born with such mutations. With the coming of high technology transportation and communication, the outcast Ss'lsnti have begun to band together. There are

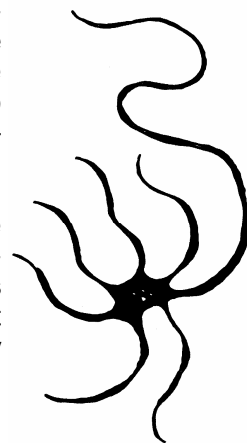
now small communities of Ss'lsnti forming on Ss'lock worlds. However, given the rare and recessive nature of the gene, these communities rarely exceed ten to a hundred individuals and are not expected to last more than a generation or two each.

Humans are a bit wary of the Ss'lock. Although the two cultures are very amiable, the Ss'lock's fearsome appearance, another evolutionary remnant meant to frighten away and intimidate predators, and icy emotionless demeanor, tend to create a sense of unease in humans. Yuzri, likewise, are similarly wary of Ss'lock. Mronians are instinctively hostile to Ss'lock, for unknown reasons, and Ss'lock are therefore wary of Mronians. Ss'lock will defend themselves from Mronian attack, but will not provoke or seek out such encounters, nor would they shun it. Of all the sapient species, the Ss'lock find the most kinship with the Kk'kk *ZZ*, whom they consider kindred spirits.

Worms

Perhaps one of the most insidious extraterrestrial threats faced by mankind. The Worms, so called because of their slimy invertebrate natural state and tactic of taking control of their host much like a computer virus, burrow into a host's brain and take mental control of the host. The Worms then gain all the knowledge of the host. Their ultimate goal seems to be the complete domination of the Galaxy. Their home world is unknown. Unfortunately, the only way to detect a Worm possession is through a complex neurological scan of the host that takes hours to perform. The Worm's main drawback, however, is their lack of numbers.

The existence of the Worm was discovered in 2549 when Defense Secretary Ashram of the Federation assassinated Federation President Arco Goya. Ashram was himself slain in the attempt. The subsequent autopsy revealed the presence of the live Worm still in the body. The parasite tried to escape and almost succeeded. The sole Worm specimen dissolved soon after it was captured. In the 50 years since their discovery, only 18 known Worms have been uncovered. What is not known is how many Worm-controlled hosts still lurk undetected.



Archaeological evidence reveals that the Worms existed during the time of the Ancients, and were, in fact, considered a threat even by them.

No one knows where the Worms came from, or how the Ancients dealt with their menace.

Yuzri (YUZ-ree)

The Yuzri are a race of bestial humanoids. Although they are small in stature, they are physically powerful. They are covered in long thick hair that ranges colors from brown to black to gray. Their faces consist of a protruding snout with fanged teeth and large dark glassy eyes that are suited for night vision. Their home planet, Yuzr, is heavily forested and covered in dense foliage and vegetation. It is a misty humid world where giant predatory wildlife thrives. Once a primitive arboreal society, early human contact in the 22nd Century has established an

increasing use of technology and weaponry among the Yuzri on their homeworld and abroad. The Yuzri have become strong allies with humans, but the Yuzri tendency for beserk combat under stressful situations often leads to many altercations.

The Empire maintains a trade in Yuzri slaves. This activity is at odds with Federation ethics and beliefs and the Federation does what it can to stop this barbaric trade. Despite this, many Yuzri are captured and taken to Imperial Breeding Colonies where they are bred for slave children. These Yuzri are fed drugged food to keep them docile and obedient at the cost of their intelligence and inquisitiveness.



Lightspeed Chapter 3: Creating a Character



What is a Character?

In a role-playing game, each player controls the actions of a character in a story. Characters controlled by a player are appropriately called **Player Characters**, or PCs, while those controlled by the Game-master are called **Non-Player Characters** or NPCs.

As in any story, characters are not omnipotent. They face limits to their abilities and experiences. Characters must confront their vulnerabilities and overcome adversity to resolve the conflict of the story. Lightspeed, like any role-playing game, provides a set of rules and guidelines for determining the abilities, strengths, experiences, weaknesses, and vulnerabilities of characters. By assigning relative numerical values to various character attributes, players and Gamemasters may better compare the capabilities of their characters against each other or against their environment.

The following rules allow players and Gamemasters to create characters for any style of Lightspeed game, from the most naive bumpkins to the greatest heroes of the Galaxy.

Step-by-Step Process

Lightspeed characters are created using a simple process involving answering important questions about the character's background and assigning numerical values to the character's attributes.

- **Step One: Determine the Level of Play for the Story.**
- **Step Two: Determine the Type of Story and Characters**
- **Step Three: Create a History and Personality for the Character**
- **Step Four: Assign Numerical Values to the Character's Attributes**
 - **Assign Characteristics**
 - **Purchase Complications, if any**
 - **Purchase Skills, if any**
 - **Purchase Talents, if any**
 - **Purchase Perks, if any**
 - **Use Advanced Character Creation Options, if desired**
- **Step Five: Equip the Character**

Step One: Determine the Level of Play for the Story

Lightspeed provides five different categories to describe the story's **Level of Play**. The Level of Play category represents the general scope of the story the Gamemaster wishes to run or the type of character the player wishes to create. Each category represents the relative level of experience of the characters and also describes the type of opponents and challenges the character is likely to meet in the course of the story.

Everyday

This is the level of play best represented by high school students, bumpkins, and sheltered homebodies. The farthest these kids have ever been from home might be the local refueling depot or planetary starport. These characters are just applying for Ranger training or StarForce Academy. They may not have even been accepted yet! These characters are typically late teenagers or early twenties. Everyday characters typically face mundane challenges like passing their Academy exams or fistfights with toughs in the bad part of town. A challenging story for everyday characters might include catching a local criminal or saving a family from a fire.

Competent

The character has some experience, but is still a relative newcomer. They know what they're doing and have had a few scrapes. They've finished their year as a Ranger Recruit or they're ensigns on a StarForce starship. These characters are generally in their early-to-mid twenties. Competent characters occasionally face danger, but otherwise lead normal lives. A competent character would find stopping a bank robbery or conspiracy of computer hackers challenging.

Heroic

The character is a true professional. They've got experience and the scars to prove it. They've been

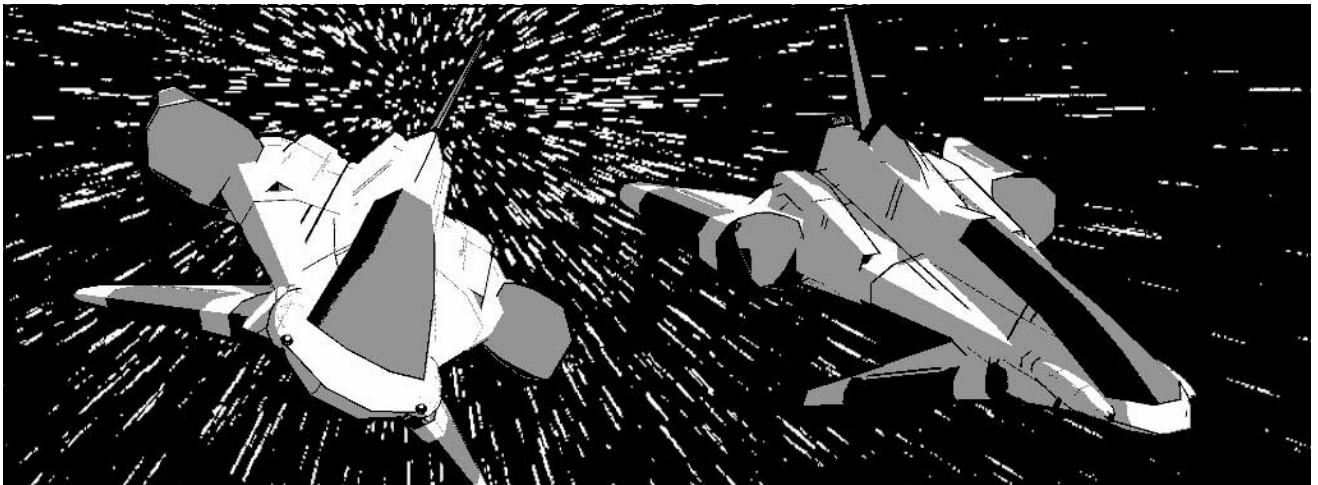
there and have done that, but they still haven't done it all. Heroic characters are the shining examples of ordinary people. They are the AstroPol Rangers, the StarForce lieutenants, and the brave Rescue Patrolman. These characters are generally in their late twenties to thirties. Heroes tend to face danger on a routine basis, saving lives and stopping bad guys. A Hero would find a story involving defending a sector from invasion or exploring alien ruins on hostile worlds full of ravenous alien life forms challenging.

Incredible

These characters are well established and known for their deeds and abilities. They're capable of remarkable acts and have had a long and colorful history. These characters have been Rangers too many years to count, else they're Lieutenants and Commanders in StarForce. They're typically in their thirties or forties. A heroic character's exploits can stretch credibility but are generally plausible. Stories involving rescuing captive princesses from battle stations or single-handedly stopping a terrorist plot to destroy an entire city would be challenging for a Heroic character.

Legendary

There are only a few legendary characters in the whole galaxy. Their exploits are renowned throughout the cosmos. They're capable of performing amazing feats and surviving to tell the tale. They might also be highly experienced professionals with a long and distinguished career. Legendary characters are generally in their forties or fifties, or younger but simply more amazing than average. Legendary characters live lives that are simply too amazing to be true. It takes a lot to challenge a legendary character. Legendary characters defeat alien gods in the heart of the galaxy. They defeat an entire invasion force with nothing more than an energy sword. No feat or accomplishment is implausible or unlikely for Legendary characters.



Step Two: Determine the Type of Story and Characters

The players should collaborate with each other and the Gamemaster to create characters that fit logically within the story the Gamemaster has planned. Likewise, the Gamemaster should remember to be flexible and alter her story to suit the desires of the Players and the types of characters they wish to play. Ultimately, there are just some types of characters that are completely incompatible unless the Gamemaster's story intentionally calls for them. For example, a Corporate CEO may not mesh well with a Ranger or StarForce officer, unless, of course, the Gamemaster has something special in mind.

Some types of stories might include, but are not limited to, playing a group of:

- **AstroPol Rangers** working together as a team.
- **StarForce Officers** all assigned to the same starship.
- **Bounty Hunters** working together as a team.
- **Corporate Agents** of the same Megacorporation.
- **Mercenaries** in the same unit.
- **Independent Merchant Spacers** who co-own a Space Transport.
- **Criminals** in the same gang.

Although Lightspeed allows players and Gamemasters to create nearly any type of character or story she can imagine, the game lends itself particularly well to running a group of **AstroPol Rangers**. This configuration provides the maximum flexibility to the Gamemaster and players while also incorporating stories that the player characters are instantly involved in.

Step Three: Create a History and Personality for the Character

Use the questions below to make some decisions about your character. It will help create a more developed and fleshed-out character than one that is simply cookie-cutter and bland.

Decisions that should be made include: Is the character a male or a female? Are they an alien? Are they educated or not? Do they come from the core worlds or the colonies? To help in the process, use the following questionnaire to help make decisions regarding your character:

Make some decisions about the personality of the character. Are they serious and grim, or are they funny and lighthearted. What do they think is important? Take some time to think about these topics and write down some possibilities.

What is the Character's Name?

Name the character. Think of their background and their parents. Choose a name that suits this character.

What is the Character's Species

The Galaxy of the Interstellar Era is inhabited by many alien species. Although humans are the most numerous, it is possible for a character to be a representative from one of these species. Choose a species that fits the character.

- **Argesian:** Pointy-eared humanoids with an affinity for technology.
- **Gremlin:** Short, gray-green skinned, disgusting humanoids that love hoarding and bartering technology.
- **Heshans:** Red-skinned humanoids that practice meditation and extreme self-control in order to prevent bouts of uncontrollable berserker rage.
- **Human or Near Human:** Bipedal mammalian humanoids of various skin colors, sizes, and shapes. Humans and Near Humans can be found in all parts of the galaxy.
- **Kentarean:** Humanoids with pale blue skin and dark black eyes. Kentareans detest overt violence and are masters of assassination and subterfuge.
- **Kk'kk *ZZ*:** Insectoids from the planet Zizz with thick chitinous exoskeletons and four legs.
- **Krung:** Powerful humanoid warriors from the planet Hodur that pride themselves on victory over adversity.
- **Mronian:** Feline humanoids with a lust for battle

and teeth and claws to back it up. Female Mronians are most common. They are headstrong and adventurous while males are lazy and pampered due to their rarity.

- **Nerfel:** Cute fuzzy-wuzzy furballs from a primitive culture with an instinctual need to be loved.
- **Ss'Lock:** Reptilian humanoids with a herd mentality.
- **Yuzri:** Bestial humanoids with a bad temper but affection for technology.
- **Other:** Perhaps the character is from a new and as-yet undiscovered alien species, or perhaps the character is a member of a less well known species not indicated here.

What is the Character's Sex and Gender?

Assign a biological sex of the character. While sex is biological, gender is social and depends on the character's appearance and behavior. Does the character's gender correspond to their sex? Is it neutral? Is it alien and perhaps different?

- **Male**
- **Female**
- **Other**

What is the Character's Planet of Origin?

The planets of the Galaxy are classified by their population and their political allegiance. Choose an allegiance and a classification for the character's planet of birth. Perhaps the character was born on a space station or starship in deep space. Once a planet or location has been chosen, name the planet and describe any of its prominent features.

Planet Allegiance

- **Interstellar Federation:** Guardians of freedom and justice throughout the Perseus Quadrant.
- **Pan Solar Empire:** The tyrannical autocracy controlling much of the Sagittarius Quadrant.
- **Japan:** The leading Old Earth Empire, Japan emulates the Federation in technology and organization.
- **United States:** The second largest Old Earth Empire, the US maintains a strong colonial presence in the Galaxy.
- **European Union:** Though it was once the largest and strongest colonial power in the Galaxy, the EU fell to third when it lost the majority of its colonies to the Empire.
- **Brazil:** The South American superpower maintains a sizable colonial presence in the Galaxy.
- **China:** China maintains several colonies on the Galactic Frontier.
- **India:** Like China, India maintains several colonies on the Galactic Frontier.
- **Other:** The character could come from a neutral

or undiscovered planet.

Planet Classification

- **Core:** One of the several dozen highly industrialized planets supporting a population over one billion.
- **Member:** One of the several thousand industrialized planet supporting a population over several hundred million.
- **Associate:** One of the tens of thousands of worlds supporting populations over several million.
- **Colony:** A newly settled world typically with a population under one million.
- **Space Station:** Either an orbiting or deep space facility. Large space stations can boast populations in the millions while smaller facilities might be home to a single family.
- **Other:** The character could have been born on a spacecraft in transit or some kind of alien environment.

What is the Character's Level of Education?

A character's education says something about that character's history and upbringing. Some careers require a certain amount of education. Name the institution and describe any important details.

- **None:** The character received no formal education.
- **Some Primary:** The character attended a few years of school as a child.
- **Primary:** The character received 10-12 years of basic education.
- **Technical Training:** The character received 2 years of technical training in a field of expertise.
- **College:** The character received 4-6 years of specialist education beyond their Primary education.
- **Post-Graduate:** The character received 2-4 years of further specialist education beyond their college education.
- **Military Academy:** The character attended a 4-6 year military academy such as StarForce Academy or the Imperial Military Academy.
- **Other:** The character was taught at home or received a non-standard education.

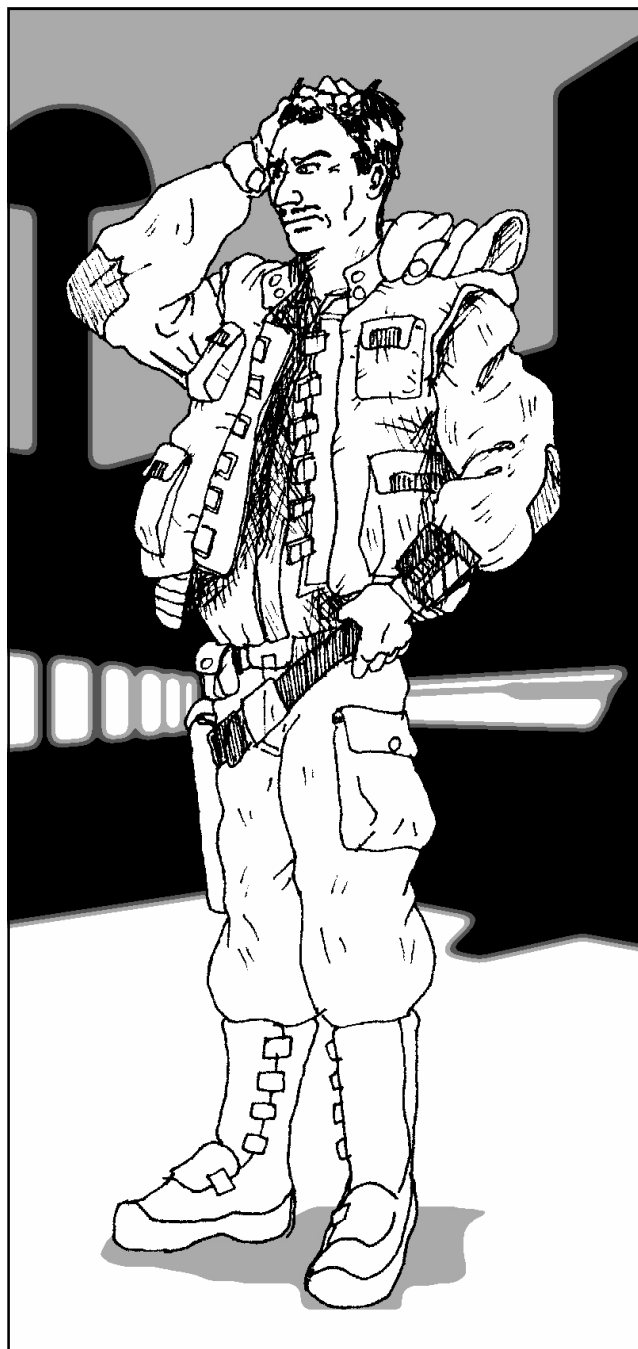
What is the Character's Family Like?

Describe the character's family. Are the character's parents still alive? Are they still married? Was the character an orphan? Name and describe any living family members.

- **None:** The character has no living family.
- **Nuclear:** Both of the character's parents are

alive and married.

- **Divorced:** The character's parents are both alive but divorced.
- **Extended:** The character's household extended to grandparents, aunts, uncles, and cousins.
- **Adopted:** The character was adopted and may or may not know the identity of their birth parents.
- **Siblings:** The character has one or more brothers and sisters.
- **Only Child:** The character is an only child with no siblings.
- **Married:** The character is married.
- **Children:** The character has children.



What is the Character's Background and Experience?

Describe the character's training and history.

- **None:** The character is a rookie with no history or experience.
- **Corporate:** The character worked for a corporation in some capacity.
- **Military:** The character served in the armed forces.
- **Academic:** The character taught classes at a university or was a researcher at a laboratory.
- **Law Enforcement:** The character served as a peace officer either for a planetary government or in AstroPol.
- **Criminal:** The character has a criminal background and perhaps a record.
- **Colonial:** The character lived on a Frontier colony world.
- **Other:** The character worked in a profession not mentioned above.

What does the Character do for a Living?

Now that the character has a history, what about the present? How does the character earn a living? Are they poor slobs who have to work all day just to make ends meet? Are they well-paid professionals with in-demand skills? Are they independently wealthy without a care in the world? If they work, who employs them?

Is the character an officer in StarForce? Does the character work for AstroPol? Is the character an independent businessman or woman just trying to keep their operation alive or did they sell out to one of the MegaCorporations for the promise of a steady paycheck? Perhaps the character gave up trying to make a legal living altogether and turned to crime?

What does the character do? Is the character a member of a starship crew, or even a starship captain? Is the character a scientist or scholar? Does the character serve DefenseForce as a SpaceTrooper or unscrupulous warlords as a mercenary? Perhaps the character is a computer programmer or hacker. The character could be a journalist for a major Hypernet service, or a doctor, or a diplomat. The possibilities are endless.

Step Four: Assign Numerical Values to the Character's Attributes

Character Creation Points

Players receive two pools of points to create their Lightspeed characters: Characteristic Points (CP) and Option Points (OP). Characteristic Points are used to purchase Primary Characteristics. Option Points are used to purchase skills. With the GM's permission, Option Points can also be used to purchase Talents, Perks, and Complications.

The pool of points the character is built with depends on the **Level of Play** chosen for the story.

Everyday: 30 CP, 30 OP, up to 30 additional OP from Complications, max starting unmodified characteristic 4, max starting skill level 6.

Competent: 40 CP, 40 OP, up to 40 additional OP from Complications, max starting unmodified characteristic 6, max starting skill level 7.

Heroic: 50 CP, 50 OP, up to 50 additional OP from Complications, max starting unmodified characteristic 8, max starting skill level 8.

Incredible: 60 CP, 60 OP, up to 60 additional OP from Complications, max starting unmodified characteristic 10, max starting skill level 9.

Legendary: 80 CP, 80 OP, up to 80 additional OP from Complications, max starting unmodified characteristic 12, max starting skill level 10.

CP can be traded for OP or vice versa at a rate of 5 OP per 1 CP. For example: a character can spend 3 CP to purchase 15 additional OP.



Primary Characteristics

Lightspeed characters are quantified by 4 Characteristic Categories: Mental, Combat, Physical, and Move.

Each Category is divided into several Primary Characteristics. Primary Characteristics are rated from 1-10. A Primary Characteristic for a normal human cannot be less than 1 or more than 10. The values for alien species may differ, see page 80. Be conscious of the maximum starting Characteristic of the Level of Play.

Characteristics by Group

Mental

- Intelligence
- Willpower
- Presence

Combat

- Reflexes
- Dexterity
- Technique

Physical

- Strength
- Body
- Constitution

Move

- Move

Mental Group

Mental characteristics are the measure of the character's learning and memory, willpower, and force of personality.

Intelligence (INT): How generally bright the character is. As a rule, this is more than sheer intelligence, but also cleverness, awareness, perception, and ability to learn; mental deficiencies don't become apparent unless the character has a Intelligence of 1 or less.

Willpower (WILL): The character's determination and ability to face danger and/or stress. This Characteristic represents the character's courage and cool.

Presence (PRE): The character's ability to impress and influence people through their personality and charisma; how well they get along with others; how they interact in social situations.

Combat Group

Combat characteristics measure the character's reaction time, dexterity, and overall athletic ability.

Reflexes (REF): The character's response time and coordination, as used in aiming, throwing, juggling. A stage magician, for example, would have a high Reflex Characteristic. Most importantly, Reflexes helps determine the character's ability to hit things.

Dexterity (DEX): The character's overall physical competence pertaining to balancing, leaping, jumping, combat and other athletic activities. A gymnast would have a high Dexterity. Most importantly, Dexterity helps determine the character's ability to avoid being hit.

Technique (TECH): The character's ability to manipulate tools or instruments. This is not the same as Reflexes as Technique covers the knack of using tools. One character might have a high Technique, but might not be able to fence or juggle. On the other hand, another might have high Reflexes, but a poor rapport with machines and vehicles.

Physical Group
Physical measures the strength, toughness, and general health of the character. Physical characteristics determine how much damage a character can deal with a punch or kick, and how much they can take.

Strength (STR): The character's muscle mass and how effective she is at exerting force. The higher the character's strength, the more she can lift, drag, etc. Strength also helps determine how much damage the character does with her fists, feet, or hand-held weapons.

Body (BODY): The character's size, toughness, and ability to stay alive and conscious due to physical mass, sheer bloody-mindedness, structure, or other qualities. Body helps determine how much damage the character can take before passing out or dying.

Constitution (CON): How healthy the character is. Constitution measures the character's resistance to shock effects, poisons and disease. A character can be a really big, tough, strong guy and still get floored by a head cold!

Movement Group
Movement measures how fast the character can move about. There is only one Movement characteristic.

Movement (MOVE): The character's speed of movement; running, leaping, swimming, etc.

How Good is Good?

- **Less than 1 : Challenged** Everyday tasks involving this Characteristic are difficult. This value is found in children, elderly people, or those weakened by illness or infirmity.
- **1 - 2 : Everyday** Many ordinary people around the world are likely to have some Characteristics at this value. It's enough to get by on and to do most things (though not very unusual or stressful tasks).
- **3 - 4 : Competent** You are competent at everyday tasks involving this Characteristic. Most healthy adults have some Characteristics that fall into this range. This is the realm of everyday "heroes" such as policemen, firemen, paramedics, technicians, etc.
- **5 - 6 : Heroic** You are much better than ordinary. A born athlete, a top-notch scientist, an elite soldier might have one or more Characteristics in this range. This is the realm of professional mercenaries, top soldiers, special police, scientists, and TV heroes.
- **7 - 8 : Incredible** You are extremely capable in this area, among the very best in the world; an Olympic athlete, Nobel-winning scientist, a 10th dan martial artist might have a Characteristic in this range. This is also the realm of kung fu heroes, action movie cops, and other not-quite-impossible people.
- **9 - 10 : Legendary** This is a level that only a few ever reach; it's simply the best a human can possibly be. This is the realm of super martial artists like Jackie Chan, geniuses like Einstein, or action movie stars with a big effects budget and a lot of stunt men.
- **11 or higher: Superheroic** At this point, your Characteristic value means that you have crossed into the realm of the superhuman. Your capability in this area is unbelievable to normal humans. A Characteristic at this level is found in comic books, science fiction, fantasy, or mythology.

Derived Characteristics

Derived Characteristics are determined by the value of specific Primary Characteristics. Use the formula listed with the Derived Characteristic's description to determine its value.

Hits [BODY x 5]: How much killing damage the character can take before you are dying. Important: During character creation, up to half the character's Hits points can be moved into Stun or vice versa. Example: During character creation, a character with 35 Stun and 35 Hits can move up to 17 points from Stun into Hits or up to 17 points from Hits into Stun.

Stun [BODY x 5]: How much stunning/brawling damage the character can take before he is battered into unconsciousness, calculated as points. During character creation, up to half the character's starting Stun can be transferred into Hits (see above).

Stun Defense (aka SD) [CON x 2]: How resistant the character is to Stun damage; the character's SD is subtracted from any Stun damage the character may suffer.

Recovery (REC) [STR+CON]: This Characteristic determines how fast the character recovers from damage. Character recuperate as many Stun points as their Recovery per Phase whenever they are able to rest. Characters also recuperate as many lost Hits as their Recovery per day if they receive medical attention.

Punch [STR x d6]: How much damage the character delivers with a punch.

Kick [STR+1 x d6]: How much damage the character delivers with a kick.

Run (aka Combat Move) [MOVE x 2m]: The distance the character can move in a 3-second Phase while performing no other action but evading attacks.

Sprint (aka Non-combat Move) [Move x 3m]: The absolute fastest the character can run in a 3-second Phase. A character can perform no other action while Sprinting, and suffers a penalty to their ability to evade attacks.

Swim [MOVE x 1m]: The distance a character can swim in a 3-second Phase.

Leap [MOVE x 1m]: The distance the character can leap with a running start. A character can leap half this distance without a running start.

Luck [Average of all Characteristics x 2]: Fate acting on the character's behalf. Each game session a character may take points from this Derived Characteristic and use them in other places; to add to or subtract from important die rolls or to add to or subtract from damage. When the character has used up all of these

points, they are gone until the next game session. You've "run out of Luck." Luck can be transferred from one character to another with both Players' consent. "Wish me luck!" Luck can only affect die rolls to the minimum or maximum the dice in question can roll. For example, a player can use Luck to affect a 3d6 roll down to a minimum of 3 or a maximum of 18. Gamemasters might also allow the expenditure of Luck to affect the story. Players might want their characters to accidentally find an important clue or have a wrench handy to use as an improvised weapon. The amount of Luck spent to allow such an accident or coincidence depends on the impact it has on the story or its utility and could range from 1 to 10 or more. For example, a handy wrench lying nearby might only cost 1 Luck while a handy fully-charged Heavy Laser nearby might cost 10 or more. The Gamemaster is the arbiter of how much Luck a coincidence or accident might cost.

Endurance (END) [CON x 10]: This Characteristic represents how long the character can expend energy, whether in physical endurance or in the use of a special ability (like a special power or talent). It is spent in the same way as Hits or Stun points. When it runs out, the character is exhausted and cannot do anything more except rest and recover. Generally, 1-2 points of effect, 1 minute or hour of time, or 1 point of "power" used, spends 1 END point. END returns whenever a character takes a Recover Action, which restores as much END as the character's REC (see above).

Resistance (RES) [WILL x 3]: The character's ability to resist mental or psychological attacks or stress; basically the character's mental "Stun Defense".

Assigning Primary Characteristics Values

The base Characteristic value for human characters is zero. The maximum possible Characteristic value for an ordinary un-augmented human is ten. At character creation, players may increase their Characteristic values by spending Characteristic Points (CP), 1 CP per +1 Characteristic. The maximum allowable Characteristic values for beginning characters depends on the Level of Play: 4 for Everyday characters, 6 for Competent characters, 8 for Heroic characters, 10 for Incredible characters, and 12 for Legendary characters. Note that legendary characters may have a Characteristic value higher than that normally possible for a human being. That's why they're legendary.

Non-human characters may have different base and maximum values, consult **Advanced Character Option 1: Alien Species** (page 80) for the values allowable for each species.

Optional Possibilities: Skills, Talents, Perks, and Complications

Option Points

In order to quantify your characters background and experience, each player is provided a pool Option Points (OP). OP are used to quantify skills and purchase talents and perks. With the GM's approval, characters can increase their available OP by voluntarily taking Complications. The number of OP available depends on the Level of Play chosen for the story.

Everyday: 30 OP, up to 30 additional OP from Complications.

Competent: 40 OP, up to 40 additional OP from Complications

Heroic: 50 OP, up to 50 additional OP from Complications

Incredible: 60 OP, up to 60 additional OP from Complications

Legendary: 80 OP, up to 80 additional OP from Complications

How to Use Option Points

The following sections provide several ways to spend, and even obtain more, Option Points. **More Points: Complications** offers an optional method of gaining more OP by hindering the character in some way. **Option 1: Skills** allows the player to spend OP to define the character's experience and training. **Option 2: Talents** provides several innate abilities the player may purchase for the character. **Option 3: Perks** lists some in-game benefits the player may purchase for the character. For even more character creation ideas, see **Advanced Character Options (page 80)**.

More Points: Complications

Complications hinder the character in some way and therefore provide extra OP to any character that takes them. Players should think carefully before purchasing a Complication for their players. Complications provide challenges that can possibly detract from an enjoyable role-playing experience. Well-played Complications, however, can provide a level of realism and challenge to a character not otherwise available.

Gamemasters should also think carefully before allowing their players to have Complications. Just as Complications provide challenges to the player, it can provide challenges to the Gamemaster as well. The Gamemaster should take note of all the Complications he allows in the game, integrating the character's Complication into whatever story he crafts for the adventure. It is also important for the Gamemaster to enforce the complication's impact on the character's lives. Players who purchase Complications for their players but never have to face the challenges created by them essentially received free OP and therefore have an advantage over other characters or NPCs. If a Complication doesn't complicate things for the player or character, it shouldn't be worth any points. Remember, the Gamemaster is the final arbiter over what Complications he allows or disallows in his game.

PSYCHOLOGICAL COMPLICATIONS

These involve your Mental Problems and flaws:

Absent Minded

You have strange lapses of memory. You often: Forget generally known facts (2). Forget friends, family (5). Forget your own identity (10).

Bipolar

You are a classic manic/depressive, prone to fits of erratic elation punctuated with severe depressions. You are often: Moody (2). Liable to lie around and mope (5). Liable to run around frenetically risking life and limb or sink into a miserable stupor (10). Suicidal (15).

Delusions

You believe things that are not real. You may hear voices, think aliens are after you, or that you are God. You will: Risk ostracism, embarrassment (2). Risk hospitalization, bodily harm or financial/social ruin (5). Risk life & limb (10).

Masochist

You hate yourself, and will go out of your way to injure yourself. To do this, you may: Seek verbal abuse (2). Seek minor physical abuse (5). Seek major physical abuse (10). Seek life threatening abuse (15).

Phobia

You have a phobia; and unreasoning fear of some common thing, such as dogs, heights, sounds or color. When faced with your phobia, you feel: Discomfort (2). Paralyzing Fear (5). Berserk Terror (10). Catatonic (15).

Paranoia

(just because you think they're after you...). You think you have enemies, everywhere. Sometimes you are focused on one foe, other times there may be legions. You react to your paranoia by: Incoherently ranting (2). Compulsively working on defenses against Them (5). Risking incarceration, bodily harm, social or financial ruin to stop Them (10). Risking life & limb (15).

Split Personality

You're two, two, TWO people in one! [GM controls this personality, has character sheet for it, etc.]. Your other self: Likes you (2). Is neutral to you (5). Hostile to you (10). Dangerous to you in actions (15).

PERSONALITY TRAITS

It's the little things that count; your good & bad habits, basic traits and characteristics.

Airhead

Oh Wow! You're just naturally spacy. In general, you: Misplace minor, trivial things (2). Misplace or forget to do important things (5). Misplace or forget to deal with dangerous things (10). Dangerously oblivious to everything; the GM never asks you to make a perception roll unless you request it (15).

Bad Tempered

You're just irritable, all the time. When your temper flares: You'll risk embarrassment, or financial loss (2). You'll risk incarceration, bodily harm or financial/social ruin (5). You'll risk life & limb (10).

Coward

You lack nerve, especially in combat. When faced with danger: You tremble at anything you imagine as danger (2). You freeze up and can't react (5). You try to run as far away as possible (10).

Lazy

Some days you just can't get up. You don't like manual labor as a rule (2). Given a choice, you'd rather sit around and relax than do anything strenuous (2). It takes a serious threat to get you motivated to work (5). You won't work unless faced with death (10).

Obsessed

You just can't get that special (to you) person or thing out of your mind. You: Talk about it all the time and will risk embarrassment, or financial loss over it (2). You'll risk incarceration, bodily harm or financial/social ruin over it (5). You'll risk life & limb over it (10).

Shy

You hate dealing with others. You: Refuse to speak to new people (2). Avoid all interactions with new people (5). Will physically remove self from situations involving new people (10).

Stubborn

You just hate to give in-to anyone. To prove you're right: You'll risk embarrassment, or financial loss (2). You'll risk incarceration, bodily harm or financial/social ruin (5). You'll risk life & limb (10).

Berserker

You can't control your fighting rage- you rabidly: Attack whatever set you off (2). Attack anyone within range except friends (5). Attack anyone in range (10). Attack anyone in range and won't stop until subdued forcibly or exhausted/stunned (15).

Unlucky

Things never go your way; you have constant disasters. Travel and adventure only hold for you: Inconvenient misfortunes (2). Costly or dangerous misfortunes (5). Very costly or dangerous misfortunes (10). Deadly, life threatening dangers (15).

Chapter 3: Creating a Character

PHYSIOLOGICAL LIMITATIONS

These are Physical problems you must cope with:

Age

You are either younger than usual or older; this is reflected in your characteristics: Very old/young: Reduce any 2 Characteristics (except Mental Group) by 2 (5). Extremely old/young: Reduce any 3 Characteristics (except Mental Group) by 3 (10).

Dyslexia

You see letters and numbers as a jumble, or reversed. This means you: Read very slowly (2). Cannot read or write (5).

Epilepsy

You fall into convulsive fits that incapacitate you. What sets off the fit (as determined by the GM) is: Uncommon (2). Common (5). Very Common (10).

Missing Limb

Ouch! That hurt! You're missing: 1 or more fingers (2). A hand (10 each). An arm (15 each).

Reduced Hearing

You are hard of hearing. Generally, to make a hearing based Perception check, you will need: To beat a Target Number 4 points higher than everyone else's (2). A Hearing aid just to hear at all (5). New ears; you're totally deaf (10).

Reduced Mobility

You are unable to get around normally. Your Movement: Is reduced by quarter (2). Is reduced by half (5). Is reduced to dragging by arms at a MOVE of 1 (10). Nonexistent; you're a total quadriplegic, unable to move below the neck (15).

Reduced Sight

Your eyesight is impaired in some way. You: Are color blind (2). Need glasses (5). Are nearly blind or one-eyed (10). Are totally blind (15).

Uncontrollable Change

You are prone to uncontrollable changes; these may be physical or mental (depending on what you negotiate with the GM). What sets off the change is: Uncommon (2). Common (5). Very Common (10).

Vocal Impairment

Your voice is somehow damaged. When you speak, you can: Only whisper, stammer or stutter (2). Only make sounds, but cannot speak (5). Cannot make a sound (10).

Vulnerability

You're susceptible to a certain situation or substance and take extra damage when exposed to it. The substance or situation is: Uncommon (2). Common (5). Very Common (10).

Susceptibility

You are harmed or take damage from a certain situation or substance that is harmless to most people. The substance or situation is: Uncommon (2). Common (5). Very Common (10).

SOCIAL COMPLICATIONS

These are things with serious Social and Societal consequences for you.

Public Figure

You are a figure in the media limelight; you can't make a move without getting attention: You are newsworthy and your activities rate an article if a reporter is nearby (2). You frequently make headlines and people always notice your actions on the street (5). Your every action makes news and you have reporters following you everywhere (10).

Bad Rep

People "know" about you. At least, everyone's heard a story or two, even if untrue. When you are mentioned or seen, you are: Frequently recognized (2). Always recognized (5).

Secret Identity

You are trying to hide your activities under a secret identity or other smokescreen. You currently are: Living a normal life, unnoticed by anyone (2). Are bothered by a single person trying to uncover your real identity (5). Everyone's trying to uncover your real identity (10).

Poverty

Money is hard to come by for you, harder than for most. You are, financially: Poor, with just enough for a bed and a few meager meals (2). Dead Broke and probably on the street with barely enough to eat (5). In debt, with others actively seeking to collect what little you have (10).

Personal Habits

People just can't stand you. Maybe it's the bad breath or the nose picking, but they find you: Annoying (2). Disgusting (5). Horrible (10).

Oppressed

You are part of an oppressed or otherwise downtrodden group. In your society, you are: Snubbed; others ignore or refuse to deal with you (2). Oppressed; there are laws controlling where you live, work or can travel (5). Outcast; you're a total non-person (10). Enslaved; you're treated as property and can be sold or mistreated at will (15).

Distinctive Features

You stand out and are noticed in any crowd, with features that are: Easily concealed (2). Concealable with Disguise or Performance skills (5). Not concealable (10).

Outsider

You're not a local, and stand out like a sore thumb, attracting attention both unwelcome and possibly dangerous. You are obviously: From distant place (2). From very distant place (5). Never before seen in these parts (10).

ENEMIES: Hunted and Watched

These are forces that are actively working against you. Two things determine your Enemy's value: Who they are and what they want to do to you. Add the value of "Who?" to the value of "What?".

Who?

Individual	2
Powerful Individual	5
Planetary Government	2
Federation Government	10
Planetary Corporation	2
Interstellar Corporation	5
Galactic Corporation	10
AstroPol	5
Nova Syndicate Cell	2
Nova Syndicate	10
StarForce	10
Old Earth Empire	5
Pan-Solar Empire	5
Alien Culture	2

What?

Watched, Kept under Observation	+0
Arrest, Capture, Abduction, Enslavement	+2
Torture, Cause Injury or Harm	+5
Murder, Assassinate, Execute	+10

RESPONSIBILITIES

These are things you have chosen to deal with, no matter how much trouble they cause. Codes of Honor, Family Matters; these are all Responsibilities:

Code of Honor

These are the personal rules you will not break, no matter what. A Code of Honor might be a code against killing, never attacking from behind, or never suffering an insult without an answer in blood. To keep your Code, you will: Risk expulsion or embarrassment (2). Risk bodily harm or financial ruin (5). Risk life & limb (10).

Sense of Duty

You always do the Right Thing, and follow a higher Moral Code towards those you feel responsible for. You will do this: For your friends (2). For a special group/organization (5). For all Humanity (10). For all Life Itself (15).

Vow

This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, or just get that stupid Ring into that distant volcano. To fulfill this promise, you'll: Risk Expulsion or embarrassment (2). Risk bodily harm or financial ruin (5). Risk life & limb (10).

Dependents

These are those who need your protection and help. They could include children, family, or friends. Generally, they are: Equal to you in abilities (2). Challenged, or otherwise weaker than you (5). Have

special problems, requirements or dangers associated with them (10).

Obligation

The character is obligated to do something or be somewhere. This could mean the character has to report to work in order to get a paycheck, or it could also mean family ties or friendship keep them from moving away. If you do not meet this obligation, you will: Risk expulsion or embarrassment (2). Risk bodily harm or financial ruin (5). Risk life & limb (10).

COMPULSIVE BEHAVIORS

These are behaviors you must act upon; you just can't help yourself:

Addiction/dependence

You must have a particular substance or situation or you will suffer severe mental or physical duress. The substance/situation you need is: Common (2). Uncommon (5). Rare (10). Very Rare (15).

Honesty

You always tell the truth, even if it hurts. To be honest, you'll even: Risk expulsion, embarrassment, or financial loss (2). Risk bodily harm or financial/social ruin (5). Risk life & limb (10).

Impulsiveness

You just can't help yourself; you always jump into things without thinking. To follow a whim, you'll: Risk expulsion or embarrassment (2). Risk bodily harm, social or financial ruin (5). Risk life & limb (10).

Intolerance

You're bigoted and intolerant of those who are different from you. When you encounter them, you are: Civil but distant (2). Rude and verbally abusive (5). Violently abusive (10). Abusive even at risk of life and limb (15).

Jealousy

You are jealous to the extreme. Towards the one you "love", you are: Obsessed and watchful (2). Confrontational and accusatory (5). Physically violent (10).

Kleptomania

You steal things compulsively. You can't help it; you'll even: Risk arrest or embarrassment (2). Risk bodily harm or financial/social ruin (5). Risk life & limb (10).

Lecherous

You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments. You'll even: Risk expulsion, embarrassment, or financial loss (2). Risk bodily harm or financial or social ruin (5). Risk life & limb (10).

Option 1: Skills

One of the most important defining characteristics of a Lightspeed character is what skills she knows. Skills define what the character knows how to do and how well they do it. Skills are rated on the same scale as Characteristics: A skill level of 0 means the character doesn't know how to do it; a skill level of 10 means they are the best in the world at it. A skill level of 3-4 represents a general competency with this skill. Most adult drivers in the 21st century would have a Driving skill at level 4. Be conscious of the maximum starting skill level for the Level of Play.

Players purchase skills for their characters using Option Points (OP). One OP equals one level of skill. For example, a level 5 skill costs 5 OP while a level 3 skill costs 3 OP.

All characters begin with the following "Everyman Skills" skills at level 2, free of charge: **Computers**, **Current Events**, **Evasion**, **Hand-to-Hand**, **Perception**, and **Persuasion**.

How Good is my Skill?

- **Less than 1 : Challenged** You don't know how to do this task at all.
- **1 - 2 : Everyday** You've learned the basics of this task, and can do this thing most of the time, though not very well. You're an apprentice or a beginner.
- **3 - 4 : Professional** You are well trained and practiced in this skill, and can perform it well in everyday circumstances. You can handle unusual applications of the skill with some difficulty. You're considered a professional.
- **5 - 6 : Heroic** You are a master of this skill, and are capable of unusual applications of the skill. You are considered a master craftsman.
- **7 - 8 : Incredible** A skill at this level means you're one of the very best in the world. You are at ease with unusual applications of the skill, or even new applications. This is entering the realm of fiction, of amazing skill that's not quite impossible!
- **9 - 10 : Legendary** A skill at this level puts you in the realm of the greatest practitioners of this skill in history. You are pushing forward the boundaries of the skill and what it can be used for, and have entered the realm of genius and of fiction.
- **11 or higher : Superheroic** Skills at this level are better than anyone could believe in the real world. This realm belongs to comic books, science fiction, fantasy or mythology.

Master Skill List

Fighting Skills

Evasion
Hand to Hand
Melee Weapons

Ranged Weapon Skills

Archery
Autofire Weapons
Gunnery
Heavy Weapons
Ranged Weapons

Awareness Skills

Concealment
Concentration
Perception
Shadowing
Surveillance
Tracking

Control Skills

Animal Handler
Driving
Pilot Battle-Frame
Pilot Gravitech Vehicle
Pilot Starfighter
Pilot Starship
Riding

Body Skills

Acrobatics
Athletics
Climbing
Contortionist
Feat of Strength
Stealth
Thrown Weapons

Social Skills

Bribery
Conversation
Etiquette
High Society
Interrogation
Persuasion
Seduction
Streetwise
Trading
Wardrobe and Style

Technique Skills

Bugging
Computer Technology
Demolitions
Electronics
Equipment Technology
Forgery
Games/Gambling
Lockpicking
Mechanics
Robotics Technology
Security Systems
Starfighter Technology
Starship Technology
Vehicle Technology
Weaponsmith

Performance Skills

Acting
Disguise
Mimicry
Oratory/Command
Performance
Sleight of Hand
Ventriloquist

Education Skills

Artistry
Astrogation
Bureaucracy
Business
Computers
Criminology
Cryptography
Current Events
Education
Engineering
Expert
Forensic Medicine
Hacking
History
Inventor
Languages
Local Expert
Medicine
Navigation
Professional
Research
Science
Sensors
Shields
Survival
Tactics
Teaching



The Skills available to new characters are listed below, "Everyman Skills" are underlined:

Acrobatics: The ability to perform flips, jumps, and rolls like a circus acrobat. You can also jump and flip over an obstacle, landing on your feet, ready to fight. (Dexterity)

Acting: The ability to act; to assume a role or character. Someone who is skilled in this can fake moods or emotions, or hide his true identity. (Presence)

Animal Handler: The skills of animal handling, training, and care as applicable. (Intelligence)

Archery: Using bows or crossbows (Reflexes).

Artistry: Creating works of art and expression (Intelligence).

Astrogation: The skill of plotting safe courses through Hyperspace and of determining your location in strange star systems (Intelligence).

Athletics: Basic Athletics skills; dodging, escaping, throwing, swimming, moving in zero-gee. (Dexterity)

Autofire Weapons: Use of machine-guns, full-auto fire weapons and attacks, etc. (Reflexes)

Bribery: A character with this skill knows when to

bribe someone, how to approach him, and how much to offer. (Presence)

Bugging: The ability to properly implant and operate listening, visual, or other sensing devices ("bugs.") (Technique)

Bureaucracy: You know how to deal with bureaucrats, cut out red tape, who to talk to, how to reach them, and how to extract information from bureaucracies. (Presence)

Business: Knowledge of basic business practices, laws of supply and demand, employee management, accounting, procurement, sales, and marketing. (Intelligence)

Climbing: Ability to climb unusually difficult walls, trees, and buildings, as long as there are handholds. The basic climbing speed is 2 m/y per phase. (Strength)

Computers: The ability to legally program and operate computers. (Technique)

Computer Technology: The skill of repairing, maintaining, and modifying computer hardware. (Technique).

Concealment: You can hide things and find things that other people have hidden - like important papers, weapons, jewels, artifacts, drugs, and so forth.

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(Intelligence)

Concentration: The abilities of focus and mental control. This would encompass feats of memory, recall, physiological control, and Mental Powers. (Willpower)

Contortionist: The ability to manipulate your body to get out of ropes and similar bonds. You may also contort your body to fit into generally inaccessible places or spaces. (Dexterity)

Conversation: This ability allows you to extract information from people with careful conversation. The use of this skill takes time, and if the roll is missed, the subject realizes he is being pumped for information. (Presence)

Criminology: You know how to look for clues, dust for fingerprints, examine evidence, do ballistic tests, examine records, search through files, and so on. (Technique)

Cryptography: The ability to solve simple ciphers and encrypt or decode messages. (Intelligence)

Current Events: Knowledge of what is going on in the world around you, including geographical and recent history (Intelligence).

Demolitions: The ability to properly use, handle, set, and defuse explosives (Technique)

Disguise: The ability to change a character's appearance through makeup, costumes, body language, and facial expression. (Technique)

Driving: The character may operate wheeled ground vehicles. (Reflexes)

Education: General knowledge, such as math, history, science, trivia, or current events. (Intelligence)

Electronics: The ability to identify, understand, repair, and rewire electronic devices. (Technique)

Engineering: The skill of building things, bridges, houses, starships, computers (Technique).

Equipment Technology: The skill of repairing, maintaining, and modifying common equipment and weapons (Technique).

Etiquette: The skill of high society, knowing how to act in public, etc (Presence).

Evasion: The skill of avoiding attacks, including melee, hand-to-hand, and ranged attacks (Dexterity).

Expert: Any one field of knowledge: stamps, gardening, AstroPol regulations, Psi law, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. This skill only provides facts and trivia, it does not necessarily allow the character to actually perform a skill she has expert knowledge in. For example, a character may be an expert on spacecraft and their operation, but may never have

actually flown a spacecraft. (Intelligence)

Feat of Strength: Using your strength to great advantage and achieving spectacular results (Strength).

Forensic Medicine: This skill lets the character make inferences from a corpse about the cause of death, how long the corpse has been dead, and so forth. (Technique)

Forgery: The ability to create false documents, identification, currency, and so forth. (Technique)

Games/Gambling: The skill of playing games of chance, strategy, and skill, and knowing how to cheat at them (Intelligence).

Gunnery: Used for firing starship, starfighter, and artillery weapons. Used for turreted weapons only. Fixed forward weapons use the Pilot Starfighter skill instead (Reflexes).

Hacking: Skills of electronic intrusion into computer systems, including illegal entry and virus code writing. (Technique)

Hand to Hand: Basic skill at fighting with your hands. Adding Martial Arts (page 65) allows the character to use Martial Arts maneuvers and actions. (Reflexes)

Heavy Weapons: Used for firing squad support weapons, heavy lasers, and anti-armor missiles (Reflexes).

High Society: The knowledge of upper-class culture: what clothes to wear, what are considered sophisticated drinks, and how to mingle with royalty and other VIPs. (Presence)

History: Knowledge of ancient history, archaeology, and why things are the way they are (Intelligence).

Interrogation: The ability to forcibly extract information from people. The character knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing desired information. (Presence)

Inventor: This skill enables the character to design and construct new devices. To use Inventor, the character needs the complementary science skills in the field he is working in. (Technique)

Languages: The official language of the Federation is Anglic, a variation of English. Given the wide variety of terrestrial and alien cultural and linguistic backgrounds that comprise the Galactic population, Anglic serves as the second language of choice for most Galactic travelers. Characters should choose a native language that they speak fluently at level 4-5. Characters may learn additional languages. Characters may speak other languages within the same language group at half-level. For example, a character that speaks Dutch at level 4 may speak German

at level 2. (Intelligence)

Some (loose) Language Families

Latin-based: French, Spanish, Italian, Portuguese

Chinese: Mandarin, Cantonese, Hakka, Thai

North Asian: Japanese, Korean

South Asian: Thai, Burmese

Slavic: Russian, Polish, Czech

Germanic: German, Dutch, English/Anglic, Afrikaans, Yiddish, Swiss

Scandinavian: Danish, Norwegian, Swedish.

Mid-Eastern: Arabic, Persian, Hebrew, Berber.

Extra-Terrestrial: Argesian, Heshan, Kentarean, Kk'kk *ZZ*, Krung, Mronian, Nerfel, Ss'Lock, Yuzri.

Lip Reading: This skill enables the character to read someone's lips in order to tell what she is saying. The character must be able to see his target's mouth clearly. (Intelligence)

Local Expert: Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. (Intelligence)

Lockpicking: This skill allows the character to open key, combination, electronic, and magnetic locks. (Technique)

Mechanics: Skill with mechanical devices and the knowledge of how to repair, replace, and build them. (Technique)

Medicine: The skill of diagnosing and treating illness. Does not include treatment of trauma or injury (see Paramedic/First Aid) (Intelligence).

Melee Weapons: Using all different types of melee weapons, such as knives, clubs, axes, swords, spears, etc. (Reflexes)

Mimicry: The ability to perfectly imitate someone else's voice. (Presence)

Navigation: The skill of finding where your character is and getting where you're going (Intelligence).

Oratory/Command: The ability to speak to an audience and to deliver a convincing presentation. (Presence)

Paramedic/First Aid: The skill of applying treatment to trauma, wounds, and injuries. This does not include the diagnoses of disease or prescription of appropriate medicines (see Medicine). (Technique)

Perception: The skill of observation, perception and spotting hidden things like clues, detecting lies and emotions. (Intelligence)

Performance: The ability to sing or act in front of an audience. Also the ability to convincingly portray a character or persona (Presence).

Persuasion: The skill of influencing people, using charm, flattery, or intimidation (Presence).

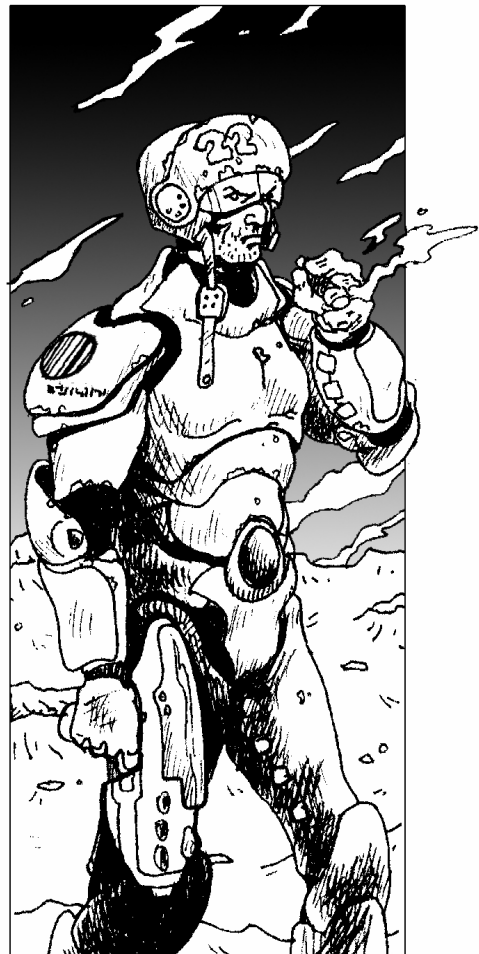
Evasion Options

The Fuzion™ game system provides for various styles of fighting and avoiding damage. In order to simplify character creation, *Lightspeed* boils the various ways of avoiding injury into one skill: Evasion. Evasion is used to avoid being hit from everything from fists to rocks to arrows to bullets to blaster bolts. However, should the Gamemaster wish to provide an extra element of realism and detail to his *Lightspeed* story, he may choose to split Evasion into three separate skills:

Hand-to-Hand Evasion: Basic skill at getting out of the way of someone who is trying to hit you with their fists, feet, or body.

Melee Evasion: Basic skill at getting out of the way of someone who is trying to strike you with a weapon. This skill is used for defense when someone using the Melee Weapons Skill is attacking you. (DEX)

Ranged Evasion: Basic skill at getting out of the way of someone who is trying to shoot you with any type of ranged weapon, be it a pistol shot, an energy blast, a thrown car, or whatever. This skill is used for defense when you are being attacked by a ranged attack. (DEX)



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Pilot Battle-Striders: The skill of piloting humanoid or legged Battle-Striders and walkers (Technique).

Pilot Gravitech Vehicle: The skill of piloting atmospheric Gravitech Vehicles (Technique).

Pilot Starfighter: The skill of piloting all starfighter-scale spacecraft including shuttles, freighters, and transports. Also used to fire fixed forward weapons (Technique).

Pilot Starship: The skill of piloting larger starship-scale spacecraft (Technique).

Professional: The ability to perform a certain profession (such as artist, actor, doctor, hockey player, mason, secretary, taxi driving, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. (Intelligence)

Ranged Weapons: Used for firing personal Ranged Weapons such as blaster pistols, blaster rifles, and slugthrowers (Reflexes).

Research: Skills in using libraries, databases, records, as well as uncovering information from obscure or uncommon sources. (Intelligence)

Riding: This skill enables a character to ride a living creature under difficult circumstances. The type of animal (usually horse) must be specified when this skill is purchased. (Dexterity)

Robotics Technology: The skill of repairing, maintaining, and modifying robots (Technique).

Science: Knowledge of lab techniques, how to design experiments, how to write scientific papers, test hypotheses, etc. for your appropriate field of science. Must specify your area of study when this skill is purchased. (Intelligence)

Security Systems: The ability to recognize and evade various types of alarms and traps. The character also knows how to set up alarms and traps, given the proper time and equipment. (Technique)

Seduction: The ability to gain others' trust by offering companionship or favors. (Presence)

Sensors: This skill allows the character to operate sensing and communications devices (Technique).

Shadowing: The ability to subtly follow someone. Also the ability to spot and lose a tail. (Intelligence)

Shields: The skill of operating force shield generators to deflect incoming fire (Technique).

Sleight of Hand: The ability to palm items, fool the eye, perform magic tricks, etc. (Reflexes)

Starfighter Technology: The skill of repairing, maintaining, and modifying starfighters (Technique).

Starship Technology: The skill of repairing, maintaining, and modifying starships (Technique).

Stealth: Moving quietly and remaining hidden from

view (Dexterity).

Streetwise: The tricks and secrets of the criminal underworld, where to find cotraband, who is in charge of what, etc. (Intelligence).

Surveillance: The ability to set up a static surveillance of a subject without having it detected. (Intelligence)

Survival: This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. (Intelligence)

Tactics: Predicting your opponent and countering with just the right move (Intelligence).

Teaching: The ability to impart information or skills to other. (Presence)

Thrown Weapons: The skill of accurately throwing small weapons like knives, rocks, and grenades (Reflexes).

Tracking: Following a person or animal over distances and finding them (Intelligence).

Trading: The ability to strike a good bargain with a merchant or customer. (Presence)

Vehicle Technology: The skill of repairing, maintaining, and modifying ground and grav vehicles (Technique).

Ventriloquist: The character can make his voice sound as if it's coming from somewhere other than himself. (Presence)

Wardrobe and Style: A grasp of fashion, wardrobe, and personal grooming. A character with this skill knows how to show off clothes and look his best. (Presence)

Weaponsmith: The character knows how to build, maintain and repair weapons of various types. The class of weapon (muscle-powered, firearms, energy weapons, other) must be specified when this skill is purchased. (Technique)

Option 2: Talents

Talents are innate special abilities possessed by the character that cannot be adequately expressed as a learned skill. Talents cost 3 OP each.

Talents that can be purchased in cumulative levels are indicated by [X]. These Talents provide some bonus to skills or characteristics. Each additional level costs 3 OP per level, up to level 5.

Acute Sense [X]: One of the character's senses is particularly sensitive. The character receives a +1 bonus per level to Perception skill tests when using that sense. For example, Acute Smell provides +1 to Perception skill tests to notice particular odors, while Acute Hearing provides +1 to Perception skill tests to notice sounds.

Ambidexterity: The character can use either hand with no penalty.

Animal Empathy: The character has a natural affinity with animals. Animals will never harm or attack the character unless severely provoked.

Beautiful/ Handsome [X]: The character is especially good looking, receiving a +1 bonus per level to all skill tests involving social interaction where the character's appearance is important.

Blind Fighting : The character may counter-attack in hand-to-hand combat in total darkness or blindness without suffering the normal -4 penalty.

Combat Sense [X]: The character's senses and reflexes are sensitive to subtle clues of possible danger. The character receives a +1 bonus per level to his Initiative.

Conditioned [X]: The character is in great shape! she receives +10 per level to her Endurance.

Direction Sense: The character never gets lost and is always properly oriented.

Double Jointed: The character may fit into tight spaces or escape bonds.

Eidetic Memory: The character never forgets anything he has seen or heard.

Hard to Kill [X]: Each level adds +5 to the character's Hits.

High Pain Threshold [X]: The character is especially tough or resilient. He receives a +2 bonus per level to his Stun Defense.

Immunity: The character is immune to a specific poison or disease.

Lightning Calculator: The character can perform complicated math instantly without a computer or calculator.

Light Sleeper: The character is woken by the slightest stimuli.

Longevity: The character has lived or will live a remarkably long time with little detriment.

Lucky [X]: The character is unusually lucky. Each level of this Talent adds +1 to the character's LUCK.

Martial Arts—Block: The character is trained in the defensive component of a sophisticated hand-to-hand fighting style. The character receives a +2 DV bonus when performing the Block maneuver (see pages 106-107), then adds +2 AV to any attack made the following Phase.

Martial Arts—Dodge: The character is trained in the evasive component of a sophisticated hand-to-hand fighting style. The character receives a +5 DV bonus when performing the Dodge maneuver (see pages 106-107).

Martial Arts—Strike: The character is trained in the offensive component of a sophisticated hand-to-hand fighting style. This talent allows the character to add +1DC to any damage they deliver through a punch or a kick. In addition, it grants a +2 DV bonus when executing a punch or kick.

Night Vision: The character can see in all but total darkness.

Perfect Pitch: The character receives a +3 bonus to any Music related skill test.

Rapid Healing: The character's receives a +3 bonus to his Recovery.

Resilient [X]: Each level adds +1 to the character's Recovery, allowing her to recuperate from damage more quickly.

Simulate Death: The character can simulate his own death. Those trying to determine the validity of the character's death must pass a DV30 skill test to tell he's faking it.

Speed Reader: The character can read 1 page of normal text in 3 minutes.

Strong Willed [X]: The character is incredibly difficult to rattle or frighten. Each level adds +3 to the character's Resistance.

Thick Skin [X]: For whatever reason, the character can shake off more damage than normal. Each level of this Talent adds +2 to the character's Stun Defense and Energy Defense.

Time Sense: The character always knows the correct time and how much has elapsed since a specific moment.

Tough [X]: The character is just plain tougher than normal. Each level adds +5 to the character's STUN.

Option 3: Perks

Perks provide some benefit to the character in the form of aid, information, authorization, or assistance.

Gamemasters should think carefully before allowing players to purchase Perks for their characters. Perks can provide unanticipated advantages to the player or character that can affect the Gamemaster's story or adventure. The Gamemaster is the final arbiter over what Perks she will allow or disallow in her game.

Perks are purchased by level like skills, 1 OP per level. The costs of Perks are modified by their impact to the story.

Impact or Scope	Multiply Perk Cost By
Very High Impact or Galactic Scope	x4
High Impact or Interstellar Scope	x3
Moderate Impact or Planetary Scope	x2
Low Impact or Local Scope	x1

Contact: 1 OP per level

The character knows someone who can (and generally will) help him with money, power or sheer skill. This help is usually "off the record." A mercenary who'll occasionally back the character up in a fight would be a level 3 contact; a local Crime Lord would be a level 6 contact; the head of AstroPol would be a level 9 contact. Remember that the level of the contact is based on several factors: a student wouldn't cost much, but a student who's willing to die for the character would cost considerably more.

False Identity: 1 per level

The character has access to one manufactured identity complete with birth records, educational records, and identity documents. The higher the level of the identity, the harder it is to detect the forgery. The DV to detect the forgery is 12 + (level of identity x 2). Alternatively, a False Identity can be used to cover a real identity or to represent the rare character with no official record or documentation at all.

Favor: 0.5 per level

A one shot Contact; the character can make use of this contact only once, but they MUST do what you ask (as long as its appropriate). It's often useful to have favors from a lot of people in different areas rather than one contact who does everything.

Followers: 1 per level

The character has a coterie of loyal followers who will obey the character's commands. A character might have a bumbling assistant at level 1, a small team at level 3, a group of loyal followers at level 6, and a cult of fanatical acolytes at level 9. Whereas Membership may place personnel under the character's command, their first duty is to the group. Fol-

lowers are loyal to the character above all else.

License: 1 OP per level

The character has a legally sanctioned right to do things that would normally be considered illegal (license to kill, to collect taxes, hunt criminals, etc). Licenses are individual cases, granting the character authority rather than "loaning" them the use of the authority of a group (see "Membership" below)-the character receives no help or resources, but they also lack the responsibility of membership.

Example licenses in *Lightspeed* include, but are not limited to:

Bounty Hunter's License	6 OP
Business License	1 OP
Freelance Espionage Agent	8 OP
Official Sanction to Kill	10 OP
Medical License	3 OP
Starship Captain's License	1 OP
Starship Pilot's License	1 OP
Starship Engineer's License	1 OP
Weapon's Dealer	9 OP
Weapon Permit	2 OP

Membership: 1-4 OP per level

The character can call upon the resources of an organization, person, government, or group. Membership also means the character will have responsibilities. The level of Membership represents the character's status in the organization, not the influence or scope of the group (that's what the multipliers above are for). For example, a level 1 Membership in StarForce is equal to being an enlisted crewman. Purchase a Membership level of 10 in StarForce, however, and you're the Grand Admiral's right-hand man. A version of this is Authority, in which the character is an agent of the law and has the power to arrest, detain and use deadly force.

Examples of Membership	OP per Level
Government	1
Planetary Government	2
Federation Government	4
Local Corporation	1
Planetary Corporation	2
Interstellar Corporation.....	3
Galactic Corporation	4
AstroPol	2
Nova Syndicate Cell	1
Nova Syndicate Lieutenants	4
StarForce Academy Cadet.....	1
DefenseForce Space Trooper.....	2
StarForce Enlisted Crewman	2
StarForce Officer	3
Old Earth Empire.....	3

Renown: 1 OP per level

The character's reputation, usually in a favorable light. People go out of their way to curry favor with the character, or to at least avoid getting on their bad side. At level 3, most local people know the character by name; at level 6, the character is nationally known; at level 9, the character is an international figure.

Starship: 1-4 OP per Level

A character with this Perk personally owns and controls a starship. The size and power of the starship depends on the level and impact of the perk. An example of a low-impact starship would be a small shuttle or starfighter-scale spacecraft. A moderate-impact starship would be a starrunner-scale spacecraft such as a transport or freighter. A high-impact starship would be a large starship-scale spacecraft such as a supertanker or passenger liner. A very-high impact spacecraft might be a huge deep-space explorer. The level determines size and/or power of the craft. For example, a level 1 low-impact spacecraft might be a small 1-seat transport with a 50 light year range. A level 10 low-impact spacecraft might be a larger 10-man transport with a range of up to 1000 light years.

The exact nature, statistics, and final cost of the spacecraft are left to the Gamemaster's approval.

Civilian Transports	Level	OP
S-99 <i>Starpod</i>	1.....	1
Federation/Astropol <i>Polaris</i> Shuttle.....	2.....	2
Y-39 <i>Yacht</i>	3.....	3
GH-22A Transport.....	4.....	4
Legally modified GH-22A.....	4.....	8
Illegally modified GH-22A.....	4.....	12
JH-20 Medium Transport.....	6.....	6
Legally modified JH-20.....	6.....	12
Illegally modified JH-20.....	6.....	18
IU-9 Cargo Hauler.....	4.....	12
CW-34 Colony Ark.....	10.....	30
Military Transports	Level	OP
Imperial <i>Lancer</i> Shuttle.....	2.....	8*
Federation <i>Canopus</i> Assault Shuttle.....	2.....	8*
Imperial <i>Mako</i> Landing Craft.....	4.....	16*
Imperial <i>Galleon</i> Transport.....	5.....	20*
Military Starfighters	Level	OP
Imperial <i>Harpy</i> Starfighter.....	2.....	8**
Federation <i>Lightning</i> Fighter-Interceptor.....	3.....	12**
<i>Chi-Frame</i> Starfighter.....	3.....	12*
<i>Nebula</i> Starfighter.....	3.....	12*
AstroPol <i>Peacekeeper</i> Starfighter.....	4.....	16*
Imperial <i>Harpy</i> Interceptor.....	4.....	16**
Military Warships	Level	OP
Federation <i>Alpha Centauri</i> Patrol Craft.....	6.....	24**
Imperial <i>Hunter</i> Corvette.....	6.....	24**
<i>Red Star</i> Cruiser.....	7.....	28*
Imperial <i>Dagger</i> Cruiser.....	7.....	28**
Federation <i>Orion</i> Starship.....	7.....	28**
Federation <i>Eridani</i> Starcruiser.....	8.....	32**
Federation <i>Pleades</i> Starship.....	9.....	36**
Federation <i>Andromeda</i> Super-Starship.....	10.....	40**
Imperial <i>Space Dreadnought</i>	10.....	40**
Imperial <i>Super Space Dreadnought</i>	10.....	50**

* These starships are available as used surplus or purchased on the black market.
 ** These starships are not available for purchase. Their cost is included for comparison reasons only.

Player characters probably shouldn't be able to personally own a military starship other than a Nebula Starfighter or Red Star Cruiser or equivalents. Use the following guidelines as a good rule of thumb for purchasing starships with OP:

A character can lease a starship or purchase one on credit by taking the "Obligation" complication. In this way, the cost of the starship can be deferred. Defaulting on the loan can further reduce the cost. Defaulting automatically incurs the complications "Hunted" and/or "Bad Rep". The deadbeat character then becomes the target of bounty hunters, creditors, and repo men and will find future loans hard to come by.

Similarly, a character may simply command a starship but not own it. Corporate, mercenary, or even military starship captains may purchase the "Own a Starship" Perk to represent their control of a starship but they must take the "Obligation" complication to represent the fact they do not own it. Starships obtained as a benefit of a "Membership" perk such as StarForce Officer or AstroPol Ranger need not be purchased separately.

Wealth: 1 OP per level

Characters are assumed to be lower middle class. Characters who purchase levels in the Wealth perk have access to a renewable source of money, whether through investments or inheritance, that they may draw from. Level 1 places the character comfortably in the middle class, capable of buying common things and living in a decent place. Level 2 is upper middle class; the character can buy most everyday things and live in very nice accommodations. At levels 3~4, the character is well to do and will have more than enough money to support himself; they need work only occasionally, can afford costly hobbies, and live in an expensive home. At Level 6, the character is rich; they don't have to work at all, can afford large purchases like cars or vacations, and live in a very expensive home. At Level 9, the character is the equivalent of a millionaire, can live anywhere and buy almost anything they want. A character that purchases Wealth at level 1 may access 100 credits per game month. Every level thereafter roughly doubles the amount of available money per month.

Wealth	Credits
0.....	0 cr/month
1.....	100 cr/month
2.....	200 cr/month
3.....	500 cr/month
4.....	1000 cr/month
5.....	1500 cr/month
6.....	2500 cr/month
7.....	5000 cr/month
8.....	10,000 cr/month
9.....	25,000 cr/month
10.....	50,000 cr/month

Step Five: Equip the Character

Cash on Hand

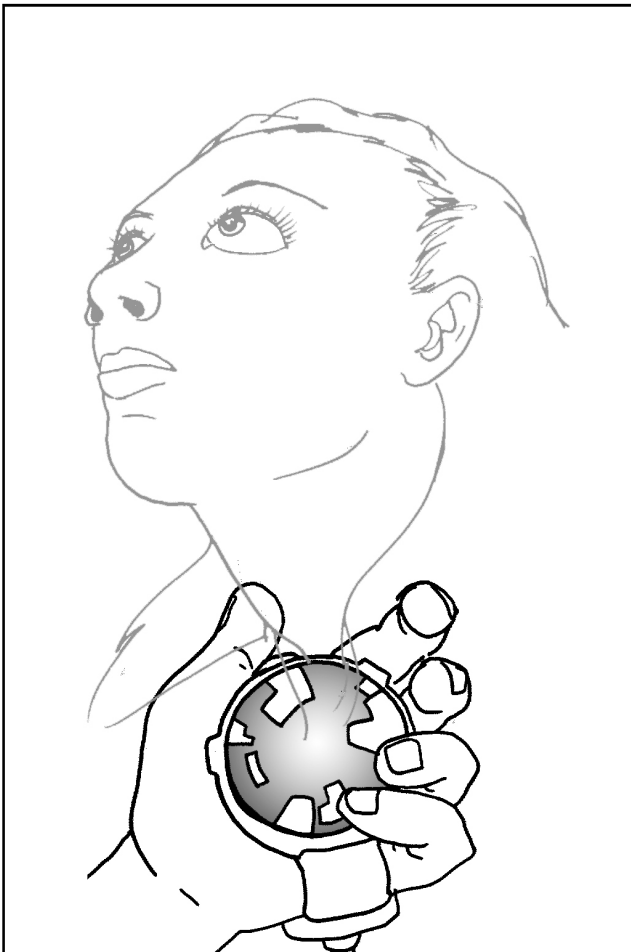
Characters begin the game with an amount of credits appropriate to the Level of Play for the character.

Everyday	300 cr
Competent	400 cr
Heroic	500 cr
Incredible	600 cr
Legendary	800 cr

In addition, the character receives the first month's pay of whatever level of Membership or Wealth they purchased. They may trade OP for extra credits to purchase equipment at a rate of 1 OP per 100 credits. They must work for whatever cash they require after that.

Equipment

Players may spend credits to purchase equipment for their characters. Credits are the universal currency of the Federation and are roughly equivalent in value to 1 pre-Interstellar Era American Dollar. Characters that have no credits to spend on equipment may trade Option Points for credits at a rate of 1 OP for 10 credits.



Clothes and Style Cost

Armored Clothing **x2**
Damage resistant (KD 10) versions of regular clothes.

Camouflage Coverall **20**
Khaki over-clothing, patterned to match Urban, Snow, Jungle, Forest, or Desert environments (specify, Adds +2 to any Stealth attempt).

Clothes – Business Wear **250**
Appropriate for reporting to work and doing business.

Clothes – Casual **100**
Suitable for lounging around or going out on the town.

Clothes – High Fashion **500**
Haute Couture apparel for formal events and hobnobbing with the rich and powerful.

Clothes – Street Punk **50**
Durable streetwear for knocking heads, getting dangerous, and running from the law.

Sneaksuit **300**
Futuristic equivalent of camouflage, the sneaksuit mimics the background of whatever the wearer is passing in front of (Adds +2 to any Stealth attempt).

Communications Cost

Watch Commlink **35**
A small watch commlink with a range of about 10km. The Watch Commlink can send and receive audio signals over the Hypernet.

Communicator **100**
Small radio (headset or matchbox-sized handheld). Range is 1000km. A communicator can reach a ship in orbit, as long as the ship is directly overhead and not blocked by more than a meter of stone, concrete, or metal. A Communicator can also send and receive audio signals over the Hypernet.

Communications Jamming Device **600**
Will jam all wireless communications within 10 meters of user.

Video Communicator **300**
Two-way hand-held video communicator. Range is equivalent to a standard communicator, with same limits. Can also send and receive Video Recordings over the Hypernet.

Wristwatch **50**
Digital timekeeper with alarm, day, date.

Datasystems	Cost
Hypercomputer	5,000,000
A large artificial intelligence computer (Intelligence 12, Skills 12, Firewall DV 38) capable of running a city or space station, links to the Hypernet. Hypercomputers are generally too large to fit onto a starship or robot.	
Datapad	50
Flat computer with built-in screen about the size of a hardcover book (Intelligence 2, Skills 2, Firewall DV 18). A datapad links to the Hypernet.	
Desktop Workstation	5000
A medium-sized computer workstation (Intelligence 5, Skills 5, Firewall DV 30) capable of connecting to office peripherals, links to the Hypernet.	
Mainframe	50,000
A large artificial intelligence computer (Intelligence 6, Skills 6, Firewall DV 30) primarily used to run starships and buildings, links to the Hypernet. Mainframes are generally too large to fit onto a robot.	
Personal Computer	1000
Medium-sized Personal Computer (Intelligence 4, Skills 4, Firewall DV 26), about the size of a Pre-Interstellar Era laptop, links to the Hypernet.	
Portable Computer	500
A small 5x7 hand-held computer (Intelligence 3, Skills 3, Firewall DV 22), links to the Hypernet.	
Supercomputer	500,000
A large artificial intelligence computer (Intelligence 10, Skills 10, Firewall DV 34) capable of running a large complex. Supercomputers are generally too large to fit onto starship or robot.	
Datasystem Upgrades	Cost
Add. Characteristics	+10% of base cost
A standard computer has only one Characteristic, Intelligence. For an additional 10%, a computer can have one of the following additional Characteristics at the same level: Willpower, Presence, Reflexes, Dexterity, or Technique.	
Incr. Characteristics	+10% of base cost
Increases all of the computer's Characteristics by 1.	
+1 Additional Skill	+20% of base cost
+10 Additional Skills	+70% of base cost
+15 Additional Skills	+90% of base cost
+20 Additional Skills	+100% of base cost
A standard computer comes with 5 skills. Additional skills can be purchased for an increased cost.	
Enhanced Firewall	+10% of base cost
The computer's firewall DV is increased by 4.	

Defenses	Cost
Advanced Force Screen	3000
A powerful force screen that provides protection from all damage (30 KD, if any damage exceeds the KD, the Force Screen burns out and must be repaired).	
Defensive Vest	600
A light vest that protects against small weapons (6 KD). Can be worn under light outer garments.	
Defensive Jacket	1400
A heavy jacket that protects against medium weapons (14 KD). Cannot be worn over light garments.	
Heavy Armor	1800
Heavy blaster-resistant plate armor and helmet (20 KD, EV-3). Protects against hostile environments and space. Built-in radio.	
Helmet	500
A heavy impact-resistant helmet (20 KD) worn by pilots and soldiers.	
Personal Force Screen	1000
A low-powered force screen that provides protection from Stunners (10 KD against Stunners only, if any damage exceeds the Force Screen, it burns out and must be repaired).	
Powered Armor	5000
Powered Armor provides maximum protection from weapons fire (25 KD, if breached half damage applied to wearer, half damage applied to suit's SDP 50) as well as enhancing the wearer's performance (STR 12 for lifting and damage, MOVE 8). Starships and Battle-Striders cannot be piloted while wearing Powered Armor.	

Defenses Definitions

EV: Encumbrance Value, heavy or bulky armor limits movement and reduces agility. This value is subtracted from the Character's Reflexes, Dexterity, and Technique when wearing armor.

KD: Killing Defense, the amount subtracted from all damage taken by anyone wearing this garment. Against punches and kicks, either the armor KD or the character's Stun Defense should be used, whichever is higher, but not both.

Entertainment	Cost
Quick Meal	4
Bar Drink	3
Restaurant Meal	15
Groceries for 1 day	10
Furnishings	Cost
Carrybag	5
Lamp	20
Futon	200
Furniture	500-2000
Home Voice-Control System	1000
Housing	Cost
Sleep Cube	2/night
Hotel Room	10-100/night
Apartment	200/month
Lifestyle	Cost
AirTaxi	2 per km
Groceries	200-600/month
Utilities	50/month
Medical	Cost
Artificial Limb Replacement	10,000
A cybernetic replacement for an arm or leg that roughly equals the original in performance.	
Artificial Organ Replacement	5000
A man-made organ such as a heart, liver, kidney, or lung, that serves to replace originals that were damaged or destroyed.	
Clinic Visit	200
A quick check-up to assess medical condition or receive ordinary preventative care.	
Cryogenics Tank	10,000
A cryogenics life-suspension tank that preserves critically injured or recently dead patients for transport to more sophisticated medical facilities where they can be treated and revived.	
Day in Hospital	300
A full 24 hours in an advanced medical facility where minor injuries or diseases can be treated. Character heals REC in Hits per day. Only available for characters who are not critically injured, ie– they have positive Hits.	
Day in Intensive Care	1000
A day of complete intensive care where critical injuries or diseases can be treated. Only available for character who are critically injured, ie– they have negative Hits. Character heals REC in Hits per week until they have Positive Hits, at which point they are moved to a normal hospital (see above).	

First Aid Kit **50**
Laser scalpels, dermal staplers, nano-clamps, air hypos and other high tech medical devices. The First Aid Kit is required for simple external Medicine or First Aid skill attempts. A successful use returns an amount of lost Hits equal to the character's REC. Can only be used once per character per injury. A First Aid Kit can not be used for characters that are critically injured, ie– currently at negative Hits.

Medical Kit **100**
A collection of medicines, drugs, and medical paraphernalia. Required for Medicine skill attempts. Negates an amount of Hits lost to poison, illness, or disease equal to the character's REC.

Medical Scanner **300**
Hand-held scanner the size of a paperback book. Examines patient, gives procedures and diagnosis on LCD screen (Adds +2 to any First Aid or Medicine skills).

Surgical Kit **500**
Everything found in a First Aid and Medical Kit, plus tools to aid in detailed surgery and the treatment of extensive trauma. A Surgical Kit is required for detailed Medicine or First Aid skill attempts on characters with negative Hits.

Medical Drugs **Cost**
Sleepdrug **5**
10 doses of a medical narcotic that will cause a subject to sleep quietly for 12 hours per dose.

12-hour Stimulant **10**
10 doses of a medical stimulant that will allow the subject to remain awake for 12 hours per dose. The lost sleep accumulates and will cause the subject to collapse from exhaustion at the first missed dosage.

Painkiller **10**
10 doses of painkiller. Each dose can restore a character's lost Stun to full.

Antibiotic **25**
10 doses of antibiotic used to clean infections and fight disease.

Outdoor **Cost**
Camp stove **100**
Takes about 5 minutes to boil water.

Canteen **10**
Holds 2 quarts.

Dried Food (week) **100**
Small packages of dehydrated food for one. Pre-packaged, just add water.

Food Packs (week) **100**
Compressed food for one man. Requires no heating or water; just rip open the seal and it heats in 2 minutes.

Inertial Compass **300**
Small hand-held device that records directions trav-

eled and replays instructions and map on LCD screen. Will always locate North (Adds +2 to any Navigation skill).

Lantern 50
Lights up to 40m/yds.

Lighter 10
Fast fires (2 minutes by this method).

Nylon Rope 100
100m/yds. Can hold up to 500 lbs.

Skis 200
For snow travel (reduces terrain from Rough to Normal).

Snowshoes 100
For movement over deep snow (reduces terrain from Very Rough to Rough).

Survival Dome 300
Light, self-inflating habitat for four. Air tight, can even be used in space (although air must be provided for breathing). Takes five minutes to set up.

Tent (nylon) 100
Holds four. Can be set up in five minutes.

Personal Electronics **Cost**

Amplifier 750
An electronic amplifier for musical instruments and microphones.

Audio/Video Player 250
A large flat-screen display.

Datachips (box of 10) 10
Slim chips that can store text and data only. Not enough capacity for video, audio, or holo format files.

Drum Set 1000
An electronic percussion set.

Electric Guitar 300
Programmable guitar. Must be plugged into an amplifier.

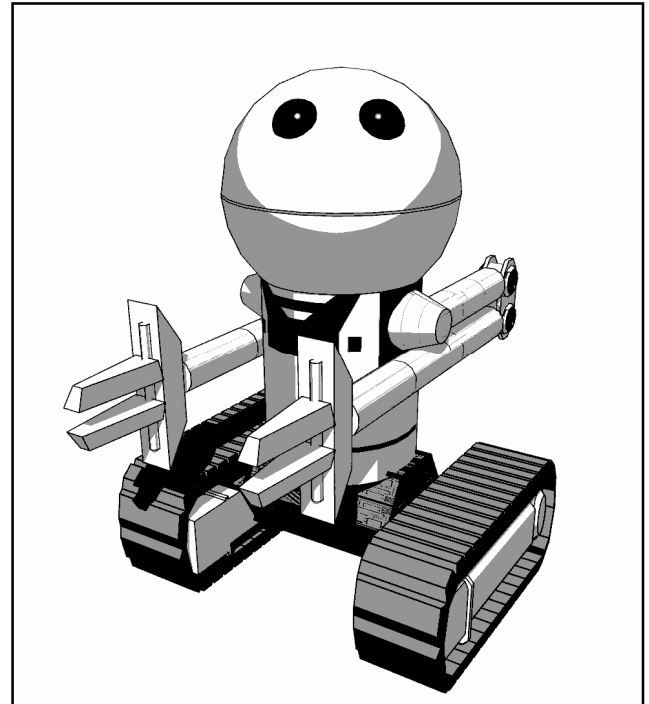
Electronic Keyboard 600
A medium-sized programmable music keyboard. Must be plugged into an amplifier.

Holochips (box of 10) 100
Slim chip with enough storage capacity to store text, data, audio, video, holo, and VR files.

Holodisplay 100
A hand-held holographic projector, capable of displaying low-resolution 1m images.

Music Synthesizer 200
Any type of electronic music device; can include keyboards, drum pads, stringed instruments, and MIDI wind instruments. 10 hours per power cell.

Personal Audio Hypernet Receiver 75
The futuristic equivalent to a personal walkman-



style radio, capable of receiving signals from the Hypernet.

Universal Translator 1200

Translates unknown languages and provides English equivalents through attached earphones. When spoken into, translates your words back via digitized voice. Takes three turns to translate a simple language; six turns to analyze and translate a complex one. *Note: on a roll of 6 on 1D6, any previously unknown language is untranslatable.*

Robotics **Cost**

Service Robot 5000

A bipedal robot designed to perform a variety of service functions. Service robots serve as translators, personal attendants, housekeepers, secretaries, clerks, receptionists, and factory workers. (Mental: 2, Combat: 3, Physical: 4, Move: 4, Armor KD: 20, Body SDP: 40, Relevant skills: Level 3)

Labor Robot 6000

These beefy robots come in bipedal and quadrupedal designs. They are used in construction or any job where heavy lifting or carrying is required. They often are equipped with specialized appendages such as welding or cutting lasers or anti-gravity beams to help them in their work. (Mental: 1, Combat: 3, Physical: 8, Move: 4, Armor KD: 25, Body SDP: 50, Relevant skills: Level 2)

Maintenance Robot 4000

Robots designed to repair technology come in all kinds of utilitarian shapes and sizes. They are often small and equipped with numerous specialized appendages to help them in their work. (Mental: 2, Combat: 2, Physical: 3, Move: 5, Armor KD: 25, Body SDP: 30, Relevant skills: Level 3)

Medical Robot 5000

Medical robots are similar to maintenance robots in that they are designed in all kinds of utilitarian shapes and sizes and are equipped with specialized appendages. Most medical robots assist biological doctors as nurses. (Mental: 3, Combat: 2, Physical: 3, Move: 3, Armor KD: 20, Body SDP: 40, Relevant skills: Level 3)

Security Robot 7000

The task of patrolling and protecting an area falls to Security robots. Security robots can be bipedal or quadrupedal and are often equipped with built-in stunners and restraint devices. (Mental: 3, Combat: 4, Physical: 5, Move: 6, Armor KD: 20, Body SDP: 40, Relevant skills: Level 3)

Battle Robot 1000

Battle robots are large weapons of war akin to intelligent tanks. They can be bipedal but most usually travel rough ground on treads. Battle units are illegal in the Federation but many corporations may attempt to field battle robots on disputed colony worlds. (Mental: 3, Combat: 6, Physical: 10, Move: 18, Armor KD: 30, Body SDP: 60, Relevant skills: Level 5)

Cleaning Mini-Robot 1000

A small dog-sized robot on wheels equipped with rudimentary arms and specialized appendages such as a vacuum cleaner and duster. (Mental: 1, Combat: 1, Physical: 1, Move: 1, Armor KD: 3, Body SDP: 20, Relevant skills: Level 2)

Android 20,000

A humanoid replicant meant to resemble or pass for a human on casual inspection. The creation and sale of Androids are heavily restricted within the Federation. (Mental: 4, Combat: 4, Physical: 4, Move: 6, Armor KD: 0, Body SDP: 30, Relevant skills: Level 4)

Security Cost

"Bug" Detector 900

Will detect any active or passive listening device within 10 meters. Will determine location of any transmitters, but not location of the receiver.

Card Lock 100

An encrypted electronic lock. DV18 to bypass with either Breaking and Entering tools or a Card Lock Decryptor, +10 credits per additional DV

Card Lock Decryptor 500

A device designed to interface with and decode Cardlock encryption with an AV of 8 + 3d6

Cuff-Tape Dispenser 10

A hand-held device that applies strong kevlar tape to a person's wrists or ankles. This tape cannot be cut (KD 15), burned, or broken (difficulty 22 to break).

Disguise or Miniaturization x2

Making an ordinary tool or device smaller or appear to be something other than what it is.

Handcuffs 50

Metal or plastic wrist restraints, DV 30 to break.

Jamming Transmitter 500

Disrupts all communications transmissions within 10m.

Key Lock 20

A low tech mechanical lock. DV14 to bypass with Breaking and Entering tools, +2 credits per additional DV .

Palmprint or Fingerprint Scanner 500

An encrypted electronic lock keyed to the owner's distinct finger or palm print. DV 22 to bypass with Breaking and Entering tools, +50 credits per additional DV.

Voice Lock 200

An encrypted electronic lock tuned to the owner's distinct vocal patterns and code words. DV20 to bypass with either Breaking and Entering tools or a Voice Lock Decryptor, +20 credits per additional DV

Voice Lock Decryptor 1000

A device designed to interface with Voice Locks to determine the code words, then replicate the distinct vocal patterns of an individual in order to bypass the lock with an AV of 10 + 3d6.

Voice Scrambler/Descrambler 200

Alters the user's distinct vocal patters and words into unintelligible gibberish without the accompanying descrambling code. Designed to interface with Communicators and Voice Locks.

Space Gear Cost

Emergency Bubble 100

A 2 meter diameter inflatable bubble used as an emergency escape pod. The bubble comes equipped with 1 hour of oxygen as well as an emergency locator beacon.

EVA Pack 1000

A backpack thruster that can travel at 20m per Phase.

Flight Suit 1000

A Kevlar flight suit (5KD) and hardened helmet (20KD) with built-in respirator that provides protection from most small weapons. The Flight Suit includes a Skinsuit undergarment for protection against the vacuum of space. The suit has built-in sensors that monitor the wearer's bio-functions and feeds that information to their spacecraft or Datapad.

Industrial Spacesuit	800
A heavy duty spacesuit (8 KD, EV-1) for working and EVA repairs with built-in respirator, radio, and directional thrusters.	
Light Spacesuit	500
A skin-tight spacesuit with minimal protection (KD 5) with built-in respirator, radio, and directional thrusters.	
Military Spacesuit	1000
A heavier armored version (10 KD, EV-2) of the Industrial Spacesuit with built-in respirator, radio, and directional thrusters.	
Respirator	100
Sealed breathing mask with 1 hour of oxygen for surviving vacuum, smog, toxic atmospheres, etc.	
Skinsuit	100
A skin tight last ditch emergency space suit worn under jumpsuits or outer garments like underwear. Respirator required.	
Suit Patch Kit	20
Small kit of 10 adhesive patches used for sealing tears or punctures in spacesuits.	
Thruster Wand	100
A hand-held 1 meter wand used to provide directional thrust in zero gravity environments.	
Surveillance	Cost
Audio Recorder	100
Handheld digital recorder with unlimited recording time.	
Commline Tap	200
A hand-held device designed to monitor an individual Hypernet Access Number and intercept private Hypernet transmissions sent and received by that number.	
Concealable Listening Device, "Bug"	600
Miniature listening device. Will transmit any sound within 10m to a receiver up to a km away.	
Digital Camera	100
Digital still camera with unlimited capacity.	
Digital Video Camera	300
Hand-held digital video camera with unlimited recording time. Can also send video recordings over the Hypernet.	
IR Goggles & Flash	500
Small goggles that allow the wearer to see either infrared light in complete darkness. Comes with a built-in infrared lamp with a range of 15 meters.	
Holorecorder	200
Futuristic equivalent of a video recorder. Can record up to 10 hours on a single chip. Projects hand-sized holo image for playback. Can also send holo-recordings over the Hypernet.	

Lowlight Goggles	300
Small goggles that allow vision in dim conditions through ambient light amplification.	
Macroglasses	100
Futuristic equivalent of binoculars, with digital range readouts, image enhancement, still recording of up to 10 images (stored on holochips).	
Movement Sensor	40
A hand-held ultrasound Doppler interferometer that can detect motion on open ground up to 1000m and up to 20m in close quarters.	
Tracking Device	25
A tiny Hypernet-capable transmitter that transmits a beacon signal that can be detected by a Datapad or Analyzer tuned to the appropriate frequency. If out of direct range, the Tracking Device can be located to the closest receiving Hypernet repeater.	
Tools	Cost
Analyzer	1000
Hand-held scanner about the size of a hardback book. The scanner sweeps 100m/yds around the user, examining life signs, technology traces, emissions, sounds, etc., reporting on what it observes on its LCD screen (Adds +2 to any Perception, Technology, Tracking or Survival skills).	
Antigravity Module	1000
Small 1'x1'x1' cube with antigravity unit inside. Handles are on either side. Can lift up to 200 lbs. for 4 hours on a power cell.	
Breaking and Entering Tools	120
Lock picks, wire cutters, shunts, and other tools that aid in disarming alarms and locks. Required for intrusion-related tasks.	
Cutting Torch	40
A high temperature torch that can cut through up to KD 25 material at a rate of 1 KD per Phase.	
Diving Gear	150
A re-breather, skinsuit, and mask that allows a diver to descend up to 100m for 1 hour.	
Electrician's Tool Kit	50
Pocket soldering iron, parts, multimeter, etc. Required for Electronics tasks.	
Flashlight	10
Battery powered, good for 8 hours. Lights up to 20m/yds.	
Filter Mask	30
Disposable face mask that filters out most particulates such as dust or ash.	
Geiger Counter	900
Detects intensity/direction of radiation up to 10m/yds.	
Gill Mask	500
Facemask and collar unit equivalent to an aqualung.	

Chapter 3: Creating a Character

Allows user to breathe freely underwater for up to 72 hours down to 200m/yds.

Laser Drill/Cutter **1200**

A bulky short-range laser drill and cutter (14DC AP, +1 accuracy, 2m range) used by asteroid miners to break up rock and salvagers to cut apart derelict spaceships.

Mechanic's Tool Kit **100**

Wrenches, pliers, screwdrivers, etc. Required for Mechanical tasks.

Power Cells (6) **100**

The "batteries" of the future, used to power most small devices and weapons. Come in packs of 6, each with a jack for wall. Recharging; takes 1 hour to recharge a single cell. Every Future electronic device uses one power cell, which will run the device for 10 continuous hours.

Protective Goggles **20**

Unfashionable work goggles that protect against sparks, dust, ash, and small debris.

Respirator **100**

Sealed breathing mask with 1 hour of oxygen for surviving vacuum, smog, toxic atmospheres, etc.

Technical Scanner **500**

Hand-held scanner about the size of a paperback book. Readout examines mechanical/electronic hardware and gives repair procedures and problems on LCD screen. (Adds +2 to any Technology skills).

Toolknife **50**

Classic "Swiss army" knife (DC 0.5). Saw, screwdrivers, tweezers, awls, etc.

Utility Belt **20**

Belt or harness with pouches. Can be used to carry up to 6 objects or devices up to the size of a large paperback book. or a total combined weight no greater than 10kg.

Weapons Definitions

Accuracy: The inherent accuracy of the weapon in the form of a bonus to the character's AV.

Armor Piercing: Defenses are halved against this weapon. For example, a KD10 defensive jacket would only provide KD5 against an AP bullet.

BV: Burst Value, the maximum number of extra hits that do damage to the target. A weapon's BV also indicates how many rounds it fires per attack. For example, a BV 10 Submachinegun with 30 rounds of ammunition can fire a total of 3 10-round attacks before it is out of ammunition.

DC: Damage Class, the amount of dice rolled to determine any damage inflicted by the weapon.

Range: The range in meters at which this device can operate.

Rounds: The amount of ammunition carried by the weapon.

ROF: Rate of Fire, the number of attacks that can be made with the weapon per Phase.

SDP: Structural Damage Points, the amount of damage the vehicle can take before being destroyed.

Str Min: Strength Minimum, the minimum Strength required to use this weapon. For every point of Strength the character has over the weapon's Str Min, the character can add an extra die of Damage, up to twice the weapon's listed damage. For example, Rico has a Monoblade (2d6 DC, Str Min 2) and his Strength is 3. Rico will do 3d6 with the Short Sword. His Strength is 1 over the Str Min which allows him to do an extra +1d6 DC with that Monoblade. If he somehow gained a Strength of 4, he would then do 4d6 of Damage, but even if his Strength went up to 5 or higher, he could never do more than 4d6 with the Short Sword, twice its listed damage.

Double Damage after KD/SD on Stun: Many weapons have a stun setting. Roll damage normally, subtract armor Killing Defense or character's Stun Defense, whichever is higher, and double any remaining damage.

Special Rule- Overload: All powered weapons such as blasters, gauss rifles, and stunners, can be set to overload their powerpacks, causing them to explode like a grenade. Any weapon set to overload will explode for double damage with a blast radius equal to their base damage. Therefore, a 5DC Blaster Pistol set to overload will explode with 10DC in a 5 meter blast radius. Likewise, a 12 DC Heavy Blaster Rifle on overload will explode with 24 DC, equivalent to 10K of damage to a starship, with a 12m blast radius. Setting a weapon on overload and throwing it like a grenade is a great last-ditch tactic for desperate characters.



Weapons

Cost

Blaster Pistol

500

A hand-held short-range blaster weapon (5DC, +1 accuracy, ROF 2, 60m range, double damage after armor or KD on stun setting). Blasters are preferred over archaic slug-throwers because they have virtually unlimited ammunition, do not penetrate spacecraft hulls, and do not impart momentum in zero gravity.

Blaster Rifle

700

A larger blaster weapon for longer range and damage (7DC, +1 accuracy, ROF 2, 400m range, double damage after armor or KD on stun setting). Blasters are preferred over archaic slug-throwers because they have virtually unlimited ammunition, do not penetrate spacecraft hulls, and do not impart momentum in zero gravity.

Combat Knife

100

A good combat knife (1DC, Str Min 1), useful for puncturing spacesuits.

Gauss Pistol

700

A hand-held weapon that fires electro-magnetically accelerated slugs or fin-stabilized darts at incredible velocities. It boasts a longer range, higher damage, and lower ammo capacity than conventional slug-throwers (7DC, ROF 2, 200m range, 10 rounds, AP).

Gauss Rifle

1000

A shoulder-fired longer-range version of a Gauss Pistol (10DC, ROF 1, 1000m range, 10 rounds, AP).

Heavy Blaster

1200

A larger tripod-mounted or shoulder-mounted weapon (difficulty 18 to fire while standing) used for anti-personnel and light anti-vehicle purposes (12DC, ROF 1, +1 accuracy, 400m range, double damage after armor or KD on stun setting). Blasters are preferred over archaic slug-throwers because

they have virtually unlimited ammunition, do not penetrate spacecraft hulls, and do not impart momentum in zero gravity.

Hunting Blaster

600

A high-powered, low rate-of-fire blaster useful for hunting game on rural colony worlds (6DC, +1 accuracy, ½ rate of fire, 600m range). Blasters are preferred over archaic slug-throwers because they have virtually unlimited ammunition, do not penetrate spacecraft hulls, and do not impart momentum in zero gravity.

Man-Portable Railgun

1400

A hefty shoulder-fired Gauss weapon. This type of railgun does devastating damage to vehicles and starfighters (14DC, +0 accuracy, ROF 1, 400m range).

Monoblade

300

A sword with a blade of mono-molecular cutting wire (DC 2, +1 accuracy, Str Min 2, AP).

Pocket Blaster

300

A small concealable pocket-sized blaster (3DC, -1 accuracy, 20m range, double damage after armor or KD on stun setting). Blasters are preferred over archaic slug-throwers because they have virtually unlimited ammunition, do not penetrate spacecraft hulls, and do not impart momentum in zero gravity.

Powersword or Poweraxe

500

A sword or axe with a blade of laser energy (4DC, +1 accuracy, Str Min 2, AP, any natural roll of 3 results in the attacker injuring themselves). A Powersword or Poweraxe can only be parried by another Powersword or Poweraxe.

Stunner

300

A hand-held device used to incapacitate opponents without killing (5DC Stun only, double damage after armor or SD, +1 accuracy, 60m range).

Lightspeed Weapons Table						
Archaic Ranged Weapons	Cost	DC	Accuracy	ROF	Range	Notes
Bow	40	4	0	1	*	*20m per STR, up to 140m
Longbow	70	7	0	1	*	*20m per STR, up to 200m
Crossbow	40	4	0	1	200m	Armor Piercing
Historic Ranged Weapons	Cost	DC	Accuracy	ROF	Range	Notes
Light Pistol (.22)	200	2	0	2	50m	6 rounds
Medium Pistol (9mm)	300	3	0	2	50m	10 rounds
Heavy Pistol (.357, 10mm Auto)	300	3	0	2	50m	10 rounds
Magnum Pistol (.44)	500	5	0	2	50m	10 rounds
Bolt Action Rifle	600	6	1	1	100m	1 round
Shotgun (12-Gauge buckshot)	500	5	0	2	40m	5 rounds, -1DC/+1 accuracy per 10m.
Shotgun (10-Gauge buckshot)	600	6	0	2	40m	5 rounds, -1DC/+1 accuracy per 10m.
Magnum Hunting Rifle (.458)	1000	10	+1	2	700m	1 round
Submachine Gun (9mm)	300	3	0	2	200m	30 rounds, BV 10
Assault Rifle (5.56mm)	600	6	+1	2	300m	30 rounds, BV 10, armor piercing
Battle Rifle (7.62mm)	900	9	+1	2	400m	30 rounds, BV 10, armor piercing
Machine gun (.50 cal; 12.7mm)	1000	10	0	1	800m	100 rounds, BV 10, armor piercing
Autocannon (30mm)	1400	14	0	1	400m	Armor piercing
Recoilless Rifle (60mm)	1500	15	0	1	400m	Armor piercing
Light Cannon (90mm)	1600	16	0	1	400m	Armor piercing
Tank Cannon (120mm)	1700	17	0	1	1000m	Armor piercing
Advanced Ranged Weapon	Cost	DC	Accuracy	ROF	Range	Notes
Stunner	300	10	+1	1	60m	Stun only, double damage after KD/SD
Pocket Blaster	300	3	+1	2	20m	Double damage after KD/SD on stun setting
Blaster Pistol	500	5	+1	2	60m	Double damage after KD/SD on stun setting
Hunting Blaster	600	6	+1	½	600m	
Blaster Rifle	700	7	+1	2	400m	Double damage after KD/SD on stun setting
Heavy Blaster	1200	12	+1	1	400m	Double damage after KD/SD on stun setting
Gauss Pistol	700	7	0	2	200m	10 rounds, armor piercing
Gauss Rifle	1000	10	0	1	1000m	10 rounds, armor piercing
Man-Portable Railgun	1400	14	0	1	400m	10 rounds, armor piercing
Melee Weapons	Cost	DC	Accuracy	Min.STR		Notes
Battle-Axe	50	6	-1	5		2 handed
Broadsword	40	4	+0	5		2 handed
Club	10	1	+0	1		1 handed, stun only
Combat Knife	100	1	+0	1		1 handed
Hand-Axe	20	2	+0	3		1 handed
Javelin	30	2	+1	3		1 handed
Mace	40	5	-1	4		1 handed
Monoblade	300	2	+1	2		1 handed, armor piercing
Polearm	50	5	+2	3		2 handed
Quarterstaff	30	3	+2	3		2 handed, stun only
Powersword/Poweraxe	500	4	+1	2		2 handed, armor piercing, can only be parried by another powersword, natural roll of 3 results in self-injury
Rapier	50	3	+2	2		1 handed
Saber	50	3	+2	2		1 handed
Spear	40	2	+2	2		2 handed
Short-Sword	30	2	+1	3		1 handed
Whip	10	1	-1	1		1 handed
Grenades	Cost	DC		Area of Effect in Meters		Notes
Sonic Grenade	50	10		5		Stun only, double damage after KD/SD
Thermal Grenade	50	5		5		
Fragmentation Grenade	70	7		5		
Heavy Grenade	100	10		10		

Character Templates

The following Templates represent common archetypes found in science fiction literature and film. While you don't have to use them, they can provide useful guidelines for *Lightspeed* character creation, noting useful skills, talents, perks, and complications.

For additional detail, check out the **Advanced Character Creation Options**. Although they add more complication to character creation, they can provide an additional level of realism and detail to the character.

AstroPol Ranger

Description: An AstroPol Ranger is the sole representative of Law in the newly colonized areas of the Galactic Frontier. They are well equipped and well supported in their seemingly hopeless quest to bring order to the void.

Complications: Vow (AstroPol).

Skills: Astrogation, Evasion, First Aid, Hand-to-Hand, Perception, Pilot Starfighter, Ranged Weapons, Shields, Starfighter Technology, and Sensors.

Perks: Membership (Rangers), Contacts.

Bounty Hunter

Description: Wherever a reward is placed for the return of a fugitive, be it escaped prisoner, dangerous outlaw, or desperate debtor, Bounty Hunters will come to claim it. The Federation takes a dim view of Bounty Hunters, preferring to use their Rangers to capture escaped or wanted criminals instead of untrained vigilantes. However, the Federation recognizes that the Rangers are not everywhere they need to be and therefore allows bounty hunters to operate so long as they register themselves and their quarry. The Bounty Hunter's Guild was formed in order to better manage and administrate bounties and prevent over-competition.

Complications: Bad Rep, Outsider.

Skills: Evasion, Hand-to-Hand, Ranged Weapons, Shadowing, Stealth, Streetwise, Surveillance, and Tracking.

Perks: Membership (Bounty Hunter's Guild).

Diplomat

Description: Diplomats not only serve as liaisons and representatives for the Federation and Planetary governments, they also work as negotiators and brokers for Megacorporations. Independent diplomats may serve as neutral mediators for a large variety of organizations, their non-affiliation serving as a benefit to their impartiality.

Complications: Public Figure.

Skills: Acting, Bureaucracy, Concentration, Conversation, Etiquette, High Society, Languages, Oratory, Perception, and Persuasion.

Perks: Membership (Federation), Renown.

Starship Medical Officer

Description: Colonizing the Galaxy can be dangerous, and skilled physicians are required to heal those who fall prey to that danger. Doctors can be found practicing medicine everywhere from high tech corporate and StarForce starships and facilities to the lowliest colony shack or back alley clinic in the Core Worlds.

Complications: Vow (Hippocratic Oath), Obligation (Starship Crew).

Skills: Computers, First Aid, Perception, Medicine, Science, and Sensors.

Perks: Membership (StarForce, Corporation, Mercenary Company, Pirate Crew, Employer, etc.), License (Medical, required to legally practice medicine).

Starship Engineer

Description: Starship Engineers specialize in the maintenance and repair of the starship's systems and drives. Engineers may serve StarForce, a Corporation, an independent commercial starship, or even a mercenary or pirate crew.

Complications: Obligation (Starship Crew).

Skills: Computers, Computer Technology, Droid Technology, Engineering, Equipment Technology, Science, Starfighter Technology, Starship Technology, Sensors, and Vehicle Technology.

Perks: Membership (StarForce, Corporation, Starship Crew, or Pirate Crew, etc.), License (Starship Engineering Certification).

Espionage Agent

Description: All large organizations employ espionage agents to gather intelligence on their rivals. The Federation sends agents against the Empire. Megacorporations send agents against other Megacorporations. Even mercenaries and pirate fleets need good reliable intelligence or sabotage.

Complications: Sense of Duty (Employer), Bad Rep, Hunted..

Skills: Bugging, Concealment, Cryptography, Disguise, Forgery, Security Systems, Shadowing, Stealth, Surveillance, and Tracking.

Perks: Membership (StarForce, Corporation, Mercenary Company, Pirate Crew, Employer, etc.).

Starfighter Pilot

Description: Space Fighter Pilots maneuver their small craft between arcing beams of incandescent death through the airless void of space. The majority of fighter pilots serve StarForce, though its not uncommon for veterans of a Core War to work for a Corporation or even sell their services as a mercenary. Some desperate or nefarious fighter pilots may even throw their lot in with a pirate crew.

Complications: Sense of Duty (StarForce, Corporation, Mercenary Company, Pirate Crew, Employer, etc.).

Skills: Astrogation, First Aid, Gunnery, Perception, Pilot Starfighter, Ranged Weapons, Shields, Starfighter Technology, Survival, and Sensors.

Perks: Membership (StarForce, Corporation, Mercenary Company, Pirate Crew, Employer, etc.), License (Starship Pilot Certification, required for civilian pilots).

Hacker

Description: The computer hacker makes a living by stealing from the computer-controlled Federation economy. With the easy availability of computers and the Hypernet, a hacker is able to strike at any time from anywhere in the Galaxy. A hacker might not even do the work himself, programming artificial intelligence programs to do the dirty work for him. Some hackers might even find employment with a Megacorporation using their skills against competitors or other hackers.

Complications: Hunted.

Skills: Computers, Computer Technology, Cryptography, Forgery, Games/Gambling, Hacking, Research, and Streetwise.

Perks: Contacts.

Interstellar Trader

Description: Traders are businessmen that purchase and sell goods, searching for that elusive profit. They are often captains of, or at least owners of, a commercial starship. Trader captains travel with their vessel, traveling from world to world. Owners might opt to stay on a single planet, orchestrating deals remotely from a central location. Trader vessels are usually armed to defend themselves against pirates and unfriendly local governments. Most traders are conscious of the law and try to make an honest living. However, when times are tight, a trader might not be averse to bending the rules to increase profits or exploring an unknown world in search of new markets. Outright criminal traders should be considered Smugglers (see below). Many traders work for the corporations, running pre-arranged cargo on well-established trade routes. Truly desperate traders might find themselves forced to mortgage their starship to a corpo-

ration or criminal syndicate just to stay in business.

Complications: Bad Rep.

Skills: Bribery, Bureaucracy, Business, Conversation, Etiquette, Games/Gambling, Perception, Persuasion, Streetwise, and Trading.

Perks: Wealth, Own a Starship, License (Business License, required for legal business ownership).

Starship Operations Technician/Crewman

Description: Operations Technicians, or Ops Techs, run the starship. They are the communications techs, sensor operators, flight control techs, gunners, and navigators. Ops Techs may serve StarFleet, a Corporation, an independent commercial starship, or even a mercenary or pirate crew.

Complications: Sense of Duty (Starship Crew), Obligation (Starship Crew).

Skills: Astrogation, Computers, First Aid, Gunnery, Perception, Pilot Starfighter, Pilot Starship, Science, Shields, and Sensors.

Perks: Membership (StarForce, Corporation, Mercenary Company, Pirate Crew, Employer, etc.).

Rogue/Scoundrel

Description: While a thief takes from others, a rogue convinces their victims to give it away willingly. Rogues charm their victims, becoming their friends and wooing them into a sense of security and trust. When the time is right, the rogue absconds with whatever it was they were after, often leaving the victim never knowing they've been had.

Complications: Bad Rep, Hunted.

Skills: Acting, Conversation, Disguise, Etiquette, Forgery, Persuasion, Seduction, and Streetwise.

Perks: Contacts.

Scientist

Description: The boundaries of explored space are being constantly pushed back, revealing new secrets and new discoveries. It is the scientists' calling to study these discoveries and report their conclusions. StarForce is always searching for scientists to send to the far reaches of the Galaxy. Corporations recruit scientists to discover and develop new technologies and markets. Independent scientists follow no demands but their own quest to explore.

Complications: Sense of Duty (Employer, StarForce, etc.), Obligation (Employer, StarForce, etc.).

Skills: Astrogation, Computer Technology, Computers, Engineering, Perception, Science, and Sensors.

Perks: Membership (Employer, StarForce, etc.).



Smuggler

Description: Smugglers are starship owners or pilots who make no effort to earn their living legally. For smugglers, transporting legal cargo is merely a pretense for transporting more profitable contraband.

Complications: Obligation (Debt), Bad Rep, Hunted (Bounty Hunters).

Skills: Astrogation, Bribery, Concealment, Electronics, Gunnery, Pick One (Pilot Starfighter or Pilot Starship), Shields, Pick One (Starfighter Technology or Starship Technology), Sensors, and Trading.

Perks: Own a Starship, License (Starship Captain or Starship Pilot, required for smugglers that pretend to be legal).

Soldier/Space Trooper

Description: The Galaxy is a dangerous place full of unrest. Space Troopers are the ones sent in to quell uprisings, establish and maintain peace, or simply take and hold territory. Space Troopers may serve DefenseForce, a division of StarForce, or they might represent the military of an Old Earth Empire. Corporations also employ Space Troopers to defend remote colonies or high security installations. Veteran Space Troopers might also find themselves in the employ of a mercenary group, selling their services to the highest bidder. Particularly nasty Space Troopers may even join a pirate crew.

Complications: Sense of Duty (StarForce, Corporation, Mercenary Company, Pirate Crew, Employer, etc.), Obligation (Employer, StarForce, etc.).

Skills: Climbing, Stealth, Perception, Evasion, Hand-to-Hand, Heavy Weapons, Melee Weapons, Pick One (Pilot Grav Vehicle or Pilot Battle-Strider), Ranged Weapons, and Sensors.

Perks: Membership (StarForce, Corporation, Mercenary Company, Pirate Crew, Employer, etc.), Li-

cense (Weapons Permit, required to legally carry a firearm).

Starship Captain

Description: The Starship Commander must oversee the routine function of the starship and ensure that the crew and vessel are operating at peak efficiency. Starship commanders may serve StarFleet in the defense of the Federation, or they can captain commercial vessels on lucrative trading runs either in the employ of a corporation or as independent operator/owners. Veteran commanders who miss action sometimes join mercenary fleets. Some starship commanders might even mutiny against their commanding officer or steal a corporate-owned spacecraft to become a space pirate.

Complications: Obligation (Starship Crew), Sense of Duty (Starship Crew).

Skills: Astrogation, Computers, Current Events, Etiquette, Evade, Hand-to-Hand, Persuasion, Pilot, Starship, Sensors, and Tactics.

Perks: Membership (StarForce, Corporation, Mercenary Company, Pirate Crew, Employer, etc.), License (Starship Captain, required to be legally certified).

Thief

Description: Thieves are those who make their living by taking from others.

Complications: Bad Rep, Hunted (AstroPol), Obligation (Debt).

Skills: Bribery, Climbing, Concealment, Forgery, Lock-picking, Security Systems, Shadowing, Sleight-of-Hand, Stealth, and Streetwise.

Perks: Contacts.

Chapter 4:

Advanced Character Options

Optional Possibilities provided the player with the tools necessary to create a character from scratch by defining his Complications, Skills, Talents, and Perks. **Advanced Character Creation Options** offer some additional, more detailed, ideas on how players might spend their OP on those options. **Advanced Option 1: Alien Species** allows the player to create non-human characters. **Advanced Option 2: Educational Packages** provides a framework for learning skills. **Advanced Option 3: Advanced Occupations and Memberships** provides guidance for creating members of various *Lightseed* institutions in the form of prerequisites and suggestions.

Advanced Option 1: Alien Species

The Galaxy of the Interstellar Era is inhabited by many alien species. Although humans are the most numerous, it is possible for a character to be a representative from one of these species.

Choose a species that fits the character concept. The choice of species affects certain steps of the character creation process. Each species description lists the changes and restrictions made to the character's characteristics, what options come standard for members of that species, and any special abilities members of that species possess.

To play a character of that species, the player simply pays the OP cost listed in parenthesis and continues with the character creation process as normal. Note that some species, notably Gremlins, Nerfels, and Robots, actually provide extra OP. Complications taken as a result of choosing an alien species do not count towards the maximum Complication OP restrictions.

Argesian (0 OP)

The humanoid Argesian are masters of technology. Due to their aversion to lethal violence, Argesian typically do not become Rangers.

Characteristics: +2 Intelligence (Max 12, 10 OP), -1 Constitution Maximum (Max 9, +3 OP), -1 Body Maximum (Max 9, +3 OP)

Complications: Vow: Non-Violence (Constant, risk bodily harm and financial ruin, major, +12 OP), Distinctive: Pointed Ears, bright hair color (constant, easily concealable, minor, +4 OP).

Talents: Acute Hearing (+1 AV to all Hearing-related tasks, 3 OP), Eidetic memory (3 OP), Longevity (Argesian live for several hundred years, 3 OP)

Special Abilities: Instinctive Technical Aptitude (+3 AV to any one Technical skill, 3 OP).

Species Characteristic Ranges

	INT	PRE	WILL	REF	DEX	TECH	STR	BOD	CON	MOV
Argesian	2-12	0-10	0-10	0-10	0-10	0-10	0-10	0-9	0-9	0-10
Gremlin	0-10	0-10	0-10	0-10	0-10	0-10	0-7	0-10	0-10	0-7
Heshan	0-10	0-10	1-11	1-11	1-11	1-11	0-10	0-10	0-10	0-10
Human	0-10	0-10	0-10	0-10	0-10	0-10	0-10	0-10	0-10	0-10
Kentarean	0-10	0-10	0-10	0-10	2-12	0-10	0-10	0-10	0-10	0-10
Kk'kk *ZZ*	1-11	1-11	1-11	1-11	1-11	1-11	0-8	0-8	0-8	1-11
Krung	0-10	1-11	0-10	0-10	0-10	0-10	1-11	1-11	1-11	0-10
Mronian	0-9	0-9	0-9	1-11	1-11	1-11	0-10	0-10	0-10	2-12
Nerfel	0-10	0-10	0-10	0-10	0-10	0-10	0-7	0-8	0-10	0-7
Ss'Lock	0-10	0-10	0-10	0-10	0-10	0-10	0-9	0-9	0-9	2-11
Yuzri	0-9	1-11	0-10	0-10	0-10	0-10	2-12	1-11	0-10	0-10



Gremlin (+1 OP)

Gremlins are short, gray-green skinned, disgusting humanoids that love hoarding and bartering technology.

Characteristics: -3 Strength Maximum (Max 7, +9 OP), -3 Move Maximum (Max 7, +9 OP)

Complications: Bad Rep (Infrequent, always recognized, minor, +3 OP), Distinctive Appearance: Small Size, Pointed Ears, Green Skin (constant, not concealable, minor, +6 OP).

Talents: Acute smell (+1 AV to all Smell-related tasks, 3 OP), Lightning Calculator (3 OP)

Special Abilities: Small size (1/2 normal size, 1/3 normal weight, +4 DV all Evasion rolls, +4 Stealth, 8 OP)

Heshan (7 OP)

Heshans are humanoids with blood red skin that practice non-aggressiveness and meditation in order to prevent bouts of uncontrollable berserker rage.

Characteristics: +1 Reflexes (Max 11, 5 OP), +1 Dexterity (Max 11, 5 OP), +1 Technique (Max 11, 5 OP), +1 Willpower (Max 11, 5 OP)

Complications: Vow: Non-Aggression (Constant,

risk expulsion, major, +10 OP), Distinctive: Pointed Ears and Red Skin (constant, concealable, minor, +5 OP), Berserker Rage (frequent, will attack anyone in range, major, +12 OP)

Talents: Simulate Death (3 OP).

Special Abilities: Starlight vision (can see normally in poor light, 5 OP), Instinctive Warrior (+2 Hand-to-Hand, +2 Evasion, +2 Perception, 6 OP)

Human or Near Human (0 OP)

Bipedal mammalian humanoids of various skin colors, sizes, and shapes. Humans and Near Humans can be found in all parts of the galaxy.

Characteristics: no modification (Max 10)

Complications: none standard

Talents: none standard

Special Abilities: none standard

Kentarean (1 OP)

Humanoids with pale blue skin and dark black eyes. Kentareans detest overt violence and are masters of assassination and subterfuge.

Characteristics: +2 Dexterity (Max 12, 10 OP)

Complications: Code of Honor: Must Kill by Surprise (Constant, risk expulsion, major, +10 OP), Dis-

Chapter 4: Advanced Character Options

tinctive: Dark Eyes, Blue Skin (constant, concealable, minor, +5 OP)

Talents: Light Sleeper (wake at the slightest sound, 3 OP)

Special Abilities: Exceptional Stealth ability (+3 AV to all Stealth-related tasks, 3 OP)

Kk'kk *ZZ* (3 OP)

Insectoids from the planet Zizz with thick chitinous exoskeletons and four legs.

Characteristics: -2 Strength Maximum (Max 8, +6 OP), -2 Body Maximum (Max 8, +6 OP), -2 Constitution Maximum (Max 8, +6 OP), +1 Intelligence (Max 11, 5 OP), +1 Reflexes (Max 11, 5 OP), +1 Dexterity (Max 11, 5 OP), +1 Technique (Max 11, 5 OP), +1 Move (Max 11, 5 OP)

Complications: Distinctive: 4-legged Insectoid (constant, not concealable, minor, +6 OP), Outsider (constant, cannot fit in, minor, +6 OP), Reduced Sight (constant, colorblind, minor, +4 OP), Vocal Impairment (constant, cannot speak other languages, minor, +4 OP)

Talents: Ambidexterity (3 OP)

Special Abilities: Chitinous exoskeleton (16 KD, 8 OP), UV Vision (5 OP).

Krung (12 OP)

Powerful humanoid warriors from the planet Hodur that pride themselves on victory over adversity.

Characteristics: +1 Strength (Max 11, 5 OP), +1 Constitution (Max 11, 5 OP), +1 Body (Max 11, 5 OP) +1 Presence (Max 11, 5 OP)

Complications: Bad Reputation (frequently, always recognized, major, +10 OP), Distinctive: Cranial Ridges (constant, easily concealed, minor, +4 OP), Code of Honor (constant, risk life or limb, major, +15 OP)

Talents: Combat Sense (Level 3, 9 OP), Acute Sight (+1 AV to all sight-related tasks, 3 OP), Acute Smell (+1 AV to all smell-related tasks, 3 OP), High Pain Threshold (+2 SD, 3 OP), Night Vision (3 OP).

Special Abilities: None.

Mronian (8 OP)

Feline humanoids with a lust for battle and teeth and claws to back it up. Female Mronians are most common. They are headstrong and adventurous while males are lazy and pampered due to their rarity.

Characteristics: +1 Reflexes (Max 11, 5 OP), +1 Dexterity (Max 11, 5 OP), +1 Technique (Max 11, 5 OP), -1 Intelligence Maximum (Max 9, +3 OP), -1 Presence Maximum (Max 9, +3 OP), -1 Willpower Maximum (Max 9, +3 OP), +2 Move (Max 12, 10 OP)

Complications: Vow: Compulsive Mating every 4-10 years (infrequent, extreme, minor +5 OP), Intolerance: Ss'Lock (infrequent, abusive at risk of life and limb, major, +15 OP), Phobia: Technology (constant, mild, minor, +4 OP), Distinctive: Feline Features (constant, not concealable, minor, +6 OP)

Talents: Acute smell (+1 AV to all smell-related tasks, 3 OP), Direction Sense (3 OP) Night vision (may see normally in poor light, 3 OP), Rapid Healing (+3 Recovery, 3 OP).

Special Abilities: Claws and teeth (all hand-to-hand damage is Killing, 5 OP), Superb leaper (+5m leaping, costs 1 END, 5 OP)

Nerfel (+2 OP)

Cute fuzzy-wuzzy furballs from a primitive culture with an instinctual need to be loved.

Characteristics: -3 Strength Maximum (Max 7, +9 OP), -2 Body Maximum (Max 8, +6 OP), -3 Move Maximum (Max 7, +9 OP)

Complications: Distinctive: Small Size, Body Fur (constant, not concealable, minor, +6 OP), Enemies: Yuzri (as powerful, single planet, watched, +3 OP), Oppressed (infrequent, snubbed or ignored, minor, +2 OP).

Talents: Direction Sense (3 OP)

Special Abilities: Small (Small (-2 AV Strength, Body, and Movement-related tasks, +2 AV Evasion and Stealth-related tasks, 6 OP), Cuteness (difficulty 30 for a human or near human to attack unless attacked first, 20 OP)

Robot (+4 OP)

A humanoid robot built to interact with and serve humans. Robots may serve a variety of functions from performing service-related tasks to labor to even security and combat.

Characteristics: no modification (Max 10).

Complications: Distinctive: artificial body (constant, not concealable, minor, +6 OP), Oppressed (constant, enslaved, extreme, +35 OP), Sense of Duty: Owner (constant, risk expulsion or embarrassment, major, +10 OP).

Talents: Acute Vision (+1 AV to all Sight-related tasks, 3 OP), Ambidexterity (3 OP), Double Jointed (3 OP), Eidetic Memory (3 OP), Direction Sense (3 OP), Lightning Calculator (3 OP), Speed Reader (3 OP), Time Sense (3 OP).

Special Abilities: Armor (KD 25, 13 OP), Unstoppable (ignores Stun damage, 10 OP)

Ss'Lock (+11 OP)

Reptilian humanoids with a herd mentality.

Characteristics: -1 Strength Maximum (Max 9, +3 OP), -1 Body Maximum (Max 9, +3 OP), -1 Constitution Maximum (Max 9, +3 OP), +1 Move (Max 11, 5 OP)

Complications: Annoying Personal Habits (frequent, annoying, minor, +3 OP), Distinctive: Reptilian Features (constant, not concealable, minor, +6 OP), Enemies: Mronians (as powerful, single planet, death, +15 OP), Intolerant: Mronians (infrequent, civil but distant, minor, +2 OP), Sense of Duty: Herd Mentality (frequent, for all Ss'Lock, extreme, +25 OP), Shy (constant, refuse to speak to new people, minor, +4 OP).

Talents: Acute vision (+1 AV to all sight-related tasks, 3 OP).

Special Abilities: Claws and teeth (all hand-to-hand damage is Killing, 5 OP), Pack Tactics (+1 AV for each additional Ss'Lock participating in an attack, 5 OP), Clinging (may use claws to climb sheer surfaces and ceilings, 10 OP), Adaptation (safe in extreme heat, 5 OP), All-around sensing (can see in 360 degrees, 5 OP), Superb Leaper (+5m Leap, costs 1 END, 5 OP), Thick hide (4 KD, 10 OP)

Optional: Wings (costs 1 END per 5m of flight, 0 OP plus 5 OP per 5m/Phase).

**Yuzri (0 OP)**

Bad tempered bestial humanoids with an affection for technology.

Characteristics: +1 Body (Max 11, 5 OP), +2 Strength (Max 12, 10 OP), +1 Constitution (Max 11, 5 OP), -1 Intelligence Maximum (max 9, +3 OP), +2 Presence (Max 12, 10 OP)

Complications: Bad Rep (frequent, always recognized, minor, +4 OP), Distinctive: Claws, Fangs, Body Fur (constant, not concealable, minor, +6 OP), Bad Tempered (constant, risk incarceration, major, +12 OP), Hunted: Pan Solar Empire (more powerful, galactic region, imprisonment, +12 OP), Impulsive (infrequent, risk expulsion or embarrassment, minor, +2 OP), Intolerant: Nerfel (infrequent, rude and verbally abusive, minor, +4 OP).

Talents: High Pain Threshold (+2 SD, 3 OP)

Special Abilities: Claws and teeth (all hand-to-hand damage is Killing, 5 OP), Infrared Vision (can see heat radiation in total darkness, 5 OP).

Optional: Powerful Roar (Must roar loudly. Attacker's AV [Presence + Persuasion] + 3d6 vs. defender's DV [Willpower + Concentration] against each target in the area. If successful, roll effect dice [3d6 plus any additional] vs. target's Resistance and consult following table. Costs 1 END per 2 effect dice. 15 OP).

Result	Effect
< target's Resistance	No effect
1-10 > target's Resistance	Attacker automatically gains initiative until the target passes a Concentration skill test vs. a DV of 18.
11-20 > target's Resistance	Attacker automatically gains initiative, target suffers -1 AV to all actions. Concentration vs. DV 22 to overcome.
21-30 > target's Resistance	Attacker automatically gains initiative, target suffers -3 AV to all actions. Concentration vs. DV 26 to overcome.
30+ > target's Resistance	Attacker automatically gains initiative, target suffers -5 AV to all actions. Concentration vs. DV 30 to overcome.

Advanced Option 2: Educational Packages

The character's education and training shapes their skills and prepares them for their careers. Purchasing skills through an education template costs the same as purchasing the skills separately. The templates simply provide a realistic framework for the character's background and training.

Note that some training packages have prerequisites that must be met in order to purchase the package. StarForce Academy, for example, requires that characters be a member of StarForce and that they have purchased Technical Training prior to purchasing the Academy package. In turn, StarForce has its own prerequisites, as does Technical Training.

Primary Education (0 OP)

Most characters have received a primary education as a child either from an organized school or from their parents or family. A primary education teaches the fundamental basics of life in a Galactic society. A character may only take Primary Education once. The skills learned through Primary Education represent the **Everyman Skills** of the setting (see Option 1: Skills).

Prerequisite: None

Education: Computers 2, Current Events 2, Evasion 2, Hand-to-Hand 2, Perception 2, Persuasion 2.

Colonial Childhood (10 OP)

Those who grow to adulthood on remote colony worlds tend to learn from their environment.

Prerequisite: Raised on a colony world.

Education: Climbing +1, Driving +1, Engineering +1, Evasion +1, Navigation +1, Pilot Grav Vehicle +1, Stealth +1, Survival +1, Tracking +1, Vehicle Technology +1.

Delinquent Childhood (5 OP)

There are those who fall through the cracks of society and fail to obtain a formal education. These people grow up on the street, learning how to survive using any means possible.

Prerequisite: None.

Education: Choose 5 from the following list:

Bribery +1, Business +1, Climbing +1, Concealment +1, Evasion +1, Forgery +1, Games/Gambling +1, Hand to Hand +1, Local Expert +1, Lockpicking +1, Melee Weapons +1, Perception +1, Ranged Weapons +1, Security Systems +1, Shadowing +1, Sleight of Hand +1, Stealth +1, Streetwise +1, Survival +1, Trading +1.

Technical Training (5 OP)

Many Federation citizens attend 2 years of non-specialist technical training, equivalent to an Associate's Degree on Pre-Interstellar Earth.

Prerequisite: Primary Education

Education: Computers +1, Concentration +1, Current Events +1, Education +1, Sensors +1.

University Degree (5 OP)

A University education provides 2 years of professional training for a specialist civilian career equivalent to a Bachelor's Degree on Pre-Interstellar Earth. Most Federation citizens have a University Degree. Five educational choices are available for the character: Law, Liberal Arts, Medicine, Science, or Technology.

Prerequisite: Technical Training

Education: Choose one of the following areas of study. Multiple areas of study may be purchased, but each area of study may be purchased only once.

Law

Choose five from the following list:

Bureaucracy +1, Business +1, Concentration +1, Conversation +1, Current Events +1, Education +1, Etiquette +1, History +1, Oratory +1, Research +1.

Liberal Arts

Choose five from the following list:

Artistry +1, Athletics +1, Business +1, Concentration +1, History +1, Languages +1, Local Expert +1, Oratory/Command +1, Perception +1, Persuasion +1, Performance +1.

Medicine

Education +1, Forensic Medicine + 1, Medicine +1, Paramedic/First Aid +1, Research +1.

Science

Education +1, Research +1, Science +2, Sensors +1.

Technology

Choose five from the following list:

Computers +1, Computer Technology +1, Electronics +1, Engineering +1, Equipment Technology +1, Inventor +1, Mechanics +1, Robotics Technology +1, Sensors +1, Starfighter Technology +1, Starship Technology +1, Vehicle Technology +1.

Graduate Degree (5 OP)

A Graduate University education provides an additional 2 years of professional specialist education for civilian careers. A graduate degree is equivalent to a Master's Degree on Pre-Interstellar Earth. Law students must obtain a graduate degree and a license in order to legally practice law.

Prerequisite: University

Education: Choose either to repeat a University program or Expert +2, Profession +2, Teaching +1. Only one graduate degree can be obtained per area of study.

Post-Graduate Degree (5 OP)

A Post-Graduate University education provides an additional 2 years of professional specialist education for civilian careers. A graduate degree is equivalent to a Doctorate on Pre-Interstellar Earth. Medical Students must obtain a post-graduate degree and a medical license in order to legally practice medicine.

Prerequisite: Graduate Degree or StarForce Academy.

Education: Choose either to repeat a University program or Expert +2, Profession +2, Teaching +1. Only one post-graduate degree can be obtained per area of study.

StarForce Academy (10 OP)

The excellent StarForce Academies provides unparalleled technical, scientific, and tactical training to StarForce cadets. All StarForce officers are graduates of one of the several StarForce Academies located throughout the Federation. Cadets attend the Academy for 4 years and must choose an area of study that matches their desired branch of service: Command, Engineering, Medical, Operations, or Science. A StarForce Academy education is the equivalent to a Graduate Degree.

Prerequisite: Technical Training, Membership Level 1: StarForce or StarForce Academy.

Education: Choose one of the following areas of study. Multiple areas of study may be purchased, but each area of study may be purchased only once.

Command

Choose ten from the following list:

Astrogation +1, Bureaucracy +1, Etiquette +1, Evade +1, First Aid +1, Hand-to-Hand +1, Heavy Weapons +1, History +1, Perception +1, Persuasion +1, Ranged Weapons +1, Survival +1, Tactics +1

Engineering

Choose ten from the following list:

Computers +1, Battlestrider Technology +1, Computer Technology +1, Electronics +1, Engineering +1, Equipment Technology +1, Inventor +1, Mechanics +1, Robotics Technology +1, Sensors +1, Starfighter Technology +1, Starship Technology +1, Vehicle Technology +1.

Medical

StarForce Academy Medical training qualifies the character to act as a medical technician. To be a

physician, the character must also obtain a Post-Graduate Degree.

First Aid +3, Forensic Medicine +1, Perception +1, Medicine +3, Research +1, Science +1.

Operations

Astrogation +1, Computers +1, First Aid +1, Gunnery +1, Perception +1, Pilot Starfighter +1, Pilot Starship +1, Science +1, Sensors +1, Shields +1.

Science

Astrogation +1, Computers +1, Engineering +1, Perception +1, Research +1, Science +3, Sensors +2.

StarForce Basic Training (5 OP)

Starforce enlisted crewmen must undergo 9 weeks of basic training in preparation for serving aboard a starship. StarForce Basic Training stresses education in computer, sensor, weapons and engineering systems while DefenseForce Basic Training stresses self-defense and tactics.

Prerequisite: Technical Training, Membership Level 1: StarForce Enlisted.

Education: Choose one of the following areas of study. Multiple areas of study may be purchased, but each area of study may be purchased only once.

StarForce

Computers +1, Gunnery +1, Sensors +1, Shields +1, Starship Technology +1.

DefenseForce

Evasion +1, Hand-to-Hand +1, Melee Weapons +1, Ranged Weapons +1, Stealth +1

StarForce Pilot Training (5 OP)

StarForce pilots must undergo a year of training in addition to their normal basic or academy training. StarForce pilot training may be repeated as desired.

Prerequisite: StarForce Academy Training or StarForce Basic Training

Education: Choose one of the following areas of study. Multiple areas of study may be purchased and repeated if desired.

Battlestrider Pilot

Pilot Battlestrider +1, Battlestrider Technology +1, Gunnery +1, Sensors +1, Shields +1.

Starfighter Pilot

Pilot Starfighter +1, Starfighter Technology +1, Gunnery +1, Sensors +1, Shields +1.

Starship Pilot

Pilot Starship +1, Starship Technology +1, Gunnery +1, Sensors +1, Shields +1.

Interstellar Merchant Academy (10 OP)

The Interstellar Merchant Academies have trained civilian pilots, astrogators, and engineers for commercial space travel for centuries. The Interstellar Merchant Academy offers a 4-year program of study for those who seek a career in space but don't wish to join StarForce or other military. Graduates of the Interstellar Merchant Academy must also obtain appropriate licenses in order to legally pilot or own a starship.

Prerequisite: Primary Education

Education: Choose 10 from the following list:

Astrogation +1, Bureaucracy +1, Computers +1, Computer Technology +1, Electronics +1, Engineering +1, Gunnery +1, History +1, Inventor +1, Mechanics +1, Perception +1, Persuasion +1, Pilot Starfighter +1, Pilot Starship +1, Robotics Technology +1, Sensors +1, Shields +1, Starfighter Technology +1, Starship Technology +1, Survival +1.

AstroPol Academy Training (10 OP)

All AstroPol Officers, Inspectors, and Agents undergo a 6-week training regimen at one of the thousands of AstroPol Academies located throughout the Federation. Academy Training is only available to AstroPol Officers and Inspectors.

Prerequisite: Technical Training, Membership Level 1: AstroPol.

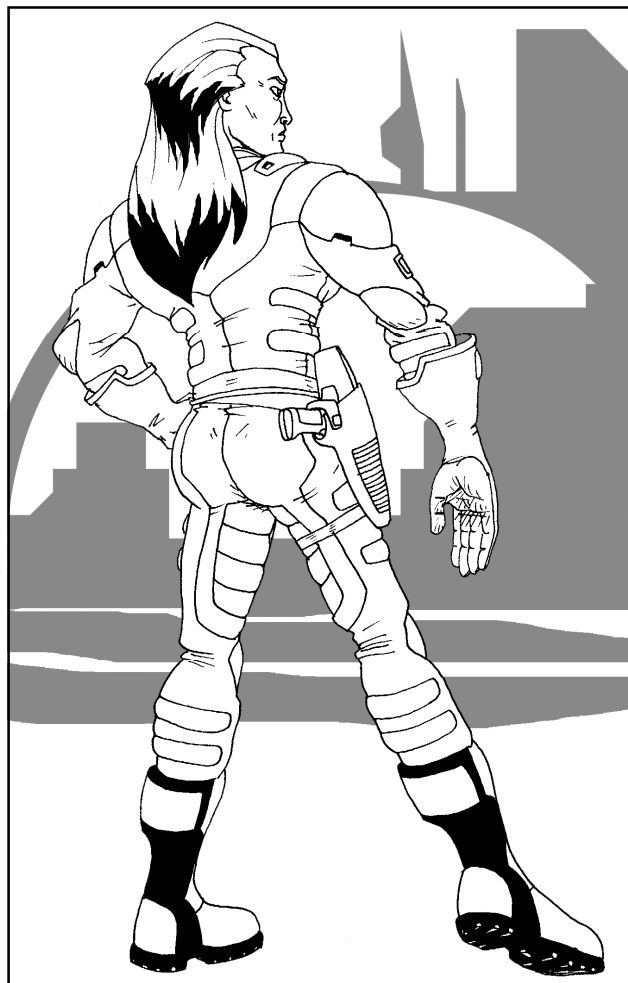
Education: Evasion +1, First Aid +1, Hand-to-Hand +1, Heavy Weapons +1, Interrogator +1, Melee Weapons +1, Perception +1, Persuasion +1, Ranged Weapons +1, Tracking +1.

AstroPol Academy Advanced Training (10 OP)

AstroPol Agents are required to complete the advanced training in addition to the basic training course. The advanced training course lasts 1 year and focuses on gathering intelligence and evidence as well as scientific forensic research and analysis. Advanced Academy Training is only available to AstroPol Agents and select Inspectors.

Prerequisite: University Degree: Science, AstroPol Academy Training, Membership Level 6: AstroPol.

Education: Bugging +1, Conversation +1, Criminology +1, Cryptography +1, Education +1, Interrogator +1, Perception +1, Shadowing +1, Surveillance +1, Tracking +1



Ranger Training (10 OP)

AstroPol Rangers undergo an intensive 2-month training period upon recruitment. The training stresses basic self-defense, criminal investigation, and starfighter piloting.

Prerequisite: Membership Level 1: AstroPol Rangers

Education: Astrogation +1, Computer +1, Evade +1, First Aid +1, Hand-to-Hand +1, Perception +1, Pilot Starfighter +1, Ranged Weapons +1, Sensors +1, Shields +1.

Advanced Option 3: Advanced Occupations and Memberships

What follows are some suggested prerequisites and guidelines for creating various archetypical characters of the Lightspeed universe. In order to play a member of a particular organization or occupation, the player simply creates a character that meets the prerequisites listed.

AstroPol

AstroPol enforces the laws on Federation member planets and installations. Officers and Inspectors are generally assigned to a specific city or area. Agents are tasked with solving specific interplanetary crimes and are given no jurisdictional restrictions in the execution of that duty.

Prerequisites

Players must purchase levels of the perk "Membership: AstroPol" (2 OP per Level) appropriate for the type of character they wish to play. Membership in AstroPol provides several benefits. First, it empowers the AstroPol character with the authority to arrest criminal suspects. Secondly, it provides several investigative powers not available to ordinary citizens. Third, it allows an AstroPol character to request support from their AstroPol Department. Officers are provided with a desk and computer terminal in a local AstroPol Department complex. Inspectors are provided with an office and/or laboratory in a local AstroPol Department complex. Agents are provided an office and/or laboratory in the regional AstroPol Sector Headquarters. Directors and Assistant Directors are provided an office and support staff at an AstroPol Sector Headquarters. The Chief Director maintains an office and support staff at AstroPol HQ on Eos.

Minimum Prerequisites

All Regular AstroPol personnel must meet the following prerequisites:

- Federation citizen with no criminal record.
- Primary Education (0 OP)
- Technical Training (5 OP)
- AstroPol Academy Training (5 OP)
- Vow: AstroPol (frequent, risk life or limb, minor, +5 OP), represents their vow to uphold the laws of the Interstellar Federation and come to the aid of any AstroPol personnel in need.

Officer, Lieutenant, Captain

In addition to the minimum prerequisites, AstroPol officers must meet the following additional prerequisites:

- Membership Level 1-3: AstroPol (2 OP per level).
- Distinctive: AstroPol Uniform (constant, easily concealable, minor, +5 OP), represents their requirement to wear the uniform while on duty.
- Obligation: AstroPol (frequent, risk expulsion or embarrassment, minor, +3 OP), represents the Officer's day-to-day requirement of reporting to the local AstroPol Department.

Inspector, Chief Inspector

In addition to the minimum prerequisites, AstroPol inspectors must meet the following additional prerequisites:

- University Degree (5 OP).
- Membership Level 4-5: AstroPol (2 OP per level).
- Obligation: AstroPol (frequent, risk expulsion or embarrassment, minor, +3 OP), represents the Inspector's day-to-day requirement of reporting to the local AstroPol Department.

Agent, Senior Agent

In addition to the minimum prerequisites, AstroPol agents must meet the following additional prerequisites:

- University Degree (5 OP).
- AstroPol Academy Advanced Training (5 OP).
- Membership Level 6-7: AstroPol (2 OP per level).
- Obligation: AstroPol (infrequent, risk expulsion or embarrassment, minor, +2 OP), represents the Agent's requirement to report to Sector Headquarters.
- Secret Identity (infrequent, living a normal life unnoticed by anyone, major, +5 OP), represents the false identity used by the Agent for undercover operations.

Assistant Director, Director, Chief Director

In addition to the minimum prerequisites, AstroPol directors must meet the following additional prerequisites:

- University Degree (5 OP).
- Graduate Degree (5 OP).
- AstroPol Academy Advanced Training (5 OP).
- Membership Level 8-10: AstroPol (2 OP per level).
- Obligation: AstroPol (frequent, risk expulsion or embarrassment, major, +7 OP), represents the Agent's requirement to report to Sector Headquarters.

AstroPol Ranks		
Level	Rank	Monthly Salary
1	Officer	1000
2	Lieutenant	2000
3	Captain	3000
4	Inspector	4000
5	Chief Inspector	5000
6	Agent	6000
7	Senior Agent	7000
8	Assistant Director	8000
9	Director	9000
10	Chief Director	10,000

Suggested Options

Some suggested options for freelance operatives include:

- Followers (1 OP per level) The character is in charge of a other AstroPol officers or Agents loyal only to him.
- Enemies: Former Adversaries (as powerful, single planet, death, +15 OP), given enough time and adventures, a successful AstroPol officer can make a lot of enemies.
- Sense of Duty: AstroPol (frequent, organization, major, +10 OP), the character views AstroPol as more than a job, it's an ideal worth dying for.

AstroPol Equipment

AstroPol characters are assigned the following equipment free of charge: Stunner (10DC stun only), Communicator, Uniform (5 KD), Helmet (20 KD), Datapad (2 POW), Cuff-Tape Dispenser (difficulty 22 to break), Armored Patrol Grav Cruiser (KD 20, SDP 50, MOVE 125m, top speed 300kph).

In addition to the above, AstroPol Agents are also assigned a Polaris Shuttle.

AstroPol Rangers

It is a Ranger's sworn duty to uphold the law and protect the innocent on the remote Galactic Frontier. Although they are funded and supported by the Interstellar Federation Astro Police, they are an independent organization and individual Rangers are given great latitude to carry out their duties. Rangers are self-reliant and tough. They travel from planet to planet, either alone or in small groups, wherever the call of duty takes them.

Prerequisites

Ranger characters must purchase at least two levels of the "Membership" Perk (2 OP per level). Membership with the Rangers provides several benefits. First, it empowers the Ranger with the authority to arrest criminal suspects. Secondly, it provides several investigative powers not available to ordinary citizens. Third, it allows a Ranger to request support from other Rangers. Fourth, Rangers may use their Membership to requisition money and equipment for difficult missions. A Ranger can acquire 1000 credits per level of Membership. This money must be used for the purpose of the request

and cannot be saved. Any unused amount must be returned by the end of the month. Any inappropriately spent money will be docked from the Ranger's pay or the Ranger may be prosecuted for fraud. Finally, a Ranger's pay is dependent on his Membership level. A Ranger is paid 500 credits per level of Membership a month and receives 100 credits per level of Membership a month for equipment maintenance. The equipment allowance must either be spent on new or replacement equipment, or may be held in savings until needed for such purchase. Characters begin the game with one month's payment readily available.

Minimum Prerequisites

All AstroPol Rangers must meet the following prerequisites:

- Primary Education (0 OP)
- Ranger Training (10 OP)
- Membership Level 1-10: AstroPol Rangers (2 OP per level).
- Distinctive: Ranger Flight Suit (frequent, easily concealable, minor, +3 OP), represents the requirement to wear a uniform while on duty.
- Vow: AstroPol (frequent, risk life or limb, major, +12 OP), represent the oath they took upon joining the Ranger service to uphold and defend the laws of the Interstellar Federation as well as to perform their duty and provide support to any Ranger when called.

Suggested Options

Some suggested options for freelance operatives include:

- Enemies: Former Adversaries (as powerful, single planet, death, +15 OP), given enough time and adventures, a successful AstroPol officer can make a lot of enemies.
- Sense of Duty: AstroPol (frequent, organization, major, +10 OP), the character views AstroPol as more than a job, it's an ideal worth dying for.

AstroPol Ranger Membership Levels			
Level	Monthly Stipend	Equipment Allowance	Resources
1	500	100	10,000
2	1000	200	20,000
3	1500	300	30,000
4	2000	400	40,000
5	2500	500	50,000
6	3000	600	60,000
7	3500	700	70,000
8	4000	800	80,000
9	4500	900	90,000
10	5000	1000	100,000

Ranger Equipment

In addition to the Membership benefits mentioned above, Ranger characters are provided the following equipment free of charge: Blaster Pistol (5DC, +1 accuracy, 60m range, double damage on stun setting), Communicator, Flight Suit (10 KD), Flight Helmet (20 KD), Magnetic Boots (20 KD), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Cuff-Tape Dispenser (difficulty 22 to break)

AstroPol Rangers are assigned a *Peacekeeper* Long-Range Starfighter with the following base statistics:

***Peacekeeper* Starfighter**

ARMOR KD: 4K
SHIELD KD: 20K
HULL SDP: 8K (2K)
MANEUVER: -4 REF, DEX, & TECH (starfighter scale)
MOVE: 16 (12.8 km/phase; 15,360 kph)
Crew + Passengers: 1+1 (Piloting AV 10, Shield AV 10)
Length: 15 meters
Span: 8 meters
Clearance: 2.5 meters
Weapons:

All Arcs

1. Tractor Beam, range 1.25 km
(15+3d6 vs target's structure+3d6, success indicates target is immobilized, -2 accuracy, range 5, all arcs, starfighter scale)

Fixed Forward

2. Beam Guns, range 5 km
(5K, +1 accuracy, range 10, BV 2, fixed forward, starfighter scale)

Forward Arc

3. 2 Strike Missiles, range 28.8 km
(20K each, one phase of aiming provides an automatic minimum AV of 12, range 24, forward arc, starfighter scale)

Drive-Systems:

Hyperdrive (Top Speed: 100 LY/hour; 876,000c; 1000 LY hex range)
Ion Drive (Top Speed: 0.74 AU/hour; 110.30 mkph; 0.102c; 1100 mkm range)
Gravity Drive (Top Speed: 15,360 kph; Mach 12.5)
Trans-Atmospheric Capability.

Accommodations:

1 Pilot seat, 1 passenger seat for prisoners, both ejection
500kg storage behind cockpit
security system

Avionics:

Primary Sensors (Level 3)
Backup Sensors (Level 1)
Target Analyzer (reports identity, size, mass, and velocity of craft in sensor range)
Hypercomm Transmitter (10 LY range)
Communications Transmitter (1000 mkm)
Backup Transmitter (300 mkm)
Artificial Intelligence (Intelligence 2, Willpower 2, Reflexes 2, Dexterity 2, Current Events 2, Perception 2, Pilot Starfighter 2, Shields 2, System Operation 2, Firewall DV 26)

Rangers are then given an allowance of 50,000 credits to make the following modifications to their *Peacekeeper* as they see fit:

Enhanced Artificial Intelligence	10,000 each
Each enhancement increases the starfighter's Characteristics and all skill levels by 1 to a maximum of 10.	
Enhanced Gravity Drive	5,000 each
Increases the MOVE of the <i>Peacekeeper</i> by 1, up to a maximum of 20.	
Enhanced Hyperdrive	50,000 each
Increases the Maximum Hyperspace speed by 10 LY per hour; up to a maximum of 200 LY per Hour.	
Enhanced Ion Drive	5,000 each
Increases the Maximum Ion Drive Speed of the starfighter by 0.10 AU/hour (+15 mkph, +0.014c), up to a maximum of 1.14 AU/hr.	
Enhanced Sensors	1000
Increases the range of the starfighter's sensors by 1 level to a maximum of 4.	
Enhanced Shields	5000 each
Increases the Force Shield's power by 5K, up to a maximum of 40K.	
Enhanced Tractor Beam	10,000 each
Adds +1 to the tractor beam's roll to immobilize the target.	
Extra Strike Missiles	20,000 each
Each extra missile reduces the starfighter's MANEUVER by 1.	
Increased Cargo Hold	5000 each
Increases the Cargo Hold capacity by 500kg up to 1,500kg. Each increase reduces MANEUVER by 1.	
Increased Firepower	10,000 each
Increases the energy output of the Beam Guns by 1K to a maximum of 10K. Each increase reduces the <i>Peacekeeper's</i> Range by 100 Light Years.	
Increased Hyperdrive Range	10,000 each
Increases the starfighter's Hyperspace Range by 100 Light Years, up to a maximum of 2000 Light Years.	
Increased Ion Drive Range	1000 each
Increases the starfighter's Ion Drive Range by 100 million kilometers, up to a maximum of 2100 million kilometers.	
Maneuver Verniers	10,000 each
Increases the starfighter's MANEUVER by 1, up to a maximum of Zero.	
Reinforced Structure	5000 each
Increases the starfighter's structure by 1K, up to a maximum of 16K. Each increase of 2K reduces the handling by 1.	
Turreted Beam Gun	10,000
Allows the starfighter's beam gun to swivel and fire at targets in any direction. Firing the turreted Beam Gun uses the Gunnery skill and requires the pilot's full attention, meaning that the starfighter's AI must pilot the spacecraft while the pilot's attention is on firing the weapon.	

Bounty Hunter's Guild

The Bounty Hunter's Guild was formed to help coordinate and adjudicate what is often a dangerously competitive career. Before the Guild, bounty hunters would find themselves having to protect themselves other bounty hunters more than the targets they were hunting. The Guild helps eliminate much of the inter-hunter competition by keeping a registry of bounties and assigning hunters on a case-by-case basis. The Guild also helps resolve disputes involving payment of bounties.

There are plenty of bounty hunters that work outside the Guild system, but those that try soon find it difficult to learn of the best bounties, which are usually exclusively registered with the Guild. Even if they are able to capture the target and earn the bounty, the unregistered hunter will soon learn what Guild hunters think of solo hunters, the hard way.

Prerequisites

Bounties are assigned to those hunters who have invested the most into the Guild and with the best record of captures. Therefore, Bounty Hunters must purchase levels of the "Membership: Bounty Hunter's Guild" Perk appropriate to their status within the Guild.

Minimum Prerequisites

All Guild Bounty Hunters must meet the following prerequisites:

- License: Bounty Hunter (6 OP).
- Membership Level 1-10: Bounty Hunter's Guild (1 OP per level).
- Bad Reputation (frequent, often recognized, major, +7 OP), bounty hunters are nearly universally looked down upon throughout the galaxy.

Suggested Options

- Enemies: Former Captures (as powerful, single planet, death, +15 OP), given enough time, a bounty hunter can make a lot of enemies.
- Starship: Canopus Assault Shuttle (8 OP), or other similar starship to capture and transport dangerous targets.
- Wealth (1OP per level) for especially prosperous hunters.

Bounty Hunter Membership Levels	
Level	Typical Bounties
1	5000
2	10,000
3	15,000
4	20,000
5	25,000
6	30,000
7	35,000
8	40,000
9	45,000
10	50,000

Corporation

Many corporations provide high salaries to skilled professionals in high demand fields such as high technology, biotechnology, and planetary development. Scientists, and technicians are employed to develop and apply new technologies while corporate mercenaries protect corporate assets. Less scrupulous corporations may employ mercenaries and highly skilled espionage agents to steal or destroy developments from other corporations in an effort to eliminate competition. Corporate executives are tasked to manage projects and ensure the corporation makes more profit than the competition.

Prerequisites

Corporations provide resources and support to their employees commensurate with the importance of their job. As a result, corporate characters must purchase the "Membership" Perk to represent the relative status they maintain within the corporation. The level of membership purchased dictates the base pay of the job, the responsibilities of the employee, as well as the amount of resources available to the character. For corporate Interstellar Traders or Starship Commanders, the amount of OP spent on the Membership Perk also determines the size and capabilities of the starship they command. Such characters may command a starship worth twice as OP as the amount spent on their Membership Level. Therefore, a character that spent 4 OP to purchase Membership in a corporation may command a starship worth 8 OP (see the **Starship** Perk). The catch is that the character does not own the starship, and is financially and legally responsible for anything that happens to the starship under his command. In addition, the character must also complete any and all missions assigned to him by that corporation or his Membership Level will be revoked and the starship will be repossessed.

The actual cost of the levels of Membership in OP varies depending on the size of the corporation. A galaxy-spanning Megacorporation will have access to mercenaries and starships while a small corporation may struggle to purchase a delivery van for their products. Use the tables on the following page to determine the OP cost and resources immediately available to the character for various sizes of corporations and the character's relative status within that corporation. Any discretionary resources requested must be approved by the characters superior and must be accounted for by the company's accounting department. Any inappropriately used resources may result in the immediate termination or possible prosecution of the character.

Pay is the monthly income of the character. The "Wealth" Perk is separate and is used to represent any savings or investments the character may have. Characters begin the game with one month's payment readily available.

Minimum Prerequisites

All corporate personnel must meet the following requirements:

- Primary Education (0 OP)
- Obligation: Corporation* (frequent, risk expulsion or embarrassment, minor, +3 OP), represents the character's commitment to show up for work on time and perform the tasks assigned to him.
- Watched: Corporation* (more powerful, galactic region, watched, +5 OP), represents the monitoring of the character and their performance by their superiors.

*The Gamemaster may consider making these complications optional as their use may cause to disrupt a normal story. A character's obligation will prevent him from traveling where the scenario may take him or doing whatever it takes to accomplish the mission. Corporate characters without the complications are considered to be free agents, able to report to work at their whim, yet still able to draw upon corporate resources when required. The value of the complications represent the amount of time and work required by the character, and it is entirely possible for a character with very little obligation, or one who is poorly watched, to take extra vacation days, slack off work, or simply not show up. If a character neglects his obligation and is caught, however, he'll soon find himself out of a job and without the Membership Perk to draw upon.

Assistant Staff

In addition to the minimum prerequisites, Assistant Staff must meet the following additional prerequisites:

- Membership Level 1: Corporation (1-4 OP per level).

Staff

In addition to the minimum prerequisites, Staff must meet the following additional prerequisites:

- Technical Training (5 OP)
- Membership Level 2: Corporation (1-4 OP per level).

Specialist

In addition to the minimum prerequisites, Specialists must meet the following additional prerequisites:

- Technical Training (5 OP)
- University Degree (5 OP)
- Membership Level 3: Corporation (1-4 OP per level).

Assistant Manager

In addition to the minimum prerequisites, Assistant Managers must meet the following additional prerequisites:

- Technical Training (5 OP)

- University Degree (5 OP)
- Membership Level 4: Corporation (1-4 OP per level).

Manager/Administrator and above

In addition to the minimum prerequisites, Managers and Administrators must meet the following additional prerequisites:

- Technical Training (5 OP)
- University Degree (5 OP)
- Graduate Degree (5 OP)
- Membership Level 5-10: Corporation (1-4 OP per level).

Suggested Options

Some suggested options for corporate employees include:

- Followers (1 OP per level), the character is in charge of several loyal employees or perhaps his own corporation.
- Renown (1 OP per level), the owners and CEOs of the larger Megacorporations are media personalities in their own right.
- Wealth (1 OP per level), besides their salaries, many corporate employees are able to reap the rewards of sizable savings or investments.
- Watched: AstroPol (more powerful, galactic region, imprisonment, +12 OP), the character is being monitored by AstroPol for possible illegal activities.
- Enemy: Rival Corporation (OP cost varies), the character's corporation has a rival that has no problem with causing harm to the character. The cost of the Complication varies depending on the scope of the rival corporation and what they wish to do to the character. Rival corporations are not above kidnapping or assassination in order to disrupt their competition.

Chapter 4: Advanced Character Options

Corporate Titles and Responsibilities			
Level	Title	Monthly Salary	Responsibilities and Resources
1	Assistant Staff	1500	Provides assistance to a superior by performing more menial tasks. Responsible for a discretionary budget of 25 cr/month.
2	Staff	3000	Performs daily non-specialized tasks. Several specialists and staff members work together in a team or group. Responsible for a several assistants plus a discretionary budget of 50 cr/month.
3	Specialist	4500	Performs a professional task. Several specialists and staff members work together in a team or group. Responsible for several staff members and assistants plus a discretionary budget of 100 cr/month.
4	Assistant Manager	6000	Assists the Manager by supervising a team or group of specialists and staff members. Responsible for a team, plus a discretionary budget of 250 cr/month.
5	Manager/Administrator	7500	Supervises a department consisting of several teams/groups generally assigned to a specific kind of work. Responsible for the entire department and several assistant managers, plus a discretionary budget of 500 cr/month.
6	Assistant Director/Senior Manager	9000	Assists the Director by supervising a group of several departments. Responsible for a several departments including several managers plus a discretionary budget of 1000 cr/month.
7	Director	10,500	Manages a Section of several Departments. Responsible for a section including several assistant directors plus a discretionary budget of 1500 cr/month.
8	Assistant Vice President (AVP)	12,000	Assists the VP by overseeing several Sections. Several Sections, several Directors, plus discretionary budget of 2500 cr/month.
9	Vice President (VP)/Chief Officer	13,500	Oversees a Division responsible for one facet of corporate operations such as Research, Accounting, Human Resources, Technology, etc. Responsible for a division including several AVPs plus a discretionary budget of 5000 cr/month.
10	President/Chief Executive Officer (CEO)	15,000	Oversees the operation of the entire company, generally on a strategic level. Responsible for the entire Corporation including several VPs plus a discretionary budget of 10,000 cr/month.

Corporate Scope Multipliers		
Scope	Cost	Resources
Local Corporation	+ 0 OP per level	Dozens of employees with several thousand credits in resources. A character has immediate access to 1 employee per level. Pay and discretionary budget x1
Planetary Corporation	+1 OP per Level	Hundreds of employees with several hundred thousand credits in resources. A character has immediate access to 10 employees. Pay and discretionary budget x2.
Interstellar Corporation	+2 OP per Level	Thousands of employees with several million credits in resources. A character has immediate access to 100 employees per level. Pay and discretionary budget x3.
Galactic Corporation/Megacorporation	+3 OP per Level	Tens of thousands of employees with several billion credits in resources. A character has immediate access to 1000 employees per level. Pay and discretionary budget x4.

Example Corporations	
Local	
Crazy Eddie's Antiques New Bombay Security Hin Import/Export Branson Investigations Mariposa Transport Ushri's Pawn Shop	
Planetary	
Mars Staffing Services Lewis and Neshwari Investments Centauri III Spacecraft Manufacturing Securi-T Corporate Security Chug-a-Lug Fast Food	
Interstellar	
Blanka Information Technology Corporation Li Yong Troubleshooting Interstellar Research Corp. Mandalay Shipping Lines Orion's Belt Mineral Concern	
Megacorporation	
Consolidated Aerospace Manticore Biotechnology MegaSoft Interstellar Robotics Artemis Intergalactic Eurofahren	

Criminal Organization

Criminal organizations are known by many names: Street gangs, mafia, yakuza, triads, cartels, syndicates, terrorists, space pirates. Each has different goals, membership requirements, histories, and criminal enterprise of choice. The one thing all have in common is organization and structure for support and protection and a desire to profit by illegal means.

Coordinated criminal enterprises earn money through a number of illegal activities ranging from the sale of stolen merchandise, illegal services, the trafficking of contraband, illegal gambling, and extortion.

Some criminal organizations might even promote a political or religious agenda. Terrorists use assassination and mass-murder to achieve their ideological goals.

Prerequisites

By definition, criminal organizations exist to provide support to its members. Therefore, members of criminal organizations must purchase the “Membership: Criminal Organization/Space Pirate” Perk appropriate for their status within the organization. Members with higher levels of the Membership Perk will be able to command larger groups and acquire greater resources than those with lower levels. At any given level, a member of the organization can call upon the aid of any and all of the members of equal or lesser level. For example, a Level 6 Lieutenant can call upon all the other lieutenants in his organization and their “crews” while a lowly Level 1 soldier can only call upon the other Level 1 soldiers in his own “crew”. Being a member of an criminal organization provides the character access to illegal products such as weapons or drugs.

Members of a criminal organization may or may not even be wanted or have a criminal record. Only criminals that have been identified are wanted and only those that have been caught have a record.

Minimum Prerequisites

All organized criminals must meet the following requirements:

- Membership Level 1-10: Criminal Organization (1-4 OP per level)
- Bad Reputation (infrequent, sometimes recognized, major, +5 OP), recognized members of criminal organizations are generally shunned from law-abiding society.
- Enemy: AstroPol (more powerful, galactic region, imprisonment, +12 OP), AstroPol places eradicating organized crime, including space piracy, high on its list of priorities

Suggested Options

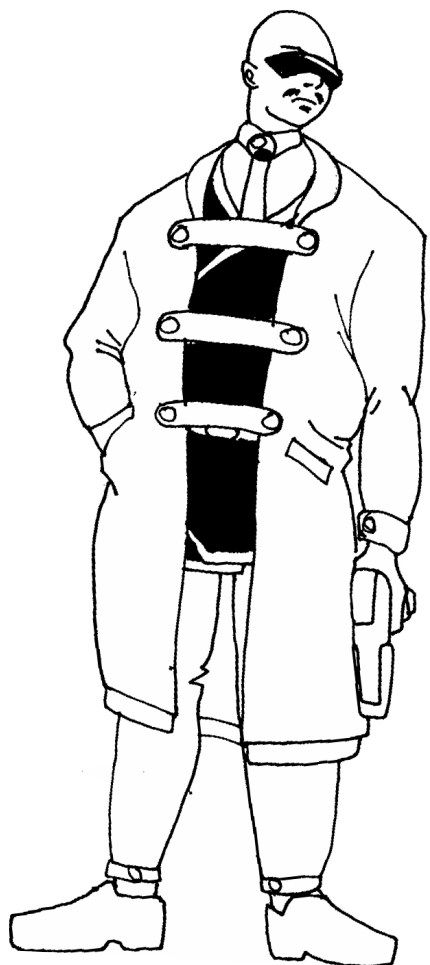
Some suggested options for members of criminal organizations include:

- Code of Honor (frequent, risk expulsion or embarrassment, minor, +3 OP), Some organizations may require its members to live by a code of honor, restricting their criminal activities to only certain types, markets, or clientele. These ethics may be the result of political compromise with another criminal organization, or they may be the result of a strong sense of tradition or sense of behavior.
- Followers (1 OP per level), the character is in charge of his own crew of loyal criminals/space pirates/terrorists.
- Hunted: AstroPol (more powerful, galactic region, imprisonment, +12 OP), the character is wanted for arrest for a specific crime.

Criminal Organization Ranks		
Level	Title	Responsibilities
1	Low-ranking soldier, “button-man”	A soldier that has not yet proven himself.
2		
3	Soldier, “made man”, “wise-guy”	A soldier that has proven himself to the organization.
4		
5	Lieutenant, cell leader, “capo”, “skipper”	Oversees a squad or “crew” of up to 10 soldiers.
6		
7	Counselor	Oversees a particular facet of the organization.
8		
9	Underboss	Assists the Boss.
10	Boss, kingpin, Oyabun, space pirate captain	Oversees the entire organization.

Criminal Organization Scope Multiplier		
Scope	Cost	Resources
Local	+ 0 OP per level	Dozens of members with several thousand credits in resources.
Planetary	+1 OP per Level	Hundreds of members with several hundred thousand credits in resources.
Interstellar	+2 OP per Level	Thousands of members with several million credits in resources.
Galactic	+3 OP per Level	Tens of thousands of members with several billion credits in resources.

- **Oppressed: Criminal Record** (infrequent, oppressed, minor, +3 OP), the character has a criminal record.
- **Watched: AstroPol** (more powerful, galactic region, imprisonment, +12 OP), the character is being monitored by AstroPol.
- **Vow: Criminal Organization** (frequent, risk life or limb, major, +12 OP), represents the character's loyalty to the criminal organization. Depending on the nature of the organization, this Complication may or may not be mandatory. Loosely organized bands of space pirates or petty criminals will likely be less picky about loyalty than larger more secretive organizations.
- **Starship: Nebula Starfighter** (12 OP), space pirates often have to provide their own starships.
- **Starship: Red Star Cruiser** (28 OP) space pirates often have to provide their own starships.
- **Wealth** (1OP per level) for especially prosperous criminals.



Freelance Criminal

The freelance criminal eschews working for a criminal organization in favor of independence and mobility of self-employment.

Prerequisites

There are no prerequisites to become a criminal.

Suggested Options

Some suggested options for freelance criminals include:

- **Hunted: AstroPol** (more powerful, galactic region, imprisonment, +12 OP), the character is wanted for arrest for a specific crime.
- **Oppressed: Criminal Record** (infrequent, oppressed, minor, +3 OP), the character has a criminal record.
- **Watched: AstroPol** (more powerful, galactic region, imprisonment, +12 OP), the character is being monitored by AstroPol.
- **Wealth** (1OP per level) for especially prosperous criminals.

Freelance Operative

Freelance operatives are independent professionals who hire themselves out whenever their skills are needed. Work is often hard to find and there may be many periods where credits are hard to come by. The Freelancer is, however, his own boss. He answers only to himself. Sometimes, when credits are tight, a freelancer may turn to criminal activities to supplement their income.

Prerequisites

There are no prerequisites to become a freelance operative.

Suggested Options

Some suggested options for freelance operatives include:

- **Hunted: AstroPol** (more powerful, galactic region, imprisonment, +12 OP), the character is wanted for arrest for a specific crime.
- **Oppressed: Criminal Record** (infrequent, oppressed, minor, +3 OP), the character has a criminal record.
- **Outsider** (infrequent, from a distant place, minor, +2 OP), most freelance operatives have to travel to where their work takes them and are often immediately recognizable as strangers.
- **Poverty** (frequent, poor, minor, +2 OP), freelance operatives often find themselves in between jobs for several weeks or even months at a time.
- **Wealth** (1OP per level) for especially prosperous operatives.

Mercenary Company

Mercenary companies range in size from small squads to entire brigades or divisions. Their scope can vary between local planetary militias and Megacorporations with fleets of starships.

Prerequisites

Mercenary characters must purchase the "Membership: Mercenary Company" Perk at a level appropriate to the character's rank and the number of mercenaries the character commands. Many smaller mercenary companies allow its members to invest a percentage of their pay in the company in return for a percentage of the overall profits.

Minimum Prerequisites

All mercenaries must meet the following requirements:

- Membership Level 1-10: Mercenary Company (3 OP per level)
- Bad Reputation (infrequent, sometimes recognized, minor, +2 OP), mercenaries are almost universally looked down upon throughout the Galaxy.
- Distinctive: Mercenary Armor (frequent, easily concealable, minor, +3 OP), mercenaries must wear distinctive armor denoting their unit and affiliation.
- Obligation: Mercenary Company (constant, risk life or limb, major, +15 OP), mercenaries are expected to serve when
- Watched: Employer (more powerful, galactic region, watched, +5 OP).

Suggested Options

Some suggested options for mercenaries include:

- Basic Education (0 OP).
- Technical Training (5 OP).
- StarForce Basic Training: DefenseForce (5 OP)
- StarForce Pilot Training (5 OP).
- Followers (1 OP per level), the character is in command of his own mercenary company.
- Starship: Nebula Starfighter (12 OP), mercenaries, like space pirates, often have to provide their own starships.
- Starship: Red Star Cruiser (28 OP) .
- Secret Identity (infrequent, living a normal life unnoticed by anyone, major, +5 OP), many mercenaries assume a false identity for reasons of business and security.
- Hunted: AstroPol (more powerful, galactic region, imprisonment, +12 OP), the character is wanted for arrest for a specific crime.
- Oppressed: Criminal Record (infrequent, oppressed, minor, +3 OP), many mercenaries have a criminal record.
- Outsider (infrequent, from a distant place, minor, +2 OP), most mercenaries have to travel to where their work takes them and are often immediately recognizable as strangers.
- Poverty (frequent, poor, minor, +2 OP), mercenaries often find themselves in between jobs for several weeks or even months at a time.
- Wealth (1OP per level) for especially prosperous mercenaries.

Mercenary Ground Forces Ranks			
Level	Rank	Mission Pay	Responsibilities
1	Private	1000	
2	Corporal	2000	Element (3-4 soldiers) leader.
3	Sergeant	3000	Squad (4-8 soldiers) leader.
4	2 nd Lieutenant	4000	Assistant platoon leader.
5	1 st Lieutenant	6000	Platoon (40 soldiers) leader.
6	Captain	8000	Company (120 soldiers) commander.
7	Major	10,000	
8	Lt. Colonel	20,000	Battalion (500 soldiers) commander.
9	Colonel	30,000	Regiment (3000 soldiers) commander.
10	General	50,000	Division (12,000 soldiers) or Brigade (24,000+) commander.

Mercenary Space Forces Ranks			
Level	Rank	Mission Pay	Responsibilities
4	Pilot	2000	Starfighter pilot.
5	Lieutenant J.G.	3000	Bridge post or starfighter pilot.
6	Lieutenant	4000	Assists Commander.
7	Lt. Commander	10,000	Commanding officer of a wing of starfighters.
8	Commander	20,000	Commanding officer of a starrunner.
9	Captain	30,000	Commanding officer of a starship.
10	Admiral	50,000	Commanding officer of a task force of starships.

Merchant Spacer

Merchant spacers fly freighter transports to outlying colonies and supply little-visited locations with much needed supplies. Without merchant spacers, there would be no interstellar trade with the colonies and the colonization effort itself would likely fail.

Characters with spaceship skills can easily find work as a pilot, engineer, or captain of such a vessel. Characters without spaceship skills could still find work as a technician or medical officer.

Prerequisites

At the bare minimum, to be a merchant spacer one must own and/or serve aboard a merchant spacecraft. Otherwise, merchant spacers are generally an independent lot, seeking to find their fortunes their own way without interference from superiors, and therefore do not belong to any formal organizations. Governments, however, do put restrictions on merchant spacer activities by licensing their profession.

Starship Captain

- Basic Education (0 OP).
- Technical Training (5 OP).
- Merchant Space Academy (10 OP).
- License: Business (1 OP).
- License: Starship Captain (1 OP).
- Starship: GH-22A Transport (4 OP).

Starship Pilot/Astrogator

- Basic Education (0 OP).
- Technical Training (5 OP).
- Merchant Space Academy (10 OP).
- License: Starship Pilot (1 OP).

Starship Engineer

- Basic Education (0 OP).
- Technical Training (5 OP).
- Merchant Space Academy (10 OP).
- License: Starship Engineer (1 OP).

Starship's Doctor

- Basic Education (0 OP).
- Technical Training (5 OP).
- University: Medical (5 OP).
- Graduate Degree: Medical (5 OP).
- Post-Graduate Degree: Medical (5 OP).
- License: Medical (3 OP).
- Vow: Hippocratic Oath (Infrequent, risk bodily harm or financial ruin, minor, +3 OP).

Suggested Options

Some suggested options for merchant spacers include:

- Followers (1 OP per level), an independent Merchant Spacer might have his own crew to follow his orders.
- Hunted: AstroPol (more powerful, galactic region, imprisonment, +12 OP), the character is wanted for arrest for a specific crime.
- Membership Level 5: Corporation (5 OP), some Merchant Spacers work for a corporation.
- Oppressed: Criminal Record (infrequent, oppressed, minor, +3 OP), the character has a criminal record.
- Outsider (infrequent, from a distant place, minor, +2 OP), merchant spacers have to travel to where their work takes them and are often immediately recognizable as strangers.
- Poverty (frequent, in debt, major, +12 OP), merchant spacers often have to go deep into debt in order to purchase their spacecraft.
- Watched: Debtors (as powerful, galactic region, watched, +4 OP), the merchant spacer's debtors like to keep close tabs on their investment and/or collateral.
- Wealth (1 OP per level), on the flip side, especially prosperous merchant spacers might actually have sizable savings or investments.

Physician

Colonizing the Galaxy can be dangerous, and skilled physicians are required to heal those who fall prey to that danger. Doctors can be found practicing medicine everywhere from high tech corporate starships and facilities to the humblest colony shack to the lowliest back alley clinic in the Core Worlds.

Prerequisites

Physicians must meet the following prerequisites to legally practice medicine in the Federation:

- Basic Education (0 OP).
- Technical Training (5 OP).
- University: Medical (5 OP).
- Graduate Degree: Medical (5 OP).
- Post-Graduate Degree: Medical (5 OP).
- License: Medical (3 OP).
- Vow: Hippocratic Oath (Infrequent, risk bodily harm or financial ruin, minor, +3 OP).

Suggested Options

Some suggested options for physicians include:

- Followers (1 OP per level), the character is the head physician in charge of a group of loyal medics, nurses, or assistants. Perhaps the character is chief physician of a hospital.
- Wealth (1 OP per level), being a physician can be especially lucrative.

Rebellion Guerillas

The Rebellion against the Pan-Solar Empire is outmanned, outgunned, and facing desperate odds against the largest military force in the history of the Galaxy. They use cunning, secrecy, and guerilla tactics just short of terrorism and piracy to achieve their goal of overthrowing the corrupt regime.

Prerequisites

The Rebellion is organized into a cell-based structure similar to the French Marquis resistance of Earth's Pre-Interstellar Era. In fact, the only thing separating the Anti-Imperial Rebellion from an organized terrorist group is their choice of tactics. The Rebellion refuses to take action against civilians.

Members of the Anti-Imperial Rebellion must purchase the "Membership: Anti-Imperial Rebellion" Perk. The level of the Perk indicates the member's relative status within the Rebellion's organization.

Oftentimes, the Rebellion will assign rank as a reward for special service or to provide special independent status to an especially successful individual or group. For example, a hero might receive a promotion to Captain as an award for destroying an Imperial space station, but will not be placed in command of a starship. Instead, the hero may still pilot a starfighter but as an independent squadron outside the normal chain of command.

Minimum Prerequisites

All Anti-Imperial Rebels must meet the following requirements:

- Membership Level 1-10: Anti-Imperial Rebellion (3 OP per level)
- Sense of Duty: Rebellion (frequent, organization, major, +10 OP), members of the Rebellion would sacrifice their lives or their safety for the cause.
- Enemy: Pan-Solar Empire (more powerful, galactic region, imprisonment, +12 OP), the Empire has vowed to exterminate the rebellion and execute all its members.

Suggested Options

Some suggested options for Rebel characters include:

- Starship: Chi-Frame Fighter (12 OP), the starfighter of choice for the Rebellion.
- Oppressed: Criminal Record (infrequent, oppressed, minor, +3 OP), the character has a criminal record either in the Federation or Empire.
- Secret Identity (infrequent, living a normal life unnoticed by anyone, minor, +2 OP), some rebels attempt to live a normal life within the Empire.
- Oppressed (frequent, outcast, minor, +5 OP), although nearly all citizens of the Empire are oppressed, the Rebels find life even more difficult.

Rebellion Guerilla Space Forces Ranks		
Level	Rank	Responsibilities
4	Pilot	Starfighter pilot.
5	Lieutenant (one dot)	Bridge post or starfighter pilot.
6	Lt. Commander (two dots)	Assists Commander.
7	Commander (three dots)	Commanding officer of a wing of starfighters or starrunner-scale starship.
8	Captain (four dots)	Commanding officer of a starship.
9	Admiral (five dots)	Commanding officer of a task force of starships.
10	Supreme Commander	Commanding officer of all Rebel forces.

Rebellion Guerilla Planetary Forces Ranks		
Level	Rank	Responsibilities
1	Soldier	
2	Corporal	Element (3-4 soldiers) Leader
3	Sergeant	Squad (6-8 soldiers) Leader
4	Cell Leader	Cell (40 soldiers) Leader
5	Captain (one dot)	Coordinates all cells in a system (3-4).
6	Major (two dots)	Coordinates all systems in a sector (20-30).
7	Lt. Colonel (three dots)	Assists Colonel.
8	Colonel (four dots)	Coordinates all sectors in a region (5-10).
9	General (five dots)	Coordinates all regions.
10	Supreme Commander	Commanding officer of all Rebel forces.

StarForce

StarForce is an all-volunteer organization, and there is never a shortage of recruits. StarForce candidates hail from all the planets in the Federation, from the most populous Core World to the wildest Colony. StarForce enlisted personnel must have 2 years technical (college) education while officers, in addition to the 2 years technical education, must have completed 4 years of StarForce Academy education. StarForce characters should, therefore, be highly motivated, intelligent, and educated.

Within StarForce, there are six primary occupations. Those are: Command, Operations, Engineering, Science, Medical, Fighter Pilot, and Security. Each occupation covers a separate specialty. Command oversees the administration of personnel and equipment. They are typically team leaders and organizers and, at higher ranks, commanders of starships and stations.

Prerequisites

All StarForce characters must purchase the "Membership" Perk. Levels of Membership represent the character's rank in StarForce. A character's Rank also determines their pay and duties. Membership must be purchased in one of three classes of StarForce duty: Academy Cadet, Enlisted, and Officer.

Minimum Prerequisites (-20)

All StarForce characters must also purchase the following Complications to represent their service to the Federation:

- Federation Citizen between the ages of 17 and 34 with no criminal record.
- Basic Education (0 OP).
- Technical Training (5 OP).
- Distinctive: StarForce Uniform* (Constantly, Easily Concealable, Minor, +5 OP), represents their requirement to wear the uniform while on duty.
- Enemies: Pan Solar Empire (As Powerful, Galactic Region, Imprison, +10 OP), represents the current animosity between the Federation and the Empire.
- Vow: StarForce (Frequently, Risk Life or Limb, Minor, +5 OP), represents the their oath to uphold the principles and defense of the Interstellar Federation.
- Obligation: StarForce* (Frequently, Risk Life and Limb, Minor, +5 OP), represents their requirement to report for scheduled duty.

*StarForce characters who work undercover or have no daily routine, such as StarForce Intelligence Officers or Reserve StarForce Officers, or those whose missions offer great latitude and independence, should not purchase the "Distinctive" or "Obligation" Complications.

StarForce Enlisted

StarForce Enlisted personnel fill most non-specialist roles on StarForce ships and stations, and are easily interchangeable between StarForce divisions. At Petty Officer, enlisted personnel assume stable leadership positions and are usually assigned to a specific function or duty. Enlisted personnel wear gray uniforms.

DefenseForce soldiers and Space Troopers make up the bulk of the Federation's planetary defense forces. A corporal generally finds himself responsible for a fireteam of 3-4 soldiers. A sergeant is responsible for a squad of 6-8 soldiers.

In addition to the minimum prerequisites, StarForce enlisted crew must meet the following additional prerequisites:

- Membership Level 1-5: StarForce Enlisted Crew (2 OP per level).
- StarForce Basic Training (5 OP).

StarForce Academy Cadets

StarForce Academy students hold the rank of Cadet while attending the institution. The ranks of Chief, Leading, and Able Cadet are assigned by academic achievement. Chief Cadets assume leadership roles within the school, often teaching courses themselves.

In addition to the minimum prerequisites, StarForce cadets must meet the following additional prerequisites:

- Membership Level 1-4: StarForce Academy (1 OP per level).

StarForce Officers

StarForce Officers must be graduates of the Academy's 6-year education program. Officers are organized by specialties within one of several divisions: Command, Operations, Science, Medical, Engineering, and Security. A distinctive color uniform identifies each division.

In addition to the minimum prerequisites, StarForce officers must meet the following additional prerequisites:

- Membership Level 1-10: StarForce (3 OP per level).
- StarForce Academy (10 OP).

StarForce Medical Officers

In addition to the minimum prerequisites, StarForce officers must meet the following additional prerequisites:

- Membership Level 1-10: StarForce (3 OP per level).
- StarForce Academy: Medical (10 OP)
- Post-Graduate Degree: Medical (5 OP)
- License: Medical (3 OP)
- Vow: Hippocratic Oath (Infrequent, risk bodily harm or financial ruin, minor, +3 OP)

StarForce Equipment

In addition to the Membership bonuses above, characters in StarForce receive the following equipment appropriate to their duty.

Enlisted Personnel

Enlisted Uniform (dark gray), communicator (range 1000km), Datapad (Intelligence 2, Skills 2, Firewall DV 18), shared quarters on a starship or starbase.

Academy Cadets

Academy Uniform (light gray), Datapad (Intelligence 2, Skills 2, Firewall DV 18), shared dormitory quarters at StarForce Academy.

Command Officers

Command Uniform (Red), Stunner (10DC Stun only, +1 accuracy, 60m range), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills), communicator (range 1000km), private quarters on a starship or starbase. Additional equipment can be obtained through requisition, but equipment is generally reserved for cases of special requirements or extreme need. Command Officers of Lt. Commander Rank or above are generally assigned as commander of a starship (see chart above).

Operations Officer

Operations Uniform (Yellow), Stunner (10DC Stun only, +1 accuracy, 60m range), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills), communicator (range 1000km), private quarters on a starship or starbase. Additional equipment can be obtained through requisition, but equipment is generally reserved for cases of special requirements or extreme need.

Engineering Officer

Engineering Uniform (Orange), Engineering Coveralls (Orange), Stunner (10DC Stun only, +1 accuracy, 60m range), Space Suit (5 KD), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills), communicator (range 1000km), Mechanic's Tool Kit, and Electrician's Tool Kit, private quarters on a starship or starbase. Additional equipment can be obtained through requisition, but equipment is generally reserved for cases of special requirements or extreme need.

Science Officer

Science Uniform (Blue), Stunner (10DC Stun only, +1 accuracy, 60m range), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills), communicator (range 1000km), private quarters on a starship or starbase. Additional equipment can be obtained through requisition, but equipment is generally reserved for cases of special requirements or extreme need.

Medical Officer

Medical Uniform (Green), Stunner (10DC Stun only, +1 accuracy, 60m range), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Medical Analyzer (Adds +2 to any Perception, First Aid, Medicine, or Science skills), communicator (range 1000km), First Aid Kit, private quarters on a starship or starbase. Additional equipment can be obtained through requisition, but equipment is generally reserved for cases of special requirements or extreme need.

Pilot

Command Uniform (Red), Stunner (10DC Stun only, +1 accuracy, 60m range), Flight Suit (5 KD), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills), communicator (range 1000km), Lightning Interceptor (see Lightning statistics). Additional equipment can be obtained through requisition, but equipment is generally reserved for cases of special requirements or extreme need.

Security Officer

Command Uniform (Red), Stunner (10DC Stun only, +1 accuracy, 60m range), Personal Force Screen (10KD, stunners only), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills), communicator (range 1000km), private quarters on a starship or starbase. Additional equipment can be obtained through requisition, but equipment is generally reserved for cases of special requirements or extreme need.

DefenseForce Space Trooper

Blaster Rifle (7DC, +1 accuracy, 400m range), Heavy Armor (20 KD), Grenade (10DC, 5m radius), communicator (range 1000km), shared quarters on a starship or starbase.

Suggested Options

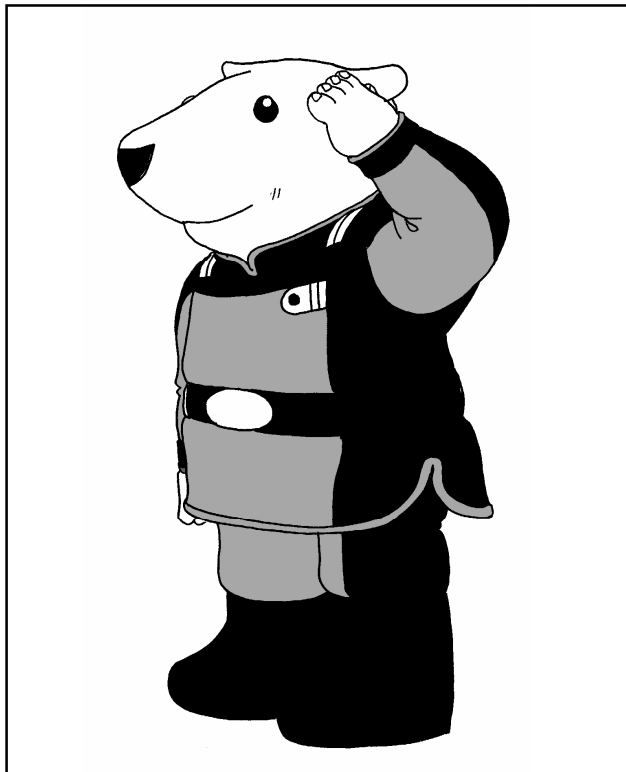
Some suggested options for freelance operatives include:

- Enemies: Former Adversaries (as powerful, single planet, death, +15 OP), given enough time and adventures, a successful StarForce officer can make a lot of enemies.
- Followers (1 OP per level), the character is an officer in charge of a crew of several StarForce officers and enlisted crew loyal only to himself.
- Sense of Duty: StarForce (frequent, organization, major, +10 OP), the character views StarForce as more than a job, it's an ideal worth dying for.
- Renown (1 OP per level), the exploits of the best and brightest heroes of StarForce are well known throughout the Galaxy.

StarForce Enlisted Ranks		
Level	Rank	Monthly-Salary
1	Crewman (no bar)	500
2	Able Crewman (no bar)	1000
3	Leading Crewman (no bar)	1500
4	Petty Officer (one black bar)	2000
5	Chief Petty Officer (two black bars)	2500

DefenseForce Enlisted Ranks		
Level	Rank	Monthly-Salary
1	Private (no bar)	500
2	Private First Class (no bar)	1000
3	Corporal (no bar)	1500
4	Sergeant (one black bar)	2000
5	Master Sergeant (two black bars)	2500

StarForce Academy Ranks	
Level	Rank
1	Cadet
2	Able Cadet
3	Leading Cadet
4	Chief Cadet



StarForce Commissioned Officer Ranks			
Level	Rank	Monthly Salary	Responsibilities
2	Ensign (no bar)	2000	Assistant system post.
4	Lieutenant JG (one silver bar)	4000	Assistant bridge post, permanent system post.
5	Lieutenant (one gold bar)	5000	Permanent bridge post, assistant department head, or starfighter pilot.
6	Lieutenant Commander (two gold bars)	6000	Department head or commanding officer of a starrunner-scale starship.
7	Commander (three gold bars)	7000	Commanding officer of a station or starrunner-scale starship.
8	Captain (four gold bars)	8000	Commanding officer of a starship.
9	Admiral (five gold bars)	9000	Commanding officer of a task force of starships.
10	Chief Admiral (five gold bars)	10,000	Commanding officer of all of StarForce

DefenseForce Commissioned Officer Ranks			
Level	Rank	Monthly Salary	Responsibilities
2	2 nd Lieutenant (no bar)	2000	Assistant platoon leader.
4	1 st Lieutenant (one silver bar)	4000	Platoon (40 soldiers) leader.
5	Captain (one gold bar)	5000	Company (120 soldiers) commander.
6	Major (two gold bars)	6000	
7	Lt. Colonel (three gold bars)	7000	Battalion (500 soldiers) commander.
8	Colonel (four gold bars)	8000	Regiment (3000 soldiers) commander.
9	General (five gold bars)	9000	Division (12,000 soldiers) or Brigade (24,000+) commander.
10	Chief Admiral (five gold bars)	10,000	Commanding officer of all of StarForce

Example Character

On the following page, we'll walk through the process of creating a Heroic AstroPol Ranger.

Step One: Determine the Level of Play for the Story

The Gamemaster has established that this story will involve Heroic characters. A Heroic story provides its players 50 CP, 50 OP, and up to 50 additional OP from Complications to build characters. It has a maximum starting unmodified characteristic 8, and a maximum starting skill level 8.

Step Two: Determine the Type of Story and Characters

The Gamemaster's story revolves around a group of AstroPol Rangers, so the players create appropriate characters.

Step Three: Create a History and Personality for the Character

Name: Ypsilon Bear

Using the questionnaire, we determine that Ypsilon is a Human of male sex and gender, from a Colony world named Tarapchack, attended college at Tarapchak University, that his parents are divorced and named Jean Mills (mother), and Greg Bear (father), and that he comes from a Law Enforcement background (his mother was an AstroPol Officer).

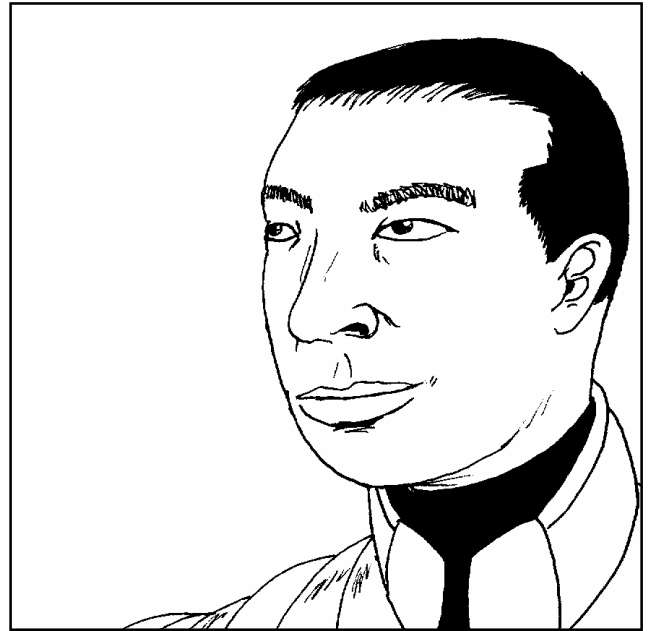
Using this information, we create the following personality and history for Ypsilon:

Ypsilon Bear is a loner. He was raised on the colony world of Tarapchack by his divorced First American father, Greg Bear. His mother, Jean Mills, lived in the Core Worlds where she was a famous AstroPol Officer. He always wanted to grow up to be just like his mother, despite the protestation of his father. When he grew up, the only way into law enforcement for him was the Rangers.

Step Four: Assign Numerical Values to the Character's Attributes

Since Ypsilon is a Heroic character, we assign 50 points to Ypsilon's four Primary Characteristics, and determine his Derived Characteristics. Remember, a Heroic character may not have a starting Characteristic value above 8.

Intelligence: 6	Presence: 8	Willpower: 5
Reflexes: 7	Dexterity: 6	Technique: 5
Strength: 3	Body: 3	Constitution: 3
Movement: 4		
Hits: 15	Stun: 15	
SD: 6	REC: 6	RES: 18
Punch: 3d6	Kick: 4d6	
Run: 8m	Sprint: 12m	Swim/Leap: 4m



Luck: 14 **Endurance:** 30 **Humanity:** 80

Now we spend Ypsilon's Option Points. Being a Heroic character, we have 50 Option Points (OP) to spend on Ypsilon. Since being human requires no Option Points, we'll move on to his education.

A Primary Education is free, so we take it. Ypsilon's Primary Education provides the following skills: Computers +2, Current Events +2, Evasion +2, Hand-to-Hand +2, Perception +2, and Persuasion +2.

Since Ypsilon grew up on a colony world, we decide to purchase the Colonial Childhood package for 10 OP. The package provides the following skills: Climbing +1, Driving +1, Engineering +1, Evasion +1, Navigation +1, Pilot Grav Vehicle +1, Stealth +1, Survival +1, Tracking +1, Vehicle Technology +1.

Ypsilon also attended Tarapchak University. In order to obtain a university degree, we must purchase Technical Training. We purchase both at 5 OP each. The Technical Training provides the following skills: Computers +1, Concentration +1, Current Events +1, Education +1, System Operation +1. Ypsilon probably majored in Science so he receives the following skills from his University training: Education +1, Research +1, Science +2, Sensors +1.

Earlier, we decided that Ypsilon would be an AstroPol Ranger. To be a Ranger, Ypsilon must meet the following prerequisites:

- Primary Education (0 OP).
- Ranger Training (10 OP).
- Membership Level 1-10: AstroPol Rangers (2 OP per level).
- Distinctive: Ranger Flight Suit (frequent, easily concealable, minor, +3 OP).
- Vow: AstroPol (frequent, risk life or limb, major, +12 OP).

Chapter 4: Advanced Character Options

Ypsilon has Primary Education covered, so we purchase the Ranger Training package for 10 OP. Ypsilon's Ranger Training provides the following skills: Astrogation +1, Computers +1, Evasion +1, First Aid +1, Hand-to-Hand +1, Perception +1, Pilot Starfighter +1, Ranged Weapons +1, Sensors +1, and Shields +1.

We decide we want Ypsilon to be a Level 2 Ranger, which costs 4 OP.

In order to be a Ranger, Ypsilon must also take the Complications Distinctive: Ranger flight Suit, which provides an additional 3 OP, and Vow: AstroPol, which provides and additional 12 OP, for a total bonus of +15 OP.

At this point, we have spent 34 of our 50 OP, but we've gained 15 OP from complications. We still have 31 OP to spend on Skills, Talents, and Perks.

We spend 20 OP on increasing and purchasing new skills: Astrogation +1, Evade +3, First Aid +2, Pilot Starfighter +3, Ranged Weapons +3, Shields +3, Starfighter Technology +2, Stealth +3.

Ypsilon's total skills are: Astrogation 2, Climbing 1, Computers 4, Concentration 1, Current Events 3, Driving 1, Education 2, Engineering 1, Evade 3, Evasion 4, First Aid 3, Hand-to-Hand 3, Navigation 1, Perception 3, Persuasion 2, Pilot Grav Vehicle 1, Pilot Starfighter 4, Ranged Weapons 4, Research 1, Science 2, Sensors 3, Shields 4, Starfighter Technology 2, Stealth 4, Survival 1, Tracking 1, Vehicle Technology 1.

We also decide to purchase the Animal Empathy (3 OP), Direction Sense (3 OP), and Acute Vision Level 1 (3 OP) Talents to reflect the love and connection with nature his parents taught him when he was a young boy growing up on Tarapchak.

With the remaining 2 OP, we'll purchase a Level 2 Contact for Ypsilon. This contact is a well-connected Hypernet Hacker who can do research and provide useful information on what's going on in the criminal underworld.

At this stage, if we want to purchase any more Skills, Talents or Perks, we'll need to take some additional Complications to earn some more OP. Ypsilon may receive up to 35 more OP from Complications. Since Complications are, by definition, bad things, we decide not to purchase any more.

Step Five: Equip the Character

Since Ypsilon purchased the Membership: Ranger Perk, we are able to outfit him with the standard Ranger kit free of charge:

Blaster Pistol (5DC, +1 accuracy, 60m range), Flight Suit (5 KD), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Cuff-Tape Dispenser (difficulty 22), Peacekeeper Starfighter.

Then we modify Ypsilon's Peacekeeper with the 50,000 credit modification allowance: Enhanced Artificial Intelligence (10,000 cr), Enhanced Gravity Drive x2 (10,000 cr), Enhanced Ion Drive x2 (10,000 cr), Increased Range (10,000 cr), Maneuver Verniers (10,000 cr).

Ypsilon's Peacekeeper now has the following statistics:

Ranger Peacekeeper Starfighter

ARMOR KD: 4K SHIELD KD: 20K
HULL SDP: 8K MANEUVER: -3
MOVE: 18 (16.20 km/phase; 19,440 kph)
Crew: 1 (Piloting AV 10, Shield AV 10)
Passengers: 1
Scale: Starfighter
Length: 15m Span: 8m
Clearance: 2.5m Decks: 0

Weapons:

All Arcs

1. Tractor Beam, range 1.25 km
(15+3d6 vs target's structure + 3d6, success indicates target is immobilized, -2 accuracy, range 5, starfighter scale)

Fixed Forward

2. Beam Guns, range 5 km
(5K, +1 accuracy, range 10, BV 2, fixed forward, starfighter scale)

Forward Arc

3. 2 Strike Missiles, range 28.8 km
(20K each, smart - AV12, range 24, starfighter scale)

Drive-Systems:

Hyperdrive (Top Speed: 100 LY/hour; 876,000c; 1100 LY hex range). Ion Drive (Top Speed: 0.94 AU/hour; 140.30 mkph; 0.130c; 1100 mkm range). Gravity Drive (Top Speed: 19,440 kph; Mach 15.8). Trans-Atmospheric Capability.

Accommodations:

1 Pilot seat and 1 Secure passenger seat for prisoners, both ejection. 500kg storage behind cockpit. Security system.

Avionics:

Primary Sensors (Level 3), Backup Sensors (Level 1), Target Analyzer (reports identity, size, mass, and velocity of craft in sensor range). Hypercomm Transmitter (10 LY range), Communications Transmitter (1000km), Backup Transmitter (300km). Artificial Intelligence (Intelligence 2, Willpower 2, Reflexes 2, Dexterity 2, Current Events 2, Perception 2, Pilot Starfighter 2, Shields 2, System Operation 2, Firewall DV 26).

We then spend the 5000 Credit equipment allowance, purchasing the following items: IR goggles and Flash (500 cr), Mechanic's Tool Kit (100 cr), Universal Translator (1200 cr), Inertial Compass (300 cr), Survival Dome (300 cr), Technical Scanner (500 cr), 9 weeks of Food Packs (900 cr), First Aid Kit (50 cr), Analyser (1000 cr), Canteen (10 cr), Wristwatch (50 cr), Utility Belt (20 cr), Lighter (10 cr), Flashlight (10 cr), and a Toolknife (50 cr).

Since Ypsilon is a Heroic character, he also begins the game with 500 credits as well as his first month's pay of 1000 credits.

And that's it. Our character, Ypsilon Bear, is ready to start his patrol. What comes next is for the GameMaster. The GameMaster creates a story for a character like Ypsilon to take part in.

Chapter 5:

Never Tell Me the Odds!



Playing a Role-playing game is essentially like telling a group story. Everyone gets a chance to add to the story by describing the actions of their character. But Lightspeed characters don't just sit around philosophizing all day. They're out saving the Galaxy and getting things done. You can't save the Galaxy without busting a few heads and stepping on a few toes.

Eventually, a situation will arise where storytelling alone won't resolve the situation. Questions like whether one character knocked another character out or not, whether a character successfully jumped onto a speeding monorail or fell to their death, or

whether a fleeing smuggler gave up when he was ordered to. These types of questions generally devolve into "Did not!" - "Did too!" arguments.

That's where the game rules come in. Using these rules, a Lightspeed Gamemaster can adjudicate such disputes fairly. Using the following rules, the Gamemaster can determine the outcomes of characters' actions ranging from simple repairs to fist-fights, blaster fights, acrobatic stunts, and even more esoteric actions such as ordering someone to give up, hacking into a computer, and space dog-fights.

Game Time: Phases, Rounds, and Initiative

Dramatic Time

During normal game play, time may pass either more quickly or slowly than time in the real world. This is **Dramatic Time**. Dramatic Time is measured in seconds, minutes, hours, days, months, etc., just like in the real world. Some scenes might require time to pass more slowly, usually during moments where great detail is required. This is the gaming equivalent of "Slow Motion". Other times, the Gamemaster might need to make time pass more quickly. Days may pass or hours may fly by, usually to gloss over unimportant periods of time where the characters may be traveling or sleeping or shopping doing other mundane things. Gamemasters should use the following **Time Table** to scale events to the appropriate unit of time.

Combat Time

When characters are fighting, **Combat Time** starts. Combat Time is a system of keeping track of combatants and actions through the use of **Phases**. A Phase corresponds to about 3 seconds of in-game time, an increment in which a character can perform one **action**. An action is any quick act the character may perform. Most actions in Combat Time are quick and instant, such as firing a blaster, driving a grav car over a raised drawbridge, or punching a villain in the face. Longer actions are measured in **Rounds**. A Round is equal to 4 Phases or about 12 seconds of in-game time.

Time Table
1 Phase (3 seconds)
1 Round (4 Phases)
1 Minute (5 Rounds)
5 Minutes
20 Minutes
1 Hour
6 Hours
1 Day
5 Days
1 Month
1 Season (3 Months)
1 Year

Initiative

In the real world, combat actions usually happen simultaneously and with much confusion. A game, however, has to keep things simple by imposing order on things. Therefore, each Phase every player, including the Gamemaster, gets a chance to declare and resolve the actions of his characters in order. The one who acts first is said to have the Initiative.

Determining Initiative

Each Character's Initiative Score = Reflexes + 3d6

Character's act in order of descending Initiative scores.

Character's may act out of Initiative Order by declaring an "Abort Action" or performing a Defensive Action.

Initiative is determined whenever a character attempts a violent action against another character. It is determined for each character at the beginning of the fight and is assigned to each combatant in the form of an **Initiative Score**. **Each Phase, the character with the highest Initiative Score declares and resolves their action first.** If two characters have the same Initiative Score, the character with the highest Reflexes Characteristic goes first. If they are still tied, both act at the same time.

To determine each character's Initiative Score, add the character's Reflexes to a roll of 3d6. The result is that character's Initiative Score for that fight. If the character's player is unhappy with the result, they will have other opportunities to determine a different, possibly higher (or possibly lower!) Initiative Score during the fight.

A character can act out of Initiative Score order by declaring an **Abort Action** (see Actions below). An Abort Maneuver is a panicked defensive action such as Block or Dodge. A character can perform an Abort Maneuver at any time during the Phase, even interrupting other characters' actions. By performing an Abort Maneuver, the character is forfeiting their upcoming action from either later that Phase or from the next Phase.

A character can attempt to achieve a higher Initiative Score if they took the time to Aim, Block, Dodge, Recover, or Wait, on the previous Phase (see Actions below). At the beginning of the next Phase, before anyone has acted, these characters may re-roll their Initiative Score and hope to achieve a higher result.

Once a player is finished declaring and resolving his character's action, the player with the next lower Initiative Score is able to declare and resolve his character's action in turn until all the characters involved in the combat have had a chance to act. Once all the characters have had a chance to act, the next Phase is begun with the character with the highest Initiative Score is able to act again.

Movement and Scale

Distances in Lightspeed are measured in meters and kilometers.

Character Movement

Lightspeed characters have three options for movement during Combat Time: **Move**, **Run**, or **Sprint**. A character may always move up to his Move Characteristic in meters and perform one action. Alternatively, she may Run a distance up to his Running Derived Characteristic (MOVE times 2m) in meters and perform no other action, though she may roll evasions when attacked. A truly desperate character could Sprint a distance up to his Sprint Derived Characteristic (MOVE times 3m), may not perform another action, and suffer a penalty to his Dexterity characteristic that Phase. A sprinting character must spend a full Phase running before she can sprnt.

Character Movement
Move = MOVE x 1m
Run = MOVE x 2m
Sprint = MOVE x 3m
Swim = MOVE x 1m
Leap = MOVE x 1m

Setting the Scene

Knowing when a character acts and how far the character can move is important for setting the scene, but nothing is more important than the players' imaginations. Lightspeed is a Role-playing game and, as such, all the action and excitement takes place in the players' minds. It is important that the Gamemaster has a good understanding of the environment surrounding the players so that she can provide an accurate and complete description them. Important details include who's standing where, what they're standing near or behind, and who can and can't see whom. The Gamemaster must imagine the situation through all of the characters' minds. She must describe what each character sees to each player, painting a mental picture so that they the players may make decisions for his character.

Likewise, the player must also maintain a clear mental picture of what his player is doing in order to describe that character's actions to the Gamemaster. The player should be as descriptive as possible while remaining concise. Remember, a Phase represents only 3 seconds of combat time, and a character can only do so much in 3 seconds.

Hex Maps

Oftentimes, hex maps can be used to help keep track of facing, position, and movement. When using hex maps, 2 meters per hex serves as a good scale. Using this scale, a character can move half his Move score in hexes and perform one other action, can Run up to his full Move score in hexes, and Sprint one-and-a-half times his Move score. Using a hex map, all weapons ranges would equal to half their listed range in meters.





Actions

A character can attempt to perform any action her player can think of. Quick, instant combat actions generally take 1 Phase (3 seconds) to perform. Actions that require more concentration or effort generally take 1 Round (4 Phases) to perform. More complicated actions might take several minutes to several hours to perform.

In order to simplify combat situations, the more common combat actions a character might attempt in a Phase are listed below along with their effects. In general, there are two kinds of Combat Actions: Basic and Advanced. Basic Actions are simple and common. Advanced Actions are more sophisticated maneuvers that may add strategy and tactics to game play. Both have their advantages; Basic in speed, Advanced in subtlety.

Basic Actions

Mundane combat actions that make up for in utility what they lack in subtlety or flair.

Attack

Any offensive act taken against another character counts as one Action. An attack can be a punch, a kick, or any assault using a ranged or melee weapon. See page 111 "Hitting the Target".

Block

Substitute the character's Dexterity + Hand-to-Hand or Melee + 3d6 for the DV of anyone attacking the character in melee combat. Block is an Abort maneuver.

Dodge

Adds 3 to the DV of anyone attacking the character. Characters who dodge may re-roll their Initiative Score at the beginning of the following Phase. Dodge is an Abort maneuver.

Grab

Grab a target's limb or gadget; -2 to the attacker's AV to perform. The Grab, itself, does no damage but a successful Grab allows the attacker to follow up in the next Phase with a Choke Hold or Entangle. Both the Attacker and the Target suffer -3 to their DV against any outside attack while Grabbed.

Move

A character can move as many meters as their Move Characteristic and perform one other action.

Other Action

Any single action not otherwise specified, such as reload a weapon, perform a vehicular maneuver, change weapons, use a non-combat related skill, jump or tumble, use a piece of equipment. etc.

Throw

Throw one object; -4 to the AV if not aerodynamic.

Advanced Actions

These actions represent some of the more complicated or esoteric combat maneuvers a character might perform. Advanced Actions generally impart some sort of tactical advantage or liability.

Abort

Interrupt an opponent's action to perform one other defensive action (Block, Dodge, Dive for Cover). Doing so forfeits the character's next upcoming action.

Aim

Each phase taken Aiming adds +1 to the character's Action Value. A character may aim a weapon for as many phases as their skill in that weapon. No other Actions are possible while aiming. The aiming character may re-roll his Initiative Score at the beginning of the next Phase.

Choke Hold

After a fighter has successfully Grabbed a target, he may attempt to put the target into a Choke Hold at -4 to the attacker's AV. If successful, a Choke Hold does Strength + 2 DC damage per Phase. The target cannot talk while being choked. A Held target may either attack at -4 AV, or attempt to Escape. Both the Attacker and the Target suffer -3 to their DV against any outside attack while in the Choke Hold.

Disarm

After a fighter has successfully Grabbed a weapon or gadget, he may automatically remove it the next Phase using this maneuver.

Dive for Cover

Fall to the ground and lay prone to minimize injury from explosions and area effect attacks. Diving for cover requires the defender pass a skill test using DEX + Evasion + 3d6 against a DV equal to 8 + 1 per 1m of area of effect. For example, avoiding the effects of a frag grenade with a 15m radius area of effect has a DV of 23. Character may re-roll their Initiative Score at the beginning of the next Phase. Dive for Cover is an Abort maneuver.

Draw & Attack

Draw weapon and attack in one Action. -3 to the character's AV.

Entangle

Immobilize opponent until he can make a Escape. Requires a successful Grab in the previous Phase. An Entangled target may either attack at -4 AV, or attempt to Escape. Both the Attacker and the Target suffer -3 to their DV against any outside attack while Entangled.

Escape

Escape from Grabs, Choke Holds, or Entangles, using Strength + Athletics, Evasion, Hand-to-Hand, or Strength Feat skill vs opponent's Strength+ Athletics, Hand-to-Hand, or Strength Feat skill.

Get Up

Get up from being prone or knocked down.

Haymaker

Throw caution to the wind and put everything into a single full-out physical attack such as a swing, punch or blow. The character receives a damage bonus of +3 DC, but suffers a -3 AV to hit.

Move By

The character can move up to their Move Characteristic in meters and make an hand-to-hand or melee attack. The character suffers a -2 penalty to their Reflexes and Dexterity Characteristics for the Phase, but is able to add 1DC per 10 meters traveled to the attack.

Move Thru

The character can move up to their Move Characteristic in meters and make a hand-to-hand or melee attack. The character suffers a -3 penalty to their Dexterity and -1 penalty per 5 meters traveled to their Reflexes for the Phase, but is able to add 1DC per 5 meters traveled to the attack.

Recover

The character pauses to rest and catch their breath. The character recuperates an amount of lost Stun equal to his REC and may re-roll his Initiative Score at the beginning of the next Phase. The DV to attack a character that is taking a Recover action is reduced by 5.

Run

Move up to a number of meters equal to the character's Run Derived Characteristic and perform no other action.

Sprint

Move up to a number of meters equal to the character's Sprint Derived Characteristic and perform no other action. The character's Dexterity Characteristic is halved for all Evasions, and Reflexes is Zero for all attacks this Phase.

Sweep/Trip

Opponent falls; takes -2 penalty to his Reflexes Characteristic next phase, must spend an Action to get back up.

Wait

Wait for a chance to take your action or hold an action until later in the Phase. A character that waits an entire phase may re-roll his Initiative Score at the beginning of the next Phase.

Task Resolution

When a character attempts to perform an action whose outcome is uncertain, the Game Master should call for a **Skill Test** to determine whether the action succeeds or fails. There are two types of Skill Tests: **Opposed** and **Unopposed**.

Success and Failure

All Skill Tests are resolved by comparing the character's **Action Total (AT)** to a **Difficulty Value (DV)**.

To determine a character's AT, the player rolls 3 dice and adds the result to his character's appropriate **Action Value (AV)**, equal to the Characteristic + Skill appropriate to the task.

The higher the Action Value, the more likely the action will succeed.

Note: If the dice roll three 1's, the action is automatically a failure. However, if the dice roll three 6's, then the player may roll the dice again, totaling both rolls together.

Success vs. Failure

If the AT is higher than the DV, the action succeeds.

If the AT is lower than the DV, the action fails.

Action Total

$AT = AV (\text{Characteristic} + \text{Skill}) + 3d6$

Opposed Actions

Actions that directly compete with another character's reaction, such as lying to a suspicious security guard, arm wrestling, or hitting an opponent with a weapon (see "Hitting the Target" below) are resolved against a Difficulty Value equal to the opposing character's appropriate Characteristic and Skill plus 10.

Opposed Actions

Opposed DV = Opponent's DV
(Characteristics + Skill + 10)

Unopposed Actions

Actions such as picking a lock or programming a computer are resolved against a **Difficulty Level**. A Difficulty Level should be assigned a numerical value or **Difficulty Value (DV)**. A DV of 10 represents an easy task while a DV of more than 20 represents an especially difficult task. Use the table below as a guideline for determining the DV of various levels of difficulty.

Examples of Action Resolution

Opposed: Ypsilon Bear is trying to bluff his way past a suspicious pirate guard. The Gamemaster determines this to be an Opposed Action using Ypsilon's Presence characteristic and Persuasion skill (the GM could have easily decided the Performance or Streetwise skills were been equally as appropriate) against the Space-Pirate Guard's Willpower characteristic and Perception skill (the GM could have easily decided that the Concentration or Streetwise skills were equally as appropriate) + 10.

Ypsilon's Presence is 8 and his Persuasion skill is 2 for an AV of 10. Ypsilon's player rolls three dice, totaling 12. Ypsilon's total AT is 22.

The Space-Pirate Guard's Willpower is 2 and his Perception skill is 2 for an AV of 4 + 10 gives the Space-Pirate's total DV is 14.

Ypsilon's AT beats the Space-Pirate's DV, so Ypsilon easily bluffs his way past the guard.

Unopposed: Ypsilon Bear is attempting to jump the span between the roofs of two buildings. The Gamemaster decides this is an Unopposed Action requiring the use of Ypsilon's Dexterity characteristic and Acrobatics skill. He also determines the Difficulty Level of this task to be Hard, with a DV of 18.

Ypsilon has a Dexterity characteristic of 3 but has no Acrobatics skill. He does, however have a Climbing skill of 1. The Gamemaster rules that Climbing could be equally appropriate in this situation and allows it. Ypsilon's Dexterity characteristic is 6 and his Climbing skill is 1 for an AV of 7. Ypsilon's player rolls three dice, totaling 12. Ypsilon's total AT is 19. Barely enough to make the span!

Unopposed Difficulty Values

Difficulty Level	DV	Example
Challenged	10	Climb a ladder. Repair a torn shirt. Park a grav-car without scratching it.
Everyday	14	Climb a tree. Repair an old car. Pop a wheelie on a grav-bike.
Competent	18	Climb a dying tree. Repair a computer or datapad. Drive up into a moving trailer via a lowered ramp.
Heroic	22	Climb a stone wall. Design a clunky walker. Regain control of a careening grav-car.
Incredible	26	Climb a brick wall. Design and build an advanced Stealth Fighter. Jump a dry creek bed or raised drawbridge.
Legendary	30	Climb a mostly smooth cliff face. Design and build a Starship. Turn a grav-car on its side to fit down a narrow alley.
Superheroic	34+	Perform acts that no mortal human could realistically perform.

Appropriate Characteristic

Usually common sense will tell you what Characteristic to use:

- **INTELLIGENCE** Memory, problem solving
- **WILLPOWER** Ability to face danger, fear, stress.
- **PRESENCE** Interactions with others.
- **TECHNIQUE** Manipulating tools, instruments and controls, performing piloting maneuvers or stunts.
- **REFLEXES** Attacking, flying or driving offensively.
- **DEXTERITY** Physical prowess, dodging, athletics, flying or driving defensively.
- **CONSTITUTION** Resistance to pain, disease, shock
- **STRENGTH** Muscle mass and physical power, lifting, throwing, carrying.
- **MOVEMENT** Running, swimming feats.

The GM always decides which characteristic is appropriate.

Appropriate Skill

The GM will usually decide which Skill fits the task best. Example: when attacking with a weapon, use the Weapon Skill for that weapon or Hand-to-Hand if you're using your fists. If driving a car, use your Driving Skill instead, and so on.

The appropriate Skill and Characteristic to use depends on the task. To pilot a Starship, add together the character's Pilot Starship Skill and Technique Characteristic, for example. To shoot a gun, add together the character's Ranged Weapon Skill and his Reflexes Characteristic.

No Appropriate Skill

Sometimes, a character might attempt a task for which she has no skill or experience. In these cases, the GM has three options.

Option number one is to allow a character to use a similar but related skill at a penalty. An example would be using the Melee Weapons skill in lieu of a Thrown Weapons skill when attempting to throw a knife. In these cases, the GM can rule that the similar skill would be close enough, but increase the DV by +2.

The second option is the Cultural Familiarity Option, wherein the GM allows the character to use the Education skill as a catch-all skill at one-third ability. This follows the assumption that if a character is well-educated or experienced, she might at least have a chance of figuring out how to perform the task. For example, most modern people have never

driven a tank, but if they ever found themselves in the driver's seat of one, a sufficiently educated or experienced person might have read a book or seen a television show that would allow them to try to figure out how to crank it up and go if they had to. Use of this option is subject to GM approval.

The final option is called the Dumb Luck option, wherein the character simply uses the appropriate Characteristics with no skill bonus but spends luck points to increase his AT and pass the skill test.

Failure and Trying Again

Should a character fail a skill test, he is unable to perform that task under those conditions. He either lacks the proper tools, he didn't take enough time, he cut the wrong wire, or he just doesn't know how to do it. All is not lost, however. The character can take a second chance, however he must first alter the conditions of the skill test. There are several ways a character can do this.

The first is to use different tools. Perhaps the character lacked the right size hydrosprayer to tighten the sprocket. Perhaps the lighting in that laboratory is too dim. A change of tools or scenery allows the character a chance to try again.

The second way is to try again but take more time. The character must go up one scale on the time table. A task that took a Phase before now takes a whole minute. A task that took a minute now takes an hour. A task that took an hour now takes a day, and so on. Should a character take extra time on an un-failed Skill Test in the first place, The DV of the task is decreased by 1.

The third method is by using a Complimentary Skill. Complimentary Skills are other related skills that might provide the character with insight into the task at hand. For example, if the character failed a Starship Technology Skill Test while modifying a transport, the GM might allow him to attempt to pass an Astronomy, Mechanics, or Computer Technology Skill Test in order to gain insight into why the first Skill Test failed. Should the second Skill Test succeed, he can re-attempt the Starship Technology Skill Test. Should a character succeed on a Complimentary Skill Test on an un-failed Skill Test in the first place, The DV of the subsequent test is reduced by 1.

Taking the Time

Not everything can be done in 3 seconds. Some tasks take preparation, planning, consideration, or just plain long hard hours of work. A Gamemaster might rule that writing a computer program is an everyday task for a hotshot hacker, assigning a DV of 14, however it will take more than 3 seconds. The GM may either assign a set amount of time, for example 8 hours to code a software application, or choose an amount of time on the **Time Table**.

Hitting the Target

Any action that might result in direct harm to another character is considered an attack. Attacks are resolved as an opposed action (see above). The appropriate Characteristics and Skills for various types of attacks are listed below for convenience.

Hand-to-Hand Attacks

For all hand-to-hand attacks, including kicking, grabbing, and punching, use the following formula:

Hand-to-Hand Attacks

AT = AV (Attacker's Reflexes + Fighting Skill) + 3d6
vs.
DV = Opponent's Dexterity + Evasion Skill or
Fighting Skill, whichever is higher + 10

Melee Attacks

For all melee attacks, including swordfights, spears, and knives, use the following formula:

Melee Attacks

AT = AV (Attacker's Reflexes + Weapon Skill) + 3d6
vs.
DV = Opponent's Dexterity + Evasion Skill or Weapon Skill
(whichever is higher) + 10

Ranged Weapon Attacks

For all ranged attacks, including archery weapons, firearms, and lasers, use the following formula:

Ranged Weapon Attacks

AT = AV (Attacker's Reflexes + Weapon Skill) + 3d6
vs.
DV = Opponent's Dexterity + Evasion Skill + 10

Successive Attacks

Each successive attack made against a defending character in a single Phase reduces that character's DV by 1.

Autofire Attacks

Weapons with high rates of fire, called autofire weapons, are resolved like regular ranged weapon attacks. However, autofire weapons score a number of hits equal to the difference between the attacker's AT and the defender's DV, up to the weapon's **Burst Value** or **BV**.

Armor-Ignoring Attacks

Whenever an attacker's AT beats a defender's DV by 10 or more, that attack ignores the defender's armor KD or SD (see **Damage and Injury**).

Combat Modifiers

Sometimes, environmental factors impact the chance of hitting the target. Apply the following modifiers to the attacker's AT during such conditions.

Combat Modifiers	
Combat Ranges	AT
Melee (0-4m)	-0
Close (5-10m)	-2
Medium (11-50m)	-4
Long (50m - out to listed range of weapon)	-6
Extreme (every 50m beyond listed range of weapon)	-1
Target Size	AV
Tiny Target (bull's-eye, eye, vital area)	-6
Small Target (less than 1m wide, head, limb)	-4
Large Target (trees, cars, large animals, etc.)	+2
Very Large Target (vehicles, walls, side of barn)	+4
Other Combat Modifiers	AV
Moving target (per 10 meters traveled last round)	-1
Target silhouetted	+2
Vehicle mounted, no turret	-4
Firing shoulder arm from hip	-2
Aiming (per phase)	+1
Weapon braced on tripod or support	+2
Surprise Attack (successful Stealth roll)	+5
Off-Hand (using the wrong hand)	-2
Target Prone (lying on the ground)	-2
Popping out from behind cover to fire	-1
Target popping out from behind cover	-2
Wielding two weapons (modifier to each hand)	-2/-4

Presence Attacks

A powerful personality can have a strong effect on other people by words, actions, or sometimes by their mere presence. In the game, this effect is called a Presence Attack. A Presence Attack can be many different things, depending on the intent of the attacker: Fear, awe, surprise, surrender, rage, courage, hope, commitment, or other emotions or actions.

Making a Presence Attack does not require a combat Action, though sometimes performing a combat Action makes a Presence Attack more powerful (see Presence Attack Modifiers table). Usually a Presence Attack consists of a well-chosen phrase, such as "Surrender or die!" or "Rangers, follow me!" or even just "Stop!"

The Presence Attacker performs an Opposed Action against the target. Use the attacker's Presence + Oratory, Performance, or other appropriate skill (such as Ranged Weapon skill if threatening with a weapon) + 3d6 for the AT and the target's Willpower + Concentration + 3d6 for the DV. Apply modifiers to the AT for appropriate situations or circumstances.

Presence Attacks

Attacker's Presence + Oratory, Performance,
or other appropriate skill + 3d6

vs.

Target's Willpower + Concentration + 10

Presence Attacks depend heavily on the circumstances, so the GM should feel free to modify the AT where appropriate. The table below has some suggested modifiers:

Presence Attack Modifiers	
Modifier	Situation
-1 to -2	Inappropriate setting
-1	In combat
-1	At a disadvantage
-1 to -2	Wrong reputation
-1 to -3	Presence Attack runs against current mood
-1 to -2	Repeated Presence Attacks
+1 to +2	Right reputation
+1	Surprise
+1	Exhibiting a power or superior technology
+1 to +3	Violent action
+1 to +3	Good soliloquy
+1 to +2	Appropriate setting
+2	Targets in partial retreat
+4	Targets in full retreat

If the attack is successful, roll 1d6 for every 1 point of the attacker's Presence. Total the dice and compare the total against each target's Resistance value to find the effect.

Presence Attack Outcomes

PRE Attack Total Is	Possible Effects of PRE Attack
\geq Target Resistance	Target is impressed; hesitates, acts last this phase.
\geq Target Resistance + 10	Target is very impressed; hesitates, acts last this phase and only gets one Action, even if using the Run Action. May follow commands that the target is already inclined to do.
\geq Target Resistance + 20	Target is awed; may not take any Action next phase and is -5 Dexterity. May do what attacker commands.
\geq Target Resistance + 30	Target is cowed; may surrender, run away, or faint. Target is Dexterity 0, and will nearly always follow attacker's commands.

The modifiers and the effects of Presence Attacks really depend a great deal on exactly what's happening and what is intended. The GM should use Presence Attacks to increase the drama of a situation or make things more interesting.

Computer Hacking

With the pervasiveness of computers connected to the Hypernet in the Interstellar Era, illegal computer access remains a prevalent problem.

All computers are rated by three statistics: Characteristic, skill level, and Firewall DV.

Most computers will have only one Characteristic, generally Intelligence. Robots and Starships with Artificial Intelligences might have other Characteristics appropriate to their design. Additional Characteristics such as Reflexes or Dexterity increase the cost of the computer. For example, a starfighter is programmed with the Intelligence, Reflexes, and Dexterity Characteristics.

A computer also comes with 5 skills standard though Additional skills may be purchased. A computer's skills are also determined by what is appropriate for its design. A starship might have the Current Events, Perception, Pilot Starfighter, Shields, System Operation skills while a business computer would have the Bureaucracy, Business, Current Events, Expert, Languages, Professional, Research, and Trading skills.

Computers may then attempt tasks like any other character using its Characteristic plus Skill. Most computer tasks are relegated to research, collating,

presentation, and other information processing, though some computers might be responsible for monitoring the security of an installation, piloting a starship, or even playing a game or simulation against an opponent.

Computers can also supplement a human user's skills. A computer is able to add its relevant skill divided by 3 to any user's skill tests when using a skill the computer is programmed with. The computer user must operate the computer for an entire Phase prior to receiving the bonus. For example, a Ranger spends an entire Phase consulting his Intelligence 3 computer's Pilot Starfighter skill. That Ranger receives a +1 bonus to his own Pilot Starfighter skill on the next Phase.

Almost all computers are connected to the Hypernet. This allows the computer to perform research, transmit and receive data, and connect to any other computer in the Galaxy. Unfortunately, with the increased accessibility of computer information comes the risk of illegal access by unauthorized users.

In order to illegally access or gain control of a computer, the prospective hacker must pass an Opposed Task using an AT equal to his AV (Intelligence + Hacking) + 3d6 vs the computer's Firewall DV. The Hacker must win a number of skill tests equal to the target computer's Intelligence in order to access that computer. Although the successes need not be consecutive, each attempt should be consecutive. Should the Hacker cease or pause in his attempt at any time, she must restart the attempt from scratch.

Hacking a Computer

Opposed Task: AT =
AV (Hacker's Intelligence + Hacking) + 3d6 vs.
DV = Computer's Firewall DV

Hacker must win a number of skill tests equal to the target computer's Intelligence to gain access.

Should the Hacker fail a number of attempts equal to his own computer's Intelligence, she will be logged off and must start over from the beginning.

For example, Case is trying to hack into an Intelligence 10, Firewall DV 34 Mainframe with his Intelligence 4 desktop computer. Case must win 10 skill tests against a DV of 34 in order to gain access and control of the remote computer. Should he fail 4 times, he will be logged off and he must start over from the beginning.

If Case wished to try his luck against a Peacekeeper Starfighter, he'd have to win 2 skill tests against a DV of 26.

Once a hacker has gained unauthorized access to a remote computer, she can attempt to download information, control its operation, or reprogram it to perform other operations. The Gamemaster must

assign difficulties appropriate to the type of computer. For example, a Peacekeeper Starfighter is relatively easy to hack, but should be difficult to reprogram or control while a business mainframe might be difficult to hack but relatively easy to reprogram or control once he's in.

Lifting and Throwing

To lift, bending, break, or throw an object, the character's AV is equal to his Strength plus any appropriate skill. Appropriate skills include Feat of Strength for lifting and Athletics or Thrown Weapons for throwing. Check the result against the **Lifting/Bending/Breaking/Throwing DV Table** below. The result indicates whether the character lifts, bends, or breaks the object as well as how far a baseball-sized object will be thrown.

For thrown objects, the table also lists how long the item will remain airborne before it hits its target. This is especially useful for throwing grenades.

For example, a character with a Strength of 4 tries to lift a prisoner into the shuttle. The character would have to roll a 12, in order to score a total of 16 necessary to lift an adult male.

Likewise, a character with a Strength of 9 tries to break free of the steel handcuffs placed on him. He's pretty strong, but she still has to roll 17 in order to score a total of 26 necessary to break steel.

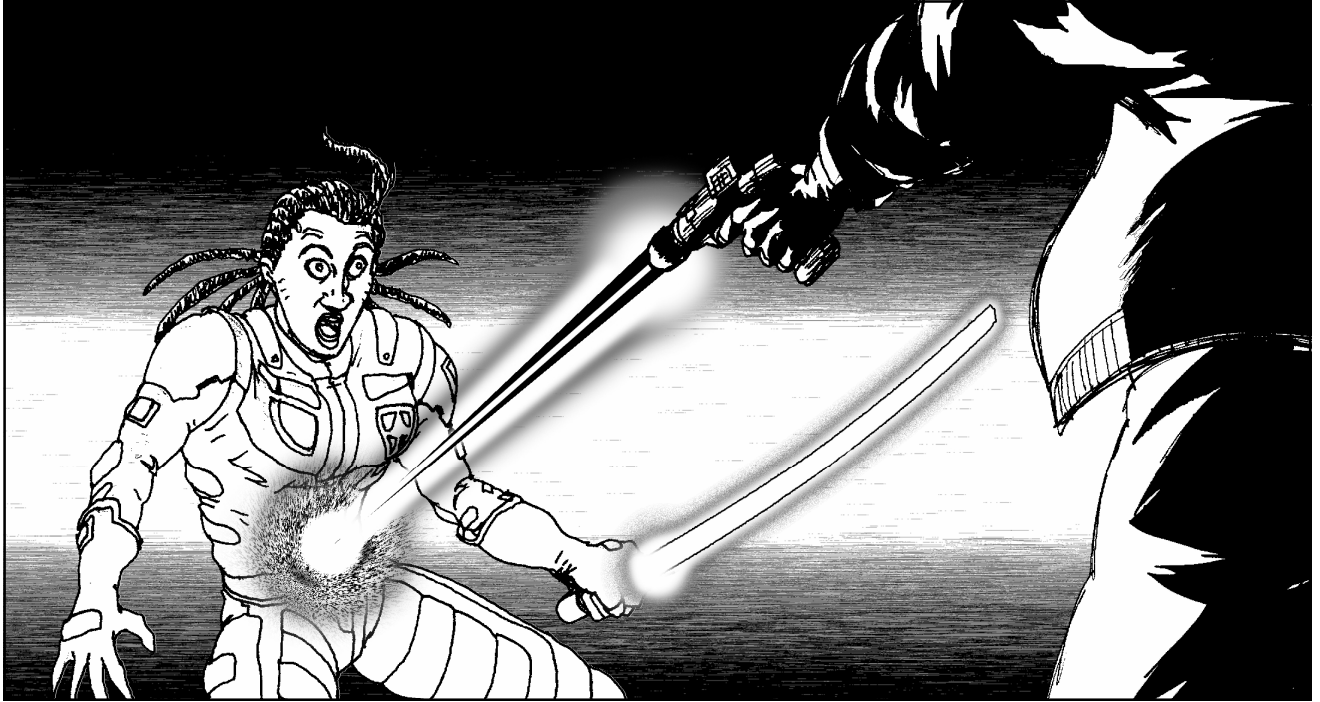
Similarly, a character with a Strength of 6 wants to throw a Stun Grenade. The dice roll result is 10 for a total of 16. The character can throw that grenade up to 80 meters away, it will land in the next Phase.

Strength Actions

Character's Strength + appropriate skill + 3d6 vs. DV

Strength Action Difficulty Values

DV	Lift	Bend/ Break	Meters	Aloft
10	Groceries	Balsa Wood	5	0 Phases
14	Child	Plastic	10	1 Phase
18	Adult Female	Wood	40	1 Phase
22	Adult Male	Aluminum	80	1 Phase
26	Lion, 2 Men	Iron	100	2 Phases
30	Grav Cycle		500	3 Phases
34	Small Car	Steel	1000	5 Phases
38	Elephant		5000	10 Phases



Damage and Injury

If an attack succeeds in hitting the target, that target suffers the effect of that attack. This effect is called **Damage**. Damage is measured in **DC**, or **Damage Class**. DC indicates the number of dice rolled and added together to determine the amount of damage done to the target. Damage represents various factors from abrasion, bruising, concussion, laceration, and shock. Damage comes in two varieties: less-than-lethal Stunning Damage and the very dangerous Lethal Damage. Each type has different effects on the character.

A character's punch does DC equal to his Strength characteristic. Therefore, a character with a Strength characteristic of 5 would do 5 DC, or roll 5 dice to determine damage.

A character's kick does DC equal to his Strength characteristic plus 1. Therefore, a character with a Strength characteristic of 5 would do 6 DC, or roll 6 dice to determine damage.

A Weapon's DC is listed in its description. For any weapon, use these general guidelines: A Pistol generally does 5 DC damage, a Rifle generally does 7 DC damage, and a Heavy Weapon generally does 12 DC damage. A Grenade can do anywhere from 5-10 DC damage.

Melee Weapons generally do 1-5 DC damage, plus +1 DC for every point a character's Strength exceeds the Strength Minimum requirements of the weapons, up to double the damage of the weapon.

Hit Location

After determining the amount of damage, determine the location of the target's body that took the damage. Use the Hit Location Chart below to randomly determine the location of the damage. The location specified also indicates the effect that damage has on that location. For example, a blast shot to the legs has less of an effect than a blast shot to the head.

The chart also provides the AV modifier applied to any attacker wishing to attack a specific location. For example, an attacker aiming for the head suffers a -6 AV modifier.

Hit Location Chart

Roll 3D6	Location	Hit Effect	AV
3-5	head	double damage	-6
6	hands/forepaws*	1/2 damage	-4
7-8	arms/forelimb*	1/2 damage	-3
9	shoulders*	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 x damage	-5
13	vitals	1.5x damage -	-6
14	thighs*	1x damage	-3
15-16	legs/hindlimb*	1/2 damage	-4
17-18	feet/hindpaws*	1/2 damage	-4

Stunning Damage

Stunning Damage represents damage from impacts and concussions and can be caused by fists and kicks and some less-than-lethal weapons.

Stun Defense

Whenever a character takes Stunning damage from a punch or kick, she is able to reduce the amount of damage she takes by his Stun Defense characteristic. Any remaining damage is subtracted from his Stun. The character's Stun Defense does not reduce stunning Damage taken from weapons, unfortunately.

Collateral Damage

Although Stunning Damage is generally non-lethal, it can be dangerous in large amounts. Every 5 Stunning Damage also inflicts 1 Lethal Damage. For example, an attack that does 16 Stunning Damage also does 3 Lethal Damage.

Dazed

Whenever a character loses more Stun in one attack than their Resistance, the character is momentarily dazed for one Phase. A Dazed character can take no action and the DV of any opposed action taken against that character is reduced by 5.

Unconsciousness

When a character loses all her Stun points, she is considered unconscious. She immediately falls down and is unable to take no actions. Additional Stunning Damage may reduce the character's Stun to negative values.

Recovery

A conscious character may perform a Recovery action to return an amount of lost Stun equal to that character's Recovery derived statistic (see Advanced Actions, page 107). An unconscious character may recover lost Stun at a rate appropriate to their negative Stun level.

Stun Recovery Rate	
Stun	Recovery Rate
-1 to -10	Recovery per Phase
-11 to -20	Recovery per Round
-21 to -30	Recovery per Minute
-30 or less	GM discretion

Stun Rollover

Additional Stunning Damage to an unconscious character will continue to damage that character at a rate of 1 Lethal Damage per 5 Stunning Damage. For example, 21 Stunning Damage to an unconscious character also does 4 Lethal Damage.

Lethal Damage

Lethal Damage represents damage done by blasters and swords and explosions. The character's SD does NOT reduce lethal damage. All Lethal Damage is subtracted directly from the character's Hits and Stun. Lethal Damage reduced from Stun cannot be recuperated by a Recovery action.

Killing Defense

If a character is wearing armor or other type of defensive system such as a force field, she is able to subtract the **Killing Defense (KD)** of the armor or defense from all damage taken. Any that remains is subtracted from the character's Hits.

Wounded

At half their total Hits, a character is considered "Wounded". All of the character's actions suffer a -2 AV modifier while Wounded. Likewise, the DV of any opposed action taken against the Wounded character is decreased by 2.

Seriously Wounded

At one-quarter their total Hits, a character is considered "Seriously Wounded". All of the character's actions suffer a -4 AV modifier while Seriously Wounded. Likewise, the DV of any opposed action taken against the Seriously Wounded character is decreased by 4.

Mortally Wounded

If a character loses all his Hits, she is considered "Mortally Wounded", she has been rendered unconscious and is dying. she will lose 1 additional Hit below zero for every Phase she goes without First Aid.

Saving a Mortally Wounded Character

The DV to stabilize a Mortally Wounded character depends on how wounded they are. If the character has less Negative Hits than their Body characteristic, the DV is 18. If they have more Negative Hits than their Body characteristic, the DV is 26.

Once the character receives First Aid, they stop losing Negative Hits and are "stabilized". They may begin the healing process (see below).

Dead. Mort. Finito.

If the character loses as many Negative Hits as his Body characteristic times two, she has died and cannot be revived short of superscience.

Healing and Recovery

Characters who are wounded will heal naturally as long as they are able to rest and recuperate. Medical attention will help speed the process.

Natural healing will reduce any Stunning Damage by an amount equal to the character's Recovery per Phase. It will also reduce Lethal Damage by an amount equal to the character's Recovery per week. No other actions can be performed while healing. A character that is healing must be lying down and comfortable, has access to plenty of water, and not subjected to stress.

Medical attention and First Aid will allow the character to heal at a rate of an amount equal to the character's Recovery per day. In fact, immediate treatment of wounds with a Medpack will provide the first day's healing immediately. The DV for applying First Aid to receive the first day's recovery depends on the severity of the wound:

First Aid Difficulty Values		
Difficulty	Current Hits	DV
Injured	50%-100%	14
Wounded	25%-50%	18
Seriously Wounded	0%-25%	22
Mortally Wounded	Less than Zero	26

Wounded characters that do not get rest or time to heal will reduce any Stunning Damage by an amount equal to her Recovery per Round (4 Phases) but will suffer an additional Hit per week unless treated with First Aid again. Mortally wounded characters who have been stabilized, but not allowed to get rest or time to heal will suffer an additional Hit of damage per day unless treated with First Aid again.

Mortally Wounded character frozen in Cryo-tanks are considered automatically stabilized but will not recover any lost Hits until treated with First Aid.

Medical Nanites can speed the healing process, allowing characters to heal at a rate equal to their Recovery every 6 hours, so long as the character remains unconscious and immobile.

The Environment

Guns and swords aren't the only thing that can hurt a character. The world is full of potential dangers; falls, illness, drowning, even being hit by lightning.

Cumulative Environmental Effects

Shock, Burns, Poison/Drugs, Disease & Asphyxiation; each of these are effects of the environment that harm a character through accumulation; shock and poison by continual damage to the character, asphyxiation through accumulated lack of air.

Electricity, Fire, and Radiation

Damage from electricity, fire, and radiation is always ranked by intensity of the effect with damage occurring each phase a character is exposed to the source.

Electricity, Fire, and Radiation Damage			
Type	Mild	Intense	Deadly
DC	DC1-4	DC5-10	DC11-20
Electricity	Battery	Wall socket	Lightning
Fire	Wood	Gasoline	Thermite
Radiation	Cosmic Rays	Solar Flare	Nuclear Reactor Meltdown

Poison, Drugs, Illness, and Toxic Atmospheres

Like electricity, poison & drugs are ranked by the power of the drug or poison. Damage effects occur each minute, not phase, while Illness takes place over days, weeks or even months (Gamemaster's choice). Damage from illness is cumulative and can only be recovered with medical attention. The atmospheres of some planets, likewise, can be so toxic or corrosive that they cause physical damage to exposed skin.

Drugs or poisons need not be fatal; sleep or "truth drugs" also work by accumulation. A character can take as much "damage" from drugs and poison as their Resistance.

Example: Morgan administers a strong dose of

Poison, Drug, and Illness Damage			
Type	Mild	Strong	Powerful
DC	DC1-4	DC5-10	DC11-20
Poison	Belladonna	Arsenic	Stonefish Venom
Drug	Alcohol	Sodium Pentathol	LSD
Illness	Measles	Pneumonia	Plague
Atmosphere	Pollution	Unbreathable	Corrosive

Mind Control Serum (DC5) to Jake, hoping to find out the Cyber Cabals' secrets. Each turn, the drug does 5 to 30 points "damage". When the drugs do as much "damage" as Jake's Resistance, Jake gives in.

Asphyxiation

A loss of breathable air causes 3DC Lethal Damage per Phase. Sitting quietly, a character can hold his breath up to 2 Phases per Constitution (a tough character could hold his breath for about two and a half minutes.). If activity such as swimming or running is required this rises to 2 Phases per 4 Constitution.

Falling

A character takes 1DC per 6 meters fallen. This means that a fall of 36 meters will do 6DC of damage and will kill most humans. Armor KD does NOT reduce falling damage.

Damaging Items

Sometimes, a character may wish to break a piece of equipment or scenery, or hide behind something for cover. Non-living items, such as walls, lamp-posts, and equipment, do not have Hits. Instead, they measure their durability and structure with **Structural Damage Points (SDP)**. Each SDP is equivalent to a Hit or point of damage. Non-living items might also have a Killing Defense (KD) rating which, like armor, subtracts damage prior to being applied to it's SDP. If an item's SDP is reduced to 0, it is destroyed.

Really large items like buildings or asteroids simply have too much SDP to rate. To simplify things, large item SDP is rated in **KILLS (K)**. Each KILL of SDP is equivalent to SDP 50 or 50 Hits. A KILL of damage is considered the equivalent to one human being. For example, a 10K weapon would do enough damage to automatically kill 10 human beings. For more information on KILL-rated weapons and equipment, see **Spacecraft and Vehicle Action: Damage**.

Use the following values as a guideline for determining Killing Defense and Structural Damage Points of various common items:

Grav vehicles, Battle-Striders, Starfighters, Starrunners, Starships, or any other complex vehicle or items can be damaged in various more detailed ways. See **Vehicle/Spacecraft Damage on page 129** for more detailed rules.

Object SDP		
The Great Outdoors	KD	SDP
Brush	0	5
Rocks	28	30
Large Tree	10	50
Light Pole	14	30
Manhole Cover	50	30
Structures	KD	SDP
Glass	3	5
Wooden Wall	7	10-15
Sheetrock/Plastiform Wall	7	5-10
Brick Wall	14	30
Concrete Wall	14	50
Metal Wall/Bulkhead	32	70
Armored Wall	50	50
Metal Lock	14	5
Wood Door	7	5
Hatch/door	10	20
Metal Door/Airlock	14	30
Vault Door	1K	4K
Furniture	3	15-20
Control Console	3	20-30
Machinery	7	30-50
Vehicles/Structures/Planets	KD	SDP
Grav Car/Grav Flier	10	50
Starfighter	1K	5K
Grav Tank	3K	7K
Small Starship, Skyscraper	5K	50K
Medium Starship, Several Skyscrapers	7K	100K
Large Starship, Several City Blocks	10K	200K
Huge Starship, Typical Town	10K	300K
Asteroid, Mountain, Small City	10K	600K
Small Moon, Huge City	10K	800K
Large Moon or Small Planet (Pluto)	100K	1600K
Typical Planet (Earth)	100K	3200K
Large Planet (Neptune)	100K	6400K
Huge Planet (Jupiter)	1000K	12,800K



Example of Man-to-Man Combat

A Ranger finds himself preparing for a shoot-out with a Mercenary. Both combatants are 40 meters apart on a street, the Mercenary has just discovered the approaching Ranger and both combatants have drawn their weapons.

Phase 1: Both sides roll Initiative. The Ranger rolls 3 dice and adds the result to his Reflexes for a total of 16. The Mercenary's total is 15, so the Ranger acts first. He fires his blaster pistol at the mercenary, rolling 7 plus his Reflexes of 6 plus Ranged Weapons skill of 5 plus accuracy of +1 minus range modifier of -4 (10-50 meters range) for a total of 15. The Mercenary attempts to evade, rolling 12 plus his Dexterity of 4 plus an Evasion skill of 6, for a total of 22. The Ranger's shot missed!

The Mercenary retaliates by firing his Blaster rifle, rolling 8 plus his Reflexes of 5 plus his Ranged Weapons skill of 5 plus an accuracy of +1 minus range modifier of -4, for a total of 15. The Ranger attempts to evade, rolling a 9 plus his Dexterity of 5 plus his Evasion skill of 5, for a total of 19. The Mercenary shoots wide and misses! The two combat-

ants are clearly at long range.

Phase 2: The Ranger still has Initiative. The Ranger fires again, rolling a 15 for a total of 23 against the Mercenary's evasion roll of 11, a total of 21. The Ranger has shot the Mercenary! The Ranger rolls 3 dice to determine the location for a result of 9, the Mercenary's shoulder. The Ranger's Blaster Pistol does 5DC of damage. He rolls 5 dice, totaling 17 points of damage. The Mercenary subtracts his armor's 20 KD from the damage, resulting in no damage being done to him at all. The blaster bolt simply ricochets off the mercenary's armor. Uh-Oh! The Ranger might be in trouble.

The Mercenary fires back, rolling 8 for a total of 14 against the Ranger's evasion roll of 10, a total of 20. Again, another miss!

Phase 3: The Ranger tries a different tactic. He decides to close the distance and wrestle with the brute. He Runs, allowing him to close the distance by 10 meters. The range is now 30 Meters. Since his action this phase was to run he can't attack, but he can choose to re-roll Initiative at the beginning of the next Phase if he wanted to. The Ranger decides to keep his original Initiative score.

The Mercenary, on the other hand, opens fire at his

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oncoming pursuer, rolling an abysmal 4. With an additional -1 for shooting at a moving target, the result is a total of 12. The Ranger's evasion roll is 11, for a total of 21. The Blaster bolt whizzes past harmlessly.

Phase 4: This Ranger sprints! By sprinting he closes the gap by 20 meters, but his Reflexes and Dexterity characteristics are halved and his Evasion skill is zero this phase! The range is now 10 meters.

The Mercenary opens fire again. The range modifier is now only -2, but the modifier for the moving target is now -3. The Mercenary rolls 12 for a total of 18. The Ranger's Evasion roll is 14, plus a halved Dexterity of 2.5, and no Evasion skill, the total is 16.5. He is hit! The Mercenary rolls 14 for the Hit Location, the thigh. The Mercenary's Blaster Rifle does 7DC. He rolls 7 dice for a total of 24. The Ranger's flight suit subtracts 10 KD from the damage, resulting in 14 points being subtracted from his 30 Hits and Stun. The Ranger's thigh is now wounded and he is currently at 16 remaining Hits and Stun.

Phase 5: The Ranger slows to a run to cover the remaining 10 meters between him and his opponent. They are now at hand-to-hand range.

The Mercenary tries to shoot the Ranger again, rolling 8, with the only modifier being the Ranger's running this Phase, for a total of 18. The Ranger tries to evade, rolling 13, for a total of 23. The shot misses again.

Phase 6: This time, the Ranger goes hand-to-hand. He tries to grab the Mercenary's rifle. He rolls 11 plus his Reflexes of 6 plus Hand-to-Hand skill of 7 minus a modifier of -2 for performing the Grab, for a total of AT of 22. The Mercenary tries to evade, rolling 10 for a total DV of 20.

The Mercenary tries to use an Escape to wrest his rifle away. He rolls a 9, plus his Strength of 6 plus Evasion skill of 6, for a total AT of 21. The Ranger fights to keep his grip, rolling 10, plus his Strength of 5 plus his Hand-to-Hand skill of 7, for a total DV of 22. He keeps his grip!

Phase 7: The Ranger, having successfully grabbed his opponent's rifle, may automatically disarm his opponent this Phase. He takes the rifle away!

The Mercenary tries to punch the Ranger in the chest, rolling 16, plus his Reflexes of 6 plus his Hand-to-Hand skill of 6, for a total of 28. The Ranger tries to evade, rolling 14 for a total DV of 25. The Ranger has been punched! The Mercenary does 6DC of stunning damage with his punch. He rolls 21 on 6 dice. The Ranger staggers, but his Flight suit's KD subtracts 10 from the damage, resulting in 11 Stun being subtracted from the Ranger's remaining 16 Stun. The Ranger has 5 remaining Stun and 16 remaining Hits (though he

could recover those 11 lost Stun if he wanted to).

Phase 8: The Ranger backs up 4 meters, and opens fire on the Mercenary with the Blaster Rifle. He rolls 13 for a total AT of 25. The Mercenary tries to evade, rolling 10 for a total DV of 20. He is hit! The Ranger rolls a 10 for the location indicating the Mercenary's chest. The Ranger rolls the 7DC of the blaster rifle, doing 28 Hits of damage. The Mercenary's battle armor's 20 KD subtracts 20 Hits from that, resulting in 8 points being subtracted from the Mercenary's 30 Hits and Stun. The Mercenary has 22 Hits and Stun remaining.

The Mercenary moves forward 4 meters to close the distance and punches again. He rolls 10 for a total AT of 22. The Ranger tries to evade with a roll of 13 for a total DV of 23. The punch misses.

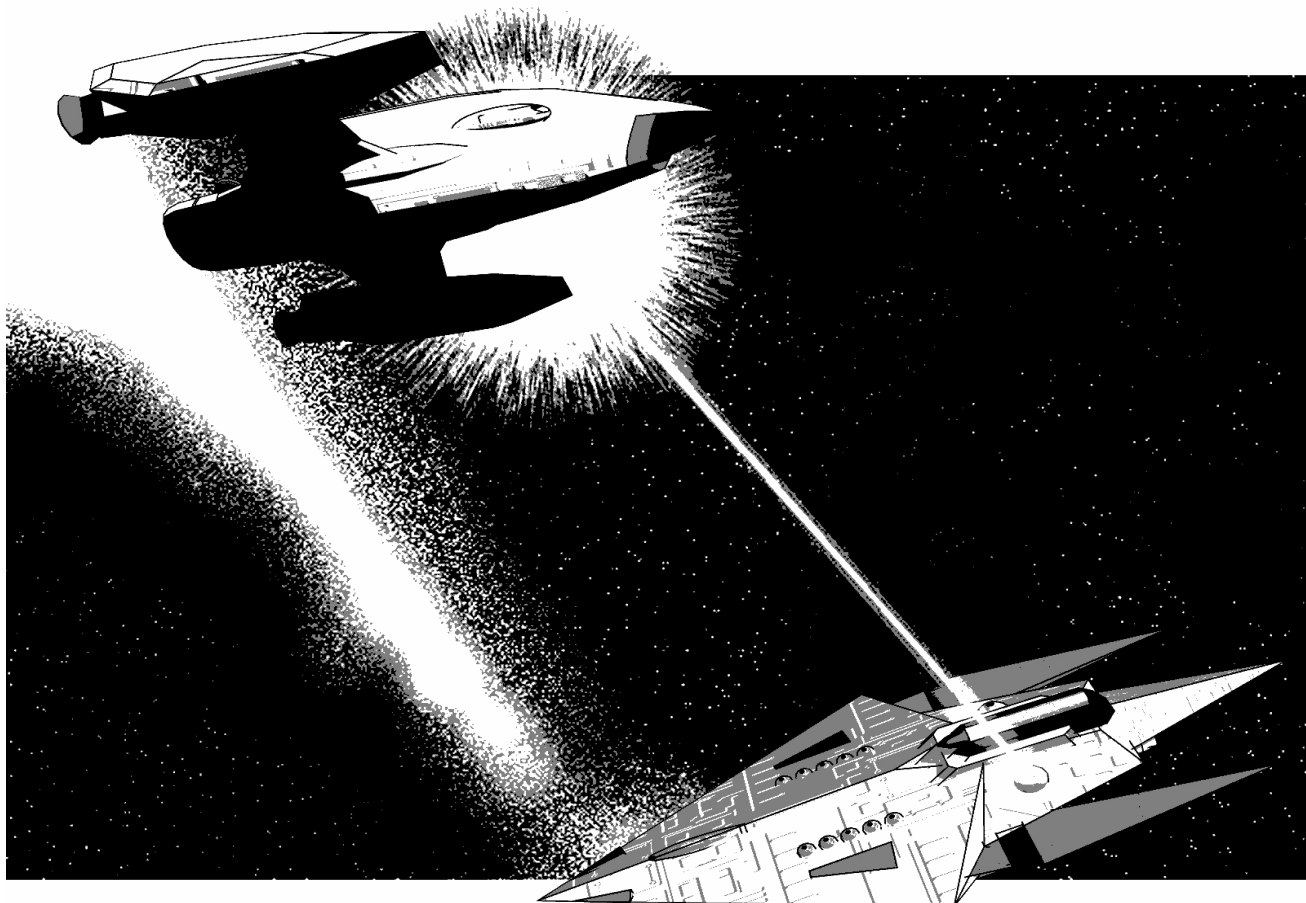
Phase 9: The Ranger backs up another 4 meters and trains the rifle on the Mercenary, saying, "There's still plenty of juice left in this powerpack. Care to give up now?" This is considered a Presence Attack. The Ranger rolls 12 and adds his Presence of 4 and Oratory skill of 0 for a total AT of 16. The Mercenary rolls a 9 and adds his Willpower of 4 and Concentration skill of 2 for a total DV of 15. The Ranger wins the skill test and, since The Gamemaster rules that the Ranger has the drop on the Mercenary worth an additional 2 dice, rolls 6 dice, one for each point of Presence plus the bonus two from the Gamemaster, for a result of 26. The Mercenary's Resistance is 12 for a difference of 14.

The Mercenary is impressed enough to hesitate and weigh his chances. He's got some grenades and could possibly take this Ranger on hand-to-hand, but his armor doesn't protect him fully from the Blaster Rifle and he couldn't outrun the blast radius of the grenade. He rubs the smoking wound on his shoulder and decides to give up.

Besides, this Ranger's got some Moxie.

Chapter 6:

Shields Up! Fire all Missiles!



Conflicts involving spacecraft or vehicles are resolved slightly differently from that between two or more people. Whereas people tend to stop and start a lot, diving for cover and darting across open fields of fire, spacecraft and vehicles are always in motion, looping around each other in an attempt to achieve the best possible shot for their own weapons while providing the worst possible target to their opponents.

The combat rules for such fights must therefore be modified to reflect this. The following chapter provides special rules for use in these situations. Using these rules, the Gamemaster and Players can determine, among other things, the outcome of special maneuvers that would make a stunt man blush, the distances at which spacecraft and vehicles can detect each other, attempts to out-manuever opponents, and the result of attacks made against target vehicles or spacecraft.

These rules are used for any flying craft ranging from Grav Fliers to the largest interstellar Starship.

They even work for some surface vehicles. The rules work best for combat between two competing craft, but they can handle engagements involving multiple craft with a little preparation on the part of the Gamemaster.

What these rules are not is a tactical war game or board game. Although provision is given for the use of miniatures and a hex-map, the rules work best in abstract. They provide the Gamemaster and Player with the outcome of their actions; they do not test the players' tactical skills (though strategy and tactics don't hurt).

It should also be pointed out that these rules are in no way technically or scientifically accurate in regards to physics or future space warfare. They are designed to imitate the roaring space combats seen in popular science fiction film where combats occur in visible range at relatively low velocities. Notes are provided for those who wish to portray a more realistic style of space combat.

Actions

Accelerate

A pilot can change the craft's velocity from All Stop to Parking/Docking Speed (25% Move) to Cruising Speed (50% Move) to Full Speed (100% Move).

Aim

Each phase taken Aiming adds +1 to the character's AV. A character may aim a weapon for as many phases as their skill in that weapon. No other actions are possible while aiming. Using Aiming, starship gunners can take careful aim to compensate for negative hex range modifiers. Characters who aim may re-roll their Initiative score at the beginning of the following Phase. Aiming is also used to lock guided missiles on their targets. The pilot must spend a full Phase aiming at the intended target in order for a guided missile to use its base AV.

Close

The pilot chooses to decrease the range between his and another vessel.

Decelerate

A pilot can change the craft's velocity from Full Speed (100% Move) to Cruising Speed (50% Move) to Parking/Docking Speed (25% Move) to All Stop.

Evasive Maneuvers

Flying defensively and erratically to provide a difficult target for attackers. Pilots performing Evasive Maneuvers may not fire any pilot-controlled weapons this Phase. Evasive Maneuvers adds +3 to DV of anyone attacking the vehicle/spacecraft operated by that pilot. Characters who perform Evasive Maneuvers may re-roll their Initiative Score at the beginning of the following Phase.

Fire Weapons

A pilot or gunner may attempt to fire at enemy vessels. The DV for attacks equals the target's Dexterity + Pilot + MV + 10. If an attack roll exceeds the target Difficulty Value by 10 or more, the attack automatically reduces shields and ignores any armor KD when determining damage.

BV weapons may spread their attacks between several targets, or focus all BV on a single target, in any way the vessel's commander wishes. For example, a BV 20 weapon may attack 4 separate targets with BV5 each, or 2 separate targets with BV 10 each, or the same target with 5 BV4 attacks. The targets are hit as many times as the difference between the attacker's AT and the defender's DV. For example, a BV5 weapon attacks a target with an AT of 20 vs. the target's DV of 17. The attacker hits the target 3 times with the weapon.

When firing vehicle or spacecraft-mounted weapons, fixed-forward weapons use the driver or pilot's appropriate Piloting skill to attack and can only at-

tack targets directly in front of the craft. Turreted weapons, and hand-held Battle-Strider weapons, use the gunner's Gunnery skill to attack and may fire at any allowed angle or arc: all arcs, fixed forward, forward, left, right, or rear. For most grav vehicles, Battle-Striders, and starfighters, turreted and hand-held weapons may target any one arc at a time. For larger craft such as starships or bases, the allowed arc is usually restricted to only one or two sides of the craft.

For convenience, all the weapons of a similar class are grouped together by arc and given a high Burst Value to represent battery fire. Each weapon class in each arc may attack targets within that arc once per Phase.

Hail

Attempt to raise the other vessel via Hypernet or direct radio communication. A communications officer can also attempt to determine if the target craft is receiving the signal or not.

Other Action

Any single action not otherwise specified, such as using a computer, or depressurizing an airlock.

Pilot

Normal piloting does not require an action, but advanced maneuvers or flying near obstacles may require a skill test against an DV set by the GM (see Maneuvers).

Repair

The pilot of a craft may attempt to affect quick repairs of his vessel in-flight. Likewise, a starship's captain or chief engineer may order the ship's Damage Control teams to respond and minimize the effects of damage.

Scan

Attempt to glean information about the opposing craft, station, planet, etc. using the craft's sensors. Information obtained is up to the GM, but may include armament, drive system, defenses, shielding, planetary composition, atmosphere composition, gravity, etc.

Shields

It takes one action to activate the shields.

Wait

A character may hold their action until later in the Phase, acting as if they rolled a lower Initiative Score. Waiting characters can even interrupt characters with lower Initiative Scores, but cannot interrupt Abort Maneuvers. Characters who wait all Phase, taking no action at all, may re-roll their Initiative Score at the beginning of the next Phase.

Withdraw

The pilot chooses to increase the range between his and another vessel.

Movement and Range

Vehicle Movement

Vehicles list their movement in meters per Phase and kilometers per hour. Vehicles usually travel at cruising speed, equal to half their top speed. Traveling at lower speeds should impart a bonus to the operator in the form of reduced Maneuver Value. A craft traveling at half speed will suffer only half its MV rounded up. A craft traveling quarter speed will quarter its MV rounded up, and so on.

Vehicle Movement
1/4 Top Speed = 1/4 MV
1/2 Top Speed = 1/2 MV
Top Speed = normal MV

Starfighter and Starship Movement

Starfighters do not measure their movement in meters, or even kilometers. The distances involved are simply too large to realistically keep track of in a game. Instead, Starfighters and Starships measure their movement in abstracted units called "Hexes". Using hexes makes it easy to keep track of combat using miniatures and hex maps, and leaves the technical details of the setting to the GM. Hexes aren't an exact form of measurement, the scale of a hex is exponential. 1 hex equals 50 meters but 2 hexes equal 200 meters and 3 hexes equal 450 meters. They are abstracted in this way to preserve a useable scale on which to play a game on a tabletop or map. Therefore, a craft's MOVE or a weapon's range won't match up to a linear scale in hexes. For example, even though a Peacekeeper's Beam Guns have a listed range of 5 kilometers their range is abstracted to 10 hexes. See **Appendix 1** (page 206) for a handy conversion of MOVE and Range to meters and kilometers.

Size and Scale

The relative size of vehicles and spacecraft play a large role in combat. Large targets are easier to hit with small weapons while small targets find it easy to dodge the less accurate larger weapons. To simulate this, there are five scales of size in Lightspeed: Human, Vehicle, Starfighter, Starrunner, and Starship. Against targets of similar scale, weapons of that scale suffer no penalty or bonus for size. However, when attacking a target that is higher scale of the weapon being fired, the attacker receives a cumulative +2 AV bonus per scale difference. Likewise, attacking small targets with larger scale weapons suffer cumulative -2 AV per scale penalty to hit.

For example, a starfighter targeting a human running on the ground with its Beam Guns suffers -4 to his AV (-2 per scale difference) to hit. Similarly, a Vehicle-mounted Heavy Blaster firing at a Starship would receive a +6 AV bonus (+2 per scale) to hit.

Reality Check

You may find yourself wondering, "How can a starship have a top speed in space?" Well, the realistic answer is that they wouldn't. However, this game tries to capture the feel of the science fiction movie genre, and makes little attempt to be realistic. In that regard, spacecraft require constant thrust to maintain constant velocity, can react and maneuver like a modern jet aircraft, and make lots and lots of noise regardless of a medium for the sound to travel through.

In a harder science fiction setting, a spacecraft's thrusters would continue accelerating the craft until it reached the halfway point where it would have to turn around and decelerate to stop at its destination. When was the last time you saw THAT in *Star Wars* or *Star Trek*? Should players or Gamemasters wish to model this type of realism, simply treat every 2 MOVE as 1G of acceleration, or 10m/s². Therefore a Peacekeeper Starfighter with a maximum MOVE of 8 would be capable of performing a 4G acceleration/deceleration.

A realistic space combat simulation would also entail much greater ranges and velocities than those mentioned in this game. The unrealistically short ranges and slow velocities are also an attempt to model popular science fiction films. In reality, spacecraft would be traveling at hundreds of thousands of kilometers an hour and would engage at ranges in the tens of thousands of kilometers. In a harder science fiction setting, each hex would represent 10,000 kilometers instead of only 50 meters. Likewise, players and Gamemasters should multiply a vessel's sensors' and communications' ranges by 500 to determine a more realistic range in kilometers.

Scale Chart

Scale	Examples	Size
Tiny	Weapon, Bull's-eye	~10 cm
Small	Dog, Cat, Arm, Leg	~1m
Medium	Human, Desk, Bicycle	~2m
Large/Vehicle	Grav Car, Tree	~10m
Starfighter/Strider	House, Grav Tank	~50m
Starrunner	Barn, Building, City Block	~100m
Starship	Starship, Town, Factory	~1000m
Super-Starship	City, Starbase, Mountain	~10 km
Asteroid	Comet, Asteroid, Moonlet	~100 km
Planetoid	Luna, Mercury, Continent	~1000 km
Small Planet	Earth, Mars, Venus	~10,000 km
Large Planet	Jupiter, Saturn, Uranus	~100,000 km
Star	Sol, Alpha Centauri, Sirius	~1 million km

Sensors

The human eye can discern spacecraft only out to a few kilometers. Beyond that distance the spacecraft is lost in the void of space. Space, however, is infinitely huge and does not accommodate to human abilities. Therefore, a starship's sensors augment and enhance the crew's own abilities, allowing them to detect and see starships much farther than normal.

A spacecraft's sensors use a combination of passive visual and EM sensors as well as active lidar and radar emitters to provide the pilot with an accurate picture of the space surrounding the craft. More sophisticated sensors even employ advanced Gravimetric sensors to detect the mass of a remote starship and Hyperspace Wave Distortion sensors to detect active Hyperdrive use or Hypercomm transmissions. Civilian spacecraft rely on accurate sensor readings to navigate and maneuver while military spacecraft use even more accurate sensors to acquire and track threat spacecraft as well as coordinate the activity of allied or subordinate craft.

Under normal operations, all spacecraft navigate and maneuver using active sensors. Active sensors provide detailed and accurate information but are easily detected by other spacecraft. Under certain circumstances a spacecraft may operate under passive sensors only. Passive sensor operation provides less accurate or detailed information than active sensor operation since it can only detect emitted or reflected ambient EM radiation but has the advantage of making the vessel itself harder to detect.

Sensor Range

Each spacecraft equipped with sensors lists the craft's Sensor Level. Sensors are rated by their Detection Range and Identification Range.

Detection Range

The Detection Range is the distance at which point the spacecraft will become aware of the existence of an object or energy source. At this point, the information provided by the sensors is too limited to provide an accurate identification of the remote object. All that is known is the object's size or mass, it's heading, and what kind of energy it might be generating or transmitting.

Identification Range

The Identification Range is the distance at which the sensors provide enough information for an accurate identification of the object. At this range, sensor operators, or computer databanks, can determine the identity and intention of the craft or object. Identification Range is considered the maximum range at which a spacecraft's weapons can target and open fire on an opponent.

Evading Detection or Identification

A starship captain may attempt to evade detection by using background radiation, celestial bodies, or interstellar gas to mask their location. In order to successfully evade sensor detection, the captain must win a skill test using Intelligence + Tactics + 3d6 vs. a DV equal to the opposing starship's sensor operator's Intelligence + Sensors + 10, +/- any situational modifiers where appropriate. The captain must win additional tests for each range level.

Passive Sensors

A spacecraft operating with passive sensors only, or "running silent", can detect other craft if the other craft is using active sensors at a range equal to the other craft's Detection Range.

Scan

Spacecraft equipped with advanced sensor suites may attempt a Scan against a single target. A successful Intelligence + System Operation skill test provides more detailed information about that target, including life signs, power output, material construction, etc.

Examples

A starship can detect a human-sized object at the range listed on the **Sensor Range Table** below. Each increase in the size of the object increases the effective range at which that sensor can detect that object. For example, a starfighter can detect a human-sized object at 3000 kilometers but can detect another starfighter out to 300,000 kilometers or a starship out to 3 million kilometers. The starfighter can only identify a human-sized object within 30 kilometers or can identify a specific starfighter out to 3000 kilometers.

A starship's sensors, on the other hand, can detect a human-sized object out to 300,000 kilometers, the equivalent distance of the Moon from the Earth. It can detect the presence of another starship out to 30 billion kilometers, roughly the same distance of Pluto from the Sun, though it couldn't identify the starship from any other starship until it was within 300 million kilometers, roughly the distance of Mars from the Sun. It can detect the presence of any Jupiter-sized planets out to 30 trillion kilometers (approximately 3 light years or 1 parsec).

A sophisticated orbital observatory can detect a man-sized object such as an meteor or satellite anywhere within the same star system out to 200 AU (Pluto is roughly 40 AU from the Sun) though it could only discern the features of said object, such as whether it was a man, a meteor, or a satellite, within 2 AU. That same observatory can detect a remote star as far away as 300 quintillion kilometers, 300 times farther than the Andromeda Galaxy, though it could only determine the features of stars, chemical make-up, age, etc., within our own Galaxy.

Sensor Levels	
Example	Level
Human eye	Level 0
Strider	Level 1
Grav Flier	Level 2
Starfighter	Level 3
Starrunner	Level 4
Starship	Level 5
Exploration Starship	Level 7
Starbase	Level 9
Observatory	Level 10

Sensor Target Size Modifiers	
Target Size	Bonus
Medium (Human, 1-2m)	+0
Large, Vehicle (Grav-Car, House, 3-10m)	+1
Strider/Starfighter (11-20m)	+2
Starrunner (21-100m)	+3
Starship (101-1000m)	+4
Super-Starship (City, Starbase, etc., 1-10 km)	+5
Asteroid (100 km)	+6
Continent, Planetoid (Luna, ~1000 km)	+7
Small Planet (Earth, ~10,000 km)	+8
Large Planet (Jupiter, ~100,000 km)	+9
Star (Sun, ~1 million km)	+10

Sensor Ranges					
Level	Detect	Hexes	Identify	Example	Notes
0	3km	8	30m	Unaided eye	Unaided eye
1	30km	25	300m	Strider	Horizon at sea level
2	300km	78	3km	Grav Flier	Minimum orbit
3	3000km	245	30km	Starfighter	Close orbit
4	30,000km	775	300km	Starrunner	Geosynchronous orbit
5	300,000km	2450	3 thousand km	Starship	1 light second, planetary system
6	3 million km	7745	30 thousand km		10 light seconds
7	30 million km	24,494	300 thousand km	Exploration ship	100 light seconds
8	300 million km	77,459	3 million km		2 AU, interplanetary
9	3 billion km	244,948	30 million km	Starbase	20 AU
10	30 billion km	774,596	300 million km	Observatory	200 AU, stellar system
11	300 billion km		3 billion km		2000 AU
12	3 trillion km		30 billion km		20,000 AU, 0.3 light years
13	30 trillion km		300 billion km		1 parsec, 3.2 light years
14	300 trillion km		3 trillion km		10 parsecs
15	3 quadrillion km		30 trillion km		100 parsecs
16	30 quadrillion km		300 trillion km		1000 parsecs
17	300 quadrillion km		3 quadrillion km		10,000 parsecs, 1/3 the diameter of the Galaxy
18	3 quintillion km		30 quadrillion km		100,000 parsecs, 3 times the diameter of the Galaxy
19	30 quintillion km		300 quadrillion km		1 million parsecs, distance to Andromeda Galaxy
20	300 quintillion km		3 quintillion km		

Hyperspace

Astrogating through Hyperspace requires two essential tasks: plotting the course and programming the hyperdrive modulation. Plotting a course through Hyperspace requires a successful skill test using Intelligence plus Astrogation + 3d6 vs. a Difficulty Value appropriate to the remoteness and desired accuracy of the destination. General Hyperspace travel to a known location is considered an Everyday task. Plotting a course takes 3 to 18 minutes and requires a computer. Programming the Hyperdrive Modulation requires a successful skill test using Technique plus Starship or Starfighter Technology vs. a Difficulty Value appropriate to the conditions. A failure on either skill test indicates the starship cannot enter Hyperspace yet and must spend another 3d6 minutes plotting the course and programming the Hyperdrive modulation. A failure on either skill test while making an in-flight course change results in the margin of error being multiplied by ten. A critical failure, rolling three ones, on either skill test results in the craft being lost in Hyperspace.

Astrogation Difficulty Values	
Astrogation and Calibration Tasks	DV
Familiar destination	14
Unfamiliar but charted destination	18
Unfamiliar and uncharted destination	22
Reduced Calculation Time (per ½ Time)	x2 DV
3d6 million km margin of error	-4
2d6 million km margin of error	+0
1d6 million km margin of error	+4
3d6 hundred thousand km margin of error	+8
2d6 hundred thousand km margin of error	+12
Intercept course to merge fields	+4
Changing course en route	+16
Emergency Drop-Out	+8
Hyperspace Beacon at Destination	-8
Remodulate Hyperdrive after being lost in Hyperspace	30+

Maneuvers

Driving or piloting a vehicle is normally an easy task and requires no die roll to accomplish. There are times, however, when a character wishes to perform a spectacular stunt or outrageous maneuver with the vehicle.

When performing a dangerous maneuver in a vehicle, the driver must subtract the vehicle's Maneuver Value, or MV, from his total AV.

Use the following examples as guidelines for determining the DV of vehicle maneuver.

Speed Modifiers

Near or in urban areas, especially in the densely populated Core Worlds, spacecraft and aircraft speeds are restricted to 240 kph or less (2 hexes). Speeds greater than Mach 1 (5 hexes) are typically not allowed within 10km of an urban area, though craft may maintain such speeds at altitudes of greater than 10,000m while passing over a metropolitan area.

Altitude Modifiers

Once the vehicles rise 10m or more over the surface, the speeds can really increase and maneuvers become easier. Less surface obstacles and wide-open spaces mean a bigger scale for chases and maneuvers. Typical aerial speeds depend on altitude.

Failure

On a failed stunt skill test, the vehicle or craft overcompensates in a random direction (see below) by 1m per 20m/phase speed, possibly colliding with an obstruction, a wall, a pedestrian, or another vehicle or craft. Roll a die if the situation warrants. A 1 indicates another obstacle threatens the vehicle or craft. The driver or pilot must swerve, regain control, perform an emergency stop, or make a tight turn, each at +4 DV, in the next immediate Phase or collide with the new obstacle. If no obstacles are warranted or indicated, the driver or pilot must regain control or perform an emergency stop, each at +4 DV, in the next immediate Phase or the vehicle or craft begins to spin out of control.

Should the vehicle or craft spin out of control, the vehicle or craft continues in a straight line at its previous speed, possibly colliding with an obstacle. At this point, the driver or pilot may only attempt to regain control or perform an emergency stop at +8 DV. A failed attempt indicates the vehicle or craft is still spinning out of control. Vehicles or craft at an altitude of 10m or less may collide with the ground. Roll a die; a result of 1-2 indicates the vehicle collides with the ground and rolls.

Example Maneuvers	
Maneuver	DV
Driving up into a moving trailer via a lowered ramp	18
Swerve (surface), Avoid an Obstacle (air/space)	20
Emergency Stop (halves damage in the event of a collision)	22
High-speed Turn (surface), Bank/Climb/Dive (air/space)	22
Regain Control	22
Turning sideways to squeeze down an alley or between two obstacles	22
Jumping a dry creek bed or raised drawbridge	26
Reversal or U-Turn	26
Maneuvering down a narrow alley or canyon	30

Surface Conditions	
Condition	DV
Open road, Calm Water, Desert, Plains	+0
Urban streets	+4
Light Forest or Jungle	+4
Light Traffic or Obstructions	+4
Mountainous Canyon, Ravine, or Riverbed	+8
Heavy Forest or Jungle	+8
Urban Back-Alleys	+8
Heavy Traffic or Obstructions	+8

Speed Modifiers				
Meters/Phase	Equivalent	Typical Safe Conditions	DV	Damage from Collision
0-25m	0-30kph 0-25mph	Safe driving speed for city streets, rough roads, light forests, through traffic, etc.	-8	7 DC
26-50m	31-60 kph 26-40mph 1 hex	Safe on thoroughfares, winding country roads, heavy highway traffic. Docking speed for air and spacecraft.	-4	1K
51-200m	61-240 kph 41-1164 mph 2 hexes	Safe on straight flat highways with no traffic, over plains, deserts, lakes, oceans.	+0	2K
201-450m	241-540 kph 165-368 mph 3 hexes	Mach 0.4	+1	3K
451-800m	541-960 kph 369-655 mph 4 hexes	Mach 0.8	+2	4K
801-1250m	961-1500 kph 656-1023 mph 5 hexes	Mach 1.2	+3	5K
	+1 hex	Aerial or Space maneuvers.	+1 per +1 hex	+1K

Altitude Modifiers				
Altitude	Safe Max Speed (hexes)	Equivalent	Notes	DV
0-10m	2	61-240 kph 41-15 mph 2 hexes	Street/Road-level.	+0
10-100m	3	450 m/phase 540 kph 370 mph	High-rise buildings, communication towers, bridges, trees, etc.	-4
101-1000m	4	800 m/phase 960 kph 655 mph	Skyscrapers on Core Worlds, hills.	-8
1001-10,000m	5	1250 m/phase 1500 kph 1025 mph Mach 1.2	Safe cruising altitude, mountains and tall peaks.	-12
10,001-100,000m	None	None	Roughly the edge of the atmosphere on Earth-like worlds.	-16

Weather Conditions	
Condition	DV
Rain or Fog	+4
Darkness, Heavy Rain or Snow	+8
Hurricane, Tornado, Blizzard	+12

Space Conditions	
Condition	DV
Crowded Traffic Corridor, Docking Approach	+4
Comet Tail, Nebula	+8
Planetary Ring, Asteroid Field	+12

Aerial Conditions	
Condition	DV
Hills, Treetops	+4
Urban Skyscrapers, Towers, Mountains	+8
Canyon	+12

Random Directions	
Surface: 1-2 = Ahead, 3-4 = Right, 5-6 = Left	
Air/space: 1-2 = Ahead, 3 = Right, 4 = Left, 5 = Up, 6 = Down	

Initiative and Firing Position

Vehicle and Spacecraft combat works much like regular combat with one major addition: **Maneuvering for Firing Position**. The first part of any vehicle/space combat is determining who maneuvers their vehicle/spaceship into the most advantageous angle for attack. The loser of this contest generally faces a hard uphill battle just to survive. Firing Position is determined at the beginning of the Phase after Initiative.

Sensor Detection and Range

Detection

Once a combatant enters a vehicle/spacecraft's Sensor Detection range, the vehicle/spacecraft's sensor operator is aware of the presence of the other, but may not identify it. At this point, the remote craft is unidentified and is labeled a "bogey". The vehicle/spacecraft's pilot may choose to either **Close** with the bogey, decreasing the range to the bogey by an amount up to the vehicle/spacecraft's Move, **Withdraw** from the bogey, increasing the range to the bogey by an amount up to the vehicle/spacecraft's Move, or ignore the bogey. Alternatively, starship captains may attempt to evade detection (see "Evading Detection or Identification" page 124).

Identification

Once the remote vessel is within a vehicle/spacecraft's Sensor Identification range, the vehicle/spacecraft's sensor operator has obtained detailed enough information to make a positive identification on the bogey. The vehicle/spacecraft's pilot may still Close with the target, Withdraw from the target, or ignore the target. Alternatively, starship captains may attempt to evade detection (see "Evading Detection or Identification" page 124).

Arcs

The remote vessel is always in the forward arc of a Closing vehicle/starship, or the rear arc of a Withdrawing vehicle/starship. Other arcs can be chosen or determined randomly: 1 Forward, 2-3 Right, 4-5 Left, 6 Rear.

Initiative

As soon as one craft detects another, the Commander of that craft determines her Initiative Score. Commanders piloting their own craft use Reflexes + 3d6 to determine their Initiative Score. Commanders issuing orders to multiple-crew craft use Intelligence + 3d6 to determine the Initiative Score of all their subordinates. The Commander who detected the other craft first adds +3 to their Initiative Score.

All crewmembers taking orders from that Commander act on that Commander's Initiative Score.

Choosing a Target

Each combatant designates one other vehicle/starship as its target. Targets need not be exclusive, many combatants may choose the same target, and a combatant need not choose a target at all (though its likely someone else might target him, instead). Combatants can change Targets at the beginning of the next Phase.

Engagement Range

If both the Attacker and its chosen Target are within the sum of both vessels' Move scores, they are considered to be in **Engagement Range** of each other. The attacking craft then tries to maneuver itself into a position that maximizes its attack while minimizing the Target's defense. Usually, this is directly behind the Target, though the actual position may vary depending on the Target's available firing arcs.

Tactics

The Commanders of both the Attacking and Target craft compare their Initiative rolls. If the attacker's Initiative is at least 3 points higher than the Target's Initiative, the attacker receives a bonus when **Determining Firing Position**. If the attacker's Initiative is at least 3 points lower, she suffers a penalty.

A Note on Arcs

For each starship, there are six possible firing arcs: all arcs, fixed-forward, forward, left, right, and rear. Each weapon or battery on a starship can fire into one or more designated arc. Therefore, it is very important to keep careful track of which arc each starship's target is in. A handy way to keep track is to use a diagram divided into four halves for each starship. Using miniatures, game pieces, or some other markers, simply place the starship's targets within the appropriate arcs.

Determining Firing Position and Range

At the beginning of each Phase, after Initiative Scores are calculated or recalculated, every combatant within Engagement Range of their Target must determine their Firing Positions.

Each pilot within Engagement Range of their Target must roll **3d6 + Technique + Pilot Skill + the craft's MV (Maneuver Value) + any modifiers** in descending order of Initiative Scores and compare their result with that of their Target. Compare the difference to the Engagement Results Chart to determine firing arc and range.

Once Initiative Scores, Firing Positions, and Ranges have been determined for every vehicle/spaceship engaged with a Target, characters declare and resolve their actions in order of descending Initiative Scores.

Engagement Results, Open This table is used to determine Firing Position if the combatants may engage without hindrance to maneuverability.
Target wins or ties: Poor Target (No Aim) Firing Position: The Attacker is in a Poor Firing Position (unless Target achieves "Head On"). Attacker's Firing Arc: Target chooses (generally Rear). Target's Firing Arc: Attacker chooses (generally Rear). Range: Sum of both vessels' MOVE (unless Target has superior firing position and chooses a lesser Range). Notes: May attack with weapons in the appropriate arc. (-2 AV).
Attacker beats Target by 1: Adequate Target (Head On) Firing Position: Both the Attacker and Target are in adequate firing position (+0 AV) of each other. Attacker's Firing Arc: Attacker chooses (generally Forward). Target's Firing Arc: Target chooses (generally Forward). Range: Zero Notes: May attack with weapons in the appropriate arc.
Attacker beats Target by 2 or more: Good Target (Side On) Firing Position: The Attacker is in a good firing position. +1 Maneuver next Phase. Attacker's Firing Arc: Attacker chooses (generally Forward). Target's Firing Arc: Attacker chooses (generally Rear). Range: Attacker chooses. Notes: May attack with weapons in the appropriate arc.
Attacker beats Target by 4 or more: Excellent Target (Tail) Firing Position: The Attacker is in an excellent firing position (+2 AV). +2 Maneuver next Phase. Attacker's Firing Arc: Attacker chooses (generally Forward). Target's Firing Arc: Attacker chooses (generally Rear). Range: Attacker chooses. Notes: May attack with weapons in the appropriate arc.

Engagement Results, Confined This table is used to determine Firing Position if the combatants are engaged within a confined space such as a canyon, a trench, a cave, a crowded city street, or tunnel with little room to maneuver, usually while one craft is pursuing another. When in a confined space, the pursed craft cannot target any pursuing craft. Consult Obstacles below for any dangerous obstructions that may block maneuverability.
Pursued Wins: Poor Target Firing Position: The pursuer is in a poor firing position and may not take a shot. Range: sum of both vessel's MOVE.
Pursuer wins by 1: Target Firing Position: The Pursuer may make a shot with no advantage. Range: sum of both vessel's MOVE.
Pursuer wins by 2 or more: Good Target Firing Position: The Pursuer is in good firing position. +1 Maneuver next Phase. Range: Winner chooses.
Pursuer wins by 4 or more: Excellent Target Firing Position: The Pursuer is in excellent firing position (+2 AV). +2 Maneuver next Phase. Range: Winner chooses.

Engagement Modifiers	
Full Offense	+1 Maneuver, -2 DV
Full Defense	-1 Maneuver, +2 DV
Tactical Advantage	+1 per +3 Initiative difference
Superior Speed	+1 per +3 hexes MOVE difference



Vehicle/Spacecraft Weapons Attacks

AT = Attacker's AV (Reflexes + Pilot or Gunnery Skill + MV for fixed forward weapons)+ 3d6
vs.
Target DV = Opponent's Dexterity + Pilot Skill + MV + 10 to Hit,
Shield DV = Opponent's Technique + Shield Skill + 10 to Damage Shields

Lumbering Behemoths and Attack Runs

Starfighters are nimble and quick while giant starships are slow and plodding. Starfighters tend to zip in and around the larger starships, diving in to attack and swooping away to prepare for another pass.

To reflect this, whenever an Attacker's MOVE is twice or more than its Target, use the following special rule:

Before the Attacker's action, the Target is within the firing arc designated by the Engagement Results Tables below. After the Attacker's action, the Target is within the OPPOSITE firing arc.

What this means is that slow Targets may choose to hold their action until the Attacker has flown past, presenting a less favorable side to possible attack.

Open Fire!

Combatants in good firing positions may open fire on any target within hex range in descending order of Initiative Scores. Spacecraft using **fixed-forward firing weapons use the pilot's Pilot Starfighter skill to determine the AV** and must add the craft's MV to the total. **Gunners firing from turrets use their Gunnery skill** and do not add the craft's MV to the total.

The Attacker's AV can be modified by various environmental factors such as range or target velocity (see **Vehicle/Space Combat Modifiers** below).

If the attacker's AT exceeds the defender's DV, a hit is scored and the target takes damage. If the attacker's AT exceeds the defender's DV by 10 or more, the damage ignores the target's armor.

An attack must exceed a starship's Shield DV in order to damage it. Compare the attacker's AT vs. the target pilot's Technique + Shield skill + 10. If the attacker's AT is less than the target's DV, then the shield absorbs the damage. Any damage that exceeds the spacecraft's current Shield DV is then carried over to the craft's armor KD and hull SDP. If the attacker's AT exceeds the defender's Shield DV by 10 or more, the damage ignores the target's Shields.

For example, a starship with 20K shields takes 10K from an attack. The attacker's AT was less than the pilot's Technique + Shield Skill +10, so starship's shields absorb the attack with no problem. However, if that same starship takes 30K damage, and the attacker's AT was still less than the pilot's Shield DV, the shields absorb 20K of the attack, but 10K is still carried over to the starship's armor and SDP

(see **Determine Damage** below).

If the attacker's AT is higher than the target's DV, the shield still absorbs the damage, but the craft's Shield Rating is now reduced by that amount. For example, a starship with 50K shields takes 10K damage from an attack. The attacker's AT was greater than the target pilot's Shield Skill + 10, so the shields are reduced by 10K and can now absorb only 40K until repaired.

Strike Missiles

Strike Missiles can follow and attack their targets independent of the firer. The firer simply allows the missile to lock-on to its target for a Phase prior to firing. Once fired, the missile will automatically attack using its own built-in AV every other Phase for up to 6 Phases. Missiles fired without lock-on use the firer's AV like any normal attack. Missiles travel their Range per Phase.

Missile:	Dumb	Smart	Brilliant	Genius
AV:	8	12	16	20

Multiple Attackers

Multiple attackers are harder to evade, so each successive attack in a Phase reduces their DV by 1 each.

Vehicle/Space Combat AV Modifiers	
Vehicle Combat Ranges	AV
Point-Blank (0-40m)	-0
Close (50-100m)	-2
Medium (110-500m)	-4
Long (500m - out to listed range of weapon)	-6
Extreme (every 500m beyond listed range of weapon)	-1
Space Combat Hex Ranges	AV
Point-Blank (0-4 hexes)	-0
Close (5-10 hexes)	-2
Medium (11-50 hexes)	-4
Long (50 hexes - out to listed range of weapon)	-6
Extreme (every 50 hexes beyond listed range of weapon)	-1
Other Combat Modifiers	AV
Moving Vehicle (per 100 meters difference in Move)	-1
Moving Starship (per 3 hex difference in Move)	-1
Smaller Scale (does not count against Shield DV)	-2
Larger Scale (does not count against Shield DV)	+2
Target silhouetted	+2
Aiming (per phase)	+1
Surprise Attack (successful Stealth roll)	+5

Evasive Maneuvers

The pilot of a craft may attempt evasive maneuvers to gain +3 to their DV that Phase. Pilots that perform Evasive Maneuvers are unable to attack with any Pilot-controlled weapons that Phase.

Using Hex Maps

Another way to keep better track of spacecraft positions, especially of multiple spacecraft, is to use hex-maps and miniatures or counters. When using hex-maps, a spacecraft must move in a straight line a number of hexes equal to its Maneuver Value (MV) before it can make a facing-change (turn one hex-side). For instance, a Ranger Peacekeeper, with a MV of -4, must travel 4 hexes before it can change one hex-side. An Eridani-class cruiser, with an MV of -2, must travel 2 hexes before it can change one hex-side.

In situations where the MV indicates the spacecraft must travel farther than its MOVE in order to turn, the movement must carry over from Phase to Phase. For example, the Pleiades-class Battleship has a MOVE of 4 but a MV of -6. It must travel forward 6 hexes before it may make a facing change. Therefore, it must move forward 4 hexes for a full phase before it can change facing halfway through the next phase.

A pilot can shorten the straight distance by attempting a special maneuver. The GM should impose a difficulty value to the maneuver equal to the number of hexes being traveled this Phase times 10. For example, if the Ranger pilot above wished to turn on MOVE 2 instead of 4, she will have to pass a Piloting skill test vs. a DV of 20.

When using hex-maps, do not use **Determine Firing Position and Range** tables. Maneuvering is performed in reverse initiative order. Firing is done separately in normal initiative order.

Repair Difficulty Values

Difficulty Level	DV	Damage Repaired
Challenged	10	1 SDP
Everyday	14	2 SDP
Competent	18	5 SDP
Heroic	22	10 SDP
Incredible	26	20 SDP
Legendary	30	50 SDP / 1 Kill
Superheroic	34+	2 Kills

Vehicle/Spacecraft Damage

Like equipment or scenery, vehicles and spacecraft do not measure their durability in Hits but in Structural Damage Points (see Damaging Items in Action).

Really big weapons do more dice of damage than you'd be realistically expected to roll and add. To simplify things, their damage has been averaged and simplified using a unit called KILLS. Spacecraft, vehicle, and Battle-Striders armor is rated in KILLS as well. Each KILL of armor is equivalent to 50 KD of armor. To further simplify things, spacecraft, vehicle, and Battle-Striders SDP is rated in KILLS as well. Each KILL of SDP is equivalent to SDP 50 or 50 Hits. When spacecraft, vehicle, or Battle-Striders damage each other, the weapon's KILL-rating in damage is compared to the target's KILL-rating in Killing Defense. The remainder is subtracted from the spacecraft's KILLS of SDP. Once a spacecraft has lost all KILLS of SDP, it is destroyed.

Because Battle-Striders, vehicles, and spacecraft are complicated mechanisms which damage can effect in various ways, use the Hit Tables below to determine the exact effect any damage has.

Determining Damage

Subtract the target's armor KD from the damage done. Any shot that penetrates the target's armor reduces the armor's effectiveness by 1K. Also, any shot in which the attacker's AT exceeded the defender's DV by 10 or more ignores armor altogether.

Roll on the random hit location chart to determine which of the target's systems is damaged. Apply damage as indicated by the chart.

Damage is subtracted from the target's SDP. If its SDP is reduced to Zero or less, the target is destroyed, though destruction of certain locations can cripple or disable a target long before that.

Effecting Repairs

Damage control teams can set about to make simple repairs to combat damage. Individually, a single crew-person, or even a starfighter pilot, could attempt to repair very minor damage to one system.

The crew-person must attempt a Technique + Starship or Starfighter Technology (whichever is appropriate) + 3d6 skill test versus a DV based on the amount of damage repaired (see table below).

A repair task takes 3-18 minutes to complete. That time can be halved by adding +4 to the DV of the repair task. Outside of combat, the Chief Engineer may assume an average roll of 10 and forego the 3d6 die roll.

Coordinating Repair Teams

Humanoid/Animorphic Battle-Striders Hit Table [Roll 3D6]				
3D6	Location	Effect	Damage (after armor)	AV Modifier
3-5	Head (10%)	Lose sensors	2 x damage	-6
6	hands/forepaws*	Lose hand-held weapon	½ x damage	-4
7-8	Arms/forelimb*(10%)	Normal damage	½ x damage	-3
9-11	Torso (40%)	Normal damage	1x damage	-1
12	Weapon	Normal damage	½ x damage	-5
13	Powerplant	Normal damage	2 x damage	-6
14	Pilot	Normal damage	Crew Damage to Pilot	-3
15-16	legs/hindlimb* (15%)	-10% Move	½ x damage	-4
17-18	feet/hindpaws*	-1 MV	½ x damage	-4

Vehicle and Spacecraft Hit Table [Roll 3D6]					
3D6	Vehicle	Spacecraft	Effect (Roll 2d6)	Damage**	AV
3-4	Sensors (use next if no Sensors)	Sensors	2= Permanently disabled. Repair DV based on damage taken. 3-6 = Disabled for 1d6 Phases. 7-12 = Disabled for 1 Phase.	½ x damage	-4
5-6	Front Wheel/ Repulsor	Maneuver Thrusters	2= -1d6 MV permanently. Repair DV based on damage taken. 3-6 = -1d6 MV for 1d6 Phases. 7-12 = -1d6 MV for 1 Phase.	1x damage	-6
7	Communications	Communications	2= Permanently disabled. Repair DV based on damage taken. 3-6 = Disabled for 1d6 Phases. 7-12 = Disabled for 1 Phase.	1x damage	-3
8	Mobility Systems (Grav Engine, Drive train, etc.)	Drive Systems (Grav Drive, Ion Drive, Hyperdrive)	2 = permanently disabled, no MOVE until repaired. 3-6 = -1d6 MOVE for 1d6 Phases. 7-12 = -1d6 MOVE for 1 Phase. Hull breach and crew damage in Engine Room.	2x damage	-3
9	Superficial Damage	Superficial Damage	Damage to a non-vital area or component. Hull breach and crew damage in crew quarters.	1x damage	-3
10	Superficial Damage	Superficial Damage	Damage to a non-vital area or component. Hull breach and crew damage in unoccupied or passenger quarters.**	½ x damage	-1
11	Powerplant	Powerplant	2= Powerplant Explosion! Damage equal to half original SDP! 3-6 = Disabled for 1d6 Phases. 7-12 = Disabled for 1 Phase. Hull breach and crew damage in Engine Room.	2 x damage	-5
12	Weapon	Weapon	2= 1 weapon destroyed. Repair DV based on damage taken. 3-6 = -2d6 to hit for 1d6 Phases. 7-12 = -2d6 to hit for 1 Phase. Hull breach and crew damage to gunner.	½ x damage	-6
13	Cargo/Trunk	Cargo/Hangar	Superficial damage to vehicle but full damage to any cargo or spacecraft housed in the hangar bay. Hull breach and crew damage to cargo/hangar bay.	½x damage	-3
14	Control Disruption	Control Disruption	2= Permanently disabled. Repair DV based on damage taken. 3-6 = Disabled for 1d6 Phases. 7-12 = Disabled for 1 Phase. While disabled, cannot add stats or skills to any Pilot skill tests, use 3d6 or 10 only. Hull breach and crew damage in bridge***.	1x damage	-4
15-16	Rear Wheel/ Repulsor	Maneuver Thrusters	2= -1d6 MV permanently. Repair DV based on damage taken. 3-6 = -1d6 MV for 1d6 Phases. 7-12 = -1d6 MV for 1 Phase.	1x damage	-6
17-18	Shield Generator (use previous if no Shields)	Shield Generator (use previous if no Shields)	2= Disabled permanently. Repair DV based on damage taken. 3-6 = -1d6 Shield KD for 1d6 Phases. 7-12 = -1d6 Shield KD for 1 Phase.	½ x damage	-6

* if it isn't obvious, roll 1 die: even=right, odd=left. If location doesn't exist, roll again.

** or 1 passenger for vehicles and small-to-medium starships.

*** or pilot or co-pilot for vehicles and small-to-medium starships.

Hull Breach

During a Hull Breach, the indicated area is open to space. Anyone within the affected area has 1d6 Phases to don a Spacesuit.

Crew Damage (roll 2d6)

2 = All crew in affected area take 3d6 lethal damage per Kills damage (or full DC for vehicles) taken from attack (after armor).
3-6 = All crew in affected area take 2d6 lethal damage per Kill damage (or half DC for vehicles) taken from attack (after armor).
7-12 = All crew in affected area take 1d6 lethal damage per Kill damage (or quarter DC for vehicles) taken from attack (after armor).

A Chief Engineer's primary job is to assess and prioritize repair tasks then coordinate teams of repair crews who perform the actual repairs. The Chief Engineer must evaluate the extent of the damage and assign the right crew-member to the right tasks.

The Chief Engineer attempts an Intelligence + Starfighter or Starship Technology + 3d6 skill test versus a DV equal to the crew's Technique + Starfighter or Starship Technology +10.

If the Chief Engineer's AT is higher than the crew-member's for the same task, and is also higher than the DV of the repair task (see above), the time needed to perform the repair (3-18 minutes) is halved.

The GM should feel free to add to the DV of repairs during combat to reflect the chaos of the moment.

Collisions and Crashing

Whenever vehicles, battleframes, or starships of any size collide with each other or with an obstacle such as an obstruction, a building, or the ground, energy, and thus damage, is exchanged. The amount of damage exchanged between the two colliding objects depends on both the relative velocity and the comparative mass of the objects and at the time of the collision. For example, a very fast gravitech cycle imparts more energy at high speeds than the same gravitech cycle moving at a lower velocity. Likewise, a gravitech cycle crashing into a building imparts less energy than a fully-loaded gravitech truck crashing into the same building at the same velocity.

A vehicle or spacecraft does and takes damage appropriate to the relative velocity at the time of the collision (see the Speed Modifiers table below).

In addition, Vehicles exchange 1 DC damage per 5 SDP of structure with the object it collides with.

Collision and Crash Damage		
Meters/ Phase	Equivalent	Damage from Collision
0-25m	0-30kph 0-25mph	7 DC
26-50m	31-60 kph 26-40mph 1 hex	1K
51-200m	61-240 kph 41-1164 mph 2 hexes	2K
201-450m	241-540 kph 165-368 mph 3 hexes	3K
451-800m	541-960 kph 369-655 mph 4 hexes	4K
801-1250m	961-1500 kph 656-1023 mph 5 hexes	5K
	+1 hex	+1K

Spacecraft exchange 1K damage per 2 K of structure.

Head-on collisions add the speeds of the two craft. Rear-end crashes subtract the target's speed from the crashing vehicle's speed. The crashing vehicle always exchanges damage with the target and vice versa. Armor can reduce the damage taken from a collision.

Colliding with a substantially larger object, such as a starfighter crashing into a super-starship, limits the amount of damage exchanged. The damage is halved for each increase in scale. Since the super-starship is 3 scales larger than the starfighter, the damage done by the super-starship is divided by 8.

If the pilot or driver attempted but failed an emergency stop maneuver immediately prior to the collision, the damage taken and done by the collision is halved.

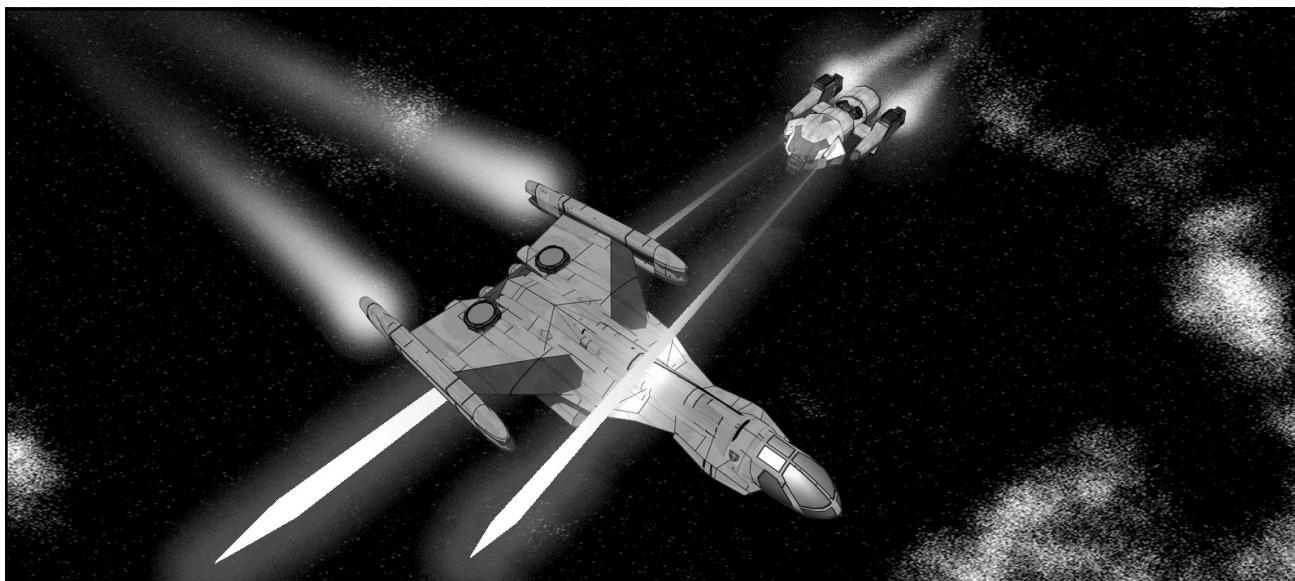
All drivers and passengers involved in a collision take a percentage of the damage their vehicle sustained according to the following table.

Occupant Damage from Collisions	
Roll 2d6 (Vehicles)	Damage to Occupants
2	The driver and passengers take full damage from the collision.
3-6	The driver and passengers take half damage from the collision.
7-12	The driver and passengers take one-quarter damage from the collision
Roll 2d6 (Starships)	Damage to Occupants
2	All crew in affected area take 3d6 lethal damage per Kills damage taken from the collision (after armor).
3-6	All crew in affected area take 2d6 lethal damage per Kill damage taken from the collision (after armor)
7-12	All crew in affected area take 1d6 lethal damage per Kill damage taken from the collision (after armor).

Ramming

Ramming is like any other collision, but since the objects are moving, their relative structures and velocities will influence the final outcome. Here's what to do:

- If the ram is head on, add the velocities of both objects together, then treat the results as above. The result is the damage done to both.
- If the collision is a side ram or swipe, treat as a regular collision (above).
- If the collision is a "rear end", subtract the velocity of the object in front from the velocity of the trailing object, then treat as a head on ram.



Example of Starfighter Dogfighting

A Ranger in a Peacekeeper finds himself in a dogfight with an Imperial Harpy.

The Ranger's relevant characteristics are Reflexes 6, Dexterity 5, and Technique 7, his Starfighter Pilot skill is 4, and his Shield skill is 4. The Peacekeeper's MV is -4 with a MOVE 16.

The Imperial's Reflexes, Dexterity, and Technique are all 3, his Starfighter Pilot skill is 3. The Harpy's MV is -2 with a MOVE of 20.

Both fighters begin from neutral firing positions 3000 kilometers (245 hexes) apart, the maximum range at which both fighters can identify each other as hostile craft. Since they simultaneously find each other, both pilots will have to determine Initiative to see who acts first. Both pilots roll 3 dice plus their Reflexes for Initiative. The Ranger rolls 12 for a total of 18. The Imperial rolls 13 for a total of 16. The Ranger wins Initiative this combat. We now proceed to Combat Phases.

Phase 1: The range is 245 hexes (3000km), well outside of either weapons or engagement range. Both pilots choose each other as targets and close with the other at maximum speed. Neither pilot has the Tactics skill, so comparing tactics rolls is inapplicable in this combat. The range between the two fighters will decrease by 36 hexes per Phase until they reach either maximum weapons range or engagement range. In this case, the Peacekeeper's strike missile has the maximum weapons range at 24 hexes while the engagement range is 36 hexes.

Phase 2: The new range is 209 hexes (2184km), still outside of weapons or engagement range. They continue to close with each other. The Ranger activates his Peacekeeper's Shields with an AT of 10 plus 10 for a total of 20.

Phase 3: The new range is 173 hexes (1496km), still outside of weapons or engagement range. They continue to close with each other.

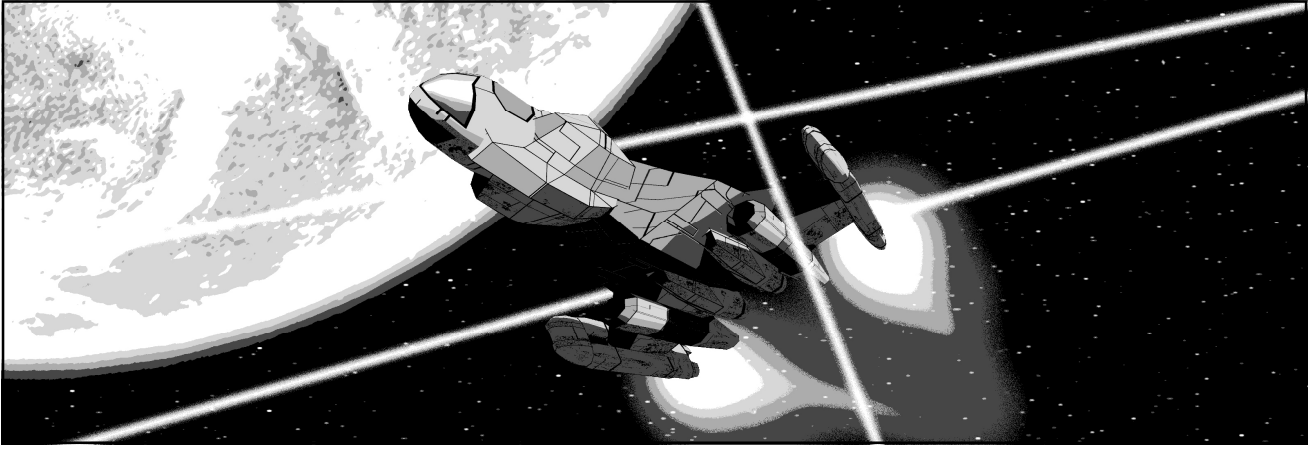
Phase 4: The new range is 137 hexes (938km), still outside of weapons or engagement range. They continue to close with each other.

Phase 5: The new range is 101 hexes (510km), still outside of weapons or engagement range. They continue to close with each other.

Phase 6: The new range is 65 hexes (211km), still outside of weapons or engagement range. They continue to close with each other.

Phase 7: The new range is 29 hexes (42km). Both starfighters are now within engagement range. Each pilot chooses the other for engagement. Both pilots roll 3d6 and add the result to their Technique plus Pilot Starfighter skill and starfighter's MV to determine position. The Imperial Harpy is 4 MOVE faster than the Ranger Peacekeeper and receives a +1 bonus. The Ranger rolls 8 for a total of 16. The Imperial rolls 11 for a total of 16. The result is a tie, both starfighters circle around each other in space, neither can get a good shot on the other.

Phase 8: The new range is 36 hexes (64.8km). Both pilots choose each other as targets and are both still within engagement range. Both pilots roll 3d6 and add the result to their Technique plus Pilot Starfighter skill and starfighter's MV to determine position. The Ranger rolls 11 for a total of 18. The Imperial rolls 10 for a total of 16. The Ranger beats the Imperial by 2. The Ranger targets the Harpy from the side and the Imperial finds himself with no shot to take. The Ranger chooses a range of 4 hexes (800m) and opens fire! The Imperial interrupts the Ranger's action by aborting to Evasive Maneuvers, granting him a +3 bonus to his DV this Phase and a chance to re-roll Initiative next Phase. The Ranger continues with his attack, rolling 6 for a total AT of 13. The Imperial attempts to evade, rolling 13, plus the bonus for evasive maneuvers, for a

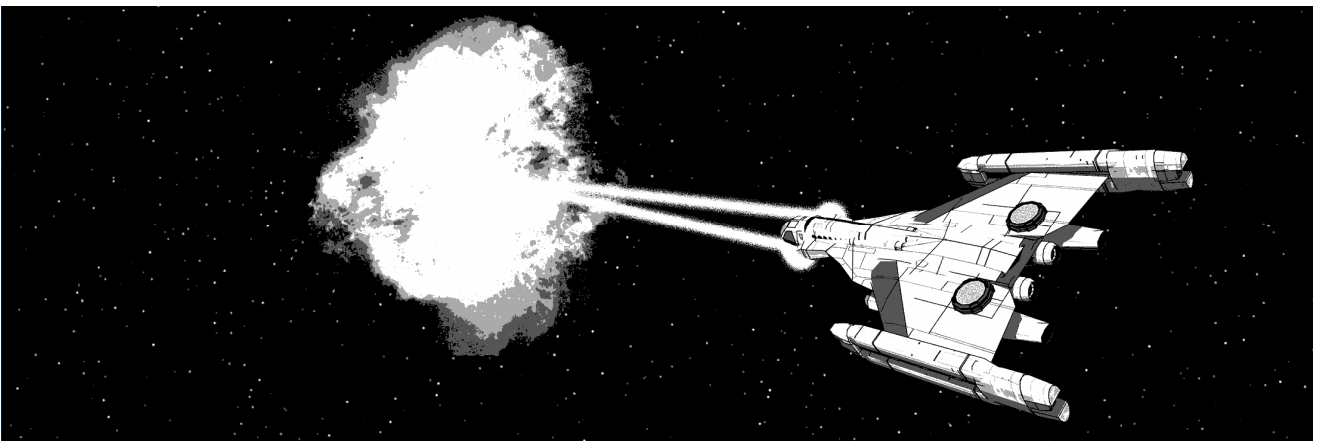


total of 21. The Peacekeeper's guns shoot wide and miss.

Phase 9: The range is still 4 hexes (800m). Since the Imperial chose to perform evasive maneuvers last Phase, he attempts to regain the initiative this Phase, rolling 9 for a total of 12, lower than his previous roll and the Harpy pilot retains the initiative. Both pilots choose each other as targets and both are still within engagement range. Both pilots roll 3d6 and add the result to their Technique plus Pilot Starfighter skill and starfighter's MV to determine position. The Ranger adds an additional +1 to his roll due to his good firing position from last Phase. The Ranger rolls 10, plus the bonus from last Phase, for a total of 18. The Imperial rolls 15 for a total of 21. The Imperial wins by 3. The Imperial loops around and is able to target the Ranger Peacekeeper side on. The Imperial chooses a range of 4 hexes (800m) and attacks! This time it's the Ranger's turn to take evasive action! The Imperial rolls 12 for a total of 18. The Ranger rolls 8, plus the bonus for evasive maneuvers, for a total of 16. The Ranger's roll was not enough! The Imperial's roll was less than the Ranger's Shield roll, so the Peacekeeper's 20K shields absorb the blast without depleting.

Phase 10: The range is still 4 hexes (800m). Since the Ranger chose to perform evasive maneuvers last Phase, he could attempt to re-roll initiative this Phase. He chooses to keep his original roll and he

retains the initiative. Both pilots choose each other as targets and both are still within engagement range. Both pilots roll 3d6 and add the result to their Technique plus Pilot Starfighter skill and starfighter's MV to determine position. The Ranger chooses to fly offensively this Phase, giving him a bonus to maneuver but a negative modifier to his DV. The Imperial adds an additional +1 to his roll due to his good firing position from last Phase. The Ranger rolls 12, plus the bonus from offensive maneuvering, for a total of 20. The Imperial rolls 9, plus the bonus for superior firing position last Phase, for a total of 16. The Ranger loops around the Harpy and obtains an excellent firing position from the Harpy's tail. Not only will the Ranger receive a +2 AV bonus this Phase, he will receive a +2 maneuver bonus next Phase. The Harpy interrupts to abort to evasive maneuvers. The Ranger opens fire, rolling 13 for a total of 22. The Imperial rolls 9 for a total of 17. The Ranger scores a direct hit with both Beam Guns! The Imperial Harpy lacks shields so it takes all the damage. The Ranger rolls an 11 for location, indicating a powerplant hit! The Harpy takes double damage, or 10K twice! Damage is allocated per each hit instead of a lump sum so armor can be more effective. Even so, the Harpy doesn't stand a chance. It is completely destroyed!



Multiple Combatant Engagements

It is entirely probable that not all starships will pair off into engagements. Often, two or more combatants will gang up on a lone Target, or one Attacker will be beyond Engagement Range of its Target while its Target is engaging another combatant. Keeping track is simple; list each combatant and, each Phase, list the Target of that Combatant.

For example, four starfighters are in a dogfight. Starfighter A and Starfighter B are one side, Starfighter C and Starfighter D on another. Starfighter A and B gang up on Starfighter C. Starfighter D picks on Starfighter B. A and B are both at Range 30 from C. D is at Range 80 from B. All Starfighters in this example have a Move of 10 and a Range of 10. A has the highest Initiative Score, followed by B, C, and finally D.

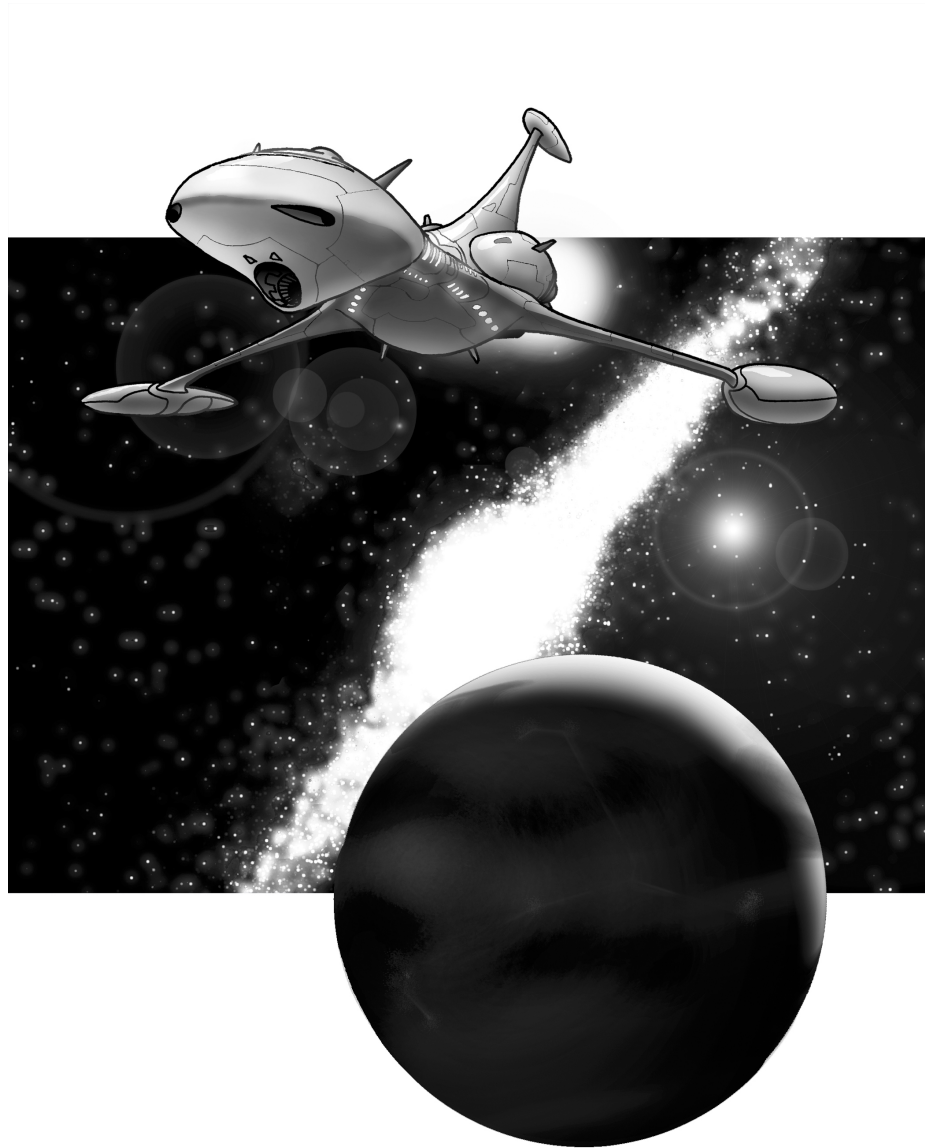
The following example illustrates how a multiple-opponent dogfight might take place:

Multiple Combatant Engagement Example

Combatants	A	B	C	D
Phase 1, Initiative	Result= 24	Result= 21	Result= 19	Result= 17
Phase 1, Choose Target	C	C	A	B
Phase 1, Range to Target, attacker's arc, target's arc.	30, forward, forward. Engagement? No	30, forward, left. Engagement? No	30, forward, forward. Engagement? No	60, forward, right. Engagement? No
Phase 1, Maneuver	Close with C. Roll= 25, beats C's roll. +1 Luck for use against C.	Close with C. Roll= 15, fails to beat C's roll. New Range= 20	Close with A. Roll= 20, fails to beat A's roll. New Range= 10	Close with B. Roll= 25, beat's B's roll, +1 Luck for use against B. New Range=50
Phase 1, Recalculate Range to Target, attacker's arc, target's arc.	New Range =10, forward, forward.	New Range =10, forward, left.	New Range =10, forward, forward.	New Range =50, forward, right.
Phase 1, Action	Fire at C	Aim (+1 AV)	Fire at A	Aim (+1)
Phase 2, Initiative	Same (24)	New Roll. Result= 22	Same (19)	New Roll. Result= 20
Phase 2, Choose Target	C	C	A	B
Phase 2, Range to Target	10 Engagement? Yes	20 Engagement? Yes	10 Engagement? Yes	50 Engagement? No
Phase 2, Maneuver	Engage C. Roll=23, beats C's roll by 2. Result= Side On, +1 Maneuver next Phase. New Range=5	Engage C. Roll=18, fails to beat C's roll. Result= No Aim. Range= 20	Engage A. Roll=21, fails to beat A's roll. Result= No Aim. New Range=5	Maneuver for position. Roll= 24, beats B's roll, +1 Luck for use against B. Close with B. New Range=40
Phase 2, Recalculate Range to Target, attacker's arc, target's arc.	New Range =5, forward, left.	New Range =10, C chooses to be in B's rear arc, B chooses to be in C's rear arc.	New Range =5, A chooses to be in C's rear arc, C chooses to be in A's rear arc.	New Range =40, forward, right.
Phase 2, Action	Fire at C	Aim (+1 AV)	Wait	Aim (+1 AV)
Phase 3, Initiative	Same (24)	New Roll. Result= 19	New Roll. Result= 20	New Roll. Result= 21
Phase 3, Choose Target	C	C	A	B
Phase 3, Range to Target	5 Engagement? Yes	20 Engagement? Yes	5 Engagement? Yes	50 Engagement? No
Phase 3, Maneuver	Engage C. Roll=21+1 bonus from last Phase, fails to beat C's roll. Result= Head On.	Engage C. Roll=27, beats C's roll by 3. Result= Tail, +2 AV this Phase, +2 Maneuver next Phase.	Engage A. Roll=23, beats A's roll by 1. Result= Head On.	Maneuver for position. Roll= 24, beats B's roll, +1 Luck for use against B. Close with B.
Phase 3, Recalculate Range to Target, attacker's arc, target's arc.	New Range =0, A chooses forward, C chooses forward.	New Range =4, B chooses forward, B chooses to be in C's rear arc.	New Range =0, C chooses forward, A chooses forward.	New Range =30, forward, right.
Phase 3, Action	Fire at C	Fire at C with +2AV from aiming and +2 AV from superior firing position, +4 AV total!	Fire at A	Aim (+1 AV)

Chapter 7:

Creating a Story



Since *Lightspeed* is based on a wide variety of science fiction inspirations, the number and types of adventures possible in *Lightspeed* are equally varied. Nearly any type of story can be told in the *Lightspeed* universe.

The following chapter is meant to provide help to Lightspeed Gamemasters in the form examples of several story types. These are by far not the only types of stories in Lightspeed, but they represent the best-known examples of the types of stories told in the science fiction genre.

The following examples are organized by character types:

- Rangers
- StarForce Officers
- Bounty Hunters
- Corporate Espionage Agents
- Mercenaries
- Independent Merchant Spacers
- Criminals

Rangers

Ranger stories are by far the easiest to run and maintain. Playing a Ranger offers several advantages to both the player, their character, and to the Gamemaster. Players will enjoy the freedom afforded to Rangers. They are given free reign to accomplish their mission and are able to go where they want when they want. Players will also like the fact that they have instant and legal access to high performance military equipment and starfighters. The Gamemaster will find Ranger stories easy to set up and control. The characters are instantly connected to the story by simply giving them the mission. Since each character has a starfighter, the Gamemaster no longer has to worry about moving the story from world to world and Gamemasters can more easily write characters out of a story if the player misses a game session.

Regular AstroPol stories differ from Ranger stories in that AstroPol officers and inspectors are assigned to a specific planet or locality. Missions have to come to them and they have less autonomy than their Ranger cousins do. The stories differ, also, because of the nature of the Federation. On Federation Member Worlds, there are enough resources for all the citizens and the standard of living and level of education are incredibly high. Poverty is nearly unheard of. Most Member World crimes are crimes of passion or sociopathy, there is little robbery except for corporate espionage or the theft of rare items or relics such as art. On top of that, tracking and apprehending a suspect on a Member World is almost ludicrously easy, so stories lose some of their challenge. Given their differences, role-playing the adventures of a Ranger on the wild and lawless Frontier is usually much more enjoyable for both the players and the Gamemaster.

Ranger stories are easy to create and run, they practically write themselves. For the most part, the characters are ordered to apprehend a criminal or fugitive and return him to justice. These types of stories follow a pretty stable formula:

1. **Research the Target.** Find out where he lives, what he likes to do, and whom he knows.
2. **Track Down the Target.** Using the research, set about trying to find the target. This can involve interrogating acquaintances or accomplices, searching residences or hangouts, and various other tactics.
3. **Apprehend the Target.** The target rarely cooperates and will try to flee. This can lead to either confrontation if the target thinks he (or they) can win, or to a chase if the target thinks he (or they) can get away. Chases can be on foot, in Grav vehicles, or in Starships. They more often than not lead to confrontations when the target

becomes desperate. Confrontation usually means a shoot-out or a brawl.

This is not, by any means, the only type of story available to a team of AstroPol Rangers. Rangers face a number of dangers and challenges. Some of them include the following:

- **Espionage.** The Imperials are spying on the Federation all the time. Although StarForce Intelligence usually handles this type of mission, Rangers may be called in to help in the investigation or to apprehend suspects.
- **Homicide.** A body is found dead. The Rangers are called in to help discover who did it and catch them before they kill again. Murders are very serious crimes, and great priority is put on finding and apprehending the perpetrator. The problem with homicides is that the perpetrator is not always immediately known. This type of investigation requires much more preliminary research and deduction. The Rangers must find enough clues and put them together in order to implicate a perpetrator beyond any reasonable doubt.
- **Kidnapping.** Someone very special to a very rich or important person or organization has been kidnapped. The Rangers must figure out who did it and find them, then rescue the kidnap victim before the kidnappers carry out their threat. Kidnap cases are very delicate, as an innocent's life hangs in the balance. Whether the victim lives or dies is in the hands of the Rangers. Kidnap cases can easily turn into hostage negotiations.
- **One of Their Own.** A Ranger has gone rogue and it's up to the player characters to track him down and return him to justice. This type of story offers plenty of opportunity to introduce intrigue and betrayal into the game.
- **Pirates.** Pirates roam the space near planets, preying upon hapless starships, leaving their crew in disabled hulks to die in space or burn up in the atmosphere. Busting a pirate ring is, in many ways, like apprehending a criminal target. Research has to be done to determine the hiding place or places of the pirates, track them down, and apprehend them. Unfortunately, Pirates tend to be better trained, armed and equipped than most criminals.
- **Theft.** A rare piece of art, a starship, or a large sum of money, has been stolen, and the Rangers are asked to help find the culprit! Much like investigating a homicide, thefts usually don't point to an obvious perpetrator. Extra research has to be done in order to find the clues that implicate a suspect. Then the team has to track down and apprehend the suspect.

- **Undercover Operation.** The PCs must go undercover, pretending to be criminals, in order to gather evidence or intelligence. These stories can be challenging to role-play since the player is acting the part of someone acting a different part.

StarForce Officers

For StarForce stories look no further than episodes of Star Trek or Babylon 5. Exploration, political machinations, diplomacy, conflict resolution, and tests of humanity's worthiness abound.

Shipboard stories should ideally center around the Player Characters, either manning their stations or as a part of an away mission. Therefore, Player Characters should be in positions of authority on the ships. Security officers and bridge crew officers are ideal positions for Player Characters, as they control the actions of the starship and make the important decisions. Try not to let them be forced to follow orders from a superior officer.

Beginning Player Characters should start out in command positions on a small starship such as an Alpha Centauri or Antares. They should be relatively independent and far from reliable support. Out on the Frontier, it can take hours or days for a message to reach a friendly vessel or station, so the PC's are on their own.

As the Player Characters gain skills and status, advance their rank and assign them a larger vessel. New commanders are allowed to outfit their Bridge Crew however they wish, transferring crew from their old command to their new one, so groups of PC's can stay together from ship to ship.

Some StarForce story ideas could include:

- **Disaster Strikes!** The Player Characters' starship suffers an accident ranging from colliding with a Cosmic String Fragment to finding themselves trapped in a cosmic storm. Now the PCs must survive against the odds in order to escape their dire situation.
- **Ethical Conundrum.** The Player Characters are given conflicting or unethical orders and must struggle with the consequences of their actions. Could there be a traitorous admiral back at HQ? Are things not as they appear in StarForce? It's up to the PCs to find out!
- **First Contact.** The Player Characters' starship detects a vessel or planet belonging to a previously unidentified alien species. First Contact situations are always tricky, and it's up to the PCs to make a good first impression without jeopardizing future relations.
- **Humanity is put to the Test.** Advanced aliens intent on studying humanity capture the Player Characters' starship. The characters are put to some sort of test, either physical or mental, to judge the humanity's worthiness as a species.
- **Invasion!** The Empire has staked a claim on an inhabited region of the Frontier and has sent an invasion force to occupy it, or the Robot Nexus is attempting to remove organic life forms from an area of space. The characters are the only ones capable of stopping the invasion. This is a great opportunity to use a memorable recurring villain who is in command of the enemy forces.
- **Investigating a Mystery.** Something has happened to a Federation Colony, and the Player Characters' starship is sent to investigate. Is it a new alien race? Could it be Imperial sabotage? Or something stranger?
- **Planetary Exploration.** One of StarForce's primary goals is the exploration and colonization of new worlds. The PC's must catalogue and ex-



plore the new planet and verify its status for colonization. Unknown danger lurks behind every rock and ancient alien temple.

- **Political Intrigue.** The Player Characters' ship is assigned to transport a diplomatic delegation to meet with various alien and Old Earth governments. A saboteur is among them attempting to disrupt the talks. Could it be an Imperial? An alien? A Nexus android? Terrorists? It's up to the PC's to find out and ensure the talks continue smoothly.
- **StarForce Intelligence.** The espionage and intelligence arm of StarForce is short-handed and requires the services or unique talents of the PCs in a covert operation, or perhaps the PCs are already attached to StarForce Intelligence. In either case, the PCs must pretend to be people they aren't in order to gather intelligence, commit sabotage, or disrupt enemy plans.

Bounty Hunters

Bounty hunters are a lot like Rangers, but not as well equipped. Like Rangers, bounty hunters are usually tasked to hunt down and capture an escaped fugitive or wanted criminal. Unlike Rangers, bounty hunters are under no obligation to respond to requests for aid, investigate criminal cases, or perform any other tasks they don't want to. Bounty hunters, however, also do not have the weight of law behind them. What they do, they do with no help or authority. Bounty hunters also lack the support enjoyed by Rangers. There are no support bases or repair facilities for bounty hunters other than what they can find and pay for out of their own pockets.

There are bounty-hunting organizations, sort of co-operatives or corporations set up by bounty hunters to organize their activities and provide some support, so in this fashion they might be able to receive the same sort of support a Ranger might receive. However, the bounty hunters that belong to these organizations must pay over a percentage of their claimed bounties as well as monthly dues to belong to such an organization. On top of that, the Federation frowns upon bounty hunting and does not offer bounties, relying on their Rangers to fill that need. Bounty hunters, therefore, must look to the colonies, corporations, and Old Earth Empires for their jobs.

Rangers tend to look at bounty hunters with somewhat patronizing acceptance. Rangers know what the bounty hunters have to go through and can respect them for that. Bounty hunters, on the other hand, know that Rangers are higher up on the food chain, and they resent that. Rangers and bounty hunters often cross paths in search of a target, and this rivalry leads to increased competition and sometimes-outright conflict.

Bounty hunter stories could include:

- **But this time I've got the money!** A Corporation or crime syndicate hires the PCs to find a deadbeat. Perhaps the deadbeat was a gambler who can't resist a game. Perhaps she was another criminal whose enterprise was a failure. Perhaps she was simply a desperate transport pilot who had to dump a shipment of contraband before inspection. Whoever she is, she owes somebody a lot of money and they want to collect on their collateral.
- **Corporate retrieval.** Someone has stolen something very valuable from a corporation. Perhaps it's the plans for a new technology. Perhaps it's a database of employee personal information. Perhaps it was simply a lot of money. Perhaps the person himself was a valuable employee that is trying to quit but the corporation has other plans. For whatever reason, the corporation wants this person found and returned to them.
- **No Disintegrations!** The rebellion against the Pan Solar Empire has been a thorn in their side for a long time. The rebel leaders are adept at staying hidden and avoiding capture and the Empire is becoming desperate. They hire the PCs to find the rebel leaders and turn them over to the Empire so examples can be made of all of them.
- **Please find my daughter.** A desperate father wants his lost daughter returned. Perhaps she ran away from home. Perhaps she was kidnapped. Its possible the father simply loves his daughter deeply and only wishes to see her safe, then again she could be the sole surviving witness of a crime or the key to the father's ambitions. Whatever the reason, the father is desperate enough to hire the PCs to get her back safe and sound.
- **Wanted, Dead or Alive.** A colony or small city lacks the manpower or resources to capture a wanted criminal. The PCs are hired to find the criminal and bring him back to justice.



Corporate Espionage Agents

The Megacorporations have many legal tools at their disposal to get their way. Their bag of tricks includes Political pressure, economic embargo, advertising campaigns, and legal action. Their resources don't end there. In addition to the above, Megacorporations aren't above assassination, bribery, blackmail, espionage, extortion, sabotage, or theft to ensure their profit margin is higher than their competitor's. When it comes to profits that range in the trillions of credits, the ends justify the means.

To this end, a Megacorporation often puts together small teams of covert operatives to perform their dirty work. These teams consist of weapons experts, electronics experts, computer experts, and espionage experts under the leadership of a corporate liason. These teams have access to the best equipment and support that money can buy and cover up. The only catch is the team has to do what their employer tells them and no one can link the team's actions to their employers.

Like Ranger groups, these types of groups are easy to set up and stories write themselves. Unlike Ranger groups, the players might begin to find themselves constrained by the limitations of working for one employer all the time. The GM should ensure that the missions are kept varied and give the players plenty of latitude. Also, the supreme need for secrecy poses a role-playing as well as technical challenge that many players may not enjoy. The GM must be careful to strictly enforce the corporation's desire for secrecy. Should any evidence link the characters' activities to their employers, the characters will soon find themselves out of a job and with possible enemies to deal with.

Corporate intrigue stories could include:

- **Corporate Extraction.** An employee of a rival Megacorporation wishes to quit his job and work for the PCs' employers. There's only one catch, the rival Megacorporation doesn't want to let him. Now the employee is a virtual prisoner of the rival, and it's up to the PCs to bust him out and deliver him safely to their employers.
- **Industrial Espionage.** A rival corporation has developed a new technology that will give them an edge over the PCs' employers. The PCs must infiltrate the rival corporation and either steal, sabotage, or destroy the new technology. This scenario can be turned around. Perhaps the PCs' employers developed the new technology. It's up to the PCs to develop a counter-espionage plan to thwart any rival's attempts to steal or destroy it.
- **Runaway.** One or more of the employer's more intelligent creations has escaped. Perhaps it's a powerful Battledroid, or a super intelligent Artificial Intelligence program, or a group of lifelike Replicants. Whatever has escaped, the PCs must find the target and either retrieve it or eliminate it before the public finds out the truth.
- **Sabotage.** The PCs are tasked to disrupt a rival corporation's event. Perhaps the rival is holding a benefit concert, perhaps it's the unveiling of a new product, perhaps it's a company party, whatever the reason, the PCs' employers find it beneficial to disrupt the event and blame it on someone else. It is imperative that the PCs misdirect the authorities by either making it look like a terrorist attack, a radical protest, or perhaps a disgruntled employee of the rival corporation.

Mercenaries

Mercenary stories are fairly straightforward. The Player Characters are a part of a group of soldiers who fight for an employer. Employers are generally small colonial governments who can't afford to maintain a standing army. Other types of jobs range from Old Earth Empires who simply can't field their regular forces to a remote planet in time or even a Corporation wishing to either take or protect resources from a rival corporation. Mercenary conflicts are generally small-scale, no more than 1000 troops vs. 1000 troops on average.

Mercenary stories work best when the player characters are given a degree of autonomy and self-determination. Perhaps the PCs are all platoon leaders, each able to command 10 to 100 mercenaries. That way they are of equal rank and still able to work together achieve the mission.

Mercenary jobs usually take one of the following forms:

- **Blockade Running.** The characters' group has been hired by a colony to deliver supplies and cargo to their blockaded world. The PCs must out-fly the enemy to bust the blockade and possibly even fight past troops on the ground to get to the besieged colonists in their underground bunkers.
- **Extraction.** The group is hired to retrieve an object or person currently in enemy possession. Perhaps the target or targets are prisoners of war. Perhaps the target is a valuable piece of technology or a relic of some kind. Whatever the reason, the PCs are hired to retrieve it and get out.
- **Forcibly take something from the enemy.** The target may be a rival corporation's research laboratory, a rival government's colony, or something as simple as a hill or city.
- **Hit and Run.** The mercenary group's job is to harass the enemy. Strike fast, do damage, then retreat. The PCs must move fast and not get captured in order to fulfill their mission.
- **Keep the enemy from forcibly taking something.** A defensive garrison duty is one of the more boring assignments for members of a mercenary group, at least it is until the enemy attacks. The PCs are hired to protect something ranging from a corporation's research facility, a colony, or something as simple as a hill or city.

Independent Merchant Spacers

The characters are small time independent businessmen trying to make a mostly-honest credit. Usually, characters of this type are the owners and operators of a small to medium-sized transport, delivering cargo to the outlying colonies too small to warrant a regular bulk container starship run. These roguish merchant spacers usually find themselves swept up in numerous misadventures along the way, all while trying to turn a profit in a hostile and competitive marketplace.

Trouble usually finds the characters in these types of stories. This provides the Gamemaster with the added challenge of coming up with good story hooks. In almost every example of the genre, all the trouble encountered by independent spacers comes from a desperate passenger or a dangerous cargo:

- **Dangerous cargo.** The cargo the PCs are hired to transport is wanted by a powerful rival organization. Perhaps it's a criminal syndicate, perhaps it's pirates, perhaps even the military wants it back. Whatever the cargo, it's dangerous but worth a high reward if they deliver it on time. Perhaps the cargo itself is dangerous. It could be killer robots that activate en route, or a bio-plague that infects the crew. In this case, the characters will be lucky if they even survive, much less collect on delivery.
- **Enemy among us.** The passenger is actually a homicidal murderer who is transporting a dangerous cargo, perhaps a powerful weapon of mass destruction or an alien being in cryosleep. Perhaps the killer passenger is, himself, an alien shape changer, or unwittingly harboring a dangerous parasitic organism that later escapes to kill and eat the rest of the crew.
- **In-between jobs.** The PCs are in between cargo runs and short on currency. Desperate, they decide to dabble in a little contract work (see **Criminals**). The work could be an illegal enterprise, or just an odd-job that needs doing. This type of story allows the transient spacer to participate in any number of stories not normally associated with their description.
- **Teenage runaway.** The PCs find themselves the guardian of a teenage runaway. Either the teenager was rescued by the PCs or found stowed away. The runaway might be fleeing a dangerous family member who abused them but has powerful political connections. Perhaps the runaway was the witness to a crime and the criminals want them dead. Perhaps the runaway is a bride fleeing an undesirable marriage to an evil warlord or criminal that wants her back. The

runaway might even be a kidnap victim who managed to escape and is just trying to get home.

- **Wanted by the Empire.** Some passengers are carrying some vital technical information on an Imperial super weapon and must deliver it to the secret rebel base.

Criminals

Sometimes it can be fun to play on the opposite side of the law. The PCs are criminals working together to make an illegal profit and not get caught. The group should decide what type of criminals they wish to be. Criminals usually come in three varieties: the independent criminal, the organized criminal, and the contract criminal. Independent criminals generally work alone or in small groups. They have no group affiliation and plan all their jobs on their own initiative and for their own profit. Organized criminals work for a syndicate or cartel, turning their profits over to the group. Organized criminals are generally assigned jobs by their superiors and often have access to support not available to independent criminals. Contract criminals can be small independent groups or large cartels, but they differ in that they commit crimes for other people, hiring their services out on a per-job basis. Contract criminals generally work through a representative called a “Fixer”, “Factor”, “Manager”, or “Agent”, who meets with the customer and arranges the mission and payment.

Players should also choose a level of “ethics” that their criminal characters live by. Not all characters that commit crimes are motivated by greed. One type of criminal is the Conscientious Criminal, the Robin Hood who turns his profits over to charity. He commits crimes out of a sense of social responsibility. Heart of Gold Criminals are selfish in that they ordinarily keep all their profits, but when it comes down to it, they’re willing to lay it on the line for a friend or to do the right thing. Selfish Criminals, on the other hand, are in it purely for the profit and will do anything or betray anyone to maximize their take. Conversely, Sociopathic or Malicious Criminals aren’t in it for the money, they’re in it for the crime itself. They don’t care about getting paid as long as they create mayhem and have fun. Social or Legacy Criminals are those who grew up into a life of crime. Gang members and mafia families are examples of organizations that foster a sense of familial legacy. Oftentimes, a criminal might raise his son into the “family business”. Legacy criminals often have to fight hard just to leave a life of crime. Finally, there are the Reluctant Criminals, normally law-abiding people who are forced to a life of crime just to survive. These types of criminals often break petty laws, stealing just what they need and living a subsistence level existence. If they had a choice,

they’d quit their criminal occupation and return to a normal life.

Criminal stories can revolve around player characters that are professional criminals, committing one crime after another as a lifestyle, or they can be one-shot stories or interludes involving ordinarily law-abiding characters that are desperate enough to commit one crime in order to make ends meet. An interesting twist on the criminal story is to put a Ranger or StarForce officer PC undercover, posing as a criminal in order to gather evidence or intelligence. For an even more bizarre twist, the characters are professional criminals actually working for the authorities as moles or informants or even disruptive agents. All of these characters not only have the challenge of committing a crime and not getting caught, they must keep their true identity a secret from other criminals!

Sample criminal stories might include:

- **Assassination.** The PCs must kill someone. The target may be a political figure, a rival criminal leader, or someone who stands in the way.
- **Burglary and Theft.** The PCs must steal an important or valuable item without getting caught. The item may be a new corporate technology, a valuable relic or work of art, or perhaps even a large cache of rare material such as gold or platinum.
- **Extortion.** Shaking down local law-abiding citizens with a protection racket.
- **Frauds and Scams.** The PCs must try to convince ordinary citizens, or “Marks”, into giving up their money willingly. The best scams leave the victims oblivious to the crime, ready to keep giving. These types of stories are like reverse undercover work, where the criminals are posing as someone they’re not in order to commit the crime.
- **Hijacking and Piracy.** Stealing an entire starship is tricky. They are equipped with all sorts of emergency tracking equipment in case they get lost or hijacked, and the Federation StarForce and AstroPol are ready to pounce instantly on any attempts to waylay them. That is why most hijackers and pirates use surprise and hit-and-run tactics, as well as relying on remoteness and isolation of the Frontier, to get what they want and get out quickly before the authorities can respond. Sometimes, a successful mutiny can result in a starship liberated from its owners. At that point the mutineers either take their chances and try to avoid the authorities in their new starship or they can sell it to the Nova Syndicate, who have the resources to keep something like a stolen starship from being found and can re-sell it for a tidy profit.

- **Hypernet Hacking.** Similar to fraud, but the PCs use computers to convince other computers to willingly give them money. Secrecy is the Hacker's friend. The best Hacking Heists are never discovered and the best Hackers are always anonymous.
- **Kidnapping.** The PCs must kidnap someone and hold him or her for ransom. The target may be an important political or corporate figure, the child of a wealthy family or rival criminal, or even simply any innocent important to a powerful or important organization or individual. The conditions for the release of the kidnap victim must be detailed precisely. Once the conditions are met, the characters must escape prosecution.
- **Vice.** Providing Drugs, prostitution, gambling, and black market items to a demanding market.

Non-Player Characters

Non-Player Characters, or NPCs, are those characters created and controlled by the Gamemaster. These are the extras, the villains, and the supporting cast of the story. Believable Non-Player Characters can make a story extra engaging.

Creating Non-Player Characters is easy. The first step is having an idea of who this character is. Is it a villain? A buddy? A relative? A commanding officer? An alien? The NPC's personality often stems from their role, position, or purpose in the story. Think of how the NPC talks and acts. How they would behave in different circumstances, and what choices they would make. Often, the smallest details can help create the most believable and realistic NPC.

The next step is to create the statistics for the NPC. One easy way is to take one of the many templates provided in this game and modify them. Gauge the characteristics and skills against your vision of the NPC. Are they tougher? Are they smarter? Are they more or less experienced? Adjust their characteristics and skills accordingly.

Another easy way to create NPC statistics is to "clone" the Player Characters. Take a look at their statistics and skills. Give the NPC similar characteristics and skills. PC "clones" make good villains, as they are similar in many ways, two sides of the same coin. If the NPC is supposed to be more experienced than the PC's, then give them more or higher skills and better equipment. Making villains tougher than the PC's will create a better challenge for the players and their characters to overcome.

Tougher Adversaries

Adversaries come in all shapes and sizes. They range from the bully on the corner to the megalomaniac in powered armor and fleet of starships at his

command. The Gamemaster should vary the level of opposition the characters face by increasing weaker or tougher adversaries. Gamemasters can use the level of play as a guide for creating challenging and powerful adversaries.

- **Everyday:** Characteristic average of 2 to 3, 20 OP, up to 5 additional OP from Complications. Examples include Street bullies, Teenagers, Colonists, Corporate Drones, Ordinary men and women.
- **Competent:** Characteristic average of 3 to 4, 30 OP, up to 15 additional OP from Complications. Examples include Pirates, Imperial Conscripts, Nova Syndicate Thugs, Henchmen, and Federation Crewmen.
- **Heroic:** Characteristic average of 4 to 5, 40 OP, up to 25 additional OP from Complications. Examples include Imperial Shock Troopers, Imperial Officers, Federation Officers, and Federation Pilots.
- **Incredible:** Characteristic average of 5 to 6, 50 OP, up to 35 additional OP from Complications. Examples include Assassins, Nova Syndicate Lieutenants, Pirate Captains, Federation Captains, Imperial Captains and Sector Governors.
- **Legendary:** Characteristic average of 6 to 7, 60 OP, up to 45 additional OP from Complications. Examples include Megalomaniacs, Emperors, Kings, Dark Lords, Forces of Evil, and Nova Syndicate Shadow Masters.

Quick and Dirty NPC's

If you need an NPC fast, just take the average characteristics and skills for that level of play.

	Characteristics	Skills	Specialty Skill
Everyday:	3	3	5
Competent:	4	4	6
Heroic:	5	5	7
Incredible:	6	6	8
Legendary:	7	7	9

Balance: Rule of X (Optional)

To further assess how an adversary stacks up against our heroes, and vice versa, the Gamemaster is provided with an optional tool called the Rule of X, or RoX. The Rule of X states that a beginning character's offensive or defensive value should be no higher than "X", where the level of play determines "X".

The character's Offensive Value and Defensive Values are determined using the following equations:

Offensive Value = The damage of the character's most powerful attack added to his Reflexes plus the skill level associated with that attack.

Defensive Value= The character's Hits divided by 5, plus his largest Defense divided by 5, added to his Dexterity plus applicable defensive skill.

Suggested Values for "X" by Level of Play

- **Everyday:**14
- **Competent:**16
- **Heroic:**18
- **Incredible:**20
- **Legendary:**22

For example, our example character, Ypsilon Bear, was created for a Heroic story. The RoX for the story is 18. Ypsilon's biggest weapon is his Blaster Pistol, which does 5DC. His Reflexes is 7 and his Ranged Weapons skill is 1. His total Offensive Value is 13, well within the Rule of X.

Ypsilon's largest defense, his flight suit, provides 5KD, divided by 5 = 1. He has 15 Hits, divided by 5 equals 3, and his Evasion skill level is 6. His total Defensive Value is 8, again well within the Rule of X.

The Rule of X is used to limit player characters and NPCs to a certain power level. This helps prevent some players from being too powerful for the NPCs in the story. An initial value for "X" should be enforced when the players are first creating characters for the story. For example, for his new Heroic-level story, Mike the Gamemaster decides on an initial "X" of 18. No characters can exceed the Rule of X.

As the character develops through the use of Experience Points, he should be allowed to exceed the Rule of X. The Gamemaster can then raise the value of "X" to represent benchmarks in the story, or to limit the spending of Experience Points. Newly created characters should follow the new Rule of X. For example, after character creation, Mike the Gamemaster raises the value of "X" to 20. He proclaims that no character can increase their Offensive RoX or Defensive RoX above 20 until the enemy Battle Station is destroyed. Using this method,

the Gamemaster provides another incentive for the players to achieve the objectives of his story.

A character's Offensive and Defensive Values are also a good way to gauge how well they match up. A character with an Offensive Value of 16 is likely to wipe the floor with a character with a Defensive Value of 10. In general, balanced but challenging opponents should have Offensive and Defensive Value within 5 points of each other.

Rewards for Success

At the end of successful stories, the GameMaster should award each player with **Experience Points (XP)**. Experience Points are awarded based on the merit of the player during that game. A player should be awarded between 1 and 10 XP at the end. 1 XP might be given for a particularly recalcitrant player who refused to act in the team, was boorish, or particularly screwed up. 5 XP is a nice average amount to give to players who succeeded by not spectacularly so. 7-10 XP is a large amount, generally awarded only to players who did an exceptional job playing their character, achieved the mission with particular style or aplomb, or generally made everyone else have a good time.

These Experience Points are spent on improving their character. Experience Points can increase skills and Characteristics. Skills can be raised one level for a number of XP equal to the next level. For example, to raise a skill from 4 to 5 would cost 5 XP. Characteristics, on the other hand, cost five times the next level. To raise a character's Intelligence from 5 to 6 would cost 30 XP.

Other rewards can be given to the characters to indirectly reward the player for a good game. One built-in reward is the Mission Bonus awarded at the end of a successful mission. These bonuses range from 100 to 1000 credits and depend on the danger and importance of the mission.



Chapter 8:

Enemies and Allies

Archetypes represent common characters that might be encountered in the Lightspeed universe. The Game-master can use them immediately as quick Non-Player Characters, or Players can use them as guides for creating their own characters.

Each Archetype lists their Level of Play, indicating their general capability and toughness, along with their OP cost. The OP cost is the total OP spent on creating the character and includes OP earned from Complications. This allows the Gamemaster and Players to customize the Archetype simply by spending any remaining OP. The only Archetypes with no listed OP cost are Hostile Aliens. These beings are restricted and not available to players as Player Characters.

Notes on the character data presented in *Lightspeed*

Intelligence (INT): How generally bright the character is. As a rule, this is more than sheer intelligence, but also cleverness, awareness, perception, and ability to learn.

Willpower (WILL): The character's determination and ability to face danger and/or stress.

Presence (PRE): The character's ability to impress and influence people through their personality and charisma.

Reflexes (REF): The character's response time and coordination.

Dexterity (DEX): The character's overall physical competence pertaining to balancing, leaping, jumping, combat and other athletic activities

Technique (TECH): The character's ability to manipulate tools or instruments.

Strength (STR): The character's muscle mass and how effective she is at exerting force.

Body (BODY): The character's size, toughness, and ability to stay alive and conscious due to physical mass, sheer bloody-mindedness, structure, or other qualities.

Constitution (CON): How healthy the character is. Constitution measures the character's resistance to shock effects, poisons and disease.

Movement (MOVE): The character's speed of movement.

Hits: How badly the character can be injured before he is mortally wounded.

Stun: How badly the character can be injured before he is unconscious.

RES: Resistance, the character's mental fortitude and self-control.

LUCK: Fate intervening on the character's behalf.

REC: Recovery, how quickly the character can recover from injury or exhaustion.

SD: Stun Defense, how resistant the character is to non-lethal injury.

Complications: Challenges or restrictions the character may face.

Skills: The important areas of training or experience the character might have, each rated from 1 to 10.

Perks: Special permissions or affiliations the character may possess.

Talents: Special abilities or powers the character may have.

Equipment: The important items likely to be carried by the character.

For more information on what these numbers represent, see **Creating a Character (page 48)** and **Never Tell Me the Odds (page 103)**.

Asteroid Miner/Prospector (Everyday, 30 CP, 25 OP)

Miners usually work in small groups looking for precious ores or stones within asteroids or remote planets. They'll spend weeks or months in space or on hostile wilderness worlds looking for the big score, more often than not finding nothing. Larger corporate mining operations can completely disassemble an entire planetoid to harvest the minute amounts of valuable material, trading efficiency for reliability. A prospecting crew typically consists of an owner, a small starship crew, and a crew of 5-10 miners.

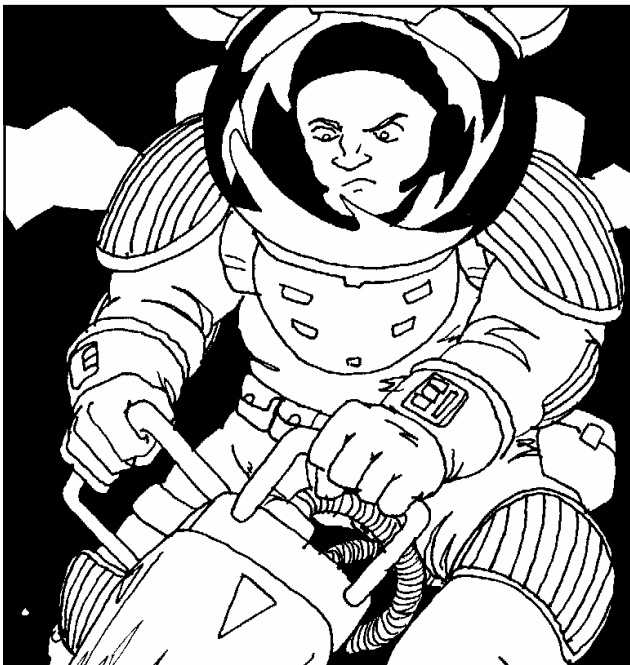
INT	2	REF	3	BOD	4	MOVE	2
WILL	2	DEX	3	STR	4	HITS	20
PRE	2	TECH	4	CON	4	STUN	20
RES	6	LUCK	6	REC	8	SD	8

Complications: Watched: Debtors (interstellar corporation, watched, +2 OP), Poverty (infrequent, in debt, minor, +10 OP).

Skills: Climbing 3, Computers 2, Contortionist 2, Current Events 2, Demolitions 3, Engineering 4, Evasion 2, Feat of Strength 3, Hand-to-Hand 2, Mechanics 4, Navigation 3, Perception 2, Persuasion 2, Science (Geology) 4, Sensors 2, Survival 2 (30 OP).

Perks: License: Mining (1 OP), Membership Level 2: Asteroid Mining Operation (2 OP), Starship: GH-22A Transport (4 OP).

Equipment: Analyzer (+2 Perception, Technology, Tracking, and Survival skills), Filter Mask, Geiger Counter, Protective Goggles, Utility Belt, Industrial Spacesuit (8KD, EV -1), Laser Drill/Cutter (14DC AP, +1 accuracy, 2m range), GH-22A Transport (see page 174).



Colonist (Everyday, 30 CP, 30 OP)

The majority of civilians living in the Galactic Frontier are peaceful colonists, looking to leave the overcrowded core-worlds behind and make lives for themselves. Alternatively, many colonies are actually corporate interests looking to acquire more resources. The Federation encourages both. Colonists apply for a colony world from the Federation, who then assigns an uninhabited planet to them depending on their needs and investment. Colony World assignment is heavily controlled to prevent corporate interests from taking advantage of the process.

INT	3	REF	2	BOD	3	MOVE	2
WILL	4	DEX	3	STR	4	HITS	15
PRE	3	TECH	3	CON	3	STUN	15
RES	12	LUCK	6	REC	7	SD	6

Complications: None.

Skills: Climbing 2, Computers 3, Current Events 2, Driving 3, Engineering 3, Evasion 3, Hand-to-Hand 2, Navigation 3, Perception 3, Persuasion 2, Pilot Gravitech Vehicle 3, Ranged Weapon 1, Stealth 3, Survival 3, Tracking 2, Vehicle Technology 2 (30 OP)

Perks: None.

Equipment: Hunting Blaster (6DC, +1 Accuracy, ROF 1/2, Range 600m).



Civilians

Corporate Employee (Everyday, 30 CP, 21 OP)

Corporate Employees represent the millions of clock-watchers, wage-slaves, and sararimen throughout the galaxy who have to report to a desk job each day.

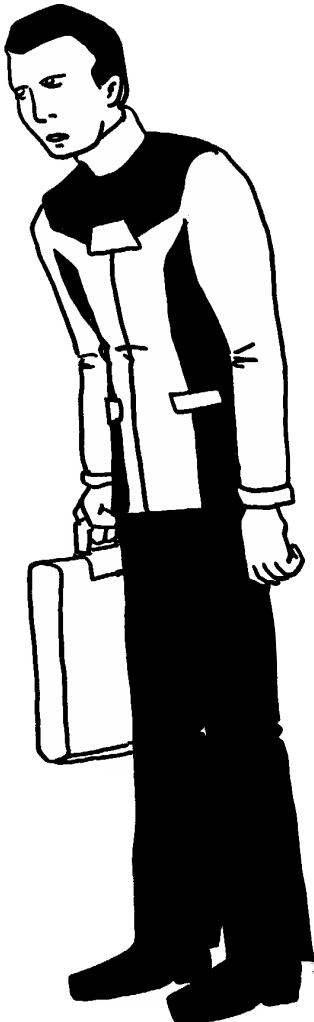
INT	4	REF	3	BOD	2	MOVE	2
WILL	3	DEX	3	STR	3	HITS	10
PRE	4	TECH	4	CON	2	STUN	10
RES	9	LUCK	6	REC	5	SD	4

Complications: Obligation: Corporation (full-time job, +5 OP), Watched: Corporation (interstellar corporation, watched, +5 OP).

Skills: Bureaucracy 3, Business 3, Computers 2, Concentration 2, Current Events 3, Education 3, Evasion 2, Hand-to-Hand 2, Perception 2, Persuasion 2, Pilot Gravitech Vehicle 3, Professional 3 (30 OP).

Perks: Membership Level 1: Corporation (1 OP).

Equipment: Computer (Intelligence 3, Skills 3, Firewall DV 22).



Corporate Representative (Competent, 40 CP, 35 OP)

Most Corporate Representatives are colony managers, assigned by the home office to oversee the operation of a corporate colony. Sometimes a Corporate Representative might be assigned to oversee a particular project, often of an illegal nature. Earth Corporate Representatives are not above breaking the law in order to cut corners and increase profits. Very little separates these types of corporates from organized crime bosses.

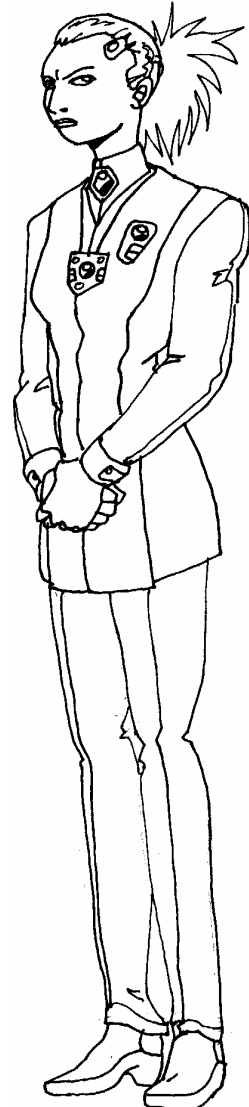
INT	6	REF	3	BOD	3	MOVE	2
WILL	6	DEX	4	STR	3	HITS	15
PRE	6	TECH	4	CON	3	STUN	15
RES	18	LUCK	8	REC	6	SD	6

Complications: Obligation: Corporation (full-time job, +5 OP), Watched: Employer (interstellar corporation, watched, +5 OP).

Skills: Bureaucracy 3, Business 4, Computers 3, Concentration 1, Current Events 4, Education 4, Evasion 3, Games/Gambling 3, Hand-to-Hand 3, History 4, Perception 5, Performance 4, Persuasion 6, Pilot Gravitech Vehicle 1, Streetwise 5 (40 OP).

Perks: Membership Level 5: Corporation (5 OP).

Equipment: Stunner (10DC, +1 accuracy, 20m range), Defensive Vest (5 KD), Portable Computer (Intelligence 3, Skills 3, Firewall DV 22), 300 credits/month.



Civilians

Diplomat (Everyday, 30 CP, 26 OP)

Diplomats serve as liaisons and representatives for the Federation and Planetary governments, as well as offering their services to mediate corporate disputes.

INT 4 REF 2 BOD 3 MOVE 2
WILL 4 DEX 2 STR 3 HITS 15
PRE 4 TECH 3 CON 3 STUN 15
RES 12 LUCK 6 REC 6 SD 6

Complications: Obligation: Federation Diplomatic Corps (full-time job, +5 OP).

Skills: Acting 1, Bureaucracy 3, Computers 3, Concentration 3, Current Events 4, Education 3, Etiquette 4, Evasion 2, Hand-to-Hand 2, High Society 3, Languages 2, Oratory/Command 2, Perception 4, Performance 2, Persuasion 4 (30 OP).

Perks: Membership Level 1: Federation Diplomatic Corps (1 OP).

Equipment: Datapad (Intelligence 2, Skills 2, Firewall DV 18).



Federation Citizen (Everyday, 30 CP, 30 OP)

Citizens of one of the many Federation Core Worlds enjoy an unprecedented standard of living including free education, free healthcare, a stable monetary and economic system, as well as easy access to free communications and public transportation systems.

INT 4 REF 2 BOD 3 MOVE 3
WILL 4 DEX 2 STR 3 HITS 15
PRE 4 TECH 2 CON 3 STUN 15
RES 12 LUCK 6 REC 6 SD 6

Complications: None.

Skills: Artistry 1, Athletics 2, Computers 4, Concentration 1, Current Events 4, Education 2, Etiquette 2, Evasion 2, Expert 4, Hand-to-Hand 2, Perception 2, Persuasion 2, Pilot Gravitech Vehicle 2, Professional 4, Research 2, Teaching 2, Wardrobe and Style 4 (30 OP).

Perks: None.

Equipment: Datapad (Intelligence 2, Skills 2, Firewall DV 18).



Civilians

Heshan Ascetic (Competent, 40 CP, 33 OP)

In order to suppress their uncontrollably violent nature, many Heshans devote their lives to ascetic introspection and self-control. Some Heshans have left their planet to travel through the stars, wandering from planet to planet performing good deeds and righting wrongs.

INT	4	REF	5	BOD	3	MOVE	3
WILL	7	DEX	5	STR	3	HITS	15
PRE	4	TECH	5	CON	5	STUN	15
RES	21	LUCK	8	REC	8	SD	10

Species Cost: 17 OP.

Complications: Berserker Rage* (will attack anyone in range), Distinctive: Pointed Ears, Red Skin* (concealable), Outsider (from a very distant place, +5 OP), Sense of Duty: All Sentient Life (all sentient life, +20 OP), Vow: Non-Violence* (risk expulsion).

Skills: Acrobatics 4, Archery 2, Athletics 6, Computers 2, Concentration 6, Contortionist 2, Current Events 2, Evasion 6, Hand-to-Hand 4, Oratory 4, Perception 6, Persuasion 4, Riding 2, Survival 2 (40 OP).

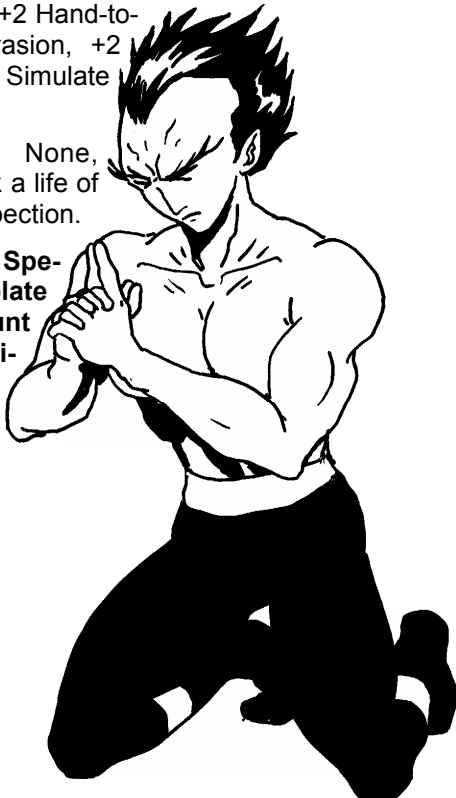
Talents: Simulate Death*.

Perks: Membership Level 1: Heshan Ascetic Order (1 OP).

Special Abilities: Starlight vision* (can see normally in pofor light), Instinctive Warrior* (+2 Hand-to-Hand, +2 Evasion, +2 Perception), Simulate Death*.

Equipment: None. Heshans seek a life of ascetic introspection.

* OP from Species Template does not count towards maximum allowed OP from Complications.



Kk'kk *ZZ* Artist /Scientist (Competent, 40 CP, 40 OP)

The insectoid Kk'kk *ZZ* are great intellectuals and see no differentiation between art and science. To a Kk'kk *ZZ* they are the same. Each scientific discovery is, itself, a work of magnificent art to be appreciated for its subtlety and flavor.

INT	5	REF	5	BOD	4	MOVE	7
WILL	4	DEX	5	STR	3	HITS	20
PRE	4	TECH	5	CON	3	STUN	20
RES	12	LUCK	8	REC	6	SD	6

Species Cost: 10 OP.

Complications: Distinctive: 4-legged insectoid* (not concealable), Obligation: Employer (full-time job, +5 OP), Outsider* (cannot fit in), Public Figure (frequently make headlines, +5 OP), Reduced Sight* (colorblind), Vocal impairment* (cannot speak other languages).

Skills: Artistry 5, Computers 4, Concentration 4, Current Events 2, Etiquette 3, Evasion 4, Hand-to-Hand 3, Medicine 4, Perception 4, Persuasion 3, Ranged Weapons 2, Research 4, Science 6, Sensors 2, Trading 2 (40 OP).

Special Abilities: Chitinous Exoskeleton* (16 KD), UV vision*.

Talents: Ambidexterity*.

Perks: None.

Equipment: Needler (2DC, +1 accuracy, 20m range, 1 needle hits target for every point attacker beats defender).

* OP from Species Template does not count towards maximum allowed OP from Complications.



Merchant Spacer (Everyday, 30 CP, 17 OP)

Few colonies are self-sufficient, they all need equipment and supplies to survive and thrive. Merchant spacers keep the colonies in supply; they are the link between the colonies and rest of the Galaxy. While most colonies are too remote or unpopulated to warrant a bulk shipping transport or passenger liner, a small to medium-sized transport is just the right size to service their needs.

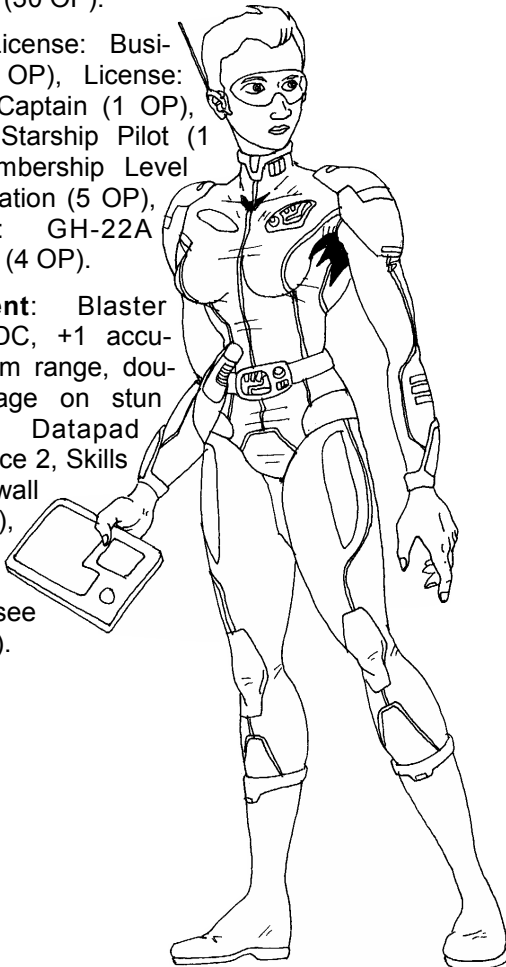
INT	3	REF	3	BOD	3	MOVE	2
WILL	3	DEX	4	STR	3	HITS	15
PRE	3	TECH	4	CON	2	STUN	15
RES	9	LUCK	6	REC	5	SD	4

Complications: Watched: Debtors (interstellar corporation, watched, +10 OP), Poverty (in debt, +15 OP).

Skills: Astrogation 3, Bribery 2, Computers 2, Concentration 1, Concealment 3, Current Events 2, Electronics 3, Evasion 2, Gunnery 3, Hand-to-Hand 2, Perception 2, Persuasion 2, Pilot Starfighter 3, Sensors 3, Shields 3, Starfighter Technology 3, Trading 3 (30 OP).

Perks: License: Business (1 OP), License: Starship Captain (1 OP), License: Starship Pilot (1 OP), Membership Level 5: Corporation (5 OP), Starship: GH-22A Transport (4 OP).

Equipment: Blaster Pistol (6DC, +1 accuracy, 400m range, double damage on stun setting), Datapad (Intelligence 2, Skills 2, Firewall DV 18), GH-22A Transport (see page 174).



Near Human Aboriginal (Everyday, 30 CP, 15 OP)

There are hundreds of planets in the Galaxy supporting extraterrestrial human or near-human life-forms and societies, apparently the product of Reticulan panspermiation programs. These extraterrestrial humans vary widely from normal human appearance and technological level. Upon contact with Terrestrial Galactic society, many aboriginal near-humans take to the stars.

INT	3	REF	3	BOD	3	MOVE	3
WILL	3	DEX	3	STR	3	HITS	15
PRE	3	TECH	3	CON	3	STUN	15
RES	9	LUCK	6	REC	6	SD	6

Species Cost: 0 OP.

Complications: Outsider (from a very distant place, +10 OP), Poverty (poor, +5 OP).

Skills: Climbing 2, Computers 2, Current Events 2, Engineering 2, Equipment Technology 2, Evasion 4, Games/Gambling 2, Hand-to-Hand 4, Perception 4, Persuasion 2, Pilot Gravitech Vehicle 2, Pilot Starship 2, Ranged Weapons 3, Sensors 1, Shields 2, Starship Technology 2, Thrown Weapons 2, Tracking 2 (30 OP).

Perks: None.

Equipment: Blaster Pistol (5DC, +1 accuracy, 60m range, double damage on stun setting).



Civilians

Nerfel Protector (Everyday, 30 CP, 20 OP)

The fuzzy teddy-bear-like Nerfels often leave their homeworld in order to explore the Galaxy. Many Nerfels find employment as protectors of human children, for whom they have great affection and protective instincts.

INT	3	REF	2	BOD	2	MOVE	3
WILL	3	DEX	3	STR	1	HITS	5
PRE	2	TECH	1	CON	1	STUN	5
RES	9	LUCK	6	REC	2	SD	2

Species Cost: +3 OP.

Complications: Distinctive: small size, fur* (not concealable), Oppressed* (snubbed or ignored), Outsider (from a very distant place, +10 OP).

Skills: Animal Handler 2, Archery 4, Climbing 4, Evasion 4, Hand-to-Hand 4, Melee Weapons 4, Perception 2, Persuasion 2, Ranged Weapons 2, Stealth 4, Survival 4, Thrown Weapons 4, Tracking 2 (30 OP).

Perks: None.

Talents: Direction Sense (3 OP)

Special Abilities: Small size* (1/2 normal size, 1/3 normal weight, +4 DV all Evasion rolls, +4 Stealth), Cuteness* (difficulty 30 for a human or near human to attack unless attacked first)

Equipment: Bow and Arrow (2DC, -1 accuracy, 10m range), Blaster Rifle (7DC, +1 accuracy, 400m range, double damage on stun setting).

* OP from Species Template does not count towards maximum allowed OP from Complications.



Reporter/Journalist (Everyday, 30 CP, 28 OP)



Journalists and reporters bring the news of the Frontier to the rest of the galaxy via the Hypernet. They range from small independent journalists broadcasting the "Truth" from low-budget Hypernet channels to the well-funded glitzy personalities reporting for the large Mediacorps back in the Core Worlds.

INT	4	REF	2	BOD	3	MOVE	3
WILL	4	DEX	2	STR	3	HITS	15
PRE	4	TECH	2	CON	3	STUN	15
RES	12	LUCK	6	REC	6	SD	6

Complications: Obligation: Media Corporation (full-time job, +5 OP).

Skills: Computers 3, Concentration 1, Conversation 3, Current Events 3, Education 2, Evasion 2, Hand-to-Hand 2, History 3, Interrogation 3, Local Expert 3, Perception 4, Persuasion 2, Research 3, Streetwise 2, Surveillance 3, Sensor 3 (30 OP).

Perks: Membership Level 2: Media Corporation (2 OP), Renown Level 1 (1 OP).

Equipment: Datapad (Intelligence 2, Skills 2, Firewall DV 18), Holorecorder.

Scientist (Everyday, 30 CP, 26 OP)

Science officers provide expert scientific knowledge and research to the starship. On the bridge, the Science Officer reports the findings of the starship's sensors and computer. On the starship itself, scientists work in laboratories conducting research and testing theories. They also serve as consultants and teachers when encountering new or alien phenomena.

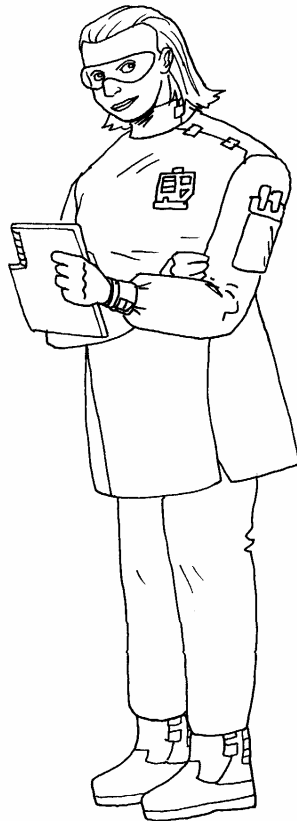
INT	6	REF	2	BOD	2	MOVE	2
WILL	5	DEX	2	STR	2	HITS	15
PRE	5	TECH	2	CON	2	STUN	15
RES	15	LUCK	6	REC	4	SD	4

Complications: Obligation: Research Corporation (full-time job, +5 OP).

Skills: Computers 6, Concentration 2, Current Events 2, Education 5, Electronics 2, Engineering 2, Evasion 2, Hand-to-Hand 2, Perception 3, Persuasion 2, Research 3, Science 6, Sensors 5 (30 OP).

Perks: Membership Level 1: Research Corporation (1 OP).

Equipment: Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills).



Ss'lock Traveler (Everyday, 30 CP, 29 OP)

A Ss'Lock Traveller is a member of the reptilian species that has decided to leave their herd in order to travel the Galaxy. It is their mission to explore and discover all they can and one-day return to the herd to share their experiences.

INT	4	REF	2	BOD	3	MOVE	6
WILL	3	DEX	3	STR	2	HITS	15
PRE	3	TECH	2	CON	3	STUN	15
RES	9	LUCK	6	REC	5	SD	6

Species Cost: 10 OP.

Complications: Annoying Personal Habits* (annoying), Distinctive: body morphology* (not concealable), Enemies: Mronians* (alien culture, murder), Intolerant: Mronians* (civil but distant), Outsider (from a very distant place, +10 OP), Poverty (poor, +2 OP), Sense of Duty* (for all Ss'Lock), Shy* (refuse to speak to new people).

Skills: Acrobatics 4, Bureaucracy 4, Climbing 4, Computers 4, Contortionist 4, Current Events 2, Evasion 4, Hand-to-Hand 4, Perception 4, Persuasion 2, Research 2, Science 2, Thrown Weapons 2 (30 OP).

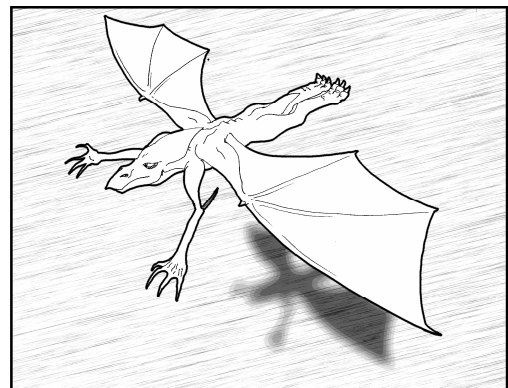
Perks: Membership Level 1: Ss'Lock Herd (1 OP)

Talents: Acute vision* (+1 AV to all sight-related tasks).

Special Abilities: Claws and teeth* (all hand-to-hand damage is Killing), Pack Tactics* (+1 AV for each additional Ss'Lock participating in an attack), Clinging* (may use claws to climb sheer surfaces and ceilings), Adaptation* (safe in extreme heat), All-around sensing* (can see in 360 degrees), Superb Leaper* (+5m Leap, costs 1 END), Thick hide* (4 KD)

Equipment: Stunner (10DC Stun only, +1 accuracy, 60m range).

* OP from Species Template does not count towards maximum allowed OP from Complications.



Civilians

Yuzri Starship Engineer (Everyday, 30 CP, 30 OP)

Engineering officers are the repair crews, maintenance teams, and research engineers who keep the ship operating properly and conduct research into possible modifications to enhance performance. They are also employed in construction or demolition as required.

INT	3	REF	2	BOD	4	MOVE	2
WILL	2	DEX	3	STR	5	HITS	20
PRE	4	TECH	4	CON	4	STUN	20
RES	6	LUCK	6	REC	9	SD	8

Species Cost: 9 OP.

Complications: Bad Rep* (always recognized), Distinctive: long body fur, fangs, claws* (not concealable), Bad Tempered* (risk incarceration), Hunted: Pan Solar Empire* (galactic region), Impulsive* (risk expulsion or embarrassment), Intolerant: Nerfel* (rude and verbally abusive), Outsider (from a very distant place, +10 OP).

Skills: Computers 3, Computer Technology 2, Current Events 2, Droid Technology 2, Education 2, Electronics 2, Engineering 3, Equipment Technology 2, Evasion 2, Hand-to-Hand 2, Mechanics 4, Perception 2, Persuasion 2, Science 2, Sensors 1, Starfighter Technology 3, Starship Technology 4, Vehicle Technology 2 (30 OP).

Talents: High Pain Threshold* (+2 SD)

Perks: License: Starship Engineer (1 OP).

Special Abilities: Claws and teeth* (all hand-to-hand damage is Killing), Infrared Vision* (can see heat radiation in total darkness).

Equipment: Blaster rifle (7DC, +1 accuracy, ROF 2, 400m range, double damage on stun setting), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills).

* OP from Species Template does not count towards maximum allowed OP from Complications.



Yuzri Starship Pilot (Everyday, 30 CP, 30 OP)

Description: Many Yuzri show a great affinity for technology and have become invaluable members of starship crews. Their reputation for impulsiveness and violence, however, has limited their employment to small independent spacer crews, as few large corporations are willing to take the risk of hiring one.

INT	2	REF	3	BOD	6	MOVE	3
WILL	2	DEX	3	STR	7	HITS	30
PRE	4	TECH	3	CON	6	STUN	30
RES	6	LUCK	6	REC	13	SD	12

Species Cost: 9 OP.

Complications: Bad Rep* (always recognized), Distinctive: long body fur, fangs, claws* (not concealable), Bad Tempered* (risk incarceration), Hunted: Pan Solar Empire* (galactic region), Impulsive* (risk expulsion or embarrassment), Intolerant: Nerfel* (rude and verbally abusive), Outsider (from a very distant place, +10 OP).

Skills: Acrobatics 2, Artistry 2, Climbing 2, Current Events 2, Evasion 2, Feat of Strength 4, Hand-to-Hand 4, Perception 2, Persuasion 2, Pilot Starfighter 4, Pilot Starship 2, Ranged Weapons 2, Sensors 2, Starfighter Technology 4, Starship Technology 4, Thrown Weapons 2 (30 OP).

Talents: High Pain Threshold* (+2 SD)

Perks: License: Starship Pilot (1 OP).

Special Abilities: Claws and teeth* (all hand-to-hand damage is Killing), Infrared Vision* (can see heat radiation in total darkness).

Equipment: Blaster rifle (7DC, +1 accuracy, ROF 2, 400m range, double damage on stun setting).

* OP from Species Template does not count towards maximum allowed OP from Complications.



Law Enforcement

AstroPol Agent
(Heroic, 50 CP, 43 OP)

Description: AstroPol Agents are highly trained investigators and intelligence agents responsible for solving high-profile galactic crimes throughout the Federation.

Many Agents work undercover, posing as criminals in order to infiltrate organized crime syndicates or to gather information on a specific crime.

AstroPol Agents are also responsible for counter-terrorism and counter-espionage operations.

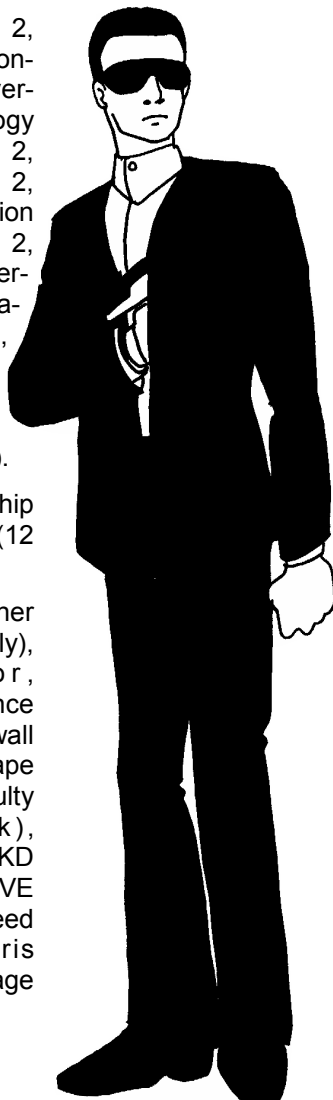
INT	7	REF	6	BOD	4	MOVE	4
WILL	6	DEX	5	STR	4	HITS	20
PRE	5	TECH	5	CON	4	STUN	20
RES	18	LUCK	10	REC	8	SD	8

Complications: Obligation: AstroPol (full-time job, +7 OP), Secret Identity (living a normal life unnoticed by anyone, +2 OP), Vow: AstroPol (risk life or limb, +10 OP).

Skills: Bugging 2, Computers 2, Concentration 2, Conversation 4, Criminology 4, Cryptography 2, Current Events 2, Education 4, Evasion 2, Hand-to-Hand 2, Interrogator 6, Perception 6, Persuasion 2, Research 4, Science 4, Sensors 1, Shadowing 4, Surveillance 5, Tracking 4 (50 OP).

Perks: Membership Level 4: AstroPol (12 OP).

Equipment: Stunner (10DC stun only), Communicator, Datapad (Intelligence 2, Skills 2, Firewall DV 18), Cuff-Tape Dispenser (difficulty 22 to break), Gravitech Car (KD 10, SDP 50, MOVE 450m, top speed 540kph), Polaris Shuttle (see page 180).

**AstroPol Inspector**
(Competent, 40 CP, 31 OP)

Description: AstroPol Inspectors are well-trained investigators assigned to a specific city, planet, or facility.

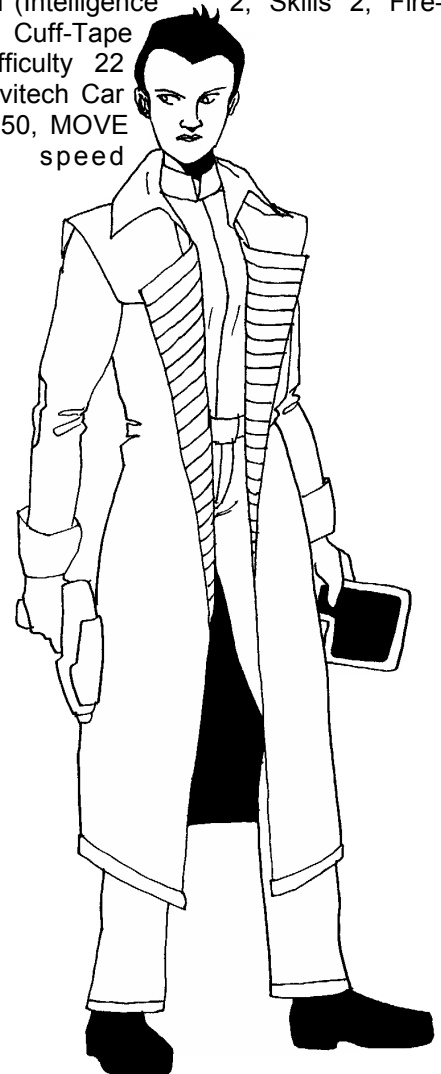
INT	4	REF	4	BOD	4	MOVE	4
WILL	4	DEX	4	STR	4	HITS	20
PRE	4	TECH	4	CON	4	STUN	20
RES	12	LUCK	8	REC	8	SD	8

Complications: Obligation: AstroPol (full-time job, +7 OP), Vow: AstroPol (risk life or limb, +10 OP).

Skills: Computers 2, Concentration 2, Conversation 4, Criminology 4, Current Events 2, Education 2, Evasion 2, Hand-to-Hand 2, Interrogator 4, Local Expert 4, Perception 6, Persuasion 2, Research 4, Science 4, Sensors 1, Shadowing 4, Surveillance 3 (40 OP).

Perks: Membership Level 4: AstroPol (8 OP).

Equipment: Stunner (10DC stun only), Communicator, Datapad (Intelligence 2, Skills 2, Firewall DV 18), Cuff-Tape Dispenser (difficulty 22 to break), Gravitech Car (KD 10, SDP 50, MOVE 450m, top speed 540kph).



Law Enforcement

AstroPol Ranger (Heroic, 50 CP, 42 OP)

Description: An AstroPol Ranger is the sole representative of Law in the newly colonized areas of the Galactic Frontier. They are well equipped and well supported in their seemingly hopeless quest to bring order to the void.

INT	3	REF	7	BOD	5	MOVE	5
WILL	5	DEX	7	STR	5	HITS	25
PRE	4	TECH	4	CON	5	STUN	25
RES	15	LUCK	10	REC	10	SD	10

Complications: Distinctive: Ranger Flight Suit (easily concealable, +2 OP), Vow: AstroPol (risk life or limb, +10 OP).

Skills: Astrogation 2, Athletics 4, Computers 4, Current Events 2, Education 2, Evasion 6, First Aid 4, Hand-to-Hand 4, Melee Weapons 2, Perception 6, Persuasion 4, Pilot Starfighter 4, Ranged Weapons 6, Sensors 2, Shields 4, Stealth 2, Tracking 4 (50 OP)

Perks: Membership Level 2: AstroPol Ranger (4 OP)

Equipment: Blaster Pistol (5DC, +1 accuracy, 60m range, double damage on stun setting), Communicator, Flight Suit (10 KD), Flight Helmet (20 KD), Magnetic Boots (20 KD), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Cuff-Tape Dispenser (difficulty 22 to break), Peacekeeper Starfighter (see page 188).



Colonial Peace Officer (Everyday, 30 CP, 29 OP)

Description: Most colonies provide for the enforcement of Federation laws, as well as their own, through the establishment of local constabulary. Local law enforcers are generally recruited from within the colonies, though some seedy colonies might hire outside mercenaries. Colonial law enforcement is generally poorly equipped and undermanned, having only a few men to police an entire planet or region. Mercenary law enforcement personnel are rarely more than bullies and are often corrupt.

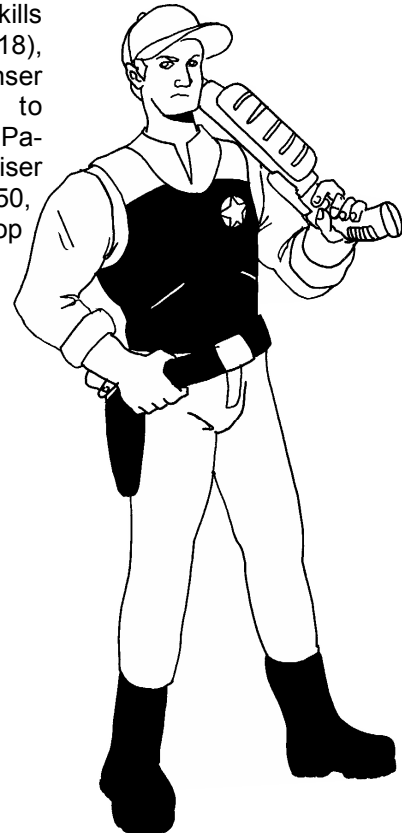
INT	2	REF	3	BOD	4	MOVE	3
WILL	2	DEX	4	STR	4	HITS	20
PRE	3	TECH	2	CON	3	STUN	20
RES	6	LUCK	6	REC	7	SD	6

Complications: Distinctive: Uniform (easily concealable, +2 OP).

Skills: Computers 3, Current Events 2, Evasion 4, First Aid 3, Hand-to-Hand 4, Heavy Weapons 3, Interrogation 2, Melee Weapons 3, Perception 4, Persuasion 4, Ranged Weapons 3, Sensors 1, Streetwise 3, Thrown Weapons 3 (30 OP).

Perks: Membership Level 1: Local Constabulary (1 OP).

Equipment: Stunner (10DC stun only), Communicator, Uniform (5 KD), Helmet (20 KD), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Cuff-Tape Dispenser (difficulty 22 to break), Armored Patrol Gravitech Cruiser (KD 20, SDP 50, MOVE 450m, top speed 540kph).



Argesian StarForce Science Officer (Competent, 40 CP, 19 OP)

Description: Many Argesians find their scientific expertise put to good use in the Federation StarForce, exploring new worlds and discovering new species and cultures.

INT	9	REF	3	BOD	3	MOVE	3
WILL	6	DEX	3	STR	3	HITS	15
PRE	6	TECH	3	CON	3	STUN	15
RES	18	LUCK	8	REC	6	SD	6

Species Cost: 9 OP

Complications: Distinctive: Pointed Ears, Hair Color* (easily concealable), Distinctive: StarForce Uniform (easily concealable, +2 OP), Enemies (Pan-Solar Empire, imprison, +7 OP), Obligation: StarForce (Active Duty, +15 OP), Outsider (from a very distant place, +2 OP), Vow: StarForce (risk life or limb, +10 OP), Vow: Non-Violence* (risk bodily harm and financial ruin, major).

Skills: Astrogation 6, Computers 5, Computer Technology 4, Concentration 2, Current Events 3, Education 4, Electronics 2, Engineering 2, Evasion 2, Hand-to-Hand 2, Perception 4, Persuasion 2, Research 4, Science 6, Sensors 4 (40 OP).

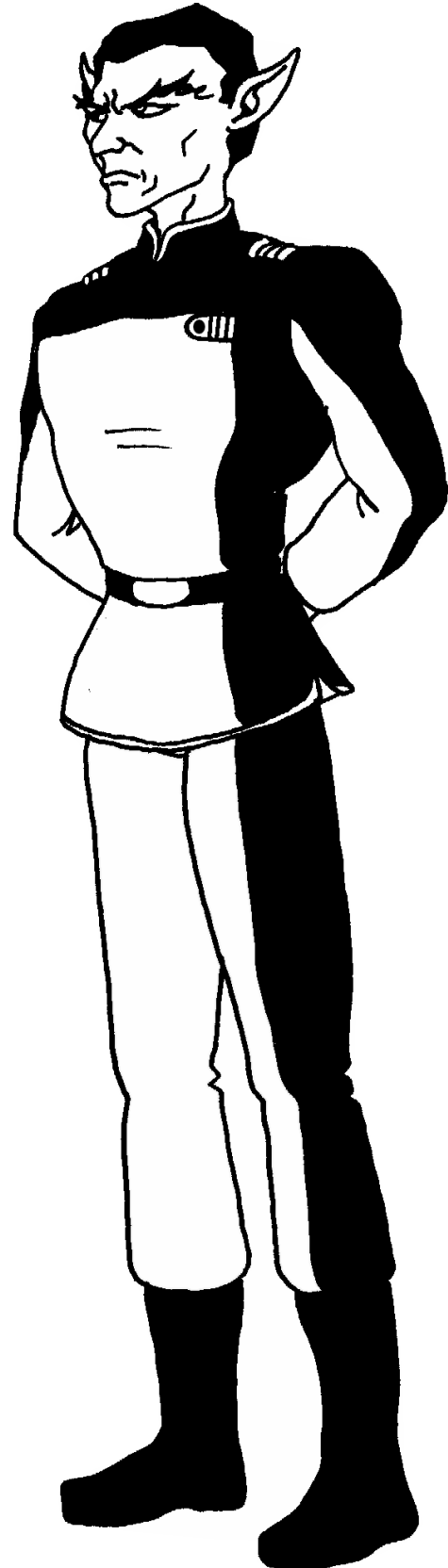
Talents: Acute Hearing* (+1 AV to all Hearing-related tasks), Eidetic memory*, Longevity* (Argesians live for several hundred years)

Perks: Membership Level 5: StarForce Lieutenant (15 OP).

Equipment: Science Uniform (Blue), Stunner (10DC Stun only, +1 accuracy, 60m range), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills).

Special Abilities: Instinctive Technical Aptitude* (+3 AV to any one Technical skill).

* OP from Species Template does not count towards maximum allowed OP from Complications.



StarForce

StarForce Captain (Heroic, 50 CP, 41 OP)

Description: StarForce Captains are seasoned Command-division officers. They give orders and motivate their crew and make sure everything works smoothly and that everyone under their command are cooperating and getting their job done.

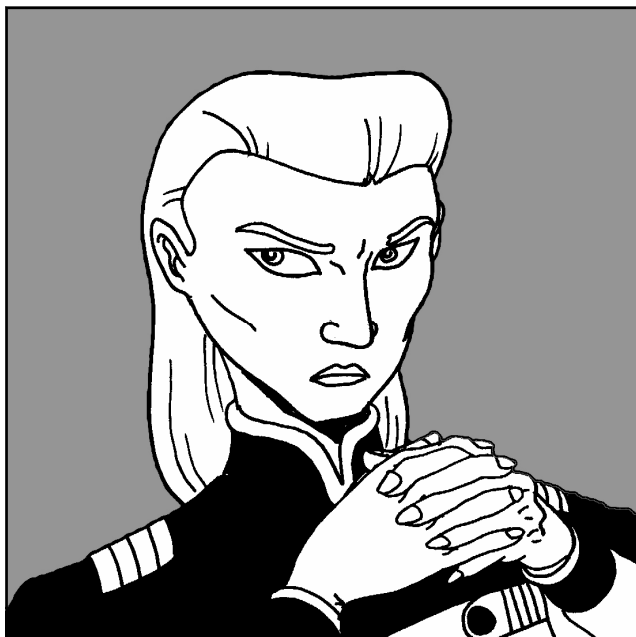
INT 7 REF 5 BOD 4 MOVE 4
WILL 7 DEX 5 STR 4 HITS 20
PRE 7 TECH 4 CON 3 STUN 20
RES 21 LUCK 10 REC 7 SD 6

Complications: Distinctive: StarForce Uniform (easily concealable, +2 OP), Enemies: Pan Solar Empire (imprison, +7 OP), Vow: StarForce (risk life or limb, +10 OP), Obligation: StarForce (Active Duty, +15 OP).

Skills: Astrogation 4, Bureaucracy 2, Computers 5, Concentration 1, Current Events 3, Education 3, Etiquette 4, Evasion 5, Gunnery 2, Hand-to-Hand 5, Oratory 2, Perception 4, Persuasion 5, Pilot Starfighter 2, Pilot Starship 2, Ranged Weapons 2, Sensors 2, Shields 2, Tactics 7 (50 OP).

Perks: Membership Level 8: StarForce Captain (24 OP), Renown Level 1 (1 OP).

Equipment: Command Uniform (Red), Stunner (10DC Stun only, +1 accuracy, 60m range), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills), 30 credits.



StarForce Engineering Officer (Competent, 40 CP, 21 OP)

Description: Engineering officers are the repair crews, maintenance teams, and research engineers who keep the ship operating properly and conduct research into possible modifications to enhance performance. They are also employed in construction or demolition as required.

INT 6 REF 2 BOD 3 MOVE 4
WILL 6 DEX 2 STR 3 HITS 20
PRE 6 TECH 5 CON 3 STUN 20
RES 18 LUCK 8 REC 6 SD 6

Complications: Distinctive: StarForce Uniform (easily concealable, +2 OP), Enemies: Pan Solar Empire (imprison, +7 OP), Vow: StarForce (risk life or limb, +10 OP), Obligation: StarForce (Active Duty, +15 OP).

Skills: Computers 4, Computer Technology 3, Concentration 1, Current Events 3, Droid Technology 2, Education 2, Electronics 2, Engineering 4, Equipment Technology 2, Evasion 2, Hand-to-Hand 2, Mechanics 4, Perception 2, Persuasion 2, Science 2, Sensors 2, Starfighter Technology 5, Starship Technology 6, Vehicle Technology 2 (40 OP).

Perks: Membership Level 5: StarForce Lieutenant (15 OP).

Equipment: Engineering Uniform (Orange), Engineering Coveralls (Orange), Stunner (10DC Stun only, +1 accuracy, 60m range), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills).



StarForce Fighter Pilot (Competent, 40 CP, 21 OP)

Description: Though technically classified as Command personnel, Fighter Pilots are specialized to fly the one- or two-man starfighters often assigned to larger spacecraft or bases.

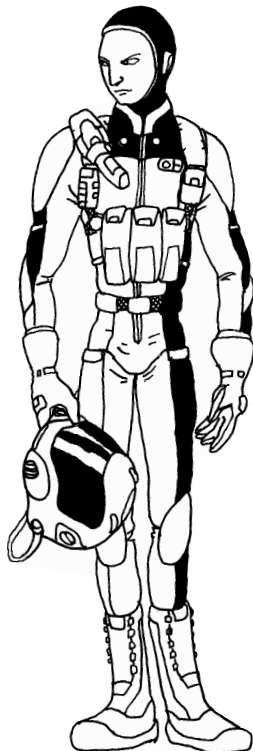
INT 4 REF 6 BOD 3 MOVE 3
WILL 3 DEX 6 STR 3 HITS 15
PRE 3 TECH 6 CON 3 STUN 15
RES 9 LUCK 8 REC 6 SD 6

Complications: Distinctive: StarForce Uniform (easily concealable, +2 OP), Enemies: Pan Solar Empire (imprison, +7 OP), Vow: StarForce (risk life or limb, +10 OP), Obligation: StarForce (Active Duty, +15 OP).

Skills: Astrogation 4, Computers 3, Concentration 1, Current Events 3, Education 2, Evasion 3, Gunnery 2, Hand-to-Hand 2, Perception 5, Persuasion 2, Pilot Starfighter 6, Pilot Starship 2, Ranged Weapons 3, Sensors 2, Shields 4, Starfighter Technology 4, Survival 4 (40 OP).

Perks: Membership Level 5: StarForce Lieutenant (15 OP).

Equipment: Command Uniform (Red), Stunner (10DC Stun only, +1 accuracy, 60m range), Flight Suit (5 KD), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills), Lightning Fighter-Interceptor (see page 181).



StarForce Medical Officer (Competent, 40 CP, 21 OP)

Description: Medical officers provide medical support and assistance to the ship as Ship's Doctors, trauma specialists, or medical researchers.

INT 7 REF 3 BOD 3 MOVE 3
WILL 6 DEX 3 STR 3 HITS 15
PRE 6 TECH 3 CON 3 STUN 15
RES 18 LUCK 8 REC 6 SD 6

Complications: Distinctive: StarForce Uniform (easily concealable, +2 OP), Enemies: Pan Solar Empire (imprison, +7 OP), Vow: StarForce (risk life or limb, +10 OP), Obligation: StarForce (Active Duty, +15 OP).

Skills: Computers 3, Concentration 1, Current Events 3, Education 4, Evasion 2, First Aid 6, Forensic Medicine 4, Hand-to-Hand 2, Medicine 6, Perception 4, Persuasion 5, Research 4, Science 4, Sensors 4 (40 OP).

Perks: Membership Level 5: StarForce Lieutenant (15 OP).

Equipment: Medical Uniform (Green), Stunner (10DC Stun only, +1 accuracy, 60m range), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Medical Analyzer (Adds +2 to any Perception, First Aid, Medicine, or Science skills), First Aid Kit.



StarForce

StarForce Operations Officer (Competent, 40 CP, 21 OP)

Description: Operations officers are the flight control officers, gunners, navigators, communications and sensor operators. They run the various functions of the ship and are cross-trained in order to take over any station as required.

INT 4 **REF** 4 **BOD** 4 **MOVE** 4
WILL 4 **DEX** 4 **STR** 4 **HITS** 20
PRE 4 **TECH** 4 **CON** 4 **STUN** 20
RES 12 **LUCK** 8 **REC** 8 **SD** 8

Complications: Distinctive: StarForce Uniform (easily concealable, +2 OP), Enemies: Pan Solar Empire (imprison, +7 OP), Vow: StarForce (risk life or limb, +10 OP), Obligation: StarForce (Active Duty, +15 OP).

Skills: Astrogation 3, Computers 4, Concentration 1, Current Events 3, Education 2, Evasion 2, First Aid 2, Gunnery 3, Hand-to-Hand 4, Perception 4, Persuasion 3, Pilot Starfighter 3, Pilot Starship 4, Ranged Weapons 2, Science 2, Sensors 2, Shields 4, Starfighter Technology 2, Starship Technology 2 (40 OP).

Perks: Membership Level 5: StarForce Lieutenant (15 OP).

Equipment: Operations Uniform (Yellow), Stunner (10DC Stun only, +1 accuracy, 60m range), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills).

StarForce Science Officer (Competent, 40 CP, 21 OP)

Description: Science officers provide expert scientific knowledge and research to the starship. On the bridge, the Science Officer reports the findings of the starship's sensors and computer. On the starship itself, scientists work in laboratories conducting research and testing theories. They also serve as consultants and teachers when encountering new or alien phenomena.

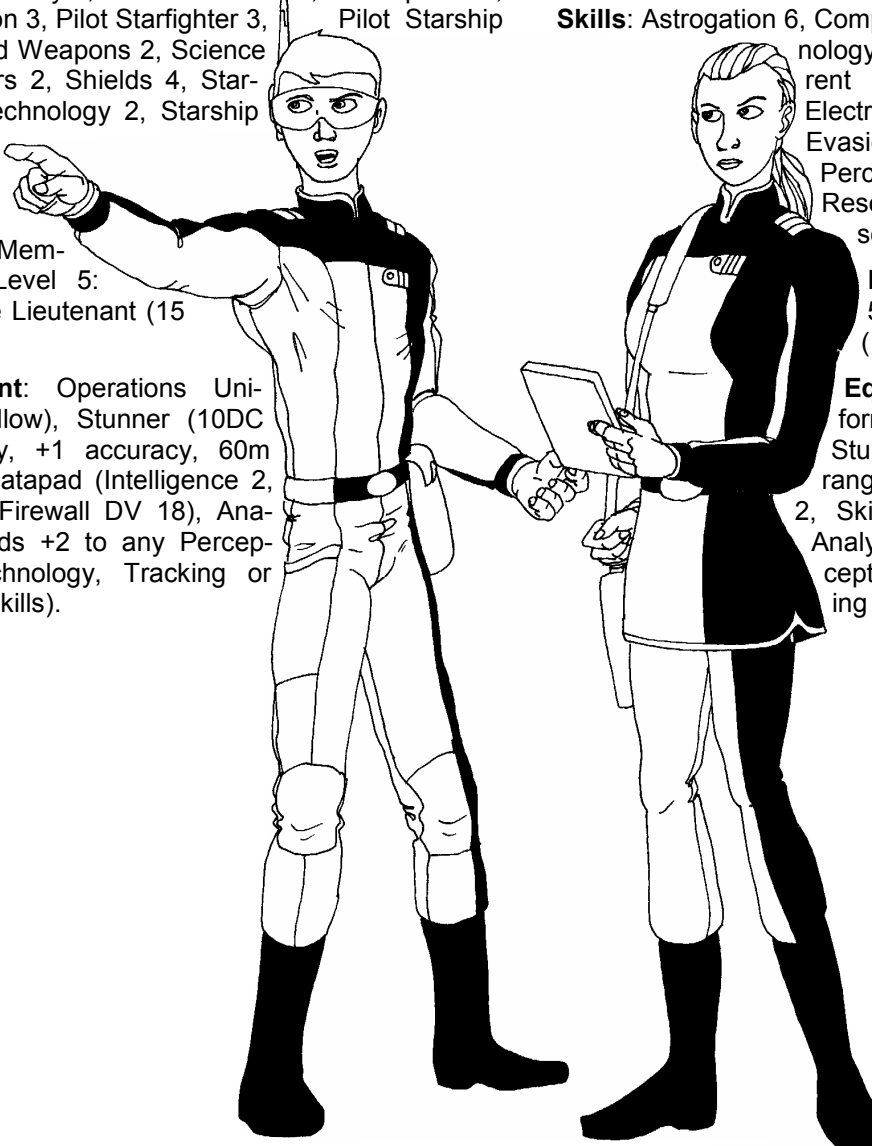
INT 7 **REF** 3 **BOD** 3 **MOVE** 3
WILL 6 **DEX** 3 **STR** 3 **HITS** 15
PRE 6 **TECH** 3 **CON** 3 **STUN** 15
RES 18 **LUCK** 8 **REC** 6 **SD** 6

Complications: Distinctive: StarForce Uniform (easily concealable, +2 OP), Enemies: Pan Solar Empire (imprison, +7 OP), Vow: StarForce (risk life or limb, +10 OP), Obligation: StarForce (Active Duty, +15 OP).

Skills: Astrogation 6, Computers 6, Computer Technology 4, Concentration 2, Current Events 3, Education 4, Electronics 2, Engineering 2, Evasion 2, Hand-to-Hand 2, Perception 4, Persuasion 2, Research 4, Science 6, Sensors 3 (40 OP).

Perks: Membership Level 5: StarForce Lieutenant (15 OP).

Equipment: Science Uniform (Blue), Stunner (10DC Stun only, +1 accuracy, 60m range), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills).



StarForce

StarForce Security Officer
(Competent, 40 CP, 21 OP)

Description: Security officers are Command Division officers whose responsibility is to respond to disturbances and maintain overall security on the ship. They are trained for combat and hand-to-hand fighting. They also handle ship-board defense when boarded. Security officers often go on to command positions.

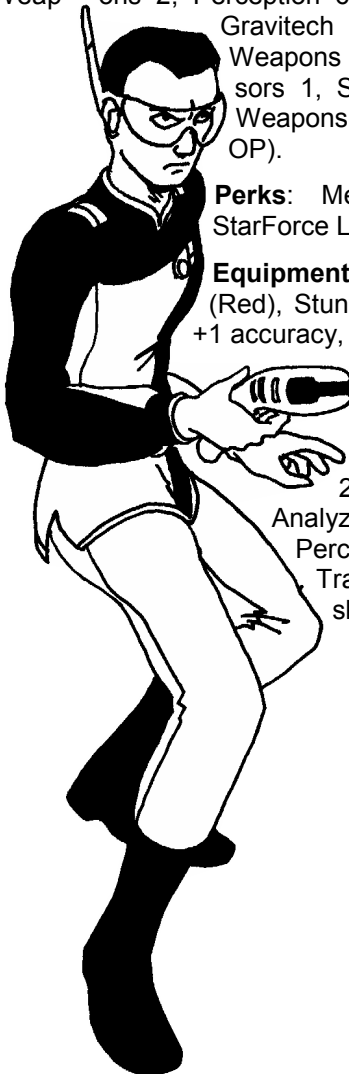
INT 2 REF 5 BOD 5 MOVE 3
WILL 2 DEX 5 STR 5 HITS 25
PRE 3 TECH 5 CON 5 STUN 25
RES 6 LUCK 8 REC 10 SD 10

Complications: Distinctive: StarForce Uniform (easily concealable, +2 OP), Enemies: Pan Solar Empire (imprison, +7 OP), Vow: StarForce (risk life or limb, +10 OP), Obligation: StarForce (Active Duty, +15 OP).

Skills: Computers 2, Concentration 1, Current Events 2, Education 2, Evasion 5, First Aid 2, Hand-to-Hand 6, Heavy Weapons 2, Interrogator 2, Melee Weapons 2, Perception 6, Persuasion 5, Pilot Gravitech Vehicle 2, Ranged Weapons 4, Research 2, Sensors 1, Shadowing 2, Thrown Weapons 2, Tracking 2 (40 OP).

Perks: Membership Level 5: StarForce Lieutenant (15 OP).

Equipment: Command Uniform (Red), Stunner (10DC Stun only, +1 accuracy, 60m range), Personal Force Screen (10KD, stunners only), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills).

**DefenseForce Space Trooper**
(Competent, 40 CP, 21 OP)

Description: Space Troopers are members of DefenseForce trained in assault combat. They are generally transported via Starship to their destination, then delivered to the target area via Canopus Assault Shuttles accompanied by Lightning fighter escorts. They are not a part of standard ships crews and use a completely independent command, rank, and organizational structure. However, they are a common sight on many Federation ships headed for hazardous duty.

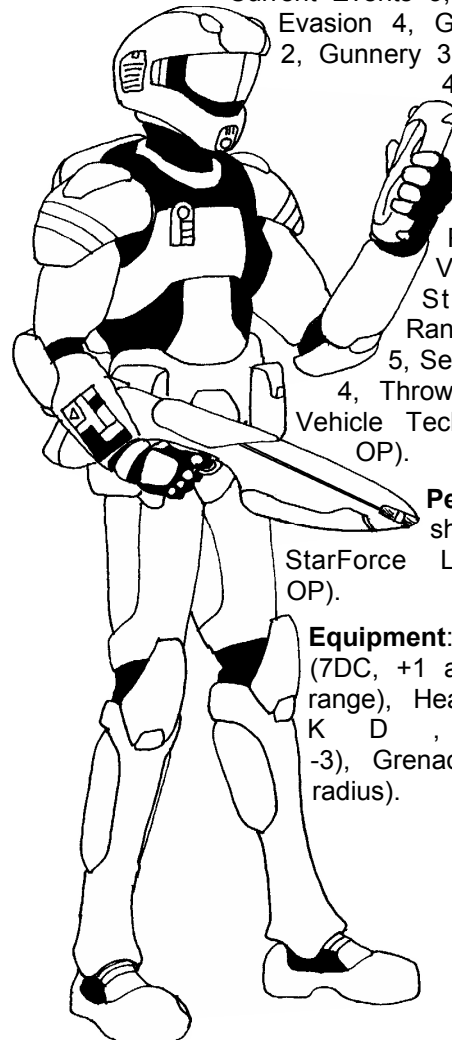
INT 2 REF 5 BOD 5 MOVE 4
WILL 2 DEX 5 STR 5 HITS 25
PRE 2 TECH 5 CON 5 STUN 25
RES 6 LUCK 8 REC 10 SD 10

Complications: Distinctive: StarForce Uniform (easily concealable, +2 OP), Enemies: Pan Solar Empire (imprison, +7 OP), Vow: StarForce (risk life or limb, +10 OP), Obligation: StarForce (Active Duty, +15 OP).

Skills: Climbing 2, Computers 3, Concentration 1, Current Events 3, Demolitions 3, Evasion 4, Games/Gambling 2, Gunnery 3, Hand-to-Hand 4, Heavy Weapons 2, Melee Weapons 3, Perception 2, Persuasion 2, Pilot Gravitech Vehicle 2, Pilot Starfighter 2, Ranged Weapons 5, Sensors 1, Stealth 4, Thrown Weapons 2, Vehicle Technology 1 (40 OP).

Perks: Membership Level 5: StarForce Lieutenant (15 OP).

Equipment: Blaster Rifle (7DC, +1 accuracy, 400m range), Heavy Armor (20 KD, EV -3), Grenade (10DC, 5m radius).



Imperials

Imperial Captain (Heroic, 50 CP, 31 OP)

Description: Command Officers are all volunteers who have either graduated from the Imperial Academy, have good connections in the Military-Industrial complex, or who have survived a particularly dangerous tour of duty as an enlisted man. Assignment within the Imperial military depends on several factors including aptitude, background, family connections, and bribery. Only volunteers that meet the above criteria become officers. Volunteers that don't usually are made into Shock Troopers.

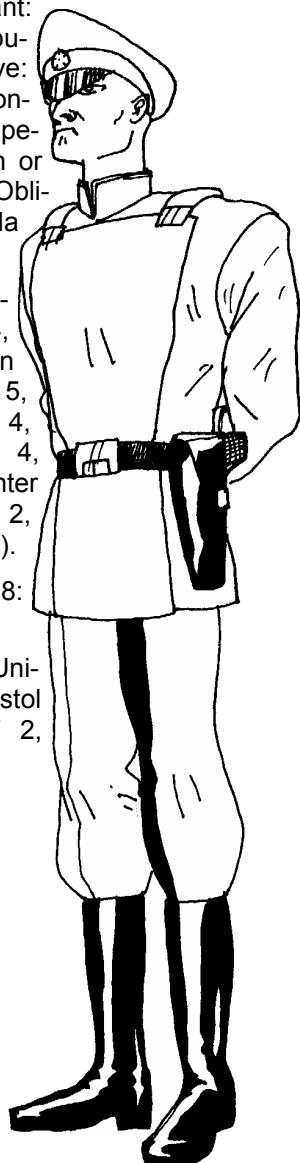
INT	6	REF	5	BOD	4	MOVE	4
WILL	6	DEX	6	STR	5	HITS	20
PRE	7	TECH	3	CON	4	STUN	20
RES	18	LUCK	10	REC	9	SD	8

Complications: Bad Rep (always recognized, +5 OP), Distinctive: Imperial Command Uniform (easily concealed, +2 OP), Enemies: Interstellar Federation (imprison, +7 OP), Intolerant: Non-Humans (violently abusive, +10 OP), Distinctive: Imperial Uniform (easily concealable, +2 OP), Vow: Imperial Armada (risk expulsion or embarrassment, +2 OP), Obligation: Imperial Armada (active duty, +15 OP).

Skills: Astrogation 2, Bureaucracy 4, Computers 4, Current Events 2, Education 4, Etiquette 3, Evasion 5, Gunnery 2, Hand-to-Hand 4, Interrogator 6, Perception 4, Persuasion 6, Pilot Starfighter 2, Pilot Starship 4, Sensors 2, Shields 2, Tactics 6 (50 OP).

Perks: Membership Level 8: Imperial Captain (24 OP).

Equipment: Command Uniform (Grey), Blaster Pistol (5DC, +1 accuracy, ROF 2, 60m range), 30 credits.



Imperial Conscript (Everyday, 30 CP, 14 OP)

Description: The vast bulk of the Imperial Military is composed of conscripted soldiers, forced into service against their will. These conscripts are poorly trained and are often used as cannon fodder in Imperial operations. A conscript's only hope of escape is to become a Flight Officer or Shock Trooper.

INT	4	REF	3	BOD	3	MOVE	2
WILL	2	DEX	4	STR	3	HITS	15
PRE	2	TECH	4	CON	3	STUN	15
RES	6	LUCK	6	REC	6	SD	6

Complications: Distinctive: Imperial Command Uniform (easily concealable, +2 OP), Oppressed: Imperial Armada (enslaved, +15 OP).

Skills: Astrogation 4, Computers 4, Current Events 2, Droid Technology 2, Engineering 2, Equipment Technology 2, Evasion 2, First Aid 2, Gunnery 2, Hand-to-Hand 2, Perception 2, Persuasion 2, Pilot Starfighter 2, Pilot Starship 4, Science 2, Sensors 2, Shields 4 (30 OP).

Perks: Membership Level 1: Imperial Armada (1 OP).

Equipment: Enlisted Uniform (Grey), Helmet.



Imperials

Imperial Flight Officer (Everyday, 30 CP, 24 OP)

Description: Imperial Conscripts that meet the strict qualifications are eligible to attend flight school. Those that graduate are commissioned as a Flight Officer and assigned to a Harpy squadron. The survival rate of Harpy pilots is dismally low, but those that survive two years in the service are rewarded with rapid promotion and honors.

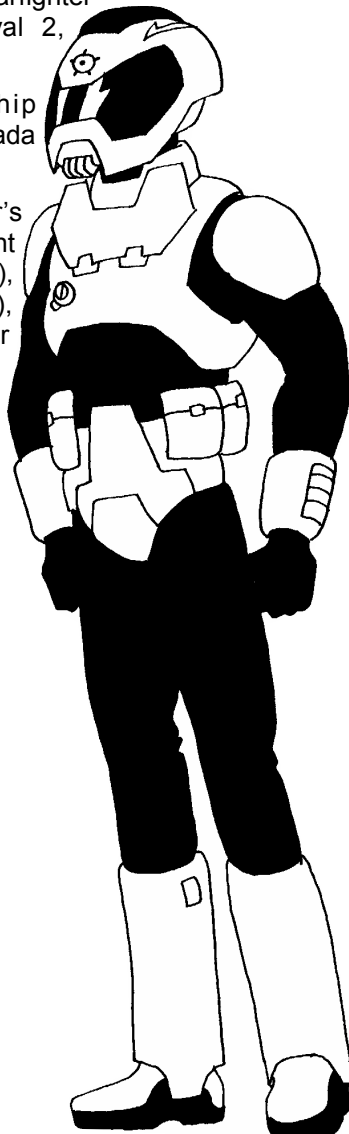
INT	2	REF	4	BOD	5	MOVE	3
WILL	2	DEX	4	STR	5	HITS	25
PRE	2	TECH	4	CON	5	STUN	25
RES	6	LUCK	8	REC	10	SD	10

Complications: Distinctive: Imperial Command Uniform (easily concealable, +2 OP), Vow: Imperial Armada (risk life or limb, +10 OP).

Skills: Astrogation 4, Computers 4, Current Events 2, Evasion 4, Hand-to-Hand 2, Perception 4, Persuasion 2, Pilot Starfighter 4, Pilot Starship 2, Sensors 2, Shields 4, Starfighter Technology 4, Survival 2, Tactics 2 (30 OP).

Perks: Membership Level 3: Imperial Armada (6 OP).

Equipment: Officer's Uniform (Grey), Flight Suit (10 KD, EV-1), Flight Helmet (20 KD), Imperial Harpy Fighter (see page 190).



Imperial Shock Trooper (Competent, 40 CP, 28 OP)

Description: Imperial Shock Troopers are the elite fearsome armored troopers of the Imperial Armada. Each Shock Trooper is thoroughly brainwashed and indoctrinated into becoming a soulless mindless automaton in the service of the Emperor.

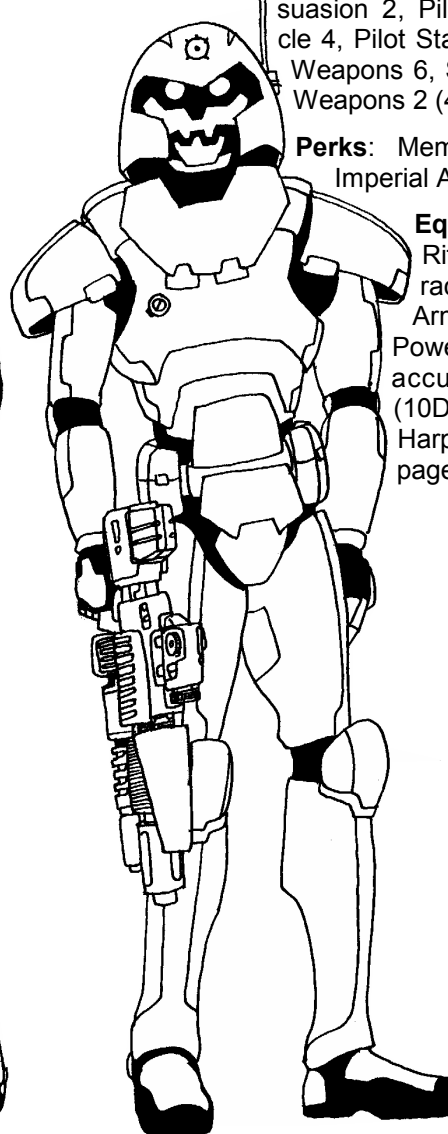
INT	3	REF	3	BOD	4	MOVE	3
WILL	2	DEX	3	STR	4	HITS	20
PRE	3	TECH	2	CON	3	STUN	20
RES	6	LUCK	6	REC	7	SD	6

Complications: Bad Rep (always recognized, +5 OP), Distinctive: Imperial Shock Trooper Armor (easily concealable, +2 OP), Vow: Imperial Armada (risk life or limb, +15 OP).

Skills: Astrogation 4, Computers 4, Current Events 2, Evasion 4, Gunnery 4, Hand-to-Hand 4, Melee Weapons 6, Perception 4, Persuasion 2, Pilot Gravitech Vehicle 4, Pilot Starfighter 4, Ranged Weapons 6, Sensors 2, Thrown Weapons 2 (40 OP).

Perks: Membership Level 5: Imperial Armada (10 OP).

Equipment: Blaster Rifle (7DC, +1 accuracy, 400m range), Armor (20 KD, EV -3), Powersword (5DC, +1 accuracy), Grenade (10DC, 5m radius), Harpy Starfighter (see page 190).



The Fringe Element

Anti-Imperial Rebel Soldier (Everyday, 30 CP, 26 OP)

Description: A member of the organized resistance against the Pan-Solar Empire. Rebels are recruited from the thousands of Imperial subject worlds. They typically operate from hidden bases, using guerrilla tactics such as sabotage and privateering. Rebel bases tend to be small, usually totaling no more than 100 soldiers, officers, and support personnel.

INT	2	REF	4	BOD	2	MOVE	3
WILL	3	DEX	4	STR	2	HITS	10
PRE	2	TECH	4	CON	4	STUN	10
RES	9	LUCK	6	REC	6	SD	8

Complications: Oppressed (outcast, +10 OP), Enemy: Pan Solar Empire (imprisonment, +7 OP).

Skills: Climbing 2, Computers 2, Current Events 2, Evasion 4, Gunnery 2, Hand-to-Hand 4, Melee Weapons 2, Perception 2, Persuasion 2, Pilot Gravitech Vehicle 2, Pilot Starfighter 4, Ranged Weapons 4, Sensors 1, Starship Technology 2, Stealth 2, Streetwise 4, Thrown Weapons 1 (30 OP).

Perks: Membership Level 1: Rebellion (1 OP), Starship: Chi-Frame Fighter (12 OP).

Equipment: Blaster rifle (7DC, +1 accuracy, ROF 2, 400m range, double damage on stun setting), Helmet (20KD head only), Riding animal or Gravitech Bike (ARMOR KD 3, BODY SDP 30, MOVE 450m, top speed 540kph), Chi-Frame Starfighter (see page 178).



Bounty Hunter (Heroic, 50 CP, 49 OP)

Description: When the local colonial law enforcers aren't sufficient or available to apprehend a criminal or suspect, many colonies turn to bounty hunters. The Federation does not condone the use of bounty hunters and will not employ them. However, bounty hunting is not illegal and a hunter can make good money on the lawless frontier.

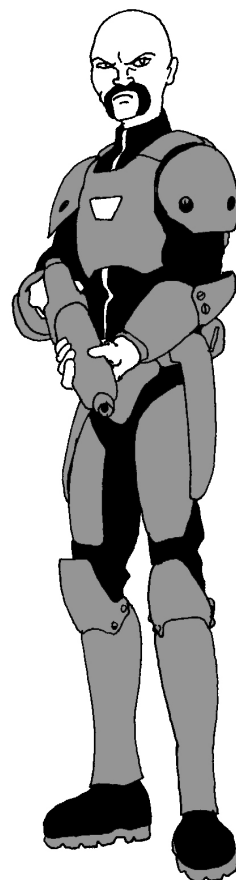
INT	4	REF	6	BOD	5	MOVE	5
WILL	4	DEX	6	STR	5	HITS	25
PRE	4	TECH	6	CON	5	STUN	25
RES	8	LUCK	10	REC	10	SD	10

Complications: Bad Reputation (frequently recognized, +2 OP), Enemies: Former Captures (death, +15 OP), Intolerant (civil but distant, +2 OP).

Skills: Computers 2, Current Events 2, Evasion 6, Hand-to-Hand 6, Melee Weapons 4, Perception 4, Persuasion 2, Ranged Weapons 6, Sensors 2, Shadowing 6, Stealth 6, Streetwise 6, Surveillance 4, Tracking 6 (50 OP).

Perks: License: Bounty Hunter (6 OP), Starship: Canopus Assault Shuttle (8 OP), Wealth Level 4 (4 OP).

Equipment: Blaster Pistol (6DC, +1 accuracy, 400m range, double damage on stun setting), Cuff-Tape Dispenser (difficulty 22 to break), Heavy Armor (20KD, EV -3), Canopus Assault Shuttle (see page 180).



The Fringe Element

Corporate Espionage Agent (Heroic, 50 CP, 46 OP)

Description: When a megacorporation needs something done, and they want it done right, they send in a team of highly trained, highly paid professionals to make sure. Corporations often keep a team of espionage agents on retainer, providing equipment and support to ensure the team's success. These teams operate beyond the law, doing whatever it takes to accomplish their mission. Missions range from intelligence gathering to theft, sabotage, and assassination. Above all else, the corporate espionage agent must maintain absolute secrecy both to protect himself and his employer.

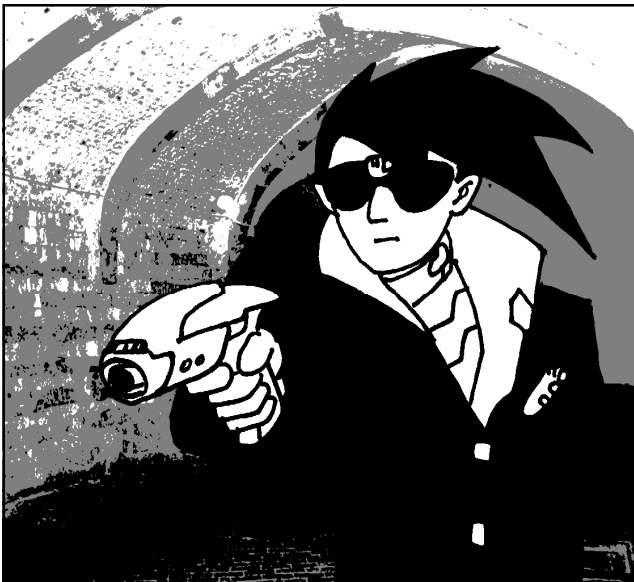
INT	5	REF	5	BOD	5	MOVE	5
WILL	5	DEX	5	STR	5	HITS	25
PRE	5	TECH	5	CON	5	STUN	25
RES	15	LUCK	10	REC	10	SD	10

Complications: Secret Identity (living a normal life unnoticed by anyone, +2 OP), Watched: Interstellar Corporation (watched, +5 OP).

Skills: Bugging 4, Computers 4, Concealment 5, Concentration 1, Current Events 3, Cryptography 3, Disguise 4, Evasion 4, Forgery 3, Hand-to-Hand 2, Perception 4, Persuasion 2, Security systems 5, Sensors 1, Shadowing 4, Stealth 5, Surveillance 4, Tracking 4 (50 OP).

Perks: Membership Level 3: Corporation (3 OP).

Equipment: Stunner (10DC, +1 accuracy, 20m range), Sneaksuit (+2 to Stealth Attempts), Breaking and Entering Tools, various Surveillance Equipment, various Decryption Equipment.



Krung Warrior (Competent, 40 CP, 36 OP)

Description: The war-like Krung view victory through violent conflict as the chief social endeavor and constantly strive to increase their social standing through both ritual combat and organized warfare against their enemies.

Krung Warriors can be found throughout the Galaxy. They often work as mercenaries and bounty hunters. Many Krung turn to piracy or banditry, raiding shipping and colonies. Many Krung find success in gladiatorial arena fights.

INT	2	REF	6	BOD	6	MOVE	3
WILL	2	DEX	5	STR	6	HITS	30
PRE	3	TECH	5	CON	6	STUN	30
RES	6	LUCK	8	REC	12	SD	12

Species Cost: 26 OP.

Complications: Bad Reputation* (always recognized), Code of Honor* (risk life or limb), Distinctive: Cranial Ridges* (easily concealed), Impulsive (risk life and limb, +10 OP), Intolerant: Non-Krung (rude and verbally abusive, +5 OP), Outsider (from a very distant place, +5 OP), Stubborn (risk life and limb, +10 OP).

Skills: Climbing 2, Computers 2, Current Events 2, Evasion 4, Games/Gambling 2, Gunnery 2, Hand-to-Hand 4, Heavy Weapons 4, History 2, Melee Weapons 6, Perception 2, Persuasion 2, Pilot Gravitech Vehicle 2, Pilot Starfighter 2, Pilot Starship 2, Ranged Weapons 4, Sensors 2, Shields 2, Stealth 2, Thrown Weapons 2 (40 OP).

Talents: Combat Sense* (Level 3), Acute Sight* (+1 AV to all sight-related tasks), Acute Smell* (+1 AV to all smell-related tasks), High Pain Threshold* (+2 SD), Night Vision*.

Equipment: Powersword or Poweraxe (4DC, +1 accuracy, Min Str 2), Heavy Armor (20KD, EV-3).

* OP from Species Template does not count towards maximum allowed OP from Complications.



The Fringe Element

Mercenary

(Competent, 40 CP, 31 OP)

Description: Often, veterans from the many internecine wars of the Old Earth Empires become mercenaries, hiring their military services out to Frontier worlds or colonies. Many AstroPol and Federation peacekeeping interventions are due to rival colonial governments or Megacorporations and their opposing mercenary forces. Mercenaries purchase shares in their Mercenary Company and individual mercenaries will receive payment appropriate to the number and value of shares they own.

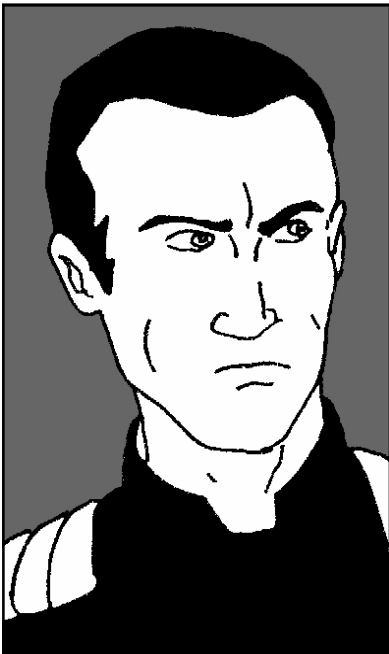
INT	2	REF	5	BOD	5	MOVE	3
WILL	3	DEX	5	STR	5	HITS	25
PRE	3	TECH	4	CON	5	STUN	25
RES	9	LUCK	8	REC	10	SD	10

Complications: Bad Reputation (sometimes recognized, +2 OP), Distinctive: Mercenary Armor (easily concealable, +2 OP), Obligation: Mercenary Company (active duty, +15 OP), Watched: Interstellar Corporation (watched, +5 OP).

Skills: Climbing 2, Computers 2, Current Events 2, Evasion 4, Games/Gambling 2, Gunnery 4, Hand-to-Hand 4, Heavy Weapons 4, Melee Weapons 2, Perception 2, Persuasion 2, Pilot Battle-Strider 2, Pilot Starfighter 4, Pilot Starship 2, Ranged Weapons 4, Sensors 2, Shields 2, Stealth 2, Streetwise 2, Thrown Weapons 2 (40 OP).

Perks: Membership Level 3: Mercenary Company (3 OP), Starship: Nebula Starfighter (12 OP).

Equipment: Blaster Rifle (7DC, +1 accuracy, 400m range, double damage on stun setting), Heavy Armor (20 KD, EV-3), Nebula Starfighter (see page 178).



Mercenary Commander

(Heroic, 50 CP, 46 OP)

Description: Mercenary Commanders were once Mercenaries who have worked their way up the chain of command through excellent performance and sheer attrition. Eventually, they were able to purchase enough shares in the Mercenary Company to qualify as part-owner and Commander of the Company.

INT	6	REF	6	BOD	5	MOVE	4
WILL	4	DEX	6	STR	5	HITS	25
PRE	4	TECH	5	CON	5	STUN	25
RES	12	LUCK	10	REC	10	SD	10

Complications: Bad Reputation (sometimes recognized, +2 OP), Distinctive: Mercenary Armor (easily concealable, +2 OP), Obligation: Mercenary Company (active duty, +15 OP), Watched: Interstellar Corporation (watched, +5 OP).

Skills: Climbing 2, Computers 4, Current Events 2, Evasion 4, Games/Gambling 2, Gunnery 4, Hand-to-Hand 4, Heavy Weapons 5, Melee Weapons 2, Perception 4, Persuasion 3, Pilot Battle-Strider 4, Pilot Starfighter 4, Pilot Starship 2, Ranged Weapons 5, Sensors 2, Shields 2, Stealth 3, Streetwise 2, Thrown Weapons 2 (50 OP).

Perks: Membership Level 10: Mercenary Company (10 OP), Starship: Canopus Assault Shuttle (8 OP), Wealth Level 2 (2 OP)

Equipment: Blaster Rifle (7DC, +1 accuracy, 400m range, double damage on stun setting), Heavy Armor (20 KD, EV-3), Grenade (10DC, 5m radius), Canopus Assault Shuttle (see page 180).



The Fringe Element

Mronian Warrior**(Competent, 40 CP, 39 OP)**

Description: The inhabitants of the planet Mronia live in a primitive tribal society ruled by a tiny minority of decadent males. The females who comprise the vast majority of the population perform most of the work, including serving as warriors and explorers. Many Mronian warriors have decided to leave Mronia on visiting starships in order to explore the Galaxy. Every 4-10 years, a Mronian female must return to their Pride in order to mate and reproduce with the Pride Alpha Male.

INT	3	REF	6	BOD	3	MOVE	7
WILL	3	DEX	6	STR	4	HITS	20
PRE	3	TECH	6	CON	4	STUN	20
RES	9	LUCK	8	REC	8	SD	8

Species Cost: 14 OP.

Complications: Distinctive: Feline Features* (not concealable), Intolerance: Ss'Lock* (abusive at risk of life and limb), Outsider (from a very distant place, +5 OP), Phobia: technology* (mild), Poverty (Dead Broke, +5 OP), Stubborn (risk incarceration or bodily harm, +5 OP), Vow: Compulsive Mating Every 4-10 years* (extreme).

Skills: Acrobatics 4, Climbing 5, Current Events 2, Evasion 5, Hand-to-Hand 6, Melee Weapons 6, Perception 5, Persuasion 2, Ranged Weapons 2, Stealth 6, Thrown Weapons 5, Tracking 4 (40 OP).

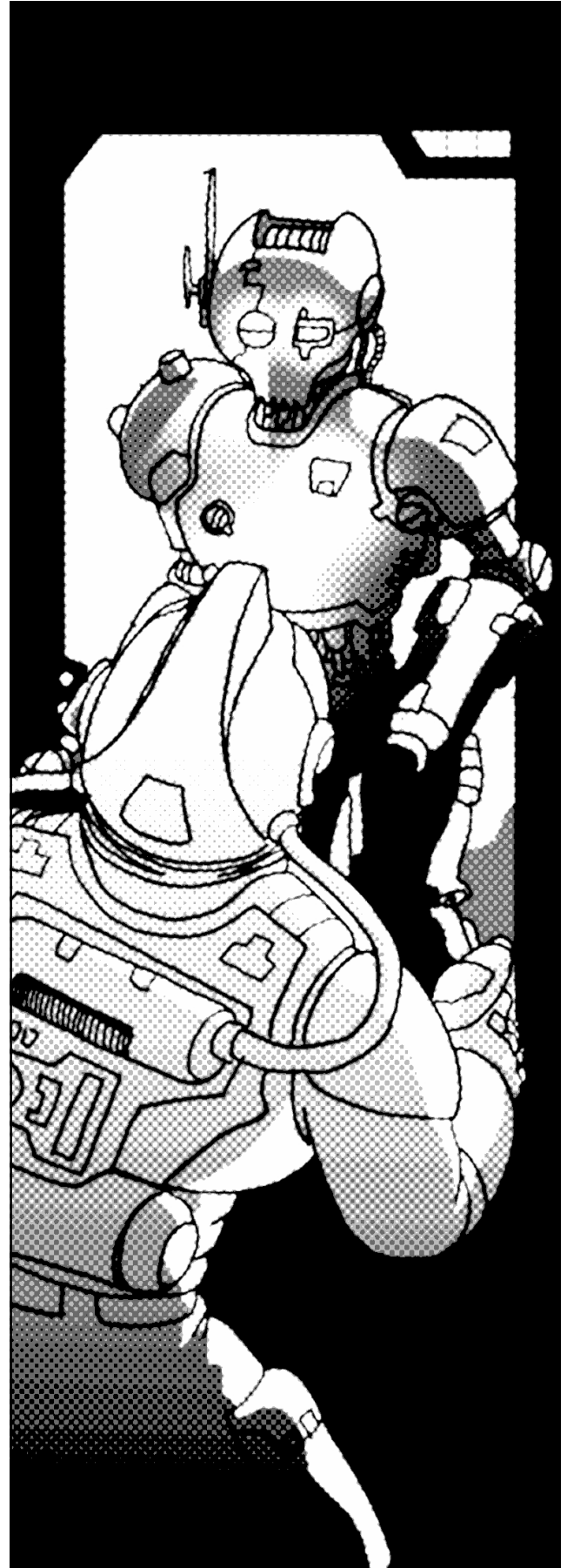
Talents: Acute smell* (+1 AV to all smell-related tasks), Direction Sense*, Night vision* (may see normally in poor light), Rapid Healing* (+3 Recovery).

Perks: None

Special Abilities: Claws and teeth* (all hand-to-hand damage is Killing), Superb leaper* (+5m leaping, costs 1 END)

Equipment: Combat Knife (1DC, Str Min 1)

* OP from Species Template does not count towards maximum allowed OP from Complications.



Criminals

Gambler

(Competent, 40 CP, 40 OP)

Description: Gamblers are men and women who decide make their living by the roll of the dice, the draw of the card, or the spin of the wheel. Never content to trust their fates to pure chance, a gambler is always ready with a few tricks to turn fortune their way.

INT	4	REF	3	BOD	3	MOVE	4
WILL	2	DEX	4	STR	3	HITS	15
PRE	2	TECH	4	CON	3	STUN	15
RES	6	LUCK	8	REC	6	SD	6

Complications: Enemy: Losers (injury, +5 OP).

Skills: Computers 2, Concealment 4, Concentration 4, Current Events 2, Etiquette 4, Evasion 4, Hand-to-Hand 2, High Society 4, Games/Gambling 6, Perception 6, Persuasion 2, Sleight-of-Hand 4, Streetwise 4, and Wardrobe and Style 4 (40 OP).

Perks: Wealth Level 5 (5 OP).

Equipment: Clothes – High Fashion, Pocket Blaster (3DC, +1 accuracy, 20m range, double damage on stun setting).



Gremlin Thief

(Everyday, 30 CP, 22 OP)

Description: The diminutive Gremlins make excellent thieves and burglars. They will “salvage”, as they put it, anything and re-sell the items in black market bazaars and swap meets. Nearly anything can be found and purchased at a Gremlin bazaar.

INT	2	REF	3	BOD	3	MOVE	4
WILL	2	DEX	4	STR	3	HITS	15
PRE	2	TECH	4	CON	3	STUN	15
RES	6	LUCK	6	REC	6	SD	6

Species Cost: 1 OP.

Complications: Bad Rep* (always recognized), Distinctive: small size, pointed ears, green skin* (not concealable), Enemy: Local Authorities (imprisonment, +4 OP), Outsider (from a very distant place, +5 OP).

Skills: Bribery 2, Climbing 4, Computers 2, Concealment 4, Current Events 2, Evasion 2, Forgery 2, Hand-to-Hand 2, Lockpicking 4, Perception 2, Persuasion 2, Security systems 4, Shadowing 2, Sleight-of-Hand 2, Stealth 4, and Streetwise 2, (30 OP).

Talents: Acute smell* (+1 AV to all Smell-related tasks), Lightning Calculator*.

Perks: None.

Special Abilities: Acute smell (+3 AV to all Smell-related tasks), small size (1/2 normal size, 1/3 normal weight, +4 DV to all Evasion rolls, +4 AV to all Stealth skill tests), Lightning Calculator (can quickly and accurately calculate complex math in their heads)

Equipment: Blaster Pistol (5DC, +1 accuracy, 60m range, double damage on stun setting).

* OP from Species Template does not count towards maximum allowed OP from Complications.



Criminals

Hypernet Hacker**(Competent, 40 CP, 33 OP)**

Description: The computer hacker makes a living by stealing from the computer-controlled Federation economy. With the easy availability of computers and the Hypernet, a hacker is able to strike at any time from anywhere in the Galaxy. A hacker might not even do the work himself, programming artificial intelligence programs to do the dirty work for him. Some hackers might even find employment with a Megacorporation using their skills against competitors or other hackers.

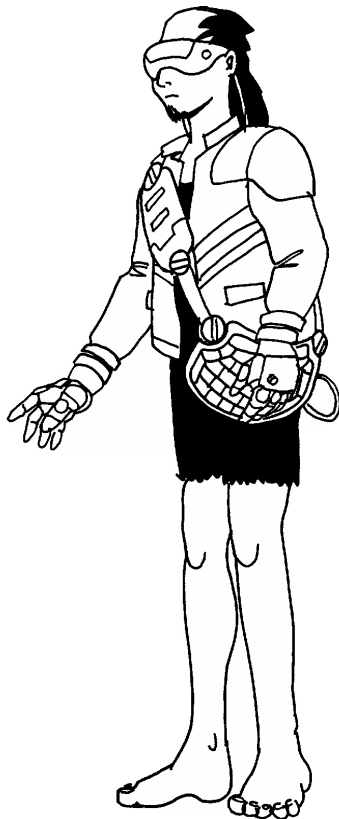
INT	4	REF	3	BOD	3	MOVE	4
WILL	2	DEX	4	STR	3	HITS	15
PRE	2	TECH	4	CON	3	STUN	15
RES	6	LUCK	8	REC	6	SD	6

Complications: Enemy: AstroPol (imprisonment, +7 OP).

Skills: Computers 6, Computer Technology 6, Cryptography 3, Current Events 2, Evasion 2, Forgery 4, Games/Gambling 3, Hacking 6, Hand-to-Hand 2, Perception 2, Persuasion 2, Research 4, Sensors 2, Streetwise 4 (40 OP).

Perks: None.

Equipment: Pocket Blaster (3DC, +1 accuracy, 20m range, double damage on stun setting), Portable Computer (Intelligence 3, Skills 3, Firewall DV 22), Technical Scanner (+2 Technology skills).

**Kentarean Assassin****(Competent, 40 CP, 40 OP)**

Description: The members of the blue-skinned Kentarean social class known as the Vorn are renowned throughout the Galaxy as master assassins and saboteurs. Their skills are highly sought after especially among the governments of the Old Earth Empires.

INT	3	REF	5	BOD	4	MOVE	4
WILL	3	DEX	7	STR	4	HITS	20
PRE	3	TECH	5	CON	4	STUN	20
RES	9	LUCK	8	REC	8	SD	8

Species Cost: 12 OP.

Complications: Bad Rep (always recognized, +5 OP), Code of Honor: Must Kill by Surprise* (risk expulsion), Distinctive: Black Eyes, Blue Skin* (concealable), Intolerant: Non-Kentareans (civil but distant, +2 OP), Outsider (from a very distant place, +5 OP).

Skills: Bugging 2, Computers 2, Concealment 4, Cryptography 2, Current Events 2, Disguise 3, Forgery 2, Evasion 3, Hand-to-Hand 2, Perception 3, Persuasion 3, Security systems 4, Sensors 1, Shadowing 5, Sleight-of-Hand 2, Stealth 5, Surveillance 3, Tracking 4 (40 OP).

Talents: Light Sleeper* (wake at the slightest sound)

Perks: Membership Level 1: Vorn (1 OP).

Special Abilities: Exceptional Stealth Ability* (+3 AV to all Stealth-related tasks).

Equipment: Short-Sword (2 DC, Min STR 3).

* OP from Species Template does not count towards maximum allowed OP from Complications.



Criminals

Rogue

(Competent, 40 CP, 36 OP)

Description: While a thief takes from others, a rogue convinces their victims to give it away willingly. Rogues charm their victims, becoming their friends and wooing them into a sense of security and trust. When the time is right, the rogue absconds with whatever it was they were after, often leaving the victim never knowing they've been had.

INT	2	REF	5	BOD	4	MOVE	3
WILL	4	DEX	5	STR	4	HITS	20
PRE	4	TECH	6	CON	3	STUN	20
RES	12	LUCK	8	REC	7	SD	6

Complications: Enemy: Planetary Authorities (imprisonment, +4 OP).

Skills: Acting 4, Bribery 2, Climbing 2, Computers 2, Concealment 4, Current Events 2, Etiquette 4, Evasion 2, Forgery 2, Hand-to-Hand 2, Lockpicking 2, Perception 2, Persuasion 4, Seduction 4, Sleight-of-Hand 2, Stealth 2, Streetwise 4, Wardrobe and Style 4 (40 OP).

Perks: None.

Equipment: Clothes – High Fashion, Pocket Blaster (3DC, +1 accuracy, 20m range, double damage on stun setting).

Smuggler

(Competent, 40 CP, 35 OP)

Description: Smugglers are starship owners or pilots who make no effort to earn their living legally. For smugglers, transporting legal cargo is merely a pretense for transporting more profitable contraband.

INT	4	REF	3	BOD	3	MOVE	4
WILL	2	DEX	4	STR	3	HITS	15
PRE	2	TECH	4	CON	3	STUN	15
RES	6	LUCK	8	REC	6	SD	6

Complications: Hunted: Debtors (imprisonment, +7 OP), Poverty (in debt, +15 OP).

Skills: Astrogation 4, Bribery 2, Computers 2, Concealment 4, Current Events 2, Electronics 4, Evasion 4, Gunnery 2, Hand-to-Hand 2, Perception 2, Persuasion 2, Pilot Starfighter 6, Ranged Weapons 4, Sensors 2, Shields 4, Starfighter Technology 4, Trading 2 (40 OP).

Perks: License: Business (1 OP), License: Starship Captain (1 OP), License: Starship Pilot (1 OP), Membership Level 2: Criminal Gang (2 OP), Starship: Illegally Modified GH-22A Transport (12 OP).

Equipment: Blaster Pistol (6DC, +1 accuracy, 400m range, double damage on stun setting), Illegally Modified GH-22A Transport (see page 174).

Space-Pirate

(Competent, 40 PP, 39 OP)

Description: Space-Pirate crews are organized criminal enterprises that raid colonies and spacecraft for supplies, re-saleable cargo, and even slaves. Federation Law treats piracy very harshly and priorities are given to AstroPol assignments dealing with Pirates.

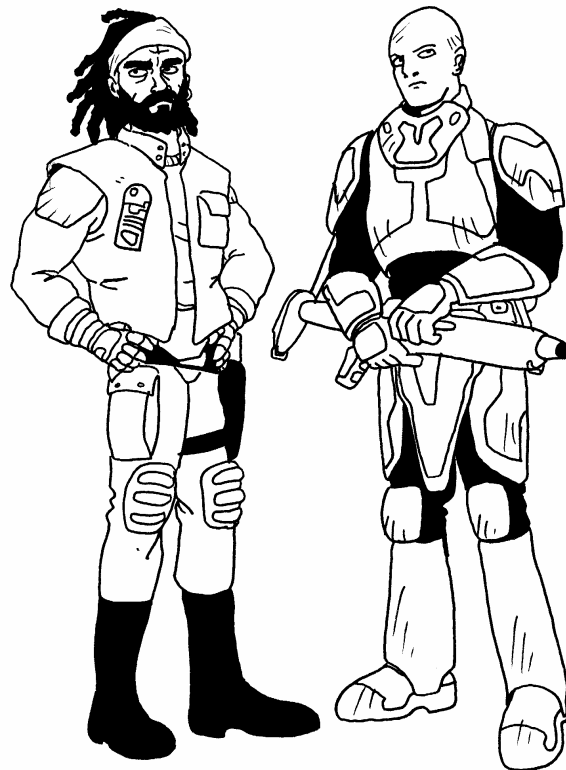
INT	2	REF	6	BOD	5	MOVE	3
WILL	2	DEX	5	STR	5	HITS	25
PRE	2	TECH	5	CON	5	STUN	25
RES	6	LUCK	8	REC	10	SD	10

Complications: Addiction: various (common, +2 OP), Bad Reputation (frequently recognized, +2 OP), Distinctive Features: Tattoos and piercings (easily concealable, +2 OP), Enemy: AstroPol (imprisonment, +7 OP).

Skills: Computers 2, Current Events 2, Evasion 4, Games/Gambling 3, Hand-to-Hand 4, Melee Weapons 4, Perception 2, Persuasion 2, Pilot Starfighter 4, Pilot Starship 4, Ranged Weapons 4, Sensors 2, Stealth 2, Streetwise 3(40 OP).

Perks: Membership Level 2: Pirate Crew (2 OP), Starship: Nebula Starfighter (12 OP).

Equipment: Blaster Rifle (7DC, +1 accuracy, 400m range, double damage on stun setting), Powersword (4DC, +1 accuracy, Str Min 2), Grenade (10DC, 5m radius), Nebula Starfighter (see page 178).



Criminals

Thief**(Everyday, 30 CP, 26 OP)**

Description: Thieves are known by many names: Intruder, Mugger, Pickpocket, and Robber. Whatever the name, a thief is anyone who makes their living by taking from others.

INT 2 REF 3 BOD 3 MOVE 4
 WILL 2 DEX 4 STR 3 HITS 15
 PRE 2 TECH 4 CON 3 STUN 15
 RES 6 LUCK 6 REC 6 SD 6

Complications: Enemy: Planetary Authorities (imprisonment, +4 OP).

Skills: Bribery 2, Climbing 4, Computers 2, Concealment 4, Current Events 2, Evasion 2, Forgery 2, Hand-to-Hand 2, Lockpicking 4, Perception 2, Persuasion 2, Security systems 4, Shadowing 2, Sleight-of-Hand 2, Stealth 4, Streetwise 2 (30 OP).

Perks: None.

Equipment: Blaster Pistol (5DC, +1 accuracy, 60m range, double damage on stun setting).

**Thug/Enforcer****(Everyday, 30 CP, 26 OP)**

Description: Thugs are often the leaders of small and disorganized gangs of bullies and toughs. Enforcers fit much the same profile, but are typically in the employ of a larger more organized criminal enterprise.

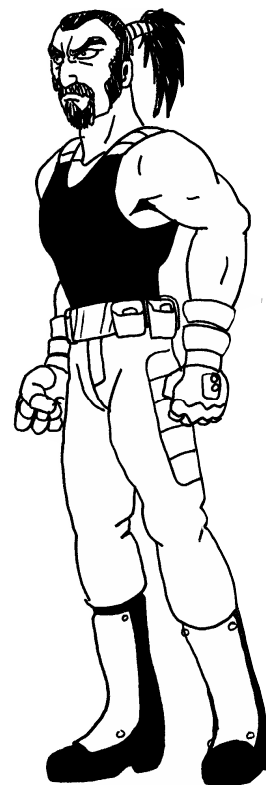
INT 2 REF 4 BOD 4 MOVE 3
 WILL 2 DEX 3 STR 4 HITS 20
 PRE 2 TECH 3 CON 3 STUN 20
 RES 6 LUCK 6 REC 7 SD 6

Complications: Bad Reputation (frequently recognized, +2 OP), Enemy: Planetary Authorities (watched, +2 OP).

Skills: Computers 2, Current Events 2, Evade 4, Games/Gambling 4, Hand-to-Hand 4, Interrogation 4, Melee Weapons 4, Perception 2, Persuasion 4, Ranged Weapons 4, Streetwise 4, Thrown Weapons 4 (30 OP).

Perks: Membership Level 2: Criminal Gang (2 OP).

Equipment: Blaster Pistol (5DC, +1 accuracy, 60m range, double damage on stun setting), Combat Knife (1DC, Min STR 1).



Hostile Aliens

Hunter (Incredible)

Description: Large brutish aliens who hunt other sentient beings for sport. Hunters also capture Yuzri and Nerfel to sell as slaves to the Pan-Solar Empire. Hunters are masters of hand-to-hand combat using powered melee weapons. They are also masters of camouflage and have developed light-bending cloak suits to mask their location.

INT 3 REF 8 BOD 10 MOVE 5
WILL 3 DEX 7 STR 10 HITS 50
PRE 3 TECH 4 CON 7 STUN 50
RES 9 LUCK 12 REC 20 SD 20

Skills: Acrobatics 4, Astrogation 3, Athletics 4, Climbing 4, Computers 2, Current Events 2, Evasion 4, Feat of Strength 6, Games/Gambling 1, Hand-to-Hand 4, Melee Weapons 4, Perception 6, Persuasion 2, Pilot Starfighter 4, Sensors 2, Starship Technology 2, Stealth 6, Survival 2, Thrown Weapons 4, Tracking 4, Weaponsmith 2 (60 OP).

Special Abilities: IR vision.

Equipment: Powersword or Poweraxe (4DC, +1 accuracy, Min Str 2), Powerdisks (2DC, -1 accuracy, Physical x 2 range in meters), Cloak Suit (15KD, difficulty 28 to detect).



Reticulan (Incredible)

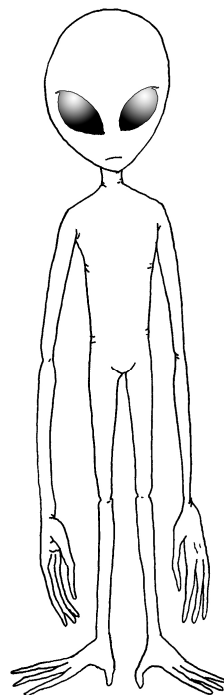
Description: Mysterious beings who have observed various humanoid species for millennia. The Reticulans are believed to be responsible for the Panspermiation that resulted in the abundance of humanoid lifeforms throughout the Galaxy. Reticulans continue to abduct and perform inexplicable experiments on humanoids to this day.

INT 13 REF 4 BOD 2 MOVE 4
WILL 12 DEX 4 STR 2 HITS 5
PRE 10 TECH 6 CON 3 STUN 5
RES 30 LUCK 12 REC 4 SD 4

Skills: Artistry 4, Astrogation 6, Computers 6, Education 6, Etiquette 4, Hand-to-Hand 2, History 6, Perception 6, Persuasion 2, Pilot Starship 6, Ranged Weapons 4, Science 6, Sensors 6, Starship Technology 4, Telepathy 4 (60 OP).

Special Abilities: Telepathy (Must see target, Attacker's AV (Presence+Telepathy) + 3d6 vs. defender's DV (Willpower+Concentration+10). If successful, roll 13d6 vs. target's Resistance. Less than Resistance results in no thoughts. Up to 10 over results in surface thoughts. Up to 20 over provides deep, hidden thoughts. Up to 30 over provides memories. More than 30 over taps into the subject's deep subconscious), Mental Defense (+10 Resistance)

Equipment: Stunner (14DC Stun only, +1 accuracy, 400m range)



Hostile Aliens

**Robot Nexus
(Incredible)**

Description: Hostile robots bent on the destruction of mankind. The Nexus virus infects other robots, turning them against their masters.

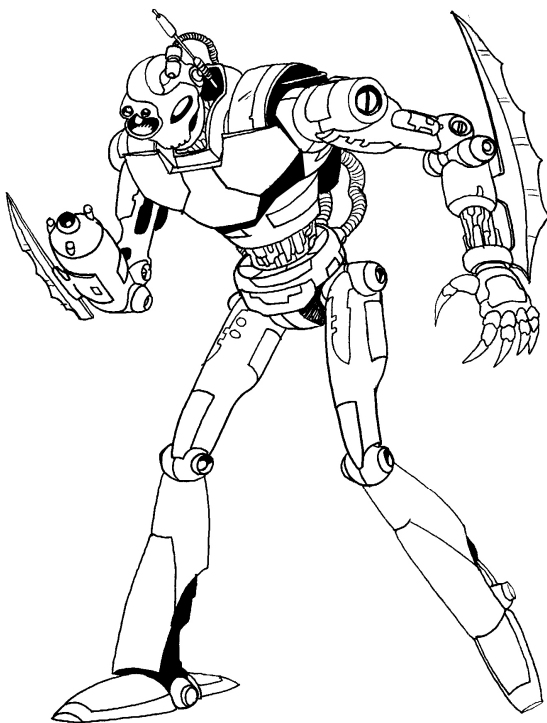
INT 2 REF 9 BOD 12 MOVE 4
WILL 2 DEX 4 STR 10 HITS 60
PRE 2 TECH 7 CON 8 STUN NA
RES 9 LUCK 12 REC 24 SD 24

Skills: Astrogation 2, Computers 4, Computer Technology 4, Current Events 2, Droid Technology 4, Electronics 4, Engineering 4, Equipment Technology 4, Evasion 2, Hand-to-Hand 4, Mechanics 4, Melee 2, Perception 2, Persuasion 2, Ranged Weapons 4, Sensors 4, Starfighter Technology 4, Starship Technology 4, Tracking 4, Vehicle Technology 4, Weaponsmith 4 (60 OP).

Talents: Acute Vision (+1 AV to all Sight-related tasks, 3 OP), Ambidexterity (3 OP), Double Jointed (3 OP), Eidetic Memory (3 OP), Direction Sense (3 OP), Lightning Calculator (3 OP), Speed Reader (3 OP), Time Sense (3 OP).

Special Abilities: Armor (KD 25, 13 OP), Robot Nexus (Able to take over any computerized system, adding it to the Nexus), IR/low-light imaging, must re-charge in a power socket for 6 hours every 36 hours, Unstoppable (ignores Stun damage, 10 OP).

Equipment: Blaster Arm (7DC, +1 accuracy, 400m range), Powersword Arm (4DC, +1 accuracy, Str Min 2).

**Saure
(Heroic)**

Description: Saure are nasty animalistic aliens whose eggs float through deep space and attach themselves to asteroids and passing spaceships, eventually hatching so they can devour any life forms they encounter.

INT 2 REF 5 BOD 6 MOVE 6
WILL 6 DEX 6 STR 6 HITS 30
PRE 6 TECH 1 CON 6 STUN 30
RES 18 LUCK 10 REC 12 SD 12

Skills: Acrobatics 7, Climbing 8, Evasion 5, Hand-to-Hand 5, Perception 7, Stealth 10, Tracking 8 (50 OP).

Special Abilities: IR/UV vision, Teeth (4DC, +1 accuracy), Claws (4DC, +1 accuracy), Tail (6DC, -3 accuracy).

**Worm
(Legendary)**

Description: The Worm are a bizarre, possibly extragalactic, life form that attaches itself to its victim in order to take control of its host's mental and motor functions.

INT 15 REF 8 BOD 1 MOVE 7
WILL 15 DEX 10 STR 4 HITS 50
PRE 16 TECH 3 CON 1 STUN 50
RES 45 LUCK 14 REC 5 SD 2

Skills: Acrobatics 6, Climbing 10, Evasion 12, Hand-to-Hand 8, History 10, Perception 12, Persuasion 4, Stealth 12, Tracking 8, Mind Control 10 (80 OP).

Special Abilities: Mind Control (After a successful grapple attack and three rounds of holding on using Combat+Hand-to-Hand vs. victim's Strength+Hand-to-Hand, the Worm has burrowed into the victim and may take control. The Worm may take control of the host by winning a Presence+Mind Control vs. Willpower+Concentration opposed skill test. Success allows the Worm to use the victim's skills and memories.).

Lightspeed Chapter 9: Starships and Vehicles



Notes on the vehicle data presented in *Lightspeed*

Shield KD refers to the Shield Killing Defense of the vehicle or spacecraft, an abstract representation of the strength of the craft's Force Shields. This value can be subtracted from any damage the craft suffers.

Armor KD refers to the Armor Killing Defense of the vehicle, an abstract representation of how resistant the craft is to damage. This value is subtracted from all damage the craft suffers.

Hull SDP refers to the Structural Damage Points, an abstract representation of how badly the vehicle or spacecraft can be damaged before being destroyed.

Maneuver refers to the overall handling and maneuverability of the vehicle. This value is subtracted from the pilot's Reflexes, Dexterity, and Technique while operating the craft.

MOVE represents the Maximum Speed of the vehicle in meters/phase (along with maximum speed in kph) or Space Hexes (where applicable).

Crew+Passengers refers to optimum number of crew required to operate the craft as well as the number of extra passengers the craft may comfortably transport.

Weapons are the offensive firepower of the craft, listed by firing arc. Each weapon listing details its fire-power, its range, its accuracy, and any other important information about that weapon.

Drive Systems detail the propulsion systems operating on the craft. Hyperdrive values list Light Years per Hour (LY/hr), Multiple of Lightspeed ("c"). Ion Drive values list Astronomical Units per Hour (AU/hr), Millions of Kilometers per Hour (mkm/hr), and percentage of Lightspeed ("c"). Gravity Drive values list Kilometers per Hour (kph) and Mach if applicable.

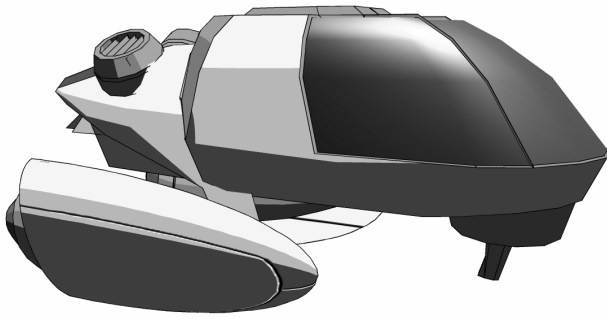
Accommodations detail the piloting and living space on the craft.

Avionics detail the sensor, communication, and automation systems of the craft.

See **Never Tell Me the Odds! (page 103)** for more information on what these numbers represent.

Civilian Spacecraft

Lightspeed



S-99 *StarPod* Personal Interstellar Transport

ARMOR KD: 25 SDP SHIELD KD: None
 HULL SDP: 2K MANEUVER: -8
 MOVE: 4 (800 m/phase; 960 kph).
 Crew: 1 (Piloting AV 4) Passengers: 3

Scale: Light Starship
 Length: 4m Span: 3m
 Clearance: 3m Decks: 0
Weapons
 None

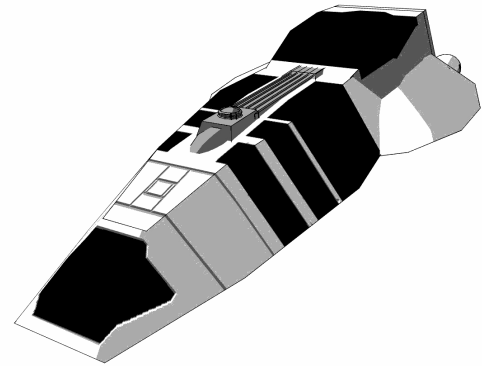
Performance
 Hyperdrive: 20 LY/hr
 Range: 50 LY
 Ion Drive: 7 mkph; 0.05 AU/hr; 0.006c
 Gravity Drive: 960 kph; Mach 0.8
 Special: Trans-atmospheric capability, landing gear

Accommodations
 Crew and Passengers: 1 pilot seat, 3 passenger seats
 Emergency: 4 1-person life bubbles
 Cargo: 10 tons
 Medical: First Aid Kit

Avionics
 Primary Sensors: Level 1
 Backup Sensors: Level 1
 Hypercomm Transmitter: 10 LY range
 Communications Transmitter: 100,000 km range

The S-99 *StarPod* is a favorite among colonists for its low price and ease of use and maintenance. The *StarPod* is little more than a workpod equipped with a hyperdrive. It provides just enough capacity for 2-4 people and personal equipment.

Many teenagers learn the basics of space flight in a *StarPod*, practicing basic maneuvers, orbital mechanics, and interstellar astrogation under the watchful supervision of a flight instructor or even a parent. Young star pilots also enjoy modifying stock *StarPods* using more powerful engines and controls.



Y-39 *Leopold* Interstellar Yacht

Y-39 *Leopold* Interstellar Yacht

ARMOR KD: 1K SHIELD KD: None
 HULL SDP: 6K MANEUVER: -6
 MOVE: 6 (1.8 km phase; 2160 kph)
 Crew: 2 (Piloting AV 4) Passengers: 8

Scale: Light Starship
 Length: 25m Span: 10m
 Clearance: 5m Decks: 1

Weapons
 None

Performance
 Hyperdrive: 80 LY/Hr
 Range: 1000 LY
 Ion Drive: 16 mkph; 0.10 AU/hr; 0.014c
 Gravity Drive: 960 kph; Mach 0.8
 Special: Trans-atmospheric capability, landing gear

Accommodations
 Crew and Passengers: 1 pilot seat, 1 co-pilot seat, 2 2-berth luxury cabins, 2 2-berth standard cabins.
 Medical: first aid kit
 Emergency: 1 ejection seat, 4 1-man life bubbles
 Cargo: 1000 kg
 Specialized Equipment: Deluxe galley (+2 AV cooking skill tests)

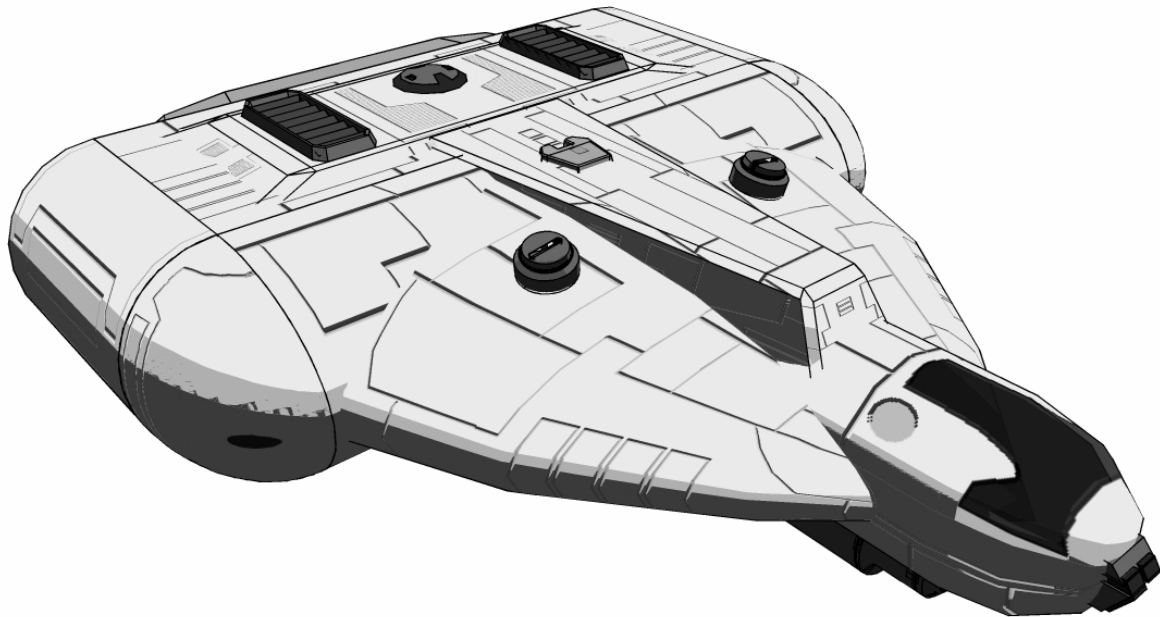
Avionics
 Primary Sensors: Level 1
 Backup Sensors: Level 1
 Hypercomm Transmitter: 10 LY range
 Communications Transmitter: 1000 mkm range

The Y-39 represents the top of the line in personal luxury transportation. The *Leopold* provides transport for up to 10 people in comfort and style.

The Y-39's aft observation deck provides a sweeping view of the Galaxy and includes a deluxe auto-galley capable of dispensing fine foods and drinks.

There are four cabins on the Y-39. Two are small cabins used for either guests or as quarters for hired pilots and crew. The other two are larger luxury cabins, each featuring wide sweeping windows for an excellent view.

Commercial Spacecraft



GH-22 Colony Transport

(GH-22 stock/GH-22A legal after-market modification/GH-22X illegal after-market modification)
 ARMOR KD: 1K/2K/5K SHIELD KD: None/5K/50K
 HULL SDP: 8K/8K/8K MANEUVER: -5/-6/-4
 MOVE: 7 (2.45 km/phase; 2940 kph) / 7 (2.45 km/phase; 2940 kph) / 16 (12.8 km/phase; 15,360 kph)
 Crew: 2 (Piloting AV 7, Gunnery AV 7, Shield AV 7)
 Passengers 6 (20)

Scale: Medium Starship
 Length: 24.7m Span: 22.5m
 Clearance: 9m Decks: 1

Weapons (GH-22)
 None

Weapons (GH-22A)
 All Arcs
 1. Beam Gun turret, range 2.45km
 (5K, +1 accuracy, range 7, light starship scale)
 2. Beam Gun turret, range 2.45km
 (5K, +1 accuracy, range 7, light starship scale)

Weapons (GH-22X)
 All Arcs
 1. Beam Gun turret, range 2.45km
 (5K, +1 accuracy, range 7, light starship scale)
 2. Beam Gun turret, range 2.45km
 (5K, +1 accuracy, range 7, light starship scale)
 Forward Arc
 3. Two Strike Missiles, range 28.8 km
 (20K each, range 24, light starship scale)

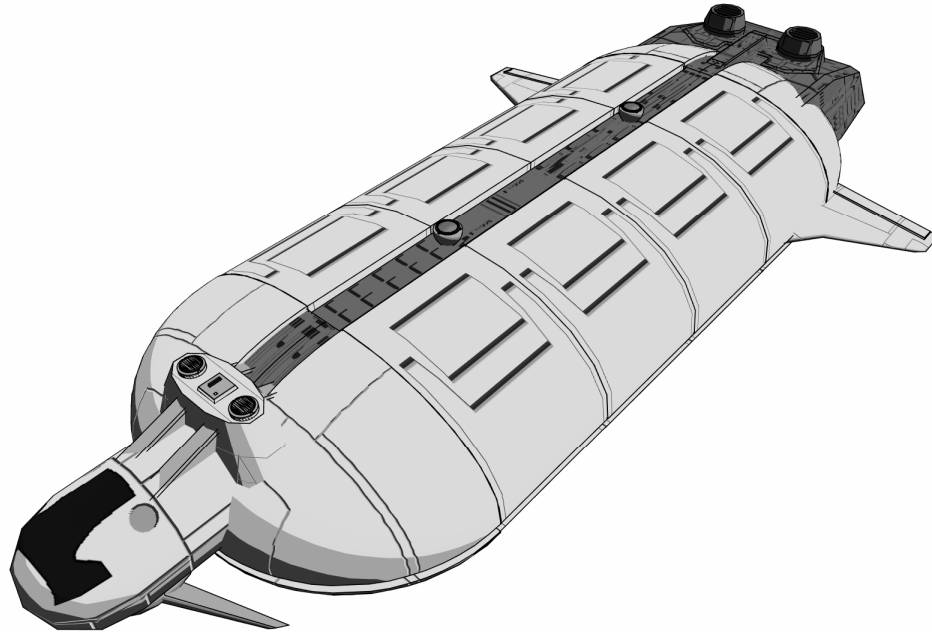
Performance
 Hyperdrive: 80/80/80 LY/Hr
 Range: 1000/1000/1000 LY
 Ion Drive: 21/21/110 mkph; 0.1/0.1/0.7 AU/hr; 0.020/0.020/0.10c
 Gravity Drive: 2940/2940/15,360 kph; Mach 2.4/2.4/12.5
 Special: Trans-atmospheric capability, landing gear,

Accommodations
 Crew and Passengers: 2 1-berth cabins, 1 2-berth cabin, 4-berth cabin
 Medical: 1-bed automed bay (+2 AV paramedic skill checks)
 Emergency: 2 4-man Escape pods
 Cargo: 100 tons
 Specialized Equipment: cargo arm, secret compartments

Avionics
 Primary Sensors: Level 3
 Backup Sensors: Level 1
 Hypercomm Transmitter: 10 LY range
 Communications Transmitter: 1000 mkkm range

Colony Transports are small independently owned and operated starships that shuttle between remote colony worlds with light cargo, supplies, and passengers. They are ubiquitous in the Frontier, and many colonies would be completely cut off from the rest of the galaxy without their regular supply and cargo runs. Due to their limited Escape pods, the GH-22 should carry no more than 6 passengers. However, many desperate captains have been known to utilize their entire cargo capacity to transport up to 20 passengers, despite the danger. Many captains outfit their transports with legal aftermarket Beam Guns and Shields to protect their vessels from piracy. There is also a thriving black market in illegal modifications for extra protection or smuggling.

Commercial Spacecraft

**JH-20 Commercial Mid-Range Transport**

(JH-20 Stock/JH-20A legal after-market modification/JH0-20X illegal after-market modification)

ARMOR KD: 1K/2K/5K SHIELD KD: None/5K/20K
 HULL SDP: 12K MANEUVER: -6/-7/-5
 MOVE: 6 (1.8 km/phase; 2160 kph)/ 6 (1.8 km/phase; 2160 kph)/
 16 (12.8 km/phase; 15,360 kph)
 Crew: 2 (Piloting AV 7, Gunnery AV 7, Shield AV 7)
 Passengers: 6 (60)

Scale: Medium Starship

Length: 41.5m

Clearance: 11.5m

Span: 25.5m

Decks: 1

Weapons (JH-20)

None

Weapons (JH-20A)

All Arcs

1. Beam Gun turret, range 2.45km
(5K, +1 accuracy, range 7, light starship scale)
2. Beam Gun turret, range 2.45km
(5K, +1 accuracy, range 7, light starship scale)

Weapons (JH-20X)

All Arcs

1. Beam Gun turret, range 2.45km
(5K, +1 accuracy, range 7, light starship scale)
 2. Beam Gun turret, range 2.45km
(5K, +1 accuracy, range 7, light starship scale)
- Forward Arc
3. Two Strike Missiles, range 28.8 km
(20K each, range 24, light starship scale)

Performance

Hyperdrive: 80/80/80 LY/Hr
 Range: 10,000/10,000/10,000 LY
 Ion Drive: 16/16/110 mkph; 0.10/0.10/0.74
 AU/hr; 0.020/0.020/0.10c
 Gravity Drive: 2160/2160/15,360 kph; Mach
 1.8/1.8/12.5
 Special: Trans-atmospheric capability,
 landing gear

Accommodations

Crew and Passengers:

2 1-berth cabins, 1 2-berth cabin,
 1 4-berth cabin

Medical:

1-bed automated bay (+2 AV para-
 medic skill checks)

Emergency:

2 4-man Escape pods

Cargo:

100 tons

Specialized Equipment:

Cargo arm, secret compartments

Avionics

Primary Sensors:

Level 3

Backup Sensors:

Level 1

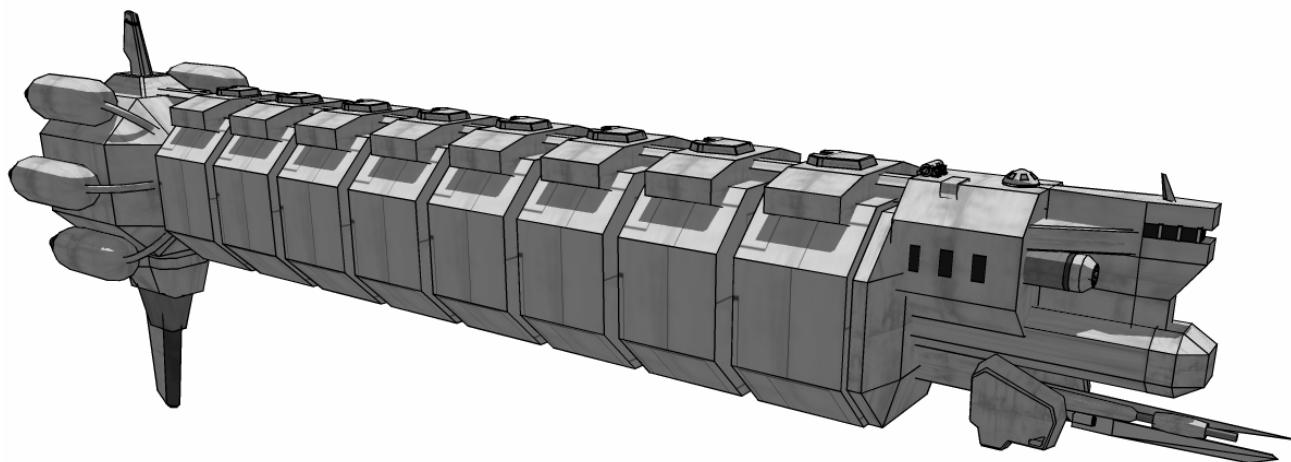
Hypercomm Transmitter:

10 LY range

Communications Transmitter: 1000 mkm range

Mid-Range Transports are able to make longer trips with more cargo, thus giving the owners more choices of which cargoes they wish to transport where. That kind of choice allows the captain to pick the choice cargoes and make the greatest profits. Like the GH-22, the JH-20 is supposed to carry only 6 passengers due to its escape pod complement. However, a total of 60 passengers can be transported in its cargo hold. Also like the GH-22, the JH-20 can be legally outfitted with two Beam Guns and shielding for self-protection, or illegally outfitted with even greater firepower and modifications for extra defense and smuggling.

Commercial Spacecraft



IU-9 Commercial Deep-Space Cargo Hauler

ARMOR KD: 3K SHIELD KD: None
 HULL SDP: 125K MANEUVER: -8
 MOVE: 2 (200m/phase; 240 kph)
 Crew: 110 (Piloting AV 7, Gunnery AV 7, Shield AV 7)
 Passengers: 50

Scale: Heavy Starship
 Length: 1050m (6 hexes) Span: 110m (2 hexes)
 Clearance: 175m (2 hexes) Decks: 6

Weapons

- All Arcs
1. Beam Gun turret, range 2.45km
(5K, +1 accuracy, range 7, BV 2, light starship scale)
 2. Beam Gun turret, range 2.45km
(5K, +1 accuracy, range 7, BV 2, light starship scale)

Performance

Hyperdrive 50 LY/hour
 Range: 40,000 LY
 Ion Drive 2 mkph; 0.01 AU/hr; 0.002c;
 Gravity Drive 240 kph

Accommodations

Crew and Passengers: 10 1-berth cabins, 50 2-berth cabins, 10 1-berth passenger cabins, 20 2-berth passenger cabins, galley.
 Emergency: 20 8-man Escape pods.
 Medical: First aid kit
 Cargo: Expandable modular container system (up to 10 10,000-ton containers)

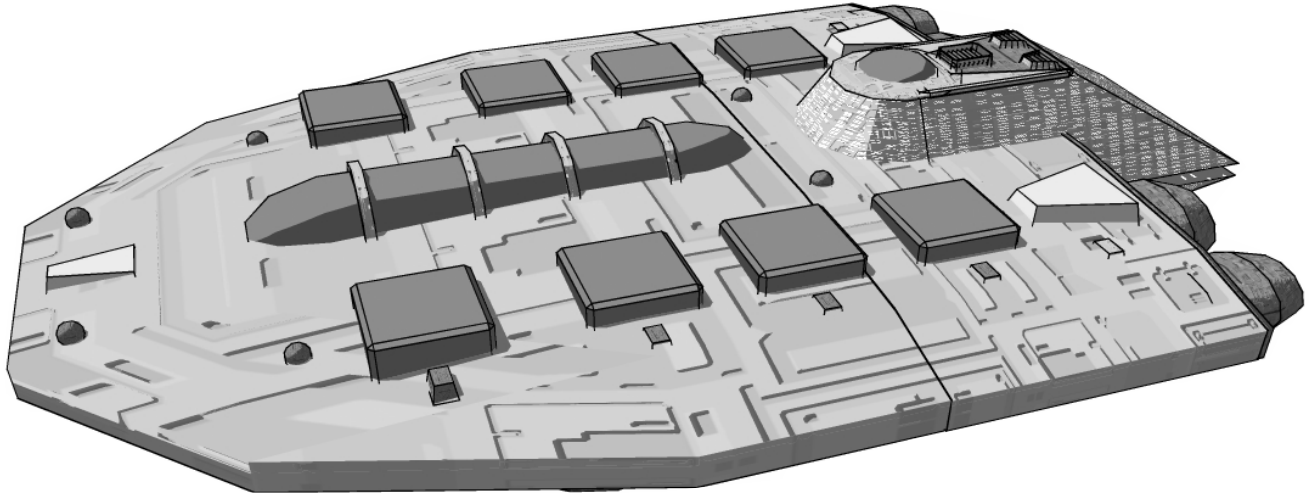
Avionics

Primary Sensors: Level 5
 Backup Sensors: Level 2
 Hypercomm Transmitter: 100 LY
 Communications Transmitter: 100,000 mkm
 Backup Transmitter: 3000 mkm
 Artificial Intelligence: Current Events 2, Perception 2, Pilot Starfighter 2, Shields 2, Sensor 2, Firewall DV 22.

The IU-9 transports modular cargo containers non-stop from the Core Worlds to the Colonies. They are most often owned and operated by corporations and governments, but especially lucky or adventurous independent captains might find themselves in command of such a profitable vessel. Unlike its smaller cousins, the IU-9 is less able to sport illegal modifications. A protective starfighter or starship escort generally accompanies IU-9 Cargo Haulers on sensitive cargo runs.

Each cargo container is compartmentalized and separated from the others. Cargo containers vary greatly depending on cargo. Some are pressurized and some are designed to carry liquids or even gases. Many haulers trade space in cargo containers to the crewmembers in exchange for lower wages. The crewmember can do anything they want with their space as long as it doesn't endanger the ship. Most crewmembers use their space to transport cargo for their own personal profit. Others use the space simply for recreation or privacy.

Commercial Spacecraft

**CW-34 Colony Ark**

ARMOR KD: 7K SHIELD KD: 100K
 HULL SDP: 700K MANEUVER: -10
 MOVE: 2 (200 m/phase; 240 kph)
 Crew: 1000 officers, 7,000 crewmen
 (Piloting AV 7, Gunnery AV 7, Shield AV 7)
 Passengers: 12,000 colonists

Scale: Super Starship
 Length: 1200m (5 hexes) Span: 800m (4 hexes)
 Clearance: 200m (2 hexes) Decks: 50

Weapons

Forward Arc
 1. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 5, light starship scale)
 Left Arc:
 2. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 5, light starship scale)
 Right Arc:
 3. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 5, light starship scale)

Performance

Hyperdrive 25 LY/hour
 Range: 20,000 LY
 Ion Drive 2 mkph; 0.01 AU/hr; 0.002c;
 Gravity Drive 240 kph

Accommodations

Crew and Passengers: 200 1-berth cabins, 400 2-berth cabins, 1750 4-berth cabins, 120 100-berth bunk bays.
 Emergency: 100 200-man Escape pods.
 Medical: Large medical bay (2000 beds, 500 cryotanks, +2 AV medicine

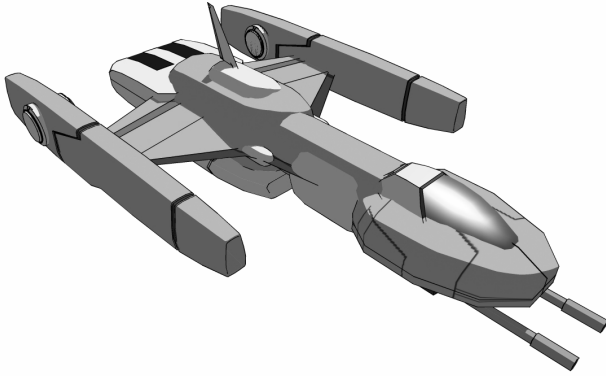
Cargo: and first aid skill tests)
 Expandable modular container system (up to 10 10,000-ton containers)
 Specialized Equipment: Repair bay (+2 AV repair skill tests).
 Hangar Space: 5 shuttles, 10 landers, 10 construction-frames

Avionics

Primary Sensors: Level 5
 Backup Sensors: Level 3
 Hypercomm Transmitter: 1000 LY
 Communications Transmitter: 1,000,000 mkm
 Backup Transmitter: 3000 mkm
 Artificial Intelligence: Current Events 2, Perception 2, Pilot Starfighter 2, Shields 2, Sensor 2, Firewall DV 26.

The CW-34 Colony Ark is the starship most closely associated with man's colonization of the Galaxy. The CW-34 is truly massive, the civilian equivalent of an Imperial *Space Dreadnought* or *Andromeda* Starship. The heyday of the CW-34 began almost two centuries ago and shows no sign of declining. The vessels still transport entire colonies from the core worlds to the newly chartered planets, dropping them off and helping establish the colonies before returning to the Core Worlds to take another group of colonists to the promise of a new world. The owners of the Colony Arks, Megacorporations and interstellar governments, use them for official colonization efforts as well as charter them to private organizations in search of a new home.

Military Spacecraft



Nebula Starfighter

ARMOR KD: 2K SHIELD KD: 20K
 HULL SDP: 6K MANEUVER: -6
 MOVE: 10 (5.0 km/phase; 6000 kph)
 Crew: 1 (Piloting AV 10, Gunnery AV 8, Shield AV 8)
 Passengers: 1

Scale: Light Starship
 Length: 14.5m Span: 8.2m
 Clearance: 2.6m Decks: 0

Weapons

All Arcs
 1. Tractor Beam, range 20 km
 (15+3d6 vs target's structure+3d6, success indicates target is immobilized, -5 accuracy, range 20, light starship scale)

Fixed Forward
 2. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 2, light starship scale)

Performance

Hyperdrive: 90 LY/hour
 Range: 200 LY
 Ion Drive: 43 mkph; 0.29 AU/hr
 Gravity Drive: 6000 kph; Mach 4.9
 Special: Trans-atmospheric capability, landing gear

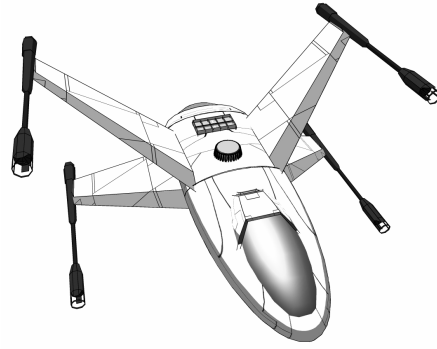
Accommodations

Crew and Passengers: 2-seat cockpit
 Medical: first aid kit
 Emergency: 2 ejection seats, 2 1-man life bubbles.
 Cargo: 500 kg storage compartment

Avionics

Primary Sensors: Level 3, Target Analyzer (reports identity, size, mass, velocity, armament, and defenses, of craft in sensor range)
 Backup Sensors: Level 2
 Hypercomm Transmitter: 18 LY range
 Communications Transmitter: 1800 mkm range
 Backup Transmitter: 300 mkm range

The *Nebula* Starfighter is an old design from Brazil, a remnant of one of the many Old Earth Empire conflicts. As with most old designs, they were sold off to colony worlds and mercenary fleets. Many fall into the hands of pirates who use them to subdue commercial traffic and relieve them of their cargo. The fighter's cockpit is equipped to accommodate both a pilot and a sensor operator, though a single pilot can fly the craft with no difficulty.



Chi-Frame Starfighter

ARMOR KD: 2K SHIELD KD: 30K
 HULL SDP: 8K MANEUVER: -6
 MOVE: 14 (9.8 km/phase; 11,760 kph)
 Crew: 1 (Piloting AV 10, Gunnery AV 8, Shield AV 8)
 Passengers: 0

Scale: Light Starship
 Length: 10.3m Span: 12.6m
 Clearance: 8.3m Decks: 0

Weapons

Fixed Forward
 1. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 4, light starship scale)
 2. Four Strike Missiles, range 28.8 km
 (20K each, range 24, light starship scale)

Performance

Hyperdrive: 90 LY/hour
 Range: 200 LY
 Ion Drive: 84 mkph; 0.56 AU/hr
 Gravity Drive: 11,760 kph; Mach 9.6
 Special: Trans-atmospheric capability, landing gear

Accommodations

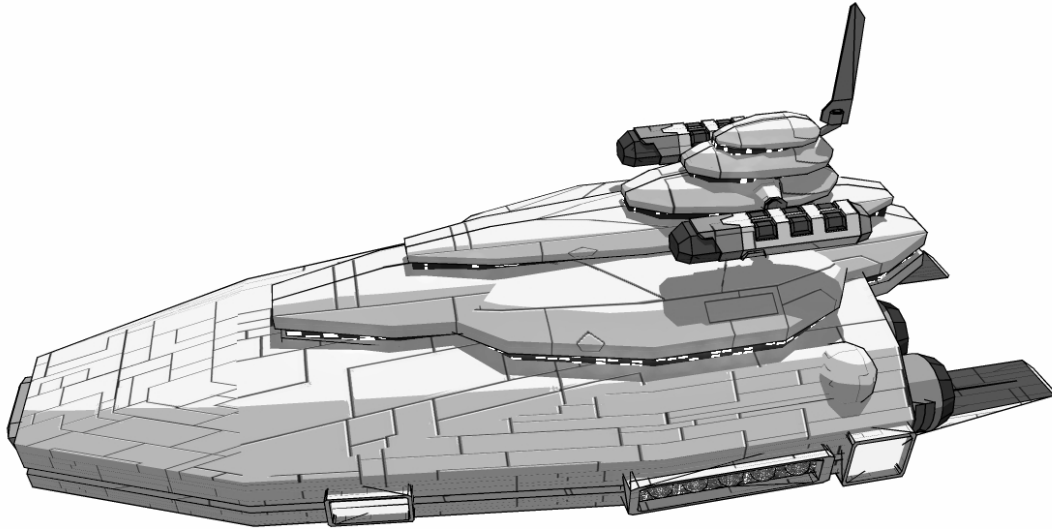
Crew and Passengers: 1-seat cockpit
 Medical: first aid kit
 Emergency: 1 ejection seats, 1 1-man life bubble.
 Cargo: 500 kg storage compartment behind cockpit

Avionics

Primary Sensors: Level 3, Target Analyzer (reports identity, size, mass, velocity, armament, and defenses, of craft in sensor range)
 Backup Sensors: Level 2
 Hypercomm Transmitter: 18 LY range
 Communications Transmitter: 1800 mkm range
 Backup Transmitter: 300 mkm range

The *Chi-Frame* starfighter, named after its resemblance to the Greek letter Chi (X), is one of the most durable starfighters in production today. Several manufacturing companies that are sympathetic to the Rebel cause produce the *Chi-Frame* in secret factories throughout the Empire. Funding for their production comes from privateering raids and financial aid provided by anti-Imperial governments such as the United States and the Interstellar Federation.

Military Spacecraft

**Red Star Class Cruiser**

ARMOR KD: 5K SHIELD KD: 70K
 HULL SDP: 100K MANEUVER: -6
 MOVE: 2 (200m/phase; 240 kph)
 Crew: 600
 (Tactics AV 12, Piloting AV 10, Gunnery AV 8, Shield AV 8)
 Passengers: 1000 pirate mercenaries and prisoners

Scale: Heavy Starship
 Length: 320m (3 hexes) Span: 80m (1 hex)
 Clearance: 75m (1 hex) Decks: 15

Weapons

All Arcs

1. Beam Cannons, range 6.05km
 (20K, +2 accuracy, range 11, BV 4, all arcs, light starship scale)

Fixed Forward

2. Nova Cannons, range 125km
 (100K, +1 accuracy, range 50, BV 2, medium starship scale)
 3. Pi-Tachyon Cannon, range 4500km
 (500K, range 300, fixed forward, heavy starship scale, requires 30 seconds of charging time prior to firing and 20 hours of cooling time after firing)

Forward Arc

4. Heavy Strike Missile Launchers, range 500km
 (100K, range 100, BV 6, 50 salvoes, medium starship scale)

Performance

Hyperdrive: 30 LY/hour
 Range: 12,000 LY
 Ion Drive: 2 mkph; 0.01 AU/hr
 Gravity Drive: 240 kph

Accommodations

Crew and Passengers: 10 1-berth senior officers' cabins,
 20 2-berth officers' cabins, 140 4-berth crew cabins, 50 20-berth troop bunk bays, 20 2-bunk holding cells.
 Medical: first aid kit
 Emergency: 100 16-man escape pods
 Cargo: 10,000 ton cargo bay
 Specialized Equipment: Repair bay (+0 AV repair skill tests), Hyperspace Inhibitor, range 500 mkm (range 500, prevents use of hyperspace drives and Hypernet transmissions).

Hangar Space: 20 fighters, 10 shuttles

Avionics

Primary Sensors: Level 5, Target Analyzer (reports identity, size, mass, velocity, armament, and defenses, of craft in sensor range)

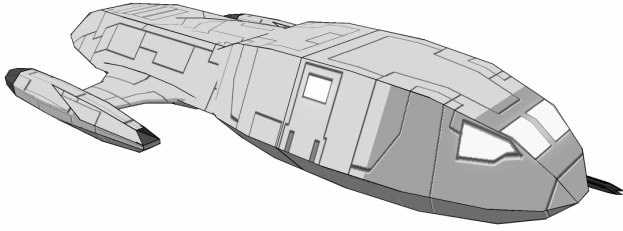
Special: Target Analyzer, Hyperspace Inhibitor, range 500 mkm (range 500, prevents use of hyperspace drives and Hypernet transmissions).

Backup Sensors: Level 4
 Hypercomm Transmitter: 1000 LY range
 Communications Transmitter: 100,000 mkm range
 Backup Transmitter: 3000 mkm range

The *Red Star* class is the largest starship in most Pirate arsenals. The design, like all Brazilian starships, was built with European technology obtained during Brazil's brief alliance with the European Union. As such, it shares its design lineage with the European *Odin* Battlecarrier and Imperial *Space Dreadnought*. Today, the *Red Star* is outdated and unused by most interstellar governments.

The *Red Star's* original mission was planetary invasion. It uses its Pi-Tachyon cannon to destroy defending starships and installations and then delivers its troops using its complement of 10 landing shuttles. Its hangar also accommodates a squadron of 20 starfighters. Many *Red Stars* were assigned to the defense of outlying colony worlds during the Core Wars. During this time, many colonial starships fell victim to mutiny, their unpaid and poorly trained crews turning to piracy to survive. The *Red Star* is representative of many starships of that era that survive today in the service of pirate fleets. The antiquated starships serve as mobile bases for pirate operations, servicing starfighters and transporting booty to seedy shadow colonies to sell on the black market.

StarForce Spacecraft



Polaris Transport Shuttle

ARMOR KD: 1K SHIELD KD: 5K
HULL SDP: 4K MANEUVER: -5
MOVE: 6 (1.8 km/phase; 2160 kph)

Scale: Light Starship
Crew: 2 (Piloting AV 7, Shield AV 8)
Passengers: 10
Length: 26m Span: 7m
Clearance: 3m Decks: 1

Weapons

All Arcs

1. Tractor Beams, range 1.25 km
(15+3d6 vs target's structure+3d6, success indicates target is immobilized, -2 accuracy, range 5, light starship scale)

Performance

Hyperdrive: 40 LY/hour
Range: 1000 LY
Ion Drive: 16 mkph; 0.10 AU/hr
Gravity Drive: 2160 kph; Mach 1.8
Special: Trans-atmospheric capability, landing gear

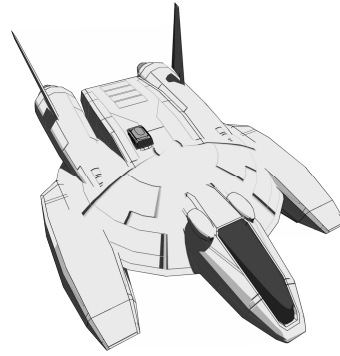
Accommodations

Crew and Passengers: 1 pilot seat, 1 co-pilot seat, 10 passenger seats
Medical: first aid kit
Emergency: 12 1-man life bubbles
Cargo: 5000 kg storage

Avionics

Primary Sensors: Level 3
Backup Sensors: Level 1
Hypercomm Transmitter: 8 LY range
Communications Transmitter: 800 mkm range
Backup Transmitter: 300 mkm range
Artificial Intelligence: Intelligence 2, Reflexes 2, Dexterity 2, Current Events 2, Perception 2, Pilot Starfighter 2, Shields 2, Sensor 2, Firewall DV 26

The standard shuttle used by StarForce, as well as the most popular security and civilian shuttle on the market. Many variations exist, but the *Polaris* represents the most ubiquitous variety. The *Polaris* carries personnel and light cargo from vessel to vessel and are attached to every Starship and Starbase with hangar facilities.



Canopus Assault Shuttle

ARMOR KD: 2K SHIELD KD: 30K
HULL SDP: 10K (3K) MANEUVER: -6
MOVE: 8 (3.2 km/phase; 3840 kph)

Scale: Light Starship
Crew: 4 (Piloting AV 12, Shield AV 10)
Passengers: 100 Space Troopers
Length: 45m Span: 38m
Clearance: 5m Decks: 1

Weapons

Fixed Forward

1. Beam Guns, range 5 km
(5K, +1 accuracy, range 10, BV 2, fixed forward, light starship scale)

Performance

Hyperdrive: 40 LY/hour
Range: 100 LY
Ion Drive: 28 mkph; 0.18 AU/hr; 0.026c
Gravity Drive: 3840 kph; Mach 3.1
Special: Trans-atmospheric capability, landing gear

Accommodations

Crew and Passengers: 1 pilot seat, 1 co-pilot seat, 1 navi-comm seat, 100 ruggedized passenger seats
Medical: 4-bed automated bay (+2 AV paramedic skill checks)
Emergency: Cockpit becomes an escape pod for 4, 25 4-man life bubbles
Cargo: 2000 kg storage behind passenger seats; 50,000 kg with passenger seats removed.

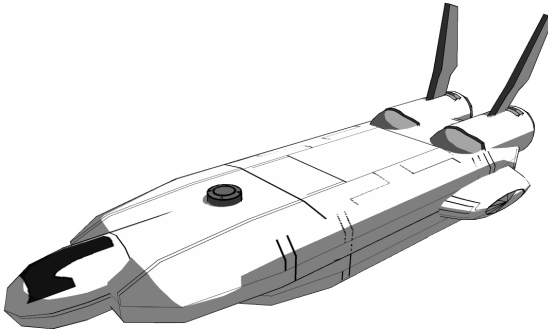
Avionics

Primary Sensors: Level 3; Target Analyzer
Backup Sensors: Level 1
Hypercomm Transmitter: 10 LY range
Communications Transmitter: 1000 mkm range
Backup Transmitter: 300 mkm range

The *Canopus* Assault Shuttle is used to deliver DefenseForce Space Troopers to their target during assaults. It is rugged and fast, providing protection to its payload of 100 Space Troopers or 20 Space Troopers and their Gravitech Assault Vehicle.

Because of their use in boarding actions, attaching themselves to the hull of enemy vessels allowing an assault team to open an entry hole, Space Troopers often refer to the *Canopus* as "Can Openers".

StarForce Spacecraft

**Aquilae Class Transport/Lander**

ARMOR KD: 2K SHIELD KD: 50K
 HULL SDP: 50K MANEUVER: -6
 MOVE: 8 (3.2 km/phase; 3840 kph)
 Crew: 4 (Piloting AV 12, Shield AV 10)
 Passengers: 200 Shock Troopers/Ground Forces.

Scale: Light Starship

Length: 24m

Clearance: 12m

Span: 14m

Decks: 2

Weapons

All Arcs

1. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 2, light starship scale)

Performance

Hyperdrive: 40 LY/hour
 Range: 320 LY
 Ion Drive: 28 mkph; 0.18 AU/hr; 0.026c
 Gravity Drive: 3840 kph; Mach 3.1
 Special: Trans-atmospheric capability; landing gear.

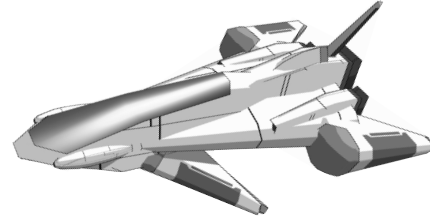
Accommodations

Crew and Passengers: 1 pilot seat, 1 co-pilot seat, 1 gunner seat, 1 navicomm seat, 200 removable passenger seats.
 Medical: 10-bed automated bay (+2 AV paramedic skill checks)
 Emergency: 2 2-man escape pods, 50 4-man life bubbles
 Cargo: 10,000 kg storage behind passenger seats, 50,000 kg with passenger seats removed; 500 ton external magnetic clamp capacity.

Avionics

Primary Sensors: Level 4
 Backup Sensors: Level 1
 Communications Transmitter: 1000 mkm range
 Backup Transmitter: 300 mkm range
 Artificial Intelligence: Intelligence 2, Reflexes 2, Dexterity 2, Current Events 2, Perception 2, Pilot Starfighter 2, Shields 2, Sensor 2, Firewall DV 26

The *Aquilae* class Transport/Lander is used to deploy troops, Gravitanks, and Battleframes into combat zones. Its spacious cargo hold can accommodate up to 200 fully equipped Space Troopers or infantry, 40 Space Troopers and 2 Gravitech Assault Vehicles, or 2 Gravitanks and their crews. The *Aquilae* lands and its forward doors lower to release its cargo.

**Lightning Fighter-Interceptor**

ARMOR KD: 2K SHIELD KD: 10K
 HULL SDP: 6K MANEUVER: -2
 MOVE: 18 (16.2 km/phase; max 19,400 kph)
 Crew: 1 (Piloting AV 12, Shield AV 10)

Scale: Light Starship

Passengers: 0

Length: 12m

Clearance: 3m

Span: 3.5m

Decks: 0

Weapons

Fixed Forward

1. Beam Guns, range 5 km
 (5K, +1 accuracy, range 10, BV 2, fixed forward, light starship scale)

Accommodations:

1 Pilot seat, ejection. 500kg storage behind cockpit. Security system.

Avionics:

Primary Sensors (Level 3), Backup Sensors (Level 1), Target AnalyzerHypercomm Transmitter (10 LY), Communications Transmitter (1000 mkm), Backup Transmitter (300 mkm). Artificial Intelligence (Intelligence 3, Reflexes 3, Dexterity 3, Current Events 3, Perception 3, Pilot Starfighter 3, Shields 3, Sensor 3, Firewall DV 22).

Performance

Hyperdrive: 120 LY/hour
 Range: 200 LY
 Ion Drive: 140 mkph; 0.93 AU/hr; 0.130c
 Gravity Drive: 19,400 kph; Mach 4.0
 Special: Trans-atmospheric capability, landing gear

Accommodations

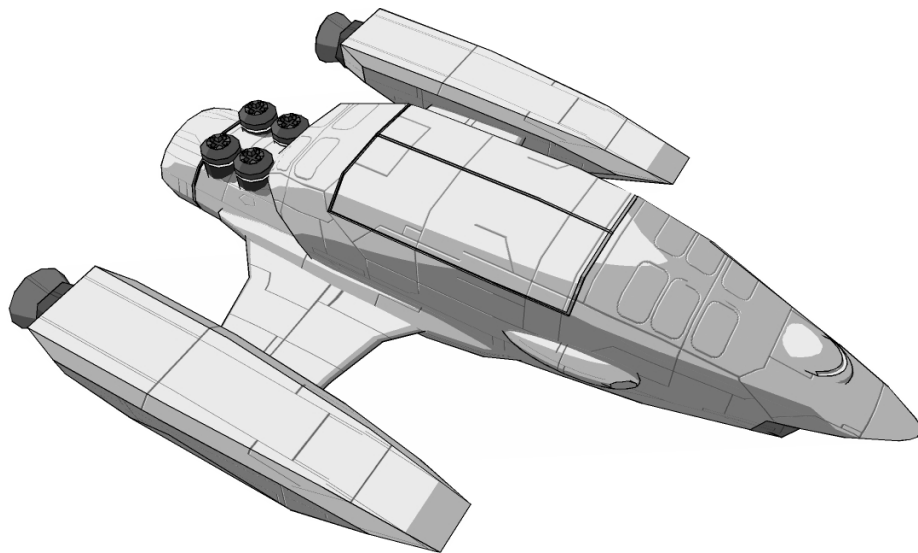
Crew and Passengers: 1 pilot seat
 Medical: first-aid kit
 Emergency: 1 ejection seat, 1 1-man life bubble.
 Cargo: 500 kg storage behind cockpit.

Avionics

Primary Sensors: Level 3; Target Analyzer
 Backup Sensors: Level 1
 Hypercomm Transmitter: 10 LY range
 Communications Transmitter: 1000 mkm range
 Backup Transmitter: 300 mkm range
 Artificial Intelligence: Intelligence 3, Reflexes 3, Dexterity 3, Current Events 3, Perception 3, Pilot Starfighter 3, Shields 3, Sensor 3, Firewall DV 26.

The *Lightning* is the standard Fighter-Interceptor in use by StarForce. They are light, nimble, and fast. They are generally attached to Starships and Starbases and serve a defensive role by intercepting incoming attacks before they become a threat.

StarForce Spacecraft



Alpha Centauri Class Patrol Craft

ARMOR KD: 4K SHIELD KD: 75K
 HULL SDP: 50K MANEUVER: -4
 MOVE: 8 (3.2 km/phase; 3840 kph)
 Crew: 10 officers, 100 enlisted
 (Tactics AV 12, Piloting AV 7, Gunner AV 8, Shield AV 8)
 Passengers: 50 Space Troopers

Scale: Medium Starship
 Length: 90m Span: 80m
 Clearance: 20m Decks: 5

Weapons

All Arcs

1. Tractor Beams, range 1.25 km
 (75+3d6 vs target's structure+3d6, success indicates target is immobilized, -2 accuracy, range 5, light starship scale)

Forward Arc

2. Heavy Beam Gun, range 1.8 km
 (6K, +1 accuracy, range 6, light starship scale)
3. Beam Cannon, range 5 km
 (20K, +2 accuracy, range 10, medium starship scale)
4. Heavy Strike Missile Launcher, range 500 km
 (100K, smart - AV12, range 100, BV 2, 10 salvoes, medium starship scale)

Performance

Hyperdrive: 40 LY/hour
 Range: 20,000 LY
 Ion Drive: 28 mkph; 0.18 AU/hr; 0.026c
 Gravity Drive: 3840 kph; Mach 3.1
 Special: Trans-atmospheric capability, landing gear

Accommodations

Crew and Passengers:

2 1-berth senior officers' cabins, 4 2-berth officers' cabins, 30 4-berth crew cabins, 2 1-berth passenger cabins, 4 2-berth passenger cabins, 2 20-berth troop bunk bays, 4 1-berth holding cells.

Medical:

Small medical bay (4 beds, +2 AV medical skill tests)

Emergency:

24 8-man Escape pods.

Cargo:

50-ton cargo bay.

Specialized Equipment:

Small repair bay (+1 AV repair skill tests).

Hangar Space:

2 shuttles

Avionics

Primary Sensors:

Level 4; Target Analyzer

Backup Sensors:

Level 2

Hypercomm Transmitter:

1000 LY range

Communications Transmitter:

100,000 mkm range

Backup Transmitter:

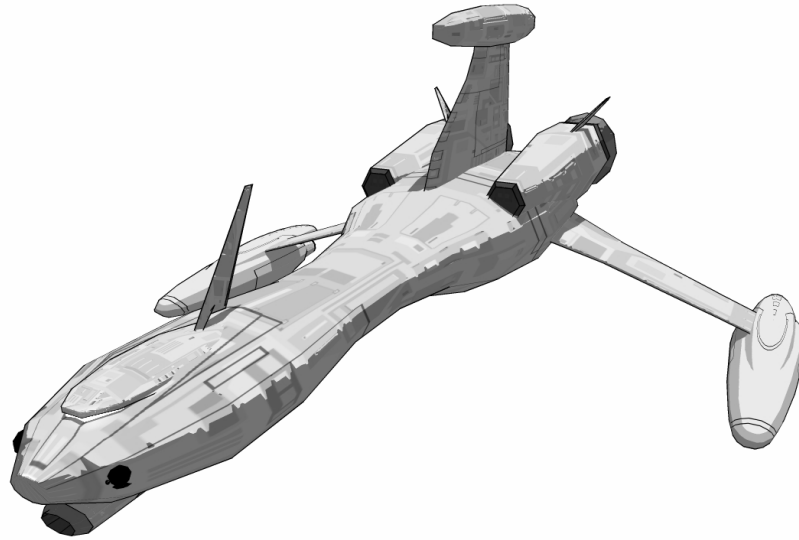
3000 mkm range

Artificial Intelligence

Intelligence 3, Reflexes 3, Dexterity 3, Current Events 3, Perception 3, Pilot Starfighter 3, Shields 3, Sensor 3, Firewall DV 22.

Alpha Centauri class Patrol Craft serve in low-to medium-threat areas on the Frontier enforcing Federation navigation and shipping codes. *Alpha Centauries* are generally seen near Colony worlds and areas of known pirate or smuggling activity.

StarForce Spacecraft

**Sirius Class Starcruiser**

ARMOR KD: 5K SHIELD KD: 75K
 HULL SDP: 100K MANEUVER: -4
 MOVE: 6 (1.8 km/phase; 2160 kph)
 Crew: 20 officers, 180 enlisted
 (Tactics AV 14, Piloting AV 8, Gunnery AV 8, Shield AV 8)
 Passengers: 50 Guests and Space Troopers

Scale: Heavy Starship

Length: 280m

Clearance: 110m

Span: 350m

Decks: 5

Weapons

All Arcs

1. Tractor Beams, range 1.25 km
 (15+3d6 vs target's structure+3d6, success indicates target is immobilized, -2 accuracy, range 5, BV2, light starship scale)

Forward Arc

2. Beam Cannons, range 5 km
 (20K, +2 accuracy, range 10, BV 2, corvette scale)
3. Heavy Strike Missile Launcher, range 500 km
 (60K, range 100, BV 2, 10 salvos, corvette scale)

Left Arc

4. Beam Cannons, range 5 km
 (20K, +2 accuracy, range 10, BV 2, medium starship scale)

Right Arc

5. Beam Cannons, range 5 km
 (20K, +2 accuracy, range 10, BV 2, medium starship scale)

Rear Arc

6. Beam Cannons, range 5 km
 (20K, +2 accuracy, range 10, BV 2, medium starship scale)

Performance

Hyperdrive:

35 LY/hour

Range:

20,000 LY

Ion Drive:

16 mkph; 0.10 AU/hr; 0.014c

Gravity Drive:

2160 kph; Mach 1.8

Special:

Trans-atmospheric capability,
 landing gear

Accommodations

Crew and Passengers:

10 1-berth senior officers' cabins,
 10 2-berth officers' cabins, 50 4-berth crew cabins, 2 1-berth passenger cabins, 4 2-berth passenger cabins, 2 20-berth troop bunk bays, 5 2-bunk holding cells.

Medical:

Medium Medical Bay (10 beds, 2 cryotanks, +2 AV medical skill tests).

Emergency:

30 10-man Escape pods.

Cargo:

1000-ton cargo bay.

Specialized Equipment:

Medium Laboratory (up to 20 stations, +2 AV science skill tests).
 Repair bay (+2 AV repair skill tests).

Hangar Space:

4 shuttles, 1 exploration vehicle

Avionics

Primary Sensors:

Level 5; Target Analyzer

Backup Sensors:

Level 3

Hypercomm Transmitter:

1300 LY range

Communications Transmitter:

130,000 mkm range

Backup Transmitter:

30,000 mkm range

Artificial Intelligence

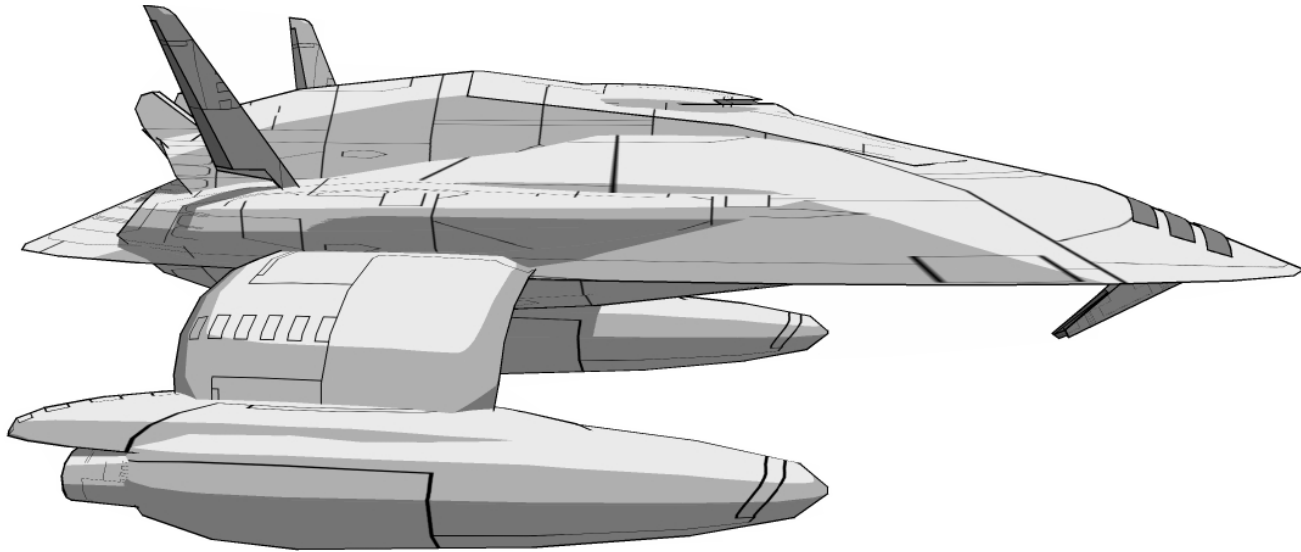
Intelligence 3, Reflexes 3, Dexterity 3, Current Events 3, Perception 3, Pilot Starship 3, Shields 3, Sensor 3, Firewall DV 26.

The *Sirius* is an older craft, recently replaced by the newer *Eridani*. *Sirius* class Starcruisers serve deep-space exploration and defense missions, operating without support for years or months at a time far from any colonized world.

Although outdated, the *Sirius* is still in service and is quite numerous. Most *Sirius* Starcruisers are still on the Frontier, charting new worlds and establishing new colonies.

The *Sirius*' hangar is equipped with 4 *Polaris* shuttles. The *Sirius*' science labs are slightly out of date, but refits are planned to keep this aging vessel in service for many more decades.

StarForce Spacecraft



Eridani Class Starcruiser

ARMOR KD: 6K SHIELD KD: 75K
 HULL SDP: 150K MANEUVER: -2
 MOVE: 8 (3.2km/phase; 3840kph)
 Crew: 20 officers, 180 enlisted
 (Tactics AV 14, Piloting AV 10, Gunnery AV 10, Shield AV 10)
 Passengers: 50 Guests and Space Troopers

Scale: Heavy Starship
 Length: 220m (2 hexes) Span: 120m (1 hexes)
 Clearance: 60m Decks: 6

Weapons

All Arcs

1. Tractor Beams, range 1.25 km
 (15+3d6 vs target's structure+3d6, success indicates target is immobilized, -2 accuracy, range 5, BV2, light starship scale)

Forward Arc

2. Beam Cannons, range 5 km
 (20K, +2 accuracy, range 10, BV 2, medium starship scale)
3. Heavy Strike Missile Launcher, range 500 km
 (60K, smart - AV12, range 100, BV 2, 10 salvoes, medium starship scale)

Left Arc

4. Beam Cannons, range 5 km
 (20K, +2 accuracy, range 10, BV 2, medium starship scale)

Right Arc

5. Beam Cannons, range 5 km
 (20K, +2 accuracy, range 10, BV 2, medium starship scale)

Rear Arc

6. Beam Cannons, range 5 km
 (20K, +2 accuracy, range 10, BV 2, medium starship scale)

Performance

Hyperdrive: 40 LY/hour
 Range: 12,000 LY
 Ion Drive: 28 mkph; 0.18 AU/hr; 0.026c
 Gravity Drive: 3840 kph; Mach 3.1
 Special: Trans-atmospheric capability, landing gear

Accommodations

Crew and Passengers:

10 1-berth senior officers' cabins, 10 2-berth officers' cabins, 50 4-berth crew cabins, 2 1-berth passenger cabins, 4 2-berth passenger cabins, 2 20-berth troop bunk bays, 5 2-bunk holding cells.

Medical:

Medium Medical Bay (10 beds, 2 cryotanks, +2 AV medical skill tests).

Emergency:

30 10-man Escape pods.

Cargo:

1000-ton cargo bay.

Specialized Equipment:

Medium Laboratory (up to 20 stations, +2 AV science skill tests). Repair bay (+2 AV repair skill tests).

Hangar Space:

4 shuttles, 1 exploration vehicle

Avionics

Primary Sensors:

Level 5;

Special:

Target Analyzer

Backup Sensors:

Level 3

Hypercomm Transmitter:

1300 LY range

Communications Transmitter:

130,000 mkm range

Backup Transmitter:

30,000 mkm range

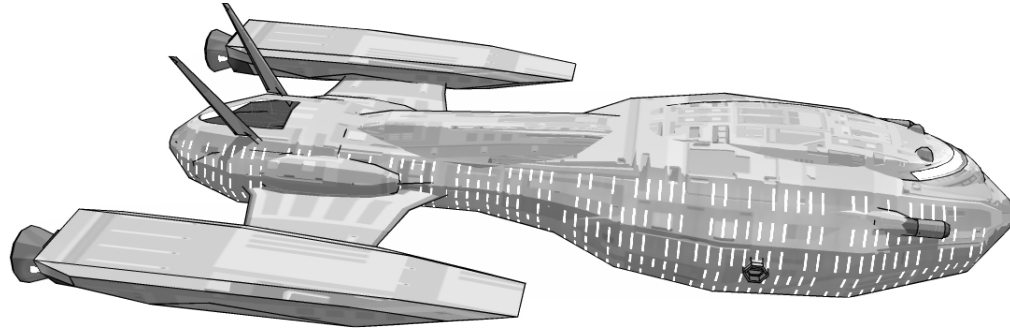
Artificial Intelligence

Intelligence 4, Reflexes 4, Dexterity 4, Current Events 4, Perception 4, Pilot Starship 4, Shields 4, Sensor 4, Firewall DV 30.

The *Eridani* is the new top of the line Starcruiser. It replaces the aging *Sirius* as the primary science and exploration vessel of the Federation StarForce.

The *Eridani's* hangar is equipped with 4 *Polaris* shuttles as well as exploration vehicles. The *Eridani's* science labs are the best available for a starship of this size.

StarForce Spacecraft

**Orion Class Starship**

ARMOR KD: 4K SHIELD KD: 75K
 HULL SDP: 100K MANEUVER: -4
 MOVE: 5 (1.25 km/phase; 1500 kph)
 Crew: 40 officers, 360 enlisted
 (Tactics AV 14, Piloting AV 10, Gunnery AV 10, Shield AV 10)
 Passengers: 100 Guests and Space Troopers

Scale: Heavy Starship
 Length: 290m (6 hexes) Span: 100m (2 hexes)
 Clearance: 30m Decks: 7

Weapons

All Arcs

1. Tractor Beams, range 1.25 km
 (15+3d6 vs target's structure+3d6, success indicates target is immobilized, -2 accuracy, range 5, BV2, light starship scale)

Fixed Forward

2. Nova Cannons, range 125 km
 (100K, +1 accuracy, range 50, BV 2, fixed forward, medium starship scale)

Forward Arc

3. Beam Cannons, range 5 km
 (20K, +2 accuracy, range 10, BV 4, medium starship scale)
4. Heavy Strike Missile Launcher, range 500 km
 (100K, smart - AV12, range 100, BV 2, 10 salvoes, medium starship scale)

Left Arc

5. Beam Cannons, range 5 km
 (20K, +2 accuracy, range 10, BV 4, medium starship scale)

Right Arc

6. Beam Cannons, range 5 km
 (20K, +2 accuracy, range 10, BV 4, medium starship scale)

Rear Arc

7. Beam Cannons, range 5 km
 (20K, +2 accuracy, range 10, BV 2, medium starship scale)
8. Heavy Strike Missile Launcher, range 500 km
 (60K, smart - AV12, range 100, BV 2, 10 salvoes, medium starship scale)

Performance

Hyperdrive: 35 LY/hour
 Range: 15,000 LY
 Ion Drive: 11 mkph; 0.07 AU/hr; 0.010c
 Gravity Drive: 1500 kph; Mach 1.2
 Special: Trans-atmospheric capability, landing gear

Accommodations

Crew and Passengers:

10 1-berth senior officers' cabins, 20 2-berth officers' cabins, 100 4-berth crew cabins, 4 1-berth passenger cabins, 8 2-berth passenger cabins, 4 20-berth troop bunk bays, 10 2-bunk holding cells. Large medical bay (20 beds, 5 cryotanks, +2 AV medical skill tests).

Medical:

Emergency:

Cargo:

Specialized Equipment:

60 10-man escape pods.

3000-ton cargo bay.

Large laboratory (up to 50 stations, +2 AV science skill tests). Repair Bay (+2 AV repair skill tests).

Hangar Space:

6 shuttles or 1 assault shuttle or 2 fighters, 2 armored gravitech vehicles or 2 exploration vehicles

Avionics

Primary Sensors:

Special:

Backup Sensors:

Hypercomm Transmitter:

Communications Transmitter:

Backup Transmitter:

Artificial Intelligence

Level 6

Target Analyzer

Level 4

1800 LY range

180,000 mkm range

30,000 mkm range

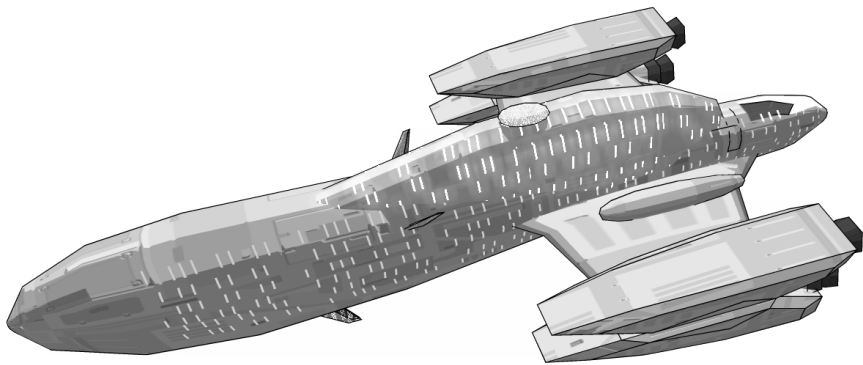
Intelligence 4, Reflexes 4, Dexterity 4, Current Events 4, Perception 4, Pilot Starship 4, Shields 4, Sensor 4, Firewall DV 30.

The *Orion* class Starship was once the symbol of the Federation StarForce. It was the primary display of Federation force in the Galaxy. Although the newer, larger, *Pleiadies* class is quickly becoming more numerous, the *Orion* is still the ship still most identified with the StarForce.

The *Orion* class boasts the same scientific and exploration equipment of the smaller *Eridanis*, but it also includes heavier armament and shielding. In addition to the exploration duties of the *Eridani*, the *Orion* is expected to participate in large-scale conflicts and to project force in to protect Federation interests on the Frontier.

The *Orion* class' hangar is equipped with either 6 *Polaris* shuttles, one assault shuttle, or 3 *Lightning* starfighters depending on the mission. It is also equipped with either planetary exploration vehicles or armored gravi-vehicles depending on the mission.

StarForce Spacecraft



Pleiades Class Starship

ARMOR KD: 4K SHIELD KD: 100K
HULL SDP: 160K MANEUVER: -6
MOVE: 4 (800m/phase, 960 kph)
Crew: 100 officers, 1000 enlisted
(Tactics AV 16, Piloting AV 10, Gunnery AV 10, Shield AV 10)
Passengers: 4900 Guests and Space Troopers

Scale: Heavy Starship
Length: 410m (8 hexes) Span: 125m (2.5 hexes)
Clearance: 35m Decks: 9

Weapons

- All Arcs
1. Tractor Beams, range 1.25 km
(15+3d6 vs target's structure+3d6, success indicates target is immobilized, -2 accuracy, range 5, BV2, light starship scale)
 - Fixed Forward
 2. Nova Cannons, range 125 km
(100K, +1 accuracy, range 50, BV 2, medium starship scale)
 - Forward Arc
 3. Beam Cannons, range 5 km
(20K, +2 accuracy, range 10, BV 4, medium starship scale)
 4. Heavy Strike Missile Launcher, range 500 km
(100K, smart - AV12, range 100, BV 4, 10 salvoes, medium starship scale)
 - Left Arc
 5. Beam Cannons, range 5 km
(20K, +2 accuracy, range 10, BV 4, medium starship scale)
 - Right Arc
 6. Beam Cannons, range 5 km
(20K, +2 accuracy, range 10, BV 4, medium starship scale)
 - Rear Arc
 6. Beam Cannons, range 5 km
(20K, +2 accuracy, range 10, BV 2, medium starship scale)
 7. Heavy Strike Missile Launcher, range 500 km
(60K, smart - AV12, range 100, BV 2, 10 salvoes, medium starship scale)

Performance

Hyperdrive: 35 LY/hour
Range: 20,000 LY
Ion Drive: 7 mkph; 0.05 AU/hr; 0.006c
Gravity Drive: 960 kph; Mach 0.8
Special: Trans-atmospheric capability, landing gear

Accommodations

Crew and Passengers: 20 1-berth senior officers' cabins, 40 2-berth officers' cabins, 260 4-berth crew cabins, 20 1-berth passenger cabins, 40 2-berth passenger cabins, 240 20-berth troop bunk bays, 25 2-bunk holding cells.

Medical: Large medical bay (50 beds, 10 cryotanks, +3 AV medical skill tests).

Emergency: 620 10-man Escape pods.

Cargo: 5000-ton cargo bay.

Specialized Equipment: Medium laboratory (up to 200 stations, +3 AV science skill tests). Repair Bay (+3 AV repair skill tests).

Hangar Space: 10 shuttles, 2 assault shuttles or 5 fighters, 4 exploration vehicles, 2 battle-frames or 2 armored gravitech vehicles

Avionics

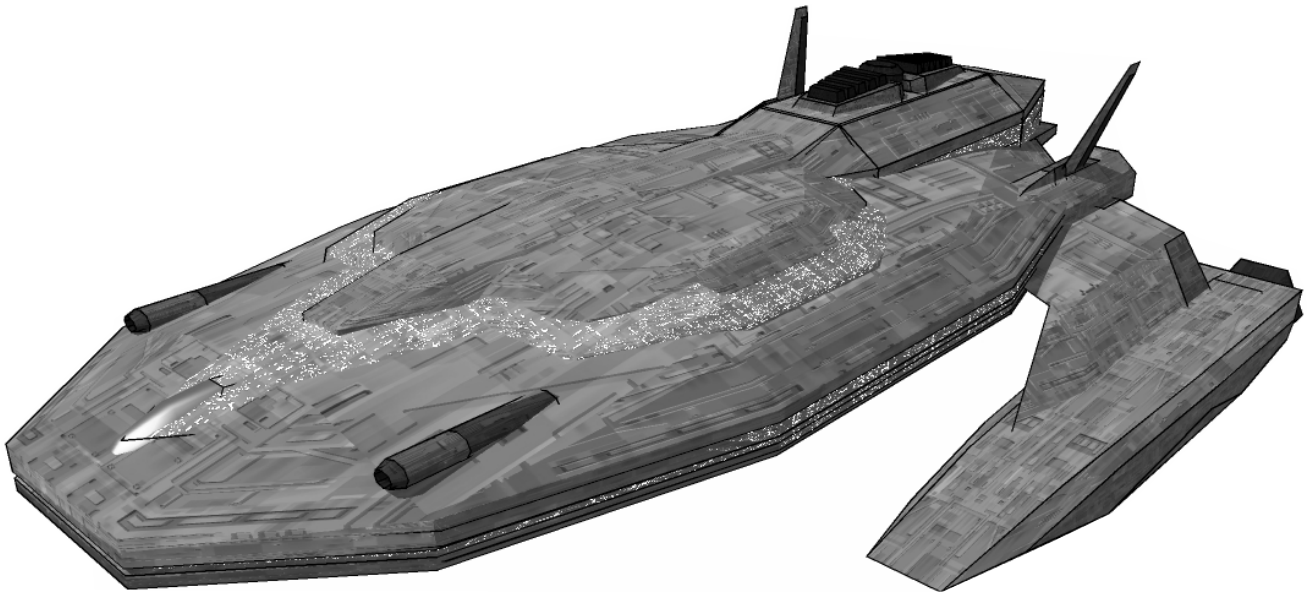
Primary Sensors: Level 7
Special: Target Analyzer
Backup Sensors: Level 5
Hypercomm Transmitter: 3000 LY range
Communications Transmitter: 300,000 mkm range
Backup Transmitter: 30,000 mkm range
Artificial Intelligence: Intelligence 4, Reflexes 4, Dexterity 4, Current Events 4, Perception 4, Pilot Starship 4, Shields 4, Sensor 4, Firewall DV 30.

The *Pleiadies* class is the second largest starship in the Federation StarForce. It is the current premiere ship, intended to be the symbol of the Federation StarForce, although the *Orion* class still holds that distinction with the public. It is larger and more powerful than the *Orion* class, and boasts all the same facilities for exploration and scientific study.

The *Pleiadies'* hangar is equipped with 10 *Polaris* shuttles, two assault shuttles, or 5 *Lightning* starfighters, depending on the mission. It is also equipped with either planetary exploration vehicles or armored gravi-vehicles depending on mission.

StarForce Spacecraft

Lightspeed

**Andromeda Class Super-Starship**

ARMOR KD: 5K SHIELD KD: 500K
 HULL SDP: 500K MANEUVER: -9
 MOVE: 3 (450 m/phase, 540 kph)
 Crew: 2000 officers, 18,000 enlisted (Tactics AV 18, Piloting AV 12, Gunnery AV 12, Shield AV 12)
 Passengers: 10,000 Guests and Space Troopers

Scale: Super Starship
 Length: 1115m (5 hexes) Span: 640m (4 hexes)
 Clearance: 205m (2 hexes) Decks: 60

Weapons

All Arcs

1. Beam Cannons, range 5 km
(20K, +2 accuracy, range 10, BV 8, medium starship scale)

Fixed Forward

2. Nova Cannons, range 125 km
(100K, +1 accuracy, range 50, BV 4, fixed forward, medium starship scale)
3. Heavy Pi-Tachyon Cannon, range 4500 km
(500K, range 300, fixed forward, heavy starship scale)

Forward Arc

4. Heavy Beam Cannons, range 16.2 km
(40K, +2 accuracy, range 18, BV 5, medium starship scale)
5. Heavy Strike Missile Launchers, range 500 km
(100K, smart - AV12, range 100, BV 4, 50 salvoes, medium starship scale)

Left Arc

6. Beam Cannons, range 5 km
(20K, +2 accuracy, range 10, BV 8, medium starship scale)
7. Heavy Beam Cannons, range 16.2 km
(40K, +2 accuracy, range 18, BV 5, medium starship scale)

Right Arc

8. Beam Cannons, range 5 km
(20K, +2 accuracy, range 10, BV 8, medium starship scale)
9. Heavy Beam Cannons, range 16.2 km
(40K, +2 accuracy, range 18, BV 5, medium starship scale)

Rear Arc

10. Beam Cannons, range 5 km
(20K, +2 accuracy, range 10, BV 8, medium starship scale)
11. Heavy Beam Cannons, range 16.2 km
(40K, +2 accuracy, range 18, BV 5, medium starship scale)
12. Heavy Strike Missile Launchers, range 500 km
(100K, smart - AV12, range 100, BV 2, 50 salvoes, medium starship scale)

Performance

Hyperdrive: 20 LY/hour
 Range: 200,000 LY
 Ion Drive: 4 mkph; 0.03 AU/hr; 0.004c
 Gravity Drive: 540 kph

Accommodations

Crew and Passengers: 400 1-berth senior officers' cabins, 1000 2-berth officers' cabins, 4600 4-berth crew cabins, 400 1-berth passenger cabins, 800 2-berth passenger cabins, 40 200-berth troop bunk bays, 200 2-bunk holding cells.
 Medical: Large medical bay (1000 beds, 200 cryotanks, +4 AV medical skill tests).
 Emergency: 3100 10-man Escape pods.
 Cargo: 10 1000-ton cargo bays.
 Specialized Equipment: Large laboratory (up to 2000 stations, +4 AV science skill tests). Repair Bay (+4 AV repair skill tests).
 Hangar Space: 40 fighters, 80 shuttles, 20 assault shuttles, 20 battle-frames or 20 armored gravitech vehicles or 50 exploration vehicles.

Avionics

Primary Sensors: Level 7
 Special: Target Analyzer, Hyperspace Inhibitor, range 500 mkm (range 500, prevents use of hyperspace drives and Hypernet transmissions).
 Backup Sensors: Level 5
 Hypercomm Transmitter: 10,000 LY range
 Communications Transmitter: 1,000,000 mkm range
 Backup Transmitter: 30,000 mkm range
 Artificial Intelligence: Intelligence 6, Reflexes 6, Dexterity 6, Current Events 6, Perception 6, Pilot Starship 6, Shields 6, Sensor 6, Firewall DV 34.

StarForce Spacecraft



The *Andromeda* class Super-Starship is the largest vessel in the StarForce inventory. It was designed as a reaction to the Pan-Solar Empire's *Space Dreadnought*-class Battlecarrier. The *Andromeda*-class is gigantic, dwarfing even the *Pleiadies*. Unfortunately, only a handful of *Andromedas* have been built compared to the hundreds of Imperial *Space Dreadnoughts*.

Andromeda class Super-Starships are the ultimate representation of Federation authority and power. They patrol the Galactic Frontier with a flotilla of escorts including several *Pleiadies* class and Orion-class starships.

Andromedas are virtual cities in space, serving not only its own crew, but the crews of its escort vessels as well.

The hangar of an *Andromeda* class Super-Starship is equipped with 80 *Polaris* shuttles, a wing of 3 fighter squadrons consisting of 10 *Lightning* starfighters each, 20 *Canopus* assault shuttles, and the

capacity to service up to 10 Ranger *Peacekeepers*. Its wing of *Lightning* starfighters allows the *Andromeda* to project its firepower 100 light years away from itself. The *Andromeda* is also capable of landing a force of up to 20 Battle-Striders, 20 Armored Gravitech Vehicles, or 40 Exploration Vehicles depending on mission.

Andromedas are very self-sufficient, rarely needing to resupply. Their giant hyperdrives can go without recharging for 416 days. *Andromedas* also serve as mobile Starbases, with facilities to resupply smaller starships and recharge their hyperdrives.

On board each *Andromeda* is a Ranger Support Base, capable of servicing up to 10 transient Rangers and their *Peacekeepers*, as well as process up to 400 captured suspects. A full civilian judiciary service is provided for legal proceedings. Convicted criminals are then transported to penal facilities at every port of call.

Ranger Spacecraft

The Peacekeeper Starfighter

ARMOR KD: 4K SHIELD KD: 20K
 HULL SDP: 8K MANEUVER: -4
 MOVE: 16 (12.8 km/phase; 15,360 kph)
 Crew: 1 (Piloting AV 10, Shield AV 10)
 Passengers: 1

Scale: Light Starship
 Length: 15m Span: 8m
 Clearance: 2.5m Decks: 0

Weapons

All Arcs

1. Tractor Beam, range 1.25 km
 (15+3d6 vs target's structure+3d6, success indicates target is immobilized, -2 accuracy, range 5, light starship scale)

Fixed Forward

2. Beam Guns, range 5 km
 (5K, +1 accuracy, range 10, BV 2, fixed forward, light starship scale)

Forward Arc

3. 2 Strike Missiles, range 28.8 km
 (20K each, smart - AV12, range 24, light starship scale)

Performance

Hyperdrive: 100 LY/hour
 Range: 1000 LY
 Ion Drive: 110 mkph; 0.74 AU/hr; 0.102c
 Gravity Drive: 15,360 kph; Mach 12.5
 Special: Trans-atmospheric capability; landing gear.

Accommodations

Crew and Passengers: 1 pilot seat, 1 secure passenger seat for prisoners.
 Medical: first aid kit
 Emergency: 2 ejection seats, 2 1-man life-bubbles.
 Cargo: 500 kg hold under cockpit.

Avionics

Primary Sensors: Level 3
 Special: Target Analyzer
 Backup Sensors: Level 1
 Hypercomm Transmitter: 10 LY range
 Communications Transmitter: 1,000 mkm range
 Backup Transmitter: 300 mkm range
 Artificial Intelligence Intelligence 2, Willpower 2, Reflexes 2, Dexterity 2, Current Events 2, Perception 2, Pilot Starfighter 2, Shields 2, Sensor 2, Firewall DV 26.

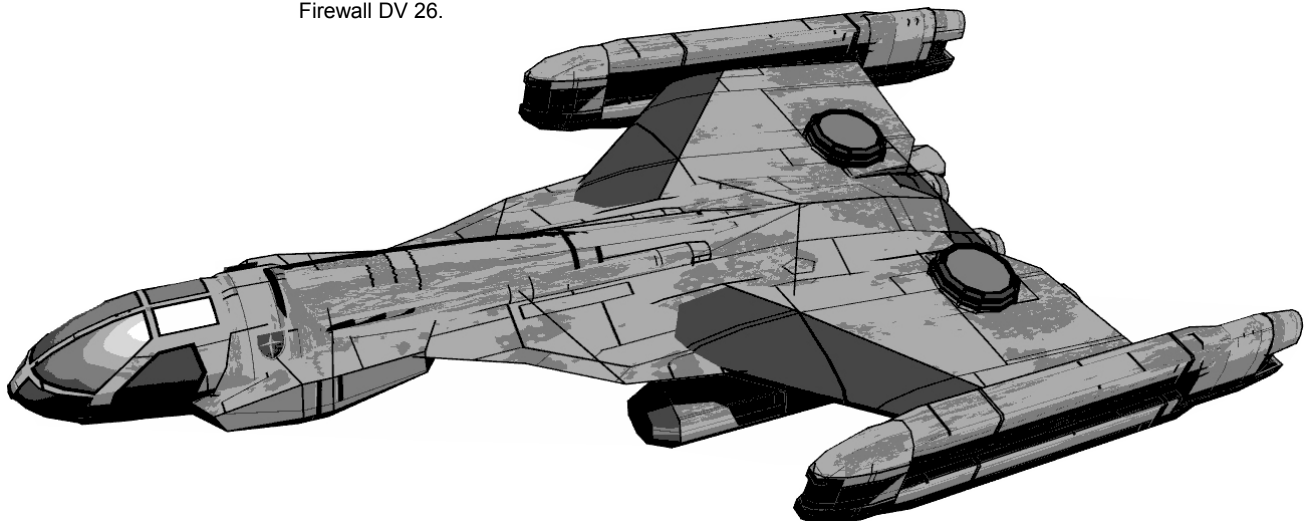
The *Peacekeeper* starfighter is a sophisticated yet rugged means of transport. While using Gravity Drive, its primary thrusters have a top speed of 15,360 kph or Mach 12.5. Its sublight Ion Drives allow the fighter to travel through interplanetary space at up to 110.3 million kph or 0.74 AU per hour (0.102c). Its hyperdrive can propel the fighter through hyperspace at subjective velocities of 100 light years per hour (roughly equivalent to 876,000c) for ten hours before recharging.

The *Peacekeeper's* primary sensors utilize a combination of passive and active sensors. The craft's active sensors can detect reflected EM transmissions out to 3000 km. The *Peacekeeper's* target acquisition and targeting system can only reliably track multiple targets within 30km of the fighter, providing vector, velocity, and identification information about each target.

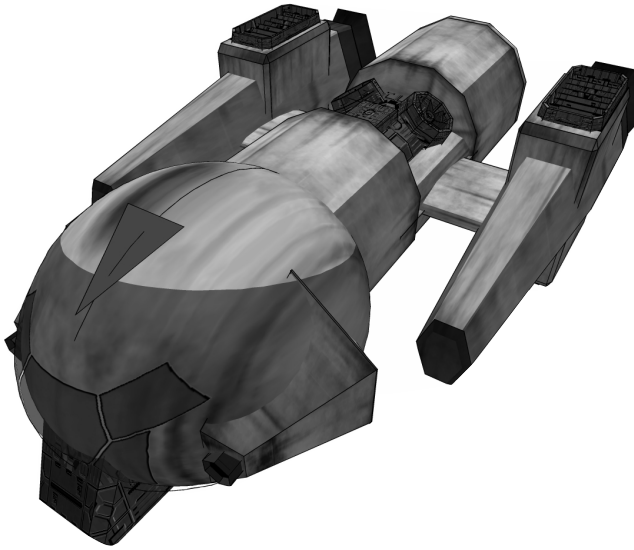
Each *Peacekeeper* is equipped with an Artificial Intelligence capable of performing routine piloting and sensor-related tasks. Each AI is programmed with a personality at the specifications of the Ranger pilot. The AI is the Ranger's companion, friend, advisor, and personal assistant. The AI can also perform mundane research and communication tasks for the Ranger. A Ranger can communicate to its AI through either his communicator or his datapad, or via any Hypernet-capable communication device. The AI will only follow the instructions of its pilot, whom it recognizes via voice analyzer and/or password, or the instructions of AstroPol Support.

No two *Peacekeepers* are alike due to the Ranger practice of allowing a pilot to modify, or "trick out", their starfighter. Each Ranger is issued one new *Peacekeeper* upon enlistment.

New or additional *Peacekeepers* can be purchased by Rangers for 320,000 credits, or they may be rented for 1300 credits/week with a 10,500 credit deposit.



Imperial Armada Spacecraft



Imperial Harpy Fighter

ARMOR KD: 1K SHIELD KD: None
 HULL SDP: 4K (1K) MANEUVER: -2
 MOVE: 20 (18.05 km/phase; 21,660 kph)
 Crew: 1+0 (Piloting AV 7) Passengers: 0

Scale: Light Starship
 Length: 12m Span: 9m
 Clearance: 3.5m Decks: 0

Weapons

Fixed Forward
 1. Beam Guns, range 5 km
 (5K, +1 accuracy, range 10, BV2, fixed forward, light starship scale)

Performance

Hyperdrive: None.
 Ion Drive: 172 mkph; 1.15 AU/hr; 0.160c
 Gravity Drive: 21,660 kph; Mach 19.5
 Special: Trans-atmospheric capability.

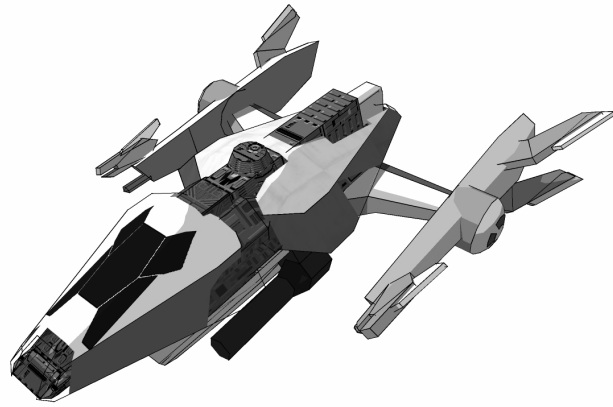
Accommodations

Crew and Passengers: 1 pilot seat.
 Medical: First aid kit.
 Emergency: None.
 Cargo: None.

Avionics

Primary Sensors: Level 3
 Special: Target Analyzer
 Backup Sensors: Level 1
 Hypercomm Transmitter: None.
 Communications Transmitter: 1,000 mkm range
 Backup Transmitter: 300 mkm range

The Imperial *Harpy* is a cheaply produced one-man space fighter used exclusively by the Imperial Space Armada. The fighter is light, highly maneuverable, poorly armed and armored. It lacks hyperdrive or shields and life support consists of an uncomfortable space suit worn in the depressurized cockpit. Its service is restricted to within several AU's of its command carrier or planetary base.



Imperial Harpy Interceptor

ARMOR KD: 4K SHIELD KD: None
 HULL SDP: 8K MANEUVER: -1
 MOVE: 22 (24.2 km/phase; 29,040 kph)
 Crew: 1 (Piloting AV 8) Passengers: 0

Scale: Light Starship
 Length: 13m Span: 10m
 Clearance: 3.25m Decks: 0

Weapons

Fixed Forward
 1. Beam Guns, range 5 km
 (5K, +1 accuracy, range 10, BV2, fixed forward, light starship scale)

Performance

Hyperdrive: 120 LY/hour
 Ion Drive: 209 mkph; 1.39 AU/hr; 0.194c
 Gravity Drive: 29,040 kph; Mach 23.6
 Special: Trans-atmospheric capability; landing gear.

Accommodations

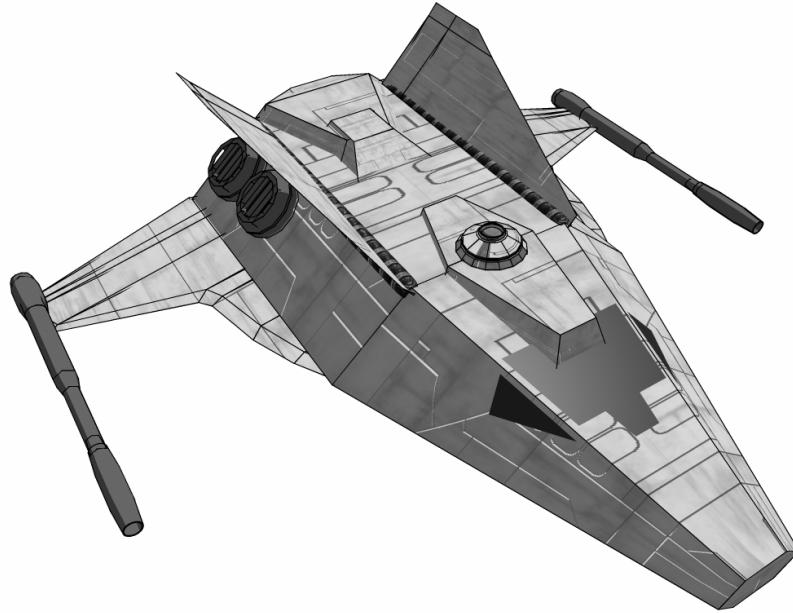
Crew and Passengers: 1 pilot seat.
 Medical: First aid kit.
 Emergency: None.
 Cargo: None.

Avionics

Primary Sensors: Level 3
 Special: Target Analyzer
 Backup Sensors: Level 1
 Hypercomm Transmitter: 10 LY
 Communications Transmitter: 1,000 mkm range
 Backup Transmitter: 300 mkm range

The *Harpy Interceptor* is a faster, more armored version of the mass-produced *Harpy*. The *Harpy Interceptor* is equipped with a Hyperdrive, allowing it greater range from its mother-ship or station. *Harpy Interceptors* are provided as rewards to successful Flight Officers and select Shock Troopers. Many Imperial Warlords and military leaders also use the craft as their personal transportation in lieu of a *Lancer* class shuttle.

Imperial Armada Spacecraft



Imperial *Lancer* Class Shuttle

(Standard Shuttle/Assault Shuttle Variant)

ARMOR KD: 1K/2K SHIELD KD: None /20K
 HULL SDP: 5K MANEUVER: -6/-8
 MOVE: 8 (3.2 km/phase; 3840 kph)/ 6 (1.8 km/phase; 2160 kph)
 Crew: 2 (Piloting AV 5, Shields AV 7)
 Passengers: 40 Shock Troopers

Scale: Light Starship
 Length: 17.5m Span: 15m
 Clearance: 8m Decks: 1

Weapons (Standard)

Fixed Forward

1. Beam Guns, range 5 km
 (5K, +1 accuracy, range 10, BV 2, fixed forward, light starship scale)

Weapons (Assault Shuttle variant)

Fixed Forward

1. Beam Guns, range 5 km
 (5K, +1 accuracy, range 10, BV 2, fixed forward, light starship scale)
2. 2 Rocket Pods, range 5 km
 (2K, -1 accuracy, range 10, BV 2 x 10, fixed forward, 2 salvos, light starship scale)

Performance

Hyperdrive: 100 LY/hour
 Ion Drive: 28 mkph; 0.18 AU/hr; 0.026c
 Gravity Drive: 3840 kph; Mach 3.1
 Special: Trans-atmospheric capability; landing gear.

Accommodations

Crew and Passengers: 1 pilot seat, 1 co-pilot seat, 40 removable passenger seats.
 Medical: 2-bed automated bay (+2 AV paramedic skill checks)
 Emergency: 21 2-man life bubbles
 Cargo: 5000 kg storage behind passenger seats; 50,000 kg with passenger seats removed.

Avionics

Primary Sensors: Level 3
 Special: Target Analyzer
 Backup Sensors: Level 1
 Hypercomm Transmitter: 10 LY
 Communications Transmitter: 1,000 mkm range
 Backup Transmitter: 300 mkm range

The standard shuttlecraft of the Pan Solar Empire, the *Lancer* is both a workhorse and limousine all in one. As a workhorse, the *Lancer* transports troops into battle, equipment and supplies from ship to ship or planet, and can act as an emergency evacuation shuttle in times of retreat. As a limousine, the *Lancer* can be cleaned up and outfitted with the finest amenities to serve the higher ranks of the Imperial Armada. The *Lancer* is also very customizable, able to attach different weapon configurations to its wings or even serve as mobile electronic warfare or command platform to support ground troops.

The *Lancer* is lightly armed and armored and isn't very maneuverable. It is not a combat spacecraft and avoids engagement if possible. Its atmospheric wings allow for a more stable flight and fold up for landing.

An Assault Shuttle variant is commonly used that uses externally mounted armor and boasts a shield generator and wing-mounted anti-personnel rocket pods. These attachments greatly increase the mass of the shuttle, making it more sluggish and harder to handle.

Imperial Armada Spacecraft

Imperial *Mako* Class Lander

ARMOR KD: 2K SHIELD KD: 50K
 HULL SDP: 50K MANEUVER: -8
 MOVE: 8 (3.2 km/phase; 3840 kph)
 Crew: 1 officer + 4 enlisted
 (Piloting AV 5, Gunnery AV 5, Shield AV 7)
 Passengers: 200 Shock Troopers/Ground Forces.

Scale: Light Starship
 Length: 25m Span: 18m
 Clearance: 10m* Decks: 2
 *25m with Terror-Strider

Weapons

All Arcs
 1. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 2, light starship scale)

Performance

Hyperdrive: None.
 Ion Drive: 28 mkph; 0.18 AU/hr; 0.026c
 Gravity Drive: 3840 kph; Mach 3.1
 Special: Trans-atmospheric capability; landing gear.

Accommodations

Crew and Passengers: 1 pilot seat, 1 co-pilot seat, 1 gunner seat, 1 navicom seat, 200 removable passenger seats.

Medical: 10-bed automated bay (+2 AV paramedic skill checks)
 Emergency: 2 2-man escape pods, 50 4-man life bubbles
 Cargo: 10,000 kg storage behind passenger seats, 50,000 kg with passenger seats removed; 500 ton external magnetic clamp capacity.

Avionics

Primary Sensors: Level 4
 Backup Sensors: Level 1
 Communications Transmitter: 800 mkm range
 Backup Transmitter: 300 mkm range

The *Mako* class Lander is used to deploy troops and Terror-Striders into combat zones. Its spacious cargo hold can accommodate up to 200 fully equipped Shock Troopers or infantry, or it can transport up to 10 Gravi-bikes or 2 Air Assault Vehicles and their crews. The *Mako* lands and its forward doors open up like petals to release its cargo.

The *Mako* can also transport an Imperial Terror-Strider using an underbody magnetic clamp. Terror-Strider crews can enter and exit the Terror-Striders through an umbilical hatch that connects the walker to the transport.



Imperial Armada Spacecraft

Lightspeed

**Imperial *Hunter* Class Patrol Cruiser**

ARMOR KD: 3K SHIELD KD: 50K
 HULL SDP: 50K MANEUVER: -6
 MOVE: 6 (1.8 km/phase; 2160 kph)
 Crew: 10 officers, 100 enlisted
 (Tactics AV 10, Piloting AV 5, Gunnery AV 5, Shield AV 7)
 Passengers: 50 Shock Troopers

Scale: Medium Starship
 Length: 120m (2 hexes) Span: 80m
 Clearance: 20m Decks: 5

Weapons

Forward Arc

1. Beam Cannons, range 6.05 km
 (20K, +2 accuracy, range 11, BV 4, light starship scale)
2. Heavy Strike Missile Launchers, range 500 km
 (100K, smart - AV12, range 100, BV 4, 10 salvoes, medium starship scale)

Performance

Hyperdrive: 35 LY/hour
 Range: 20,000 LY
 Ion Drive: 16 mkph; 0.10 AU/hr; 0.014c
 Gravity Drive: 2160 kph; Mach 1.8
 Special: Trans-atmospheric capability; landing gear.

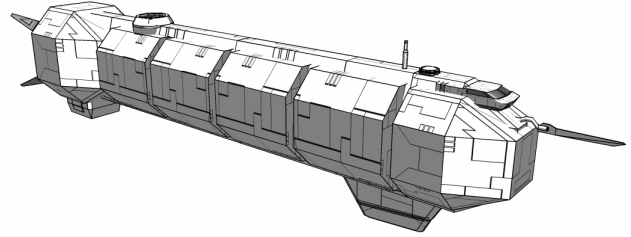
Accommodations

Crew and Passengers: 2 1-berth senior officers' cabins, 8 2-berth officers' cabins, 25 4-berth crew cabins, 1 50-berth troop bunk bay.
 Medical: Small medical bay (10 beds, no cryotanks, +1 AV medicine and first aid skill tests).
 Emergency: 20 8-man Escape pods.
 Cargo: 100 ton cargo bay,

Avionics

Primary Sensors: Level 4
 Backup Sensors: Level 2
 Hypercomm Transmitter: 1000 LY range
 Communications Transmitter: 100,000 mkm range
 Backup Transmitter: 3000 mkm range

The *Hunter* class patrol cruiser is the Imperial equivalent to the Federation's *Alpha Centauri*. The *Hunter* is used to patrol dangerous areas of space and deter pirate and smuggling activity. *Hunters* often illegally harass Federation shipping under the pretense of a "customs inspection", confiscating cargo and vessels and imprisoning the crew. This amounts to little more than sanctioned piracy and the StarForce will attempt to interfere in these activities whenever possible.

**Imperial *Galleon* Class Transport**

ARMOR KD: 2K SHIELD KD: 50K
 HULL SDP: 75K MANEUVER: -8
 MOVE: 4 (800m/phase, 960 kph)
 Crew: 2 officers, 20 enlisted
 (Tactics AV 8, Piloting AV 5, Gunnery AV 5, Shield AV 7)
 Passengers: 10

Scale: Medium Starship
 Length: 375m (7 hexes) Span: 70m
 Clearance: 75m Decks: 3

Weapons

All Arcs

1. Beam Guns, range 2.45km
 (5K, +1 accuracy, range 7, BV 2, light starship scale)

Performance

Hyperdrive: 20 LY/hour
 Range: 20,000 LY
 Ion Drive: 7 mkph; 0.05 AU/hr; 0.006c
 Gravity Drive: 960 kph; Mach 0.8
 Special: Trans-atmospheric capability; landing gear.

Accommodations

Crew and Passengers: 2 1-berth officers' cabins, 2 10-berth crew cabins, 2 1-berth passenger cabins, 2 4-berth passenger cabins.
 Medical: Small medical bay (4 beds, no cryotanks).
 Emergency: 4 8-man Escape pods.
 Cargo: 5 1000-ton cargo bays,

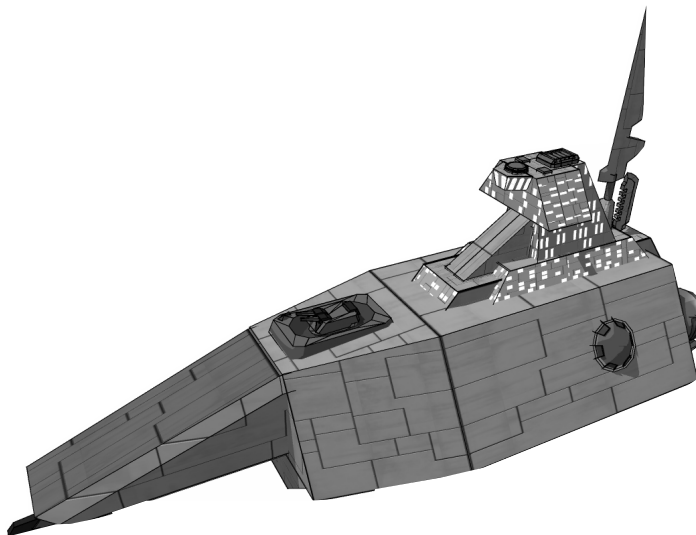
Avionics

Primary Sensors: Level 4
 Backup Sensors: Level 2
 Hypercomm Transmitter: 30 LY range
 Communications Transmitter: 30,000 mkm range
 Backup Transmitter: 3,000 mkm range

The *Galleon* Transport fills its modular cargo pods with equipment, supplies, and weapons to supply the Imperial expansion and to support military operations. The *Galleon* offers little in the way of living space to its crew, who might spend several weeks on long deep-space cargo hauls and supply runs.

The *Galleon* is armed with two turreted Beam Guns for self-defense, but important cargoes are generally carried in convoys of several dozen *Galleons* escorted by several *Dagger* class Cruisers and their complement of fighters.

Imperial Armada Spacecraft



Imperial Dagger Class Starcruiser

ARMOR KD: 7K SHIELD KD: 70K
HULL SDP: 100K MANEUVER: -6
MOVE: 5 (1.25 km/phase; max 1500 kph)
Crew: 150 officers, 1350 enlisted
(Tactics AV 12, Piloting AV 5, Gunnery AV 5, Shield AV 7)
Passengers: 500 Shock Troopers/Ground Forces.

Scale: Heavy Starship
Length: 320m (6.4 hexes) Span: 80m
Clearance: 75m Decks: 15

Weapons

- All Arcs
1. Tractor Beams, range 1.25 km
(15+3d6 vs target's structure+3d6, success indicates target is immobilized, -2 accuracy, range 5, light starship scale)
 - Forward Arc
 2. Beam Guns, range 2.45 km
(5K, +1 accuracy, range 7, BV 2, light starship scale)
 3. Heavy Beam Cannon, range 16.2 km
(20K, +2 accuracy, range 18, medium starship scale)
 4. Heavy Strike Missile Launchers, range 500 km
(100K, smart - AV12, range 100, 10 salvoes, BV 4, medium starship scale)
 - Left Arc
 5. Beam Guns, range 2.45 km
(5K, +1 accuracy, range 7, BV 2, light starship scale)
 6. Beam Cannons, range 6.05 km
(10K, +2 accuracy, range 11, BV 3, light starship scale)
 - Right Arc
 7. Beam Guns, range 2.45 km
(5K, +1 accuracy, range 7, BV 2, light starship scale)
 8. Beam Cannons, range 6.05 km
(10K, +2 accuracy, range 11, BV 3, light starship scale)
 - Rear Arc
 9. Beam Guns, range 2.45 km
(5K, +1 accuracy, range 7, BV 2, light starship scale)
 10. Heavy Beam Cannon, range 16.2 km
(20K, +2 accuracy, range 18, medium starship scale)

Performance

Hyperdrive: 25 LY/hour
Range: 20,000 LY
Ion Drive: 11 mkph; 0.07 AU/hr; 0.010c
Gravity Drive: 1500 kph; Mach 1.2
Special: Trans-atmospheric capability; landing gear.

Accommodations

Crew and Passengers: 10 1-berth senior officers' cabins, 70 2-berth officers' cabins, 140 10-berth crew cabins, 5 125-berth troop bunk bays, 100 2-bunk holding cells.

Medical: Small medical bay (75 beds, no cryotanks, +1 AV medicine and first aid skill tests).

Emergency: 200 10-man Escape pods.

Cargo: 2 2,500-ton cargo bays.

Specialized Equipment: Repair Bay (+1 AV repair skill tests).

Hangar Space: 10 Harpy fighters, 2 Lancer shuttles.

Avionics

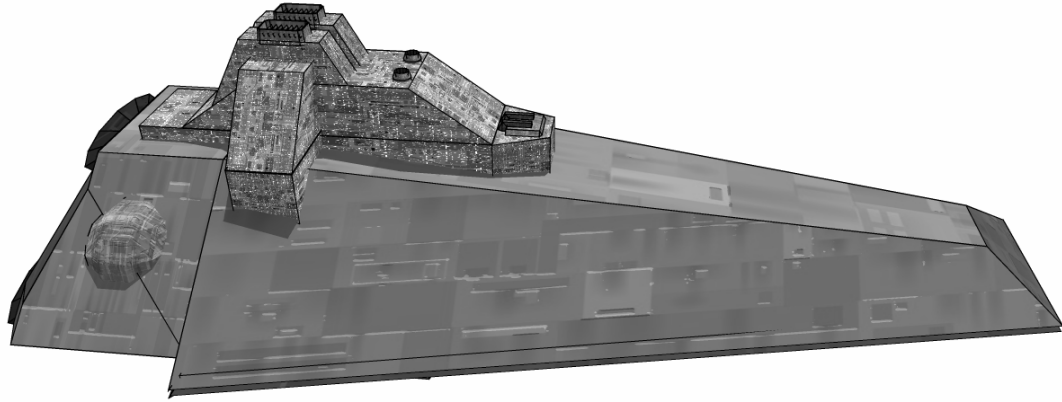
Primary Sensors: Level 5
Backup Sensors: Level 2
Hypercomm Transmitter: 1000 LY range
Communications Transmitter: 100,000 mkm range
Backup Transmitter: 3,000 mkm range

The *Dagger* class Starcruiser serves as escorts to less well-armed vessels and stations. *Daggers* might also serve as patrol cruisers in established Imperial systems where the threat of rebellion, uprising, or piracy, is low.

In times of prolonged conflict, *Daggers* also provide escort and screen services to larger ships such as *Space Dreadnought* class and *Super Space Dreadnought* class Battlecarriers.

Daggers carry a flight of 10 *Harpy* fighters, a complement of 500 Shock Troopers and/or regular Ground Forces, along with 2 shuttles.

Imperial Armada Spacecraft

**Imperial Space Dreadnought**

ARMOR KD: 7K SHIELD KD: 100K
 HULL SDP: 700K MANEUVER: -8
 MOVE: 6 (1.8 km/phase; 2160 kph)
 Crew: 3000 officers, 33,000 enlisted (Tactics AV 14, Piloting AV 10, Gunnery AV 8, Shield AV 8)
 Passengers: 10,000 Guests, Shock Troopers, and regular Ground Forces

Scale: Super Starship
 Length: 1200m (5 hexes) Span: 800m (4 hexes wide)
 Clearance: 200m (2 hexes) Decks: 50

Weapons

All Arcs

1. Tractor Beams, range 1.25 km
 (150+3d6 vs target's structure+3d6, success indicates target is immobilized, -2 accuracy, range 5, BV4, light starship scale)

Fixed Forward

2. Nova Cannons, range 125 km
 (100K, +1 accuracy, range 50, BV 2, fixed forward, medium starship scale)

Forward Arc

3. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 20, light starship scale)
4. Beam Cannons, range 6.05 km
 (10K, +2 accuracy, range 11, BV 10, medium starship scale)
5. Heavy Beam Cannons, range 16.2 km
 (20K, +2 accuracy, range 18, BV 5, medium starship scale)
6. Heavy Strike Missile Launchers, range 500 km
 (100K, smart - AV12, range 100, 10 salvoes, BV 2, medium starship scale)

Left Arc

7. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 20, light starship scale)
8. Beam Cannons, range 6.05 km
 (10K, +2 accuracy, range 11, BV 10, medium starship scale)
9. Heavy Beam Cannons, range 16.2 km
 (20K, +2 accuracy, range 18, BV 5, medium starship scale)

Right Arc

10. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 20, light starship scale)
11. Beam Cannons, range 6.05 km
 (10K, +2 accuracy, range 11, BV 10, medium starship scale)
12. Heavy Beam Cannons, range 16.2 km
 (20K, +2 accuracy, range 18, BV 5, medium starship scale)

Rear Arc

13. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 2, light starship scale)
14. Heavy Beam Cannon, range 16.2 km
 (20K, +2 accuracy, range 18, medium starship scale)

Performance

Hyperdrive: 25 LY/hour
 Range: 20,000 LY
 Ion Drive: 16 mkph; 0.10 AU/hr; 0.014c
 Gravity Drive: 2160 kph; Mach 1.8

Accommodations

Crew and Passengers: 1000 1-berth senior officers' cabins, 1000 2-berth officers' cabins, 3400 10-berth crew cabins, 500 1-berth passenger cabins, 1000 2-berth passenger cabins, 60 125-berth troop bunk bays, 250 2-bunk holding cells.

Medical: Large medical bay (2000 beds, 500 cryotanks, +2 AV medicine and first aid skill tests).

Emergency: 4600 10-man Escape pods.

Cargo: 10 5,000-ton cargo bays.

Specialized Equipment: Large repair bay (+2 AV repair skill tests).

Hangar Space: 30 fighters, 5 shuttles, 5 landers, 10 terror-striders.

Avionics

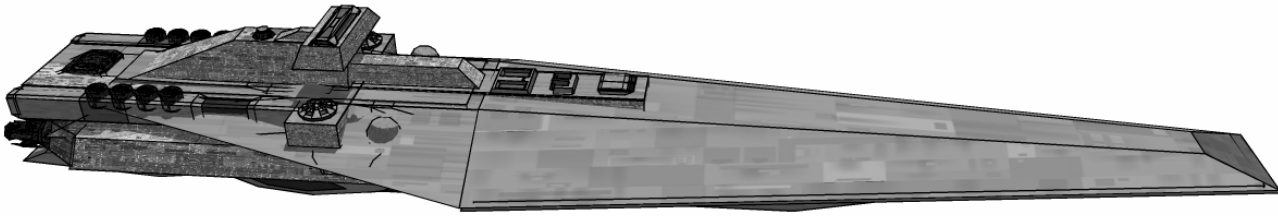
Primary Sensors: Level 5
 Special: Target Analyzer, Hyperspace Inhibitor, range 500 mkm (range 500, prevents use of hyperspace drives and Hypernet transmissions).

Backup Sensors: Level 3
 Hypercomm Transmitter: 10,000 LY range
 Communications Transmitter: 1,000,000 mkm range
 Backup Transmitter: 3,000 mkm range

The *Space Dreadnought* is the most visible representation of Imperial power and presence. Each carries a full wing of 30 *Harpy* fighters, a complement of 10,000 Shock Troopers and 10 Terror-Striders with shuttles and landers to transport them, and various other Battle-frames and vehicles.

Outside of prolonged conflicts, *Space Dreadnoughts* are primarily used for the relocation of Imperial citizens; forcibly removing them from their planets and transporting them to a colony world. There the *Space Dreadnought* deposits its troops and colonists to build a military installation. The colony serves only to support the military installation, thus further expanding the Empire's influence.

Imperial Armada Spacecraft



Imperial Super Space Dreadnought

ARMOR KD: 10K SHIELD KD: 500K
 HULL SDP: 2000K MANEUVER: -10
 MOVE: 3 (450 m/phase; 540 kph)
 Crew: 12,000 officers, 228,000 enlisted (Tactics AV 16, Piloting AV 12, Gunnery AV 10, Shield AV 10)
 Passengers: 50,000 Guests, Shock Troopers, and regular Ground Forces

Scale: Super Starship
 Length: 8000m (13 hexes!) Span: 2000m (7 hexes!)
 Clearance: 1200m (5 hexes!) Decks: 240

Weapons

All Arcs

1. Tractor Beams, range 1.25 km
 (15+3d6 vs target's structure+3d6, success indicates target is immobilized, -2 accuracy, range 5, BV4, light starship scale)

Fixed Forward

2. Nova Cannons, range 125 km
 (100K, +1 accuracy, range 50, BV 2, fixed forward, medium starship scale)
3. Pi-Tachyon Destroyer, range 4500 km
 (1000K, range 300, BV 2, fixed forward, heavy starship scale, requires 30 seconds of charging time prior to firing and 20 hours of cooling time after firing)

Forward Arc

4. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 30, light starship scale)
5. Beam Cannons, range 6.05 km
 (10K, +2 accuracy, range 11, BV 20, light starship scale)
6. Heavy Beam Cannons, range 6.05 km
 (20K, +2 accuracy, range 11, BV 10, medium starship scale)
7. Strike Missile Launchers, range 500 km
 (60K, smart - AV12, range 100, BV4, medium starship scale, 50 salvos)

Left Arc

8. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 30, light starship scale)
9. Beam Cannons, range 6.05 km
 (10K, +2 accuracy, range 11, BV 20, light starship scale)
10. Heavy Beam Cannons, range 6.05 km
 (20K, +2 accuracy, range 11, BV 10, medium starship scale)

Right Arc

11. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 30, light starship scale)
12. Beam Cannons, range 6.05 km
 (10K, +2 accuracy, range 11, BV 20, light starship scale)
13. Heavy Beam Cannons, range 6.05 km
 (20K, +2 accuracy, range 11, BV 10, medium starship scale)

Rear Arc

14. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 30, light starship scale)
15. Beam Cannons, range 6.05 km
 (10K, +2 accuracy, range 11, BV 20, light starship scale)
16. Heavy Beam Cannons, range 6.05 km
 (20K, +2 accuracy, range 11, BV 10, medium starship scale)

Performance

Hyperdrive: 20 LY/hour
 Range: 200,000 LY
 Ion Drive: 4 mkph; 0.03 AU/hr; 0.004c
 Gravity Drive: 540 kph

Accommodations

Crew and Passengers: 2000 1-berth senior officers' cabins, 5000 2-berth officers' cabins, 22,800 10-berth crew cabins, 500 1-berth passenger cabins, 1000 2-berth passenger cabins, 380 125-berth bunk bays, 1000 2-bunk holding cells.
 Medical: Large Medical bay (2000 beds, 500 cryotanks, +1 AV medicine and first aid skill tests).
 Emergency: 29,000 10-man escape pods.
 Cargo: 20 10,000-ton cargo bays.
 Specialized Equipment: Large repair bay (+1 AV repair skill tests).
 Hangar Space: 150 fighters, 30 shuttles, 50 landers, 100 terror-striders.

Avionics

Primary Sensors: Level 6
 Special: Target Analyzer, Hyperspace Inhibitor, range 500 mkm (range 500, prevents use of hyperspace drives and Hypernet transmissions).
 Backup Sensors: Level 5
 Hypercomm Transmitter: 10,000 LY range
 Communications Transmitter: 1,000,000 mkm range
 Backup Transmitter: 3,000 mkm range

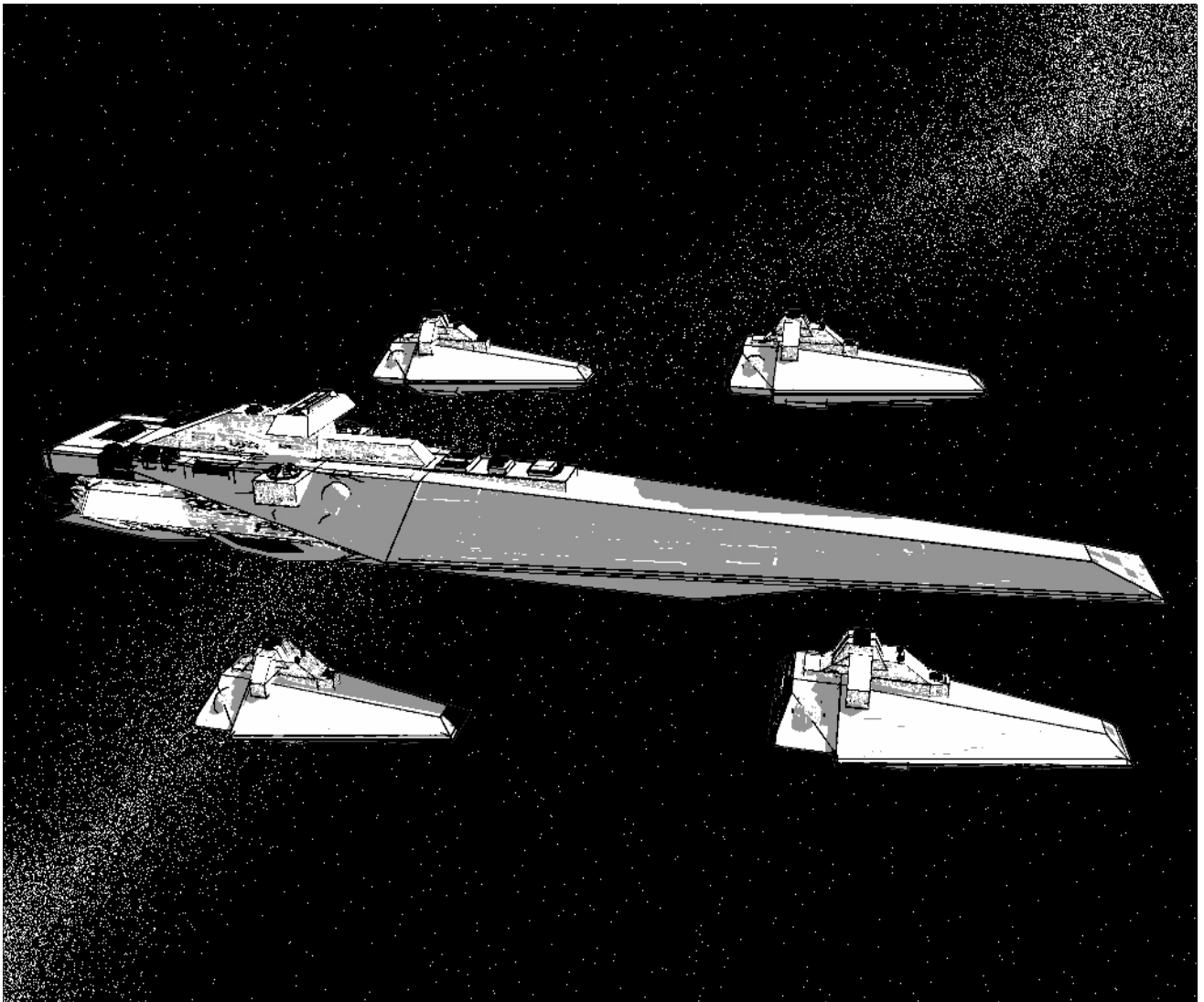
Imperial Armada Spacecraft

The *Super Space Dreadnought* dwarfs all other spacecraft and even most space stations in size, scope, and firepower. Due to their immensity, only twelve were built. The Empire spares no expense in the construction of its vast Armada. The Empire leads the pack in terms of the size and firepower of its warships. It is rumored, however, that the Emperor has even larger space-going monstrosities in the works.

No spacecraft projects power like the *Super Space Dreadnought*. Its giant Pi-Tachyon cannons are capable of destroying entire planets from 4500 kilometers. It carries within its hull five full wings of 30 *Harpy* fighters, a complement of 50,000 Shock Troopers, 100 Terror-Striders, shuttles and landers to transport them, and various other Battle-frames and vehicles. Its hangar bay alone is capable of servicing a *Dagger* class Cruiser or *Hunter* class Corvette.

Super Space Dreadnoughts serve as the flagships for the twelve fleets of the Armada. Each patrols a sector of Imperial space with an escort of up to 12 *Space Dreadnought* Battlecarriers and various other support and screen craft each. These flotillas serve as mobile command centers for the Imperial military operations.

Although *Space Dreadnought* Battlecarriers are normally tasked for planetary surface invasion, and are usually well-enough equipped for the task, a *Super Space Dreadnought* flotilla may make appearances at especially indigent worlds to back up the Imperial claim. *Super Space Dreadnought* flotillas are also often used to make impressive displays of Imperial force at even loyal colony worlds. The sight of the giant spacecraft, visible even from the surface during the day, is useful for reminding the subjects of the Empire that the firepower could be turned on them at any time, for any reason.



Alien Spacecraft

Reticulan Saucer

ARMOR KD: 8K SHIELD KD: 100K
HULL SDP: 20K MANEUVER: -0
MOVE: 40 (18 km/phase; 21,600 kph)
Crew: 100 (Tactics AV 18, Piloting AV 14, Gunnery AV 14, Shield AV 14)
Passengers: 100 Abductees

Scale: Heavy Starship
Length: 60m Span: 60m
Clearance: 15m Decks: 3

Weapons

All Arcs
1. Stunner, range 40,000 km
(1K stun damage only, +1 WA, range 900, light starship scale)
2. Tractor Beam, range 130,000 km
(20+3d6 vs target's SDP+3d6, -2 accuracy, range 1600, light starship scale)

Performance

Hyperdrive: 500 LY/hour
Range: 500,000 LY
Hyper-Gravity Drive: 689 mkph; 4.61 AU/hr; 0.640c
Gravity Drive: 21,600 kph; Mach 17.6

Accommodations

Crew and Passengers: est 100 crew with no apparent stations or rest areas; est. 10 10-man holding cells/cages.
Medical: Large medical bay (2000 beds, 500 cryotanks, +2 AV medicine and first aid skill tests).
Emergency: Unknown.
Cargo: est. 50 ton cargo bay.
Specialized Equipment: Abductee laboratory and table.

Avionics

Primary Sensors: Level 10
Special: Target Analyzer, Hyperspace Inhibitor, range 500 mkm (range 500, prevents use of hyperspace drives and Hypernet transmissions).
Telepathic Transmitter: 100,000 LY range

Reticulan spacecraft range in shape from simple saucers to triangles, rounded cylinders, cubes, and pyramids. During the day, these vessels appear to be smooth, metallic, and featureless. During the night, they can throb with bright pulsating lights.

Very little is known about the interior of a Reticulan spacecraft. Reports from those that have been abducted by Reticulans indicate the interior may be larger than the exterior.

Reticulan spacecraft use advanced stealth technology to avoid visual or electronic detection. If a Reticulan does not wish to be detected, it will not be detected. This technology is not foolproof and has failed for various reasons on several occasions throughout history. One such occasion occurred in 1947 near Roswell, New Mexico, on Earth. It was this event that led to humanity's first contact with Reticulans and their later expansion into the Galaxy at large.

Krung Marauder

ARMOR KD: 3K SHIELD KD: 50K
HULL SDP: 50K MANEUVER: -6
MOVE: 6 (1.8 km/phase; 2160 kph)
Crew: 10 officers, 60 crewmen
(Tactics AV 10, Piloting AV 8, Gunnery AV 8, Shield AV 8)
Passengers: 0

Scale: Medium Starship
Length: 250m (2 hexes) Span: 200m (2 hexes)
Clearance: 20m Decks: 2

Weapons

Forward Arc
1. Beam Cannons, range 6.05 km
(20K, +2 accuracy, range 11, BV 2, light starship scale)
2. Heavy Strike Missile Launchers, range 500 km
(100K, smart - AV12, range 100, BV 4, 10 salvoes, medium starship scale)

Performance

Hyperdrive: 35 LY/hour
Range: 20,000 LY
Ion Drive: 16 mkph; 0.10 AU/hr; 0.014c
Gravity Drive: 2160 kph; Mach 1.8
Special: Trans-atmospheric capability; landing gear.

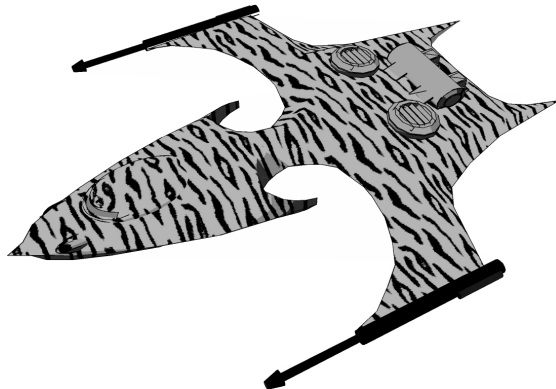
Accommodations

Crew and Passengers: 10 1-berth officers' cabins, 6 10-berth crew cabins.
Medical: None.
Emergency: None.
Cargo: 200-ton cargo bay.

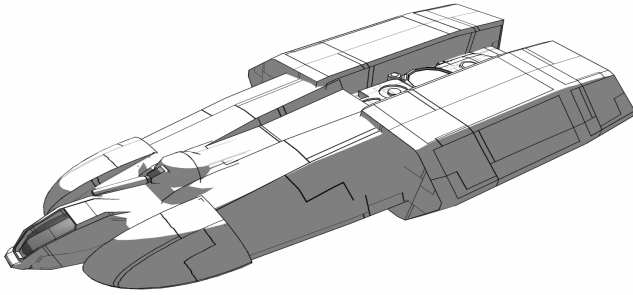
Avionics

Primary Sensors: Level 4
Special: Target Analyzer, Hyperspace Inhibitor, range 500 mkm (range 500, prevents use of hyperspace drives and Hypernet transmissions).
Backup Sensors: Level 2
Hypercomm Transmitter: 1000 LY range
Communications Transmitter: 100,000 mkm range
Backup Transmitter: 3,000 mkm range

One of the most frightening sights on the Galactic Frontier is that of the Krung Marauder. Although the Krung expansionist policy ended 70 years ago, dissident groups of Krung operate as rebels and pirates, attacking shipping and raiding colonies. Although technically criminals, these Krung pirates are considered folk heroes among the Krung populace.



StarForce Vehicles

**Federation Gravitech Assault Vehicle**

ARMOR KD: 2K BODY SDP: 5K
 MANEUVER: -6 MOVE: : 200m (max 240kph)
 Crew: 2 (Piloting AV 12, Gunnery 8)
 Passengers: 20
 Scale: light starship

Weapons

All Arcs:

1. Heavy Blaster Turret
(14 DC, range 400m, vehicle scale)
2. 2 Rocket Pods
(2K, -1 accuracy, range 250m, 20 rockets, can be fired singly or in BV10 salvoes of 10, vehicle scale)

Performance

Gravity Drive: 240 kph
 Maximum Altitude: 10 m

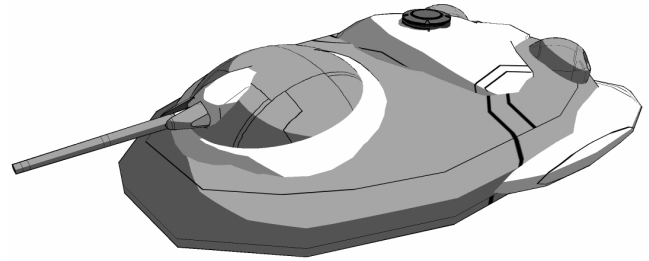
Accommodations

Crew and Passengers: 1 pilot seat, 1 gunner seat, 20 ruggedized passenger seats
 Medical: 20 Medkits
 Emergency: 25 emergency pressure suits
 Cargo: 1000 kg storage behind passenger seats; 10,000 kg with passenger seats removed.

Electronic Systems

Primary Sensors: Level 2
 Special: Target Analyzer
 Backup Sensors: Level 1
 Communications Transmitter: 1000 km range
 Backup Transmitter: 300 km range
 Artificial Intelligence Intelligence 2, Reflexes 2, Dexterity 2, Current Events 2, Perception 2, Pilot Gravitech Vehicle 2, Sensor 2, Firewall DV 26.

The GAV is a highly mobile troop transport used for transporting troops during an assault on planetary targets. It is equipped with two rocket pods, and a heavy blaster turret. The GAV can transport up to 20 troopers.

**Federation Gravitank**

ARMOR KD: 3K BODY SDP: 7K
 MANEUVER: -8 MOVE: : 200m (max 240kph)
 Crew: 2 (Piloting AV 12, Gunnery 8)
 Passengers: 0
 Scale: light starship

Weapons

All Arcs:

1. Heavy Beam Gun Turret
(6K, +1 accuracy, range 1800m, light starship scale)
2. 2 Rocket Pods
(-1 accuracy, 2K, range 250m, 20 rockets, can be fired singly or in BV10 salvoes of 10, vehicle scale)

Performance

Gravity Drive: 240 kph
 Maximum Altitude: 8 m

Accommodations

Crew and Passengers: 1 pilot seat, 1 gunner seat, 20 ruggedized passenger seats
 Medical: 2 Medkits
 Emergency: 2 emergency pressure suits
 Cargo: 100 kg hold

Electronic Systems

Primary Sensors: Level 2
 Special: Target Analyzer
 Backup Sensors: Level 1
 Communications Transmitter: 1000 km range
 Backup Transmitter: 300 km range
 Artificial Intelligence Intelligence 2, Reflexes 2, Dexterity 2, Current Events 2, Perception 2, Pilot Gravitech Vehicle 2, Sensor 2, Firewall DV 26.

The Gravitank is the Federation's heavy hitter, called into service against battleframes, terror-striders, powered-infantry, and even some atmospheric starships. The Gravitank is relatively sluggish, but it boasts a heavy beam gun turret and two turreted rocket pods.

AstroPol Vehicles

AstroPol Anti-Riot Gravi-Vehicle

ARMOR KD: 2K BODY SDP: 5K
 MANEUVER: -3 MOVE: 450m (max 540 kph)
 Crew: 1 (Piloting AV 11, Gunnery 11)
 Passengers: 5
 Scale: Vehicle

Weapons

All Arcs:

1. Anti-Riot Heavy Stunner
(12 DC stun only, range 400m, human scale)
2. Fire Retardant Foam Rockets
(AV 14 to douse fires, 1000m range, light starship scale)

Performance

Gravity Drive: 540 kph
 Maximum Altitude: 10,000 m

Accommodations

Crew and Passengers: 1 pilot seat, 5 passenger benches
 Medical: 1 Medkit
 Emergency: Quick-release escape hatch, 6 anti-gravity harnesses
 Cargo: 1000 kg storage behind passenger seats; 5,000 kg with passenger seats removed.

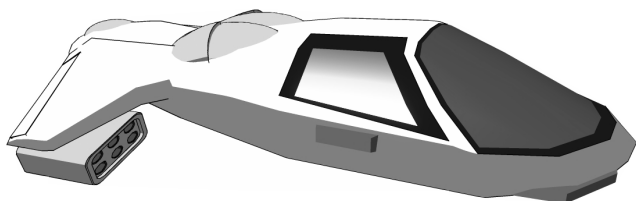
Electronic Systems

Primary Sensors: Level 2
 Backup Sensors: Level 1
 Communications Transmitter: 1000 km range
 Backup Transmitter: 300 km range

The AstroPol ARGV is a highly mobile platform used for anti-riot and some anti-invasion services. It is equipped with Fire Retardant Foam Rockets, and an Anti-Riot Heavy Stunner.

ARGVs respond to the scenes of riots, grand melees, or pirate raids with a contingent of up to 5 officers in combat armor and blaster rifles. The ARGV pilot will often put down a few foam rockets to draw attention and disrupt fights, then blast anyone still resisting arrest with the turreted heavy stunner. Prisoners are then detained at the scene until transports can arrive to take them into custody.

Although they are durable and built tough, ARGVs are not designed for vehicle combat and quickly find themselves at a disadvantage when faced with battle-frames or armed vehicles.



AstroPol Battle-Frame

ARMOR KD: 3K BODY SDP: 6K
 MANEUVER: -4 MOVE: 50m (max 60 kph)
 Crew: 1 (Piloting AV 11, Gunnery 11)
 Passengers: 1
 Scale: light starship

Weapons

All Arcs:

1. Hand-Held Heavy Beam Gun
(6K, +1 accuracy, range 1800m, light starship scale)
2. 2 Rocket Launchers
(1K each, 10 rate of fire, 1000m range, light starship scale)
3. 1 Anti-Riot Heavy Stunner
(12 DC stun only, range 400m, 5m area effect, human scale)
4. 2 Fists
(2K, -1 accuracy, light starship scale)

Performance

Surface Speed: 60 kph

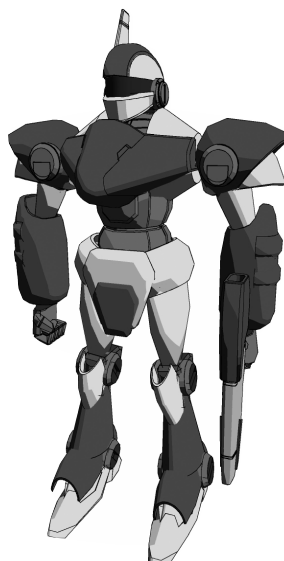
Accommodations

Crew and Passengers: 1 pilot seat, 1 security passenger seat to transport prisoners
 Medical: 1 Medkit
 Emergency: Quick-release escape hatch
 Cargo: 100 kg storage hold on back
 Special: Manipulator Arms (effective Strength of 13)

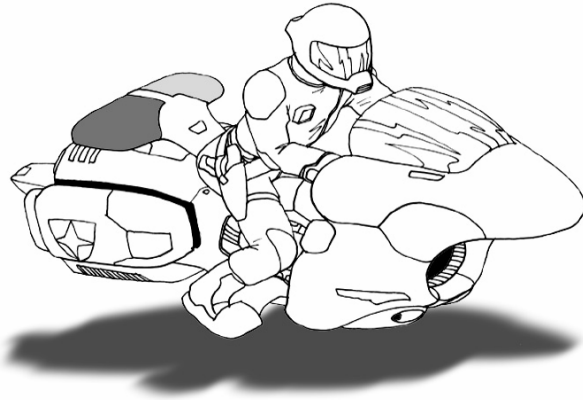
Electronic Systems

Primary Sensors: Level 1
 Special: Target Analyzer
 Backup Sensors: Level 1
 Communications Transmitter: 1000 km range
 Backup Transmitter: 300 km range

AstroPol Battle-Frames are 20m tall humanoid robots piloted from the cockpit in the chest. They are ruggedized for harsh environments and serve primarily when a Ranger is expected to face other Battle-Frames or heavy vehicles in the course of his mission. Like the Peacekeeper Starfighter, Battle-Frames are equipped with a passenger compartment for the transportation of suspects.



AstroPol Vehicles

**AstroPol Gravi-Bike**

ARMOR KD: 15 BODY SDP: 35
 MANEUVER: -2 MOVE: 450m (max 540 kph)
 Crew: 1 (Piloting AV 11)
 Passengers: 1
 Scale: Vehicle

Weapons

Fixed Forward:

1. Heavy Blaster
 (12DC, +1 accuracy, 400m range, human scale)

Performance

Gravity Drive: 540 kph
 Maximum Altitude: 4 m

Accommodations

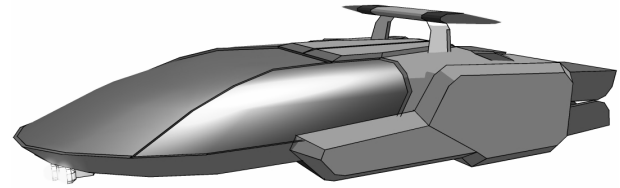
Crew and Passengers: 1 pilot seat

Electronic Systems

Communications Transmitter: 1000 km range

The AstroPol Gravi-Bike is armed with a heavy blaster. The bike provides no armor protection for its single rider.

Regular AstroPol officers use the gravi-bikes to patrol the city streets and long-range highway-tubes of the Core Worlds. Rangers often requisition gravi-bikes and store them in the hold of their Peacekeepers, which is just big enough for one gravi-bike and little else.

**AstroPol Gravi-Cruiser**

ARMOR KD: 25 BODY SDP: 70
 MANEUVER: -2
 MOVE: 800m (max 960 kph) aerial, 450m (max 540 kph) surface
 Crew: 1 (Piloting AV 11)
 Passengers: 3
 Scale: Vehicle

Weapons

Fixed Forward:

1. Heavy Blaster
 (12DC, +1 accuracy, 400m range, human scale)

Performance

Gravity Drive: 960 kph aerial, 540 kph surface
 Maximum Altitude: 10,000 m

Accommodations

Crew and Passengers: 1 pilot seat, 1 passenger seat, 2
 secure passenger seats
 Emergency: 4 anti-gravity harnesses

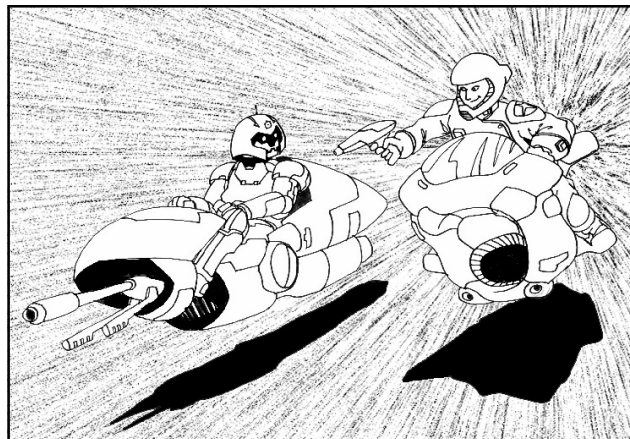
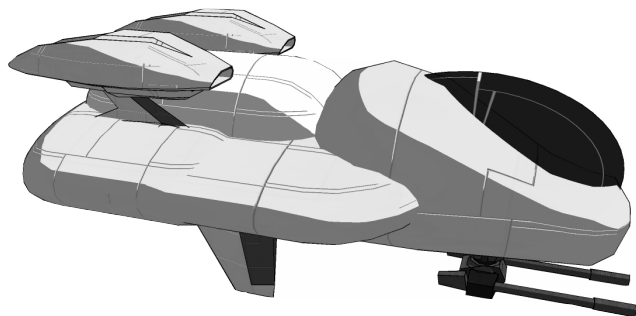
Electronic Systems

Communications Transmitter: 1000 km range
 Artificial Intelligence Intelligence 2, Reflexes 2, Dexter-
 ity 2, Current Events 2, Perception
 2, Pilot Gravitech Vehicle 2, Sen-
 sor 2, Firewall DV 26.

The AstroPol Gravi-Cruiser is a high performance machine used by both AstroPol Officers and Rangers. The car is built for a driver and one passenger, with a compartment in the rear for holding up to two prisoners.

The Gravi-Cruiser is not only a capable near-surface vehicle, it also performs as a highly maneuverable light aircraft. Though not nearly as fast as a small starship, the gravi-cruiser is fully capable of entering into aerial chases and dogfights with other gravi-fliers, resulting in spectacular looping and zooming chases around and among the dizzyingly tall atmoscrapers of some of the Core World cities.

Imperial Armada Vehicles



Imperial Aerial Assault Vehicle

ARMOR KD: 1K BODY SDP: 3K
 MANEUVER: -3 MOVE: 800m (max 960 kph)
 Crew: 2 (Piloting AV 8, Gunnery 8)
 Passengers: 10
 Scale: Vehicle

Weapons

All Arcs:

- 2 linked turreted Beam Guns
 (3K, +1 accuracy, BV2, 2500m range)

Forward Arc:

- 2 Strike Missiles
 (10K, smart - AV12, +1 accuracy, 10km range)

Performance

Gravity Drive: 960 kph
 Maximum Altitude: 1,000 m

Accommodations

Crew and Passengers: 1 pilot seat, 1 gunner seat
 Emergency: 2 anti-gravity harnesses.

Electronic Systems

Primary Sensors: Level 1
 Backup Sensors: Level 1
 Communications Transmitter: 1000 km range
 Backup Transmitter: 300 km

The Imperial AAV is an aerial weapons platform using high-powered gravitech technology. The AAV is used in much the same way as attack helicopters were used on Old Earth. Their primary mission is to seek out and destroy enemy armor units, including Battle-Striders, as well as enemy aerial units, such as Gravitech Fliers. The AAV lacks the speed and operating ceiling of a true air-superiority fighter, for which the Imperials use Harpy space fighters.

AAVs can also transport a platoon of 10 Shock Troopers, or 4 Recon Shock Troopers and their gravi-bikes, into and out of combat zones.

Imperial Gravi-Bike

ARMOR KD: 15 BODY SDP: 35
 MANEUVER: -2 MOVE: 450m (max 540 kph)
 Crews: 1 (Piloting AV 8)
 Passengers: 1
 Scale: Vehicle

Weapons

Fixed Forward:

- Heavy Blaster
 (12DC, +1 accuracy, 400m range, human scale)

Performance

Gravity Drive: 540 kph
 Maximum Altitude: 4 m

Accommodations

Crew and Passengers: 1 pilot seat

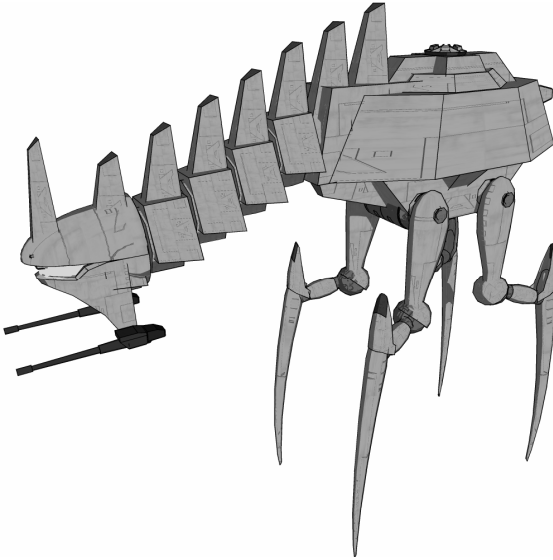
Electronic Systems

Communications Transmitter: 1000 km range

The Imperial Gravi-Bike is an armored one-man gravi-vehicle armed with a heavy blaster. The bike provides no armor protection for its rider. The bike is built for one rider, but a passenger can ride if they have good balance and can hold on real tight.

Recon Shock-Troopers are renowned for their survival and tracking skills. A unit of 4 Recon Shock-Troopers will perform missions ranging from long-range wilderness patrols to planetary surface reconnaissance behind enemy lines where orbital intelligence assets are unable to go. Recon units also help insert and recover Imperial Espionage agents into and from enemy territories.

Imperial Armada Vehicles

**Imperial Terror-Strider**

ARMOR KD: 4K BODY SDP: 10K
 MANEUVER: -5 MOVE: 50m (max 60 kph)
 Crew: 3 (Piloting AV 8, Gunnery 8)
 Passengers: 20
 Scale: light starship

WeaponsForward:

1. 2 linked Beam Guns
 (3K, +1 accuracy, BV2, 2500m range)

Performance

Surface Speed: 60 kph

Accommodations

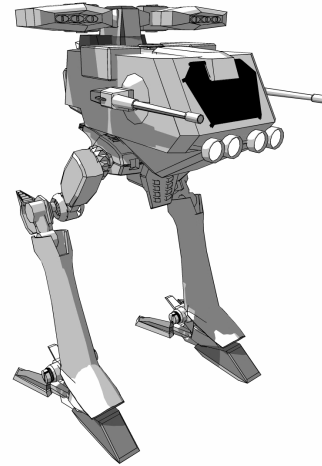
Crew and Passengers: 1 pilot seat, 1 gunner seat, 1 commanders seat, 20 ruggedized passenger seats
 Medical: 20 Medkits
 Cargo: 1000 kg storage behind passenger seats; 10,000 kg with passenger seats removed.

Electronic Systems

Primary Sensors: Level 1
 Backup Sensors: Level 1
 Communications Transmitter: 1000 km range
 Backup Transmitter: 300 km range

The Imperial Terror-Strider is a giant quadruped battleframe that serves as the Empire's main land warfare vehicle. The Terror-Strider looms over the battlefield, using its Blaster Cannons to attack fortifications and vehicles, then deploying its complement of 20 Shock Troopers to secure the area.

Terror-Striders are transported from the orbiting Space Dreadnoughts to the planet's surface magnetically attached to the belly of a Mako-class transport. The Terror-Strider also interfaces with the transport via a connecting airlock, allowing troops to enter and exit the Strider while in transit.

**Imperial Dread-Strider**

ARMOR KD: 1K BODY SDP: 4K
 MANEUVER: -4 MOVE: 50m (max 60 kph)
 Crew: 2 (Piloting AV 8, Gunnery 8)
 Passengers: 1
 Scale: light starship

WeaponsAll Arcs:

1. 2 turreted Beam Guns
 (3K each, +1 accuracy, 2500m range)
2. 2 Rocket Launchers
 (1K per rocket, 10 rockets, BV increases by +1 per rocket fired up to BV10, 1000m range)

Performance

Surface Speed: 60 kph

Accommodations

Crew and Passengers: 1 pilot seat, 1 gunner seat, 1 passenger bench
 Medical: 2 Medkits
 Cargo: 500 kg storage hold behind passenger compartment

Electronic Systems

Primary Sensors: Level 1
 Backup Sensors: Level 1
 Communications Transmitter: 1000 km range
 Backup Transmitter: 300 km range

The Imperial Dread-Strider is small bipedal battleframe used in areas such as winding urban streets, dense forests, and jungles, where the larger Terror-Strider would be impractical. The Dread-Strider is more nimble than its lumbering cousin, but it is also more lightly armed and armored.

Though the Dread-Strider is too small to have an airlock, it is equipped with a standard hatch for connecting to a Mako-class transport.

Most non-Imperial pilots jokingly refer to the awkward-looking cheaply-produced Dread-Strider as "Land-Harpy" or "Chicken-Legs".

Miscellaneous Military Vehicles

Titan Battle-Strider

ARMOR KD: 2K SDP 8K
 MANEUVER: -6 MOVE: 50m (max 60 kph)
 Crew: 1 (Piloting AV 7, Gunnery 9)
 Passengers: 0
 Scale: light starship

Weapons

All Arcs:

1. 1 hand-held Autocannon
(6K, BV4, 2450m range, 10 bursts)
2. 2 Fists
(2K, -1 accuracy)

Forward:

1. 1 shoulder-mounted turreted Blaster Cannon
(3K, +1 accuracy, 2450m range)
2. 1 shoulder-mounted Rocket Launcher
(1K per rocket, 10 rockets, BV increases by +1 per rocket fired up to BV10, 1000m range)

Performance

Surface Speed: 60 kph

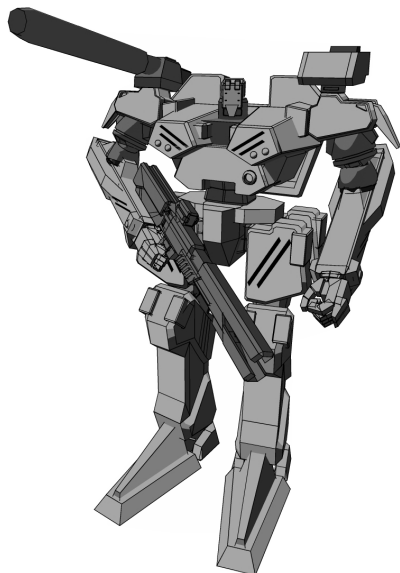
Accommodations

Crew and Passengers: 1 pilot seat
 Medical: 1 Medkit
 Cargo: 500 kg storage hold behind passenger compartment
 Special: Manipulator Arms (effective Strength of 14)

Electronic Systems

Primary Sensors: Level 1
 Backup Sensors: Level 1
 Communications Transmitter: 1000 km range
 Backup Transmitter: 300 km range

The *Titan* Battle-Strider is a military-grade model favored by planetary governments, mercenary groups, and the Anti-Imperial Rebellion. Like most Mercenary Battle-Striders, The *Titan* is a surplus machine from the Core Wars which was sold to planetary and colonial governments that found its way to the Black Market. *Titan* Battle-Striders cost 75,000 credits to purchase.



Araña Battle-Strider

ARMOR KD: 2K SDP 5K
 MANEUVER: -6 MOVE: 50m (max 60 kph)
 Crew: (Piloting AV 7, Gunnery 9)
 Passengers: 0
 Scale: light starship

Weapons

Forward:

1. 1 turreted Blaster Cannon
(3K, +1 accuracy, 2450m range)
2. 2 arm-mounted anti-personnel blasters
(1K, +1 accuracy, BV2, 800m range)
3. 8 smoke canisters
(Obscures vision for 200m radius, range 1250m)

Performance

Surface Speed: 60 kph

Accommodations

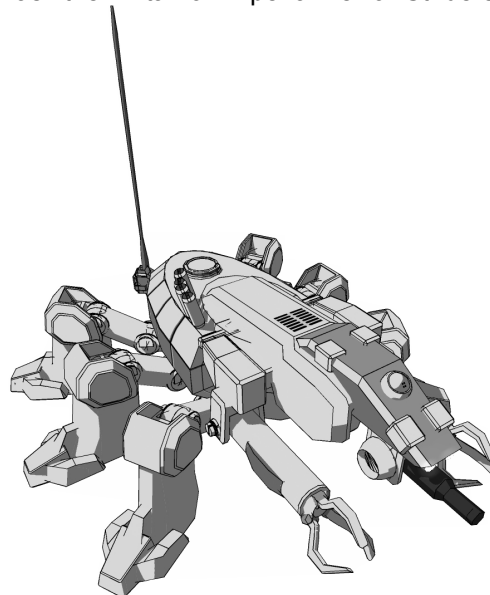
Crew and Passengers: 1 pilot seat
 Medical: 1 Medkit
 Cargo: 1000 kg storage hold behind passenger compartment
 Special: Manipulator Arms (effective Strength of 14); Airlock

Electronic Systems

Primary Sensors: Level 1
 Backup Sensors: Level 1
 Communications Transmitter: 1000 km range
 Backup Transmitter: 300 km range

The *Araña* Battle-Strider is an older six-legged design used by various Old Earth Empires during the Core Wars. Like the *Titan*, many models have found their way from planetary governments to mercenary and rebel groups. *Araña* Battle-Striders cost 65,000 credits to purchase.

The *Araña*'s primary role is an anti-riot vehicle, using its arm-mounted anti-personnel blasters and smoke canisters to disperse crowds and mobs. The *Araña* is less capable against other armor units such as the *Titan* or Imperial Terror-Striders.



Civilian Vehicles

Gravi-Bike

ARMOR KD: 3
 MANEUVER: -2
 Crew: 1
 Scale: Vehicle
 Electronics Systems:
 Artificial Intelligence (Intelligence 4, Skills 4, Firewall DV 26),
 Communicator (300km range).

BODY SDP: 30
 MOVE: 450m (max 540 kph)
 Passengers: 1

A small 1-man Gravi-Bike with built-in computerized controls. Gravi-Bikes cost 3500 credits to purchase. Sports models are capable of speeds in excess of 500 kph but cost twice as much.

Gravi-Car

ARMOR KD: 10
 MANEUVER: -3
 Crew: 1
 Scale: Vehicle
 Electronics Systems:
 Artificial Intelligence (Intelligence 4, Skills 4, Firewall DV 26),
 Communicator (300km range).

BODY SDP: 50
 MOVE: 450m (max 540 kph)
 Passengers: 3

A small 2-man Gravi-Car with built-in computerized controls. Gravi-Cars cost 4700 credits to purchase. Sports models are capable of speeds in excess of 500 kph but cost twice as much.

Gravi-Flier

ARMOR KD: 10
 MANEUVER: -4
 Crew: 1
 Scale: Vehicle
 Electronics Systems:
 Artificial Intelligence (Intelligence 4, Skills 4, Firewall DV 26),
 Communicator (300km range).

BODY SDP: 50
 MOVE: 450m (max 540 kph)
 Passengers: 3

A 4-man Gravi-Flier with a flight ceiling of 10,000m and built-in computerized controls. Gravi-Fliers cost 4900 credits to purchase. Sports models are capable of speeds in excess of 1000 kph or Mach 1 but cost twice as much.

Gravi-Transport

ARMOR KD: 10
 MANEUVER: -5
 Crew: 1
 Scale: Vehicle
 Electronics Systems:
 Artificial Intelligence (Intelligence 4, Skills 4, Firewall DV 26),
 Communicator (300km range).

BODY SDP: 65
 MOVE: 200m (max 240 kph)
 Passengers: 5

A 6-man Gravi-Vehicle with a large rear cargo hold and built-in computerized controls. Gravi-Transports cost 4700 credits to purchase.

Ground cycle

ARMOR KD: 3
 MANEUVER: -2
 Crew: 1
 Scale: Vehicle
 Electronics Systems:
 Communicator (300km range).

BODY SDP: 20
 MOVE: 200m (max 240 kph)
 Passengers: 1

A small 1-man wheeled motorcycle powered by rechargeable fuel cells. Groundcycles cost 1400 credits to purchase. Sports models are capable speeds in excess of 200 kph but cost twice as much.

Ground car

ARMOR KD: 3
 MANEUVER: -4
 Crew: 1
 Scale: Vehicle
 Electronics Systems:
 Communicator (300km range).

BODY SDP: 50
 MOVE: 200m (max 240 kph)
 Passengers: 3

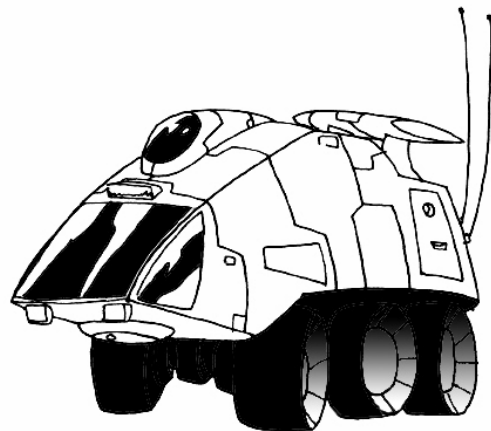
A 4-man wheeled automobile powered by rechargeable fuel cells. Groundcars cost 1500 credits to purchase. Sports models are capable of speeds in excess of 250 kph but cost twice as much.

Explorer

ARMOR KD: 25
 MANEUVER: -5
 Crew: 1
 Scale: Vehicle
 Electronics Systems:
 Communicator (300km range), Airlock.

BODY SDP: 100
 MOVE: 50m (max 60 kph)
 Passengers: 9

A 10-man heavy surface transport used for exploring wilderness planets. An Explorer is completely pressurized and is equipped with a rear airlock as well as normal access hatches in the front, side, and a turret hatch on the top. Explorers cost 3000 credits to purchase.



Appendices

Appendix I: Space MOVE to Real World Figures

Examples	Range/MOVE	Meters/Phase	Kilometers/Phase	KPH	Mach
Ground Vehicles	1	50	0.05	60	0.0
Gravitech Vehicles	2	200	0.20	240	0.2
Gravitech Vehicles	3	450	0.45	540	0.4
Gravitech Fliers	4	800	0.80	960	0.8
	5	1,250	1.25	1,500	1.2
	6	1,800	1.80	2,160	1.8
Beam Gun	7	2,450	2.45	2,940	2.4
	8	3,200	3.20	3,840	3.1
	9	4,050	4.05	4,860	4.0
Nebula, Beam Gun	10	5,000	5.00	6,000	4.9
	11	6,050	6.05	7,260	5.9
	12	7,200	7.20	8,640	7.0
	13	8,450	8.45	10,140	8.3
	14	9,800	9.80	11,760	9.6
	15	11,250	11.25	13,500	11.0
Peacekeeper	16	12,800	12.80	15,360	12.5
	17	14,450	14.45	17,340	14.1
Lightning	18	16,200	16.20	19,440	15.8
	19	18,050	18.05	21,660	17.6
Harpy	20	20,000	20.00	24,000	19.5
	21	22,050	22.05	26,460	21.5
Harpy Interceptor	22	24,200	24.20	29,040	23.6
	23	26,450	26.45	31,740	25.8
Strike Missile	24	28,800	28.80	34,560	28.1
	25	31,250	31.25	37,500	30.5
	26	33,800	33.80	40,560	33.0
	27	36,450	36.45	43,740	35.6
	28	39,200	39.20	47,040	38.3
	29	42,050	42.05	50,460	41.1
	30	45,000	45.00	54,000	43.9

Appendix 2: Useful Formulae

1 mph = 1.6093 kph; 1 kph = 0.62137 mph

1 Astronomical Unit [AU] = 149,600,000 km; 0.000 005 pc (Parsecs); 0.000016 LY (light years).

1 AU/Hour = 145 million kph = .14c

Light speed [c] = 299,792 km/s; 1,079,252,712 kph; 7 AU/hour; 173 AU/day; 63,271 AU/yr, ~900,000 km/Phase

1 LY/Hour = 8,760c

Mach 1 [Mk 1] (dry air @ sea level) = 1,229 km/h, 341 m/s; 1,043 m/phase, MOVE 4.

Appendix 3: Glossary

Action Value [AV]: The total of a **Characteristic** and a **Skill**. Also known as an Attack Value.

Action Total [AT]: The total of a character's Action Value plus a die roll. Also known as an Attack Total.

Attack Roll: Rolling dice and adding them to your character's **Action Total** to determine whether or not your character's action attempt succeeded.

Characteristic: (aka Stat) A number that shows your character's ability in an area, compared to everybody else. Characteristics determine how strong, smart or agile the character naturally is. The higher the number, the more powerful the characteristic. Example: Strength is a Characteristic; Strength 8 is stronger than Strength 3.

Characteristic Points [CP]: These are used to buy the basic **Characteristics** of the character.

Story Options: These are **Skills**, **Talents**, **Perks**, or **Equipment** with which characters can fight, protect themselves and generally adventure. These may also include powers and abilities beyond those of mortal men.

Complications: Situations, Story Elements, or personal limitations that enhance the role-playing aspect of the character. Some problems are external; enemies or physical liabilities; others are internal qualities of the character; these can be good, bad or mixed.

Dice: A standard 6-sided die found in most board games, abbreviated as d6. A number preceding the d6 indicates how many to roll, totaling the results. For example, 3d6 means roll 3 dice and total the result, for an outcome ranging between 3 to 18.

Difficulty Value [DV]: The number a character's **Action Total** needs to meet or beat in order to succeed at a task. Also known as a Defense Value when comprised of a an opponent's Characteristic plus Skill plus 10.

Energy Defense [ED]: A character's ability to shrug

off energy-based attacks, measured as an "armor" that reduces this kind of **Stun damage**.

Fuzion™: The name of the game system used in this product. Fuzion tm comes in two varieties: *Instant Fuzion™* and *Total Fuzion™*

Game Master [GM]: The person who runs the *Fuzion™* game, playing the parts of all characters not taken by the Players.

Hits: An arbitrary measure of "life energy". When a character has lost all their Hits, they are dying.

Instant Fuzion™: A set of simple rules that are easy to learn and play. It is a "compact" version of *Fuzion™*, and is ideal for games in which complex rules aren't important and the focus is on getting started and resolving differences as quickly as possible. *Instant Lightspeed* uses *Instant Fuzion™*.

Killing Defense [KD]: Armor. Also the ability to shrug off all types of **Killing Damage**. Usually subtracted from the amount done.

Kills: A larger scale of damage used when attacking military (or huge) vehicles and structures. Things that do damage in **Hits** or **SDP** cannot damage things with Kills.

Killing Damage: Physical, deadly wounds, subtracted from a character's **Hits**.

Non-Player Character [NPC]: A character portrayed by the **Game Master**.

Option Points [OP]: These are points used to buy the "stuff" the character owns, knows or can do, such as **Skills**, **Talents**, **Perks**, or **Powers**.

Perk: A useful privilege or contact a character has special access to.

Player: A participant of a **Role-Playing Game** that controls the actions of a **Player Character**.

Player Character [PC]: A character controlled and portrayed by a **Player**.

Power: An innate, superhuman ability that cannot usually be learned or taught, usually quite powerful. An example might be the ability to fly or fire bolts of energy.

Role-Playing Game [RPG]: A type of game where several people gather to tell a story through characters of their own creation. Rules regulate who gets their way whenever conflict in the story arises. For instance, when you were a child and played "Cowboys and Indians", if you shot the bad guy, but the bad guy says you missed, who's right? RPG rules help determine if the bad guy was shot or not. Different Role-Playing Games use different rules systems for resolving conflicts. *Fuzion™* is one of those systems.

Skill: An ability that can be learned or taught, such as playing an instrument or using a weapon.

Appendices

Structural Damage Points [SDP]: Damage to structures and vehicles

Stun Points: A measure of a character's consciousness or awareness. When a character's Stun Points are at 0, they are unconscious.

Stun Damage: Shocks to a character's consciousness, subtracted from their **Stun Points**.

Stun Defense [SD]: A character's ability to shrug off shock and pain, measured as an "armor" that reduces **Stun Damage**.

Talent: An innate ability, (but not necessarily super-human) that can't be learned or taught; i.e., a bump of direction or ability to see in the dark.

Task: An action undertaken by a character, such as picking a lock or firing a gun. Any use of a **Skill** or any attack is a Task. See **Task Resolution**.

Task Resolution: A way of determining whether or not a character succeeds at a task. Compare the character's **Action Total [AT]** to the **Difficulty Value [DV]** of the **Task**. If the AT is equal to or higher than the DV, the attempt is successful.

Total Fuzion™: The complete, more detailed, **Fuzion™** rules, providing many more options and in-depth explanations. *Lightspeed* uses *Total Fuzion™*.

Appendix 4: Conversion Notes

Lightspeed uses the *Fuzion™* role-playing game rules and characters created in *Lightspeed* can be used in other *Fuzion™* games and vice versa with no conversion.

Lightspeed is also available using the *Instant Fuzion™* rules. In order to convert characters from *Instant Fuzion™* to *Total Fuzion™* or back, use the following guidelines:

Physical = Strength, Constitution, Body. Multiply the characteristic by 3 and divide the result between the three stats.

Mental = Intelligence, Presence, Willpower. Multiply the characteristic by 3 and divide the result between the three stats.

Combat = Reflexes, Dexterity, Technique. Multiply the characteristic by 3 and divide the result between the three stats.

Move = Move. No conversion is necessary.

Refigure the character's Secondary Characteristics according to the new Primary Characteristics determined above.

Skills convert over directly. No conversion is necessary.

Appendix 5: Online Resources

Free *Lightspeed* and *Instant Lightspeed* supplements and resources can be found online at <http://www.lightspeed-rpg.com>.

Other *Fuzion™* resources can be found at

R. Talsorian Games
<http://www.talsorian.com>

Gold Rush Games
<http://www.goldrushgames.com>

TranzFuzion
<http://www.mecha.com/~conkle/fuzion>

Atomik Fuzion
<http://www.meta-earth.com/fuzion/atomik.html>

Serena Dawn Spaceport
<http://www.serenadawn.com>

The Ultimate Fuzion Webguide
<http://www.tufw.net/>

FuzionPrime
<http://www.fuzionprime.net/>



Appendix G: Useful Tables

Initiative

Each Character's Initiative Score = Reflexes + 3d6

Character's act in order of descending Initiative scores.

Character's may act out of Initiative Order by declaring an "Abort Action" or performing a Defensive Action.

Time Table

1 Phase (3 seconds)

1 Round (4 Phases)

1 Minute (5 Rounds)

5 Minutes

20 Minutes

1 Hour

6 Hours

1 Day

5 Days

1 Month

1 Season (3 Months)

1 Year

Character Movement

Move = MOVE x 1m

Run = MOVE x 2m

Sprint = MOVE x 3m

Swim = MOVE x 1m

Leap = MOVE x 1m

Vehicle Movement

1/4 Top Speed = 1/4 MV

1/2 Top Speed = 1/2 MV

Top Speed = normal MV

Success vs. Failure

If the AT is higher than the DV, the action succeeds.

If the AT is lower than the DV, the action fails.

Action Total

AT = AV (Characteristic + Skill) + 3d6

Opposed Actions

Opposed DV = Opponent's DV (Characteristics + Skill + 10)

Unopposed Actions

Unopposed DV = Difficulty Level (see Difficulty Table)

Hand-to-Hand Attacks

AT = AV (Attacker's Reflexes + Fighting Skill) + 3d6
vs.

DV = Opponent's Dexterity + Evasion Skill or
Fighting Skill, whichever is higher + 10

Melee Attacks

AT = AV (Attacker's Reflexes + Weapon Skill) + 3d6
vs.

DV = Opponent's Dexterity + Evasion Skill or Weapon Skill
(whichever is higher) + 10

Ranged Weapon Attacks

AT = AV (Attacker's Reflexes + Weapon Skill) + 3d6
vs.

DV = Opponent's Dexterity + Evasion Skill + 10

Combat Modifiers

Combat Ranges	AV
Melee (0-4m)	-0
Close (5-10m)	-2
Medium (11-50m)	-4
Long (50m - out to listed range of weapon)	-6
Extreme (every 50m beyond listed range of weapon)	-1
Target Size	AV
Tiny Target (bull's-eye, eye, vital area)	-6
Small Target (less than 1m wide, head, limb)	-4
Large Target (trees, cars, large animals, etc.)	+2
Very Large Target (vehicles, walls, side of barn)	+4
Other Combat Modifiers	AV
Moving target (per 10 meters traveled last round)	-1
Target silhouetted	+2
Vehicle mounted, no turret	-4
Firing shoulder arm from hip	-2
Aiming (per phase)	+1
Weapon braced on tripod or support	+2
Surprise Attack (successful Stealth roll)	+5
Off-Hand (using the wrong hand)	-2
Target Prone (lying on the ground)	-2
Popping out from behind cover to fire	-1
Target popping out from behind cover	-2
Wielding two weapons (modifier to each hand)	-2/-4

Unopposed Difficulty Values

Difficulty Level	DV	Example
Challenged	10	Climb a ladder. Repair a torn shirt. Park a grav-car without scratching it.
Everyday	14	Climb a tree. Repair an old car. Pop a wheelie on a grav-bike.
Competent	18	Climb a dying tree. Repair a computer or datapad. Drive up into a moving trailer via a lowered ramp.
Heroic	22	Climb a stone wall. Design a clunky walker. Regain control of a careening grav-car.
Incredible	26	Climb a brick wall. Design and build an advanced Stealth Fighter. Jump a dry creek bed or raised drawbridge.
Legendary	30	Climb a cliff face. Design and build a Starship. Turn a grav-car on its side to fit down a narrow alley.
Superheroic	34+	Perform acts that no mortal human could realistically perform.

Useful Tables

Object SDP		
The Great Outdoors	KD	SDP
Brush	0	5
Rocks	28	30
Large Tree	10	50
Light Pole	14	30
Manhole Cover	50	30
Structures	KD	SDP
Glass	3	5
Wooden Wall	7	10-15
Sheetrock Wall	7	5-10
Brick Wall	14	30
Concrete Wall	14	50
Metal Wall/Bulkhead	32	70
Armored Wall	50	50
Metal Lock	14	5
Wood Door	7	5
Hatch/door	10	20
Metal Door/Airlock	14	30
Vault Door	1K	4K
Furniture	3	15-20
Control Console	3	20-30
Machinery	7	30-50
Vehicles/Structures/Planets	KD	SDP
Grav Car/Grav Flier	10	50
Starfighter	1K	5K
Grav Tank	3K	7K
Small Starship, Skyscraper	5K	50K
Medium Starship, Several Skyscrapers	7K	100K
Large Starship, Several City Blocks	10K	200K
Huge Starship, Typical Town	10K	300K
Asteroid, Mountain, Small City	10K	600K
Small Moon, Huge City	10K	800K
Large Moon or Small Planet (Pluto)	100K	1600K
Typical Planet (Earth)	100K	3200K
Large Planet (Neptune)	100K	6400K
Huge Planet (Jupiter)	1000K	12,800K

Strength Actions

Character's Strength + appropriate skill + 3d6 vs. DV

Strength Action Difficulty Values

DV	Lift	Bend/ Break	Meters	Aloft
10	Groceries	Balsa Wood	5	0 Phases
14	Child	Plastic	10	1 Phase
18	Adult Female	Wood	40	1 Phase
22	Adult Male	Aluminum	80	1 Phase
26	Lion, 2 Men	Iron	100	2 Phases
30	Grav Cycle		500	3 Phases
34	Small Car	Steel	1000	5 Phases
38	Elephant		5000	10 Phases

Presence Attacks

Attacker's Presence + Oratory, Performance, or other appropriate skill + 3d6

vs.

Target's Willpower + Concentration + 10

Presence Attack Modifiers

Modifier	Situation
-1 to -2	Inappropriate setting
-1	In combat
-1	At a disadvantage
-1 to -2	Wrong reputation
-1 to -3	Presence Attack runs against current mood
-1 to -2	Repeated Presence Attacks
+1 to +2	Right reputation
+1	Surprise
+1	Exhibiting a power or superior technology
+1 to +3	Violent action
+1 to +3	Good soliloquy
+1 to +2	Appropriate setting
+2	Targets in partial retreat
+4	Targets in full retreat

Presence Attack Outcomes

PRE Attack Total Is	Possible Effects of PRE Attack
≥ Target Resistance	Target is impressed; hesitates, acts last this phase.
≥ Target Resistance + 10	Target is very impressed; hesitates, acts last this phase and only gets one Action, even if using the Run Action. May follow commands that the target is already inclined to do.
≥ Target Resistance + 20	Target is awed; may not take any Action next phase and is -5 Dexterity. May do what attacker commands.
≥ Target Resistance + 30	Target is cowed; may surrender, run away, or faint. Target is Dexterity 0, and will nearly always follow attacker's commands.

Hacking a Computer

Opposed Task: AT =
AV (Hacker's Intelligence + Hacking) + 3d6 vs.
DV = Computer's Firewall DV

Hacker must win a number of skill tests equal to the target computer's Intelligence to gain access.

Master Skill List

Fighting Skills

Evasion

Hand to Hand

Melee Weapons

Ranged Weapon Skills

Archery

Autofire Weapons

Gunnery

Heavy Weapons

Ranged Weapons

Awareness Skills

Concealment

Concentration

Perception

Shadowing

Surveillance

Tracking

Control Skills

Animal Handler

Driving

Pilot Battle-Frame

Pilot Gravitech Vehicle

Pilot Starfighter

Pilot Starship

Riding

Body Skills

Acrobatics

Athletics

Climbing

Contortionist

Feat of Strength

Stealth

Thrown Weapons

Social Skills

Bribery

Conversation

Etiquette

High Society

Interrogation

Persuasion

Seduction

Streetwise

Trading

Wardrobe and Style

Technique Skills

Bugging

Computer Technology

Demolitions

Electronics

Equipment Technology

Forgery

Games/Gambling

Lockpicking

Mechanics

Robotics Technology

Security Systems

Starfighter Technology

Starship Technology

Vehicle Technology

Weaponsmith

Performance Skills

Acting

Disguise

Mimicry

Oratory/Command

Performance

Sleight of Hand

Ventriloquist

Education Skills

Artistry

Astrogration

Bureaucracy

Business

Computers

Criminology

Cryptography

Current Events

Education

Engineering

Expert

Forensic Medicine

Hacking

History

Inventor

Languages

Local Expert

Medicine

Navigation

Professional

Research

Science

Sensors

Shields

Survival

Tactics

Teaching

Electricity and Fire Damage

Type	Mild	Intense	Deadly
DC	DC1-4	DC5-10	DC11-20
Electricity	Battery	Wall socket	Lightning
Fire	Wood	Gasoline	Thermite

Poison, Drug, and Illness Damage

Type	Mild	Strong	Powerful
DC	DC1-4	DC5-10	DC11-20
Poison	Belladonna	Arsenic	Stonefish Venom
Drug	Alcohol	Sodium Pentathol	LSD
Illness	Measles	Pneumonia	Plague

Hit Location Chart

Roll3D6	Location	Hit Effect	AV
3-5	head	double damage	-6
6	hands/forepaws*	1/2 damage	-4
7-8	arms/forelimb*	1/2 damage	-3
9	shoulders*	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 x damage	-5
13	vitals	1.5x damage -	-6
14	thighs*	1x damage	-3
15-16	legs/hindlimb*	1/2 damage	-4
17-18	feet/hindpaws*	1/2 damage	-4

Lightspeed Weapons Table						
Archaic Ranged Weapons	Cost	DC	Accuracy	ROF	Range	Notes
Bow	40	4	0	1	*	*20m per STR, up to 140m
Longbow	70	7	0	1	*	*20m per STR, up to 200m
Crossbow	40	4	0	1	200m	Armor Piercing
Historic Ranged Weapons	Cost	DC	Accuracy	ROF	Range	Notes
Light Pistol (.22)	200	2	0	2	50m	6 rounds
Medium Pistol (9mm)	300	3	0	2	50m	10 rounds
Heavy Pistol (.357, 10mm Auto)	300	3	0	2	50m	10 rounds
Magnum Pistol (.44)	500	5	0	2	50m	10 rounds
Bolt Action Rifle	600	6	1	1	100m	1 round
Shotgun (12-Gauge buckshot)	500	5	0	2	40m	5 rounds, -1DC/+1 accuracy per 10m.
Shotgun (10-Gauge buckshot)	600	6	0	2	40m	5 rounds, -1DC/+1 accuracy per 10m.
Magnum Hunting Rifle (.458)	1000	10	+1	2	700m	1 round
Submachine Gun (9mm)	300	3	0	2	200m	30 rounds, BV 10
Assault Rifle (5.56mm)	600	6	+1	2	300m	30 rounds, BV 10, armor piercing
Battle Rifle (7.62mm)	900	9	+1	2	400m	30 rounds, BV 10, armor piercing
Machine gun (.50 cal; 12.7mm)	1000	10	0	1	800m	100 rounds, BV 10, armor piercing
Autocannon (30mm)	1400	14	0	1	400m	Armor piercing
Recoilless Rifle (60mm)	1500	15	0	1	400m	Armor piercing
Light Cannon (90mm)	1600	16	0	1	400m	Armor piercing
Tank Cannon (120mm)	1700	17	0	1	1000m	Armor piercing
Advanced Ranged Weapon	Cost	DC	Accuracy	ROF	Range	Notes
Stunner	300	10	+1	1	60m	Stun only, double damage after KD/SD
Pocket Blaster	300	3	+1	2	20m	Double damage after KD/SD on stun setting
Blaster Pistol	500	5	+1	2	60m	Double damage after KD/SD on stun setting
Hunting Blaster	600	6	+1	½	600m	
Blaster Rifle	700	7	+1	2	400m	Double damage after KD/SD on stun setting
Heavy Blaster	1200	12	+1	1	400m	Double damage after KD/SD on stun setting
Gauss Pistol	700	7	0	2	200m	10 rounds, armor piercing
Gauss Rifle	1000	10	0	1	1000m	10 rounds, armor piercing
Man-Portable Railgun	1400	14	0	1	400m	10 rounds, armor piercing
Melee Weapons	Cost	DC	Accuracy	Min.STR		Notes
Battle-Axe	50	6	-1	5		2 handed
Broadsword	40	4	+0	5		2 handed
Club	10	1	+0	1		1 handed, stun only
Combat Knife	100	1	+0	1		1 handed
Hand-Axe	20	2	+0	3		1 handed
Javelin	30	2	+1	3		1 handed
Mace	40	5	-1	4		1 handed
Monoblade	300	2	+1	2		1 handed, armor piercing
Polearm	50	5	+2	3		2 handed
Quarterstaff	30	3	+2	3		2 handed, stun only
Powersword/Poweraxe	500	4	+1	2		2 handed, armor piercing, can only be parried by another powersword, natural roll of 3 results in self-injury
Rapier	50	3	+2	2		1 handed
Saber	50	3	+2	2		1 handed
Spear	40	2	+2	2		2 handed
Short-Sword	30	2	+1	3		1 handed
Whip	10	1	-1	1		1 handed
Grenades	Cost	DC		Area of Effect in Meters		Notes
Sonic Grenade	50	10		5		Stun only, double damage after KD/SD
Thermal Grenade	50	5		5		
Fragmentation Grenade	70	7		5		
Heavy Grenade	100	10		10		

Scale Chart		
Scale	Examples	Size
Tiny	Weapon, Bull's-eye	~10 cm
Small	Dog, Cat, Arm, Leg	~1m
Medium	Human, Desk, Bicycle	~2m
Large/Vehicle	Grav Car, Tree	~10m
Starfighter/Strider	House, Grav Tank	~50m
Starrunner	Barn, Building, City Block	~100m
Starship	Starship, Town, Factory	~1000m
Super-Starship	City, Starbase, Mountain	~10 km
Asteroid	Comet, Asteroid, Moonlet	~100 km
Planetoid	Luna, Mercury, Continent	~1000 km
Small Planet	Earth, Mars, Venus	~10,000 km
Large Planet	Jupiter, Saturn, Uranus	~100,000 km
Star	Sol, Alpha Centauri, Sirius	~1 million km

Sensor Levels	
Example	Level
Human eye	Level 0
Strider	Level 1
Grav Flier	Level 2
Starfighter	Level 3
Starrunner	Level 4
Starship	Level 5
Exploration Starship	Level 7
Starbase	Level 9
Observatory	Level 10

Astrogation Difficulty Values	
Astrogation and Calibration Tasks	DV
Familiar destination	14
Unfamiliar but charted destination	18
Unfamiliar and uncharted destination	22
Reduced Calculation Time (half time)	x2
3d6 million km margin of error	-4
2d6 million km margin of error	+0
1d6 million km margin of error	+4
3d6 hundred thousand km margin of error	+8
2d6 hundred thousand km margin of error	+12
Intercept course to merge fields	+4
Changing course en route	+16
Emergency Drop-Out	+8
Hyperspace Beacon at Destination	-8
Remodulate Hyperdrive after being lost in Hyper-space	30+

Sensor Target Size Modifiers	
Target Size	Bonus
Medium (Human, 1-2m)	+0
Large, Vehicle (Grav-Car, House, 3-10m)	+1
Strider/Starfighter (11-20m)	+2
Starrunner (21-100m)	+3
Starship (101-1000m)	+4
Super-Starship (City, Starbase, etc., 1-10 km)	+5
Asteroid (100 km)	+6
Continent, Planetoid (Luna, ~1000 km)	+7
Small Planet (Earth, ~10,000 km)	+8
Large Planet (Jupiter, ~100,000 km)	+9
Star (Sun, ~1 million km)	+10

Sensor Ranges					
Level	Detect	Hexes	Identify	Example	Notes
0	3km	8	30m	Unaided eye	human Unaided eye
1	30km	25	300m	Strider	Horizon at sea level
2	300km	78	3km	Grav Flier	Minimum orbit
3	3000km	245	30km	Starfighter	Close orbit
4	30,000km	775	300km	Starrunner	Geosynchronous orbit
5	300,000km	2450	3 thousand km	Starship	1 light second, planetary system
6	3 million km	7745	30 thousand km		10 light seconds
7	30 million km	24,494	300 thousand km	Exploration ship	Star- 100 light seconds
8	300 million km	77,459	3 million km		2 AU, interplanetary
9	3 billion km	244,948	30 million km	Starbase	20 AU
10	30 billion km	774,596	300 million km	Observatory	200 AU, stellar system
11	300 billion km		3 billion km		2000 AU
12	3 trillion km		30 billion km		20,000 AU, 0.3 light years
13	30 trillion km		300 billion km		1 parsec, 3.2 light years
14	300 trillion km		3 trillion km		10 parsecs
15	3 quadrillion km		30 trillion km		100 parsecs
16	30 quadrillion km		300 trillion km		1000 parsecs
17	300 quadrillion km		3 quadrillion km		10,000 parsecs, 1/3 the diameter of the Galaxy
18	3 quintillion km		30 quadrillion km		100,000 parsecs, 3 times the diameter of the Galaxy
19	30 quintillion km		300 quadrillion km		1 million parsecs, distance to the Andromeda Galaxy
20	300 quintillion km		3 quintillion km		

Useful Tables

Example Maneuvers	
Maneuver	DV
Driving up into a moving trailer via a lowered ramp	18
Swerve (surface), Avoid an Obstacle (air/space)	20
Emergency Stop (halves damage in the event of a collision)	22
High-speed Turn (surface), Bank/Climb/Dive (air/space)	22
Regain Control	22
Turning sideways to squeeze down an alley or between two obstacles	22
Jumping a dry creek bed or raised drawbridge	26
Reversal or U-Turn	26
Maneuvering down a narrow alley or canyon	30

Surface Conditions	
Condition	DV
Open road, Calm Water, Desert, Plains	+0
Urban streets	+4
Light Forest or Jungle	+4
Light Traffic or Obstructions	+4
Mountainous Canyon, Ravine, or Riverbed	+8
Heavy Forest or Jungle	+8
Urban Back-Alleys	+8
Heavy Traffic or Obstructions	+8

Speed Modifiers				
Meters/Phase	Equivalent	Typical Safe Conditions	DV	Damage from Collision
0-25m	0-30kph 0-25mph	Safe driving speed for city streets, rough roads, light forests, through traffic, etc.	-8	7 DC
26-50m	31-60 kph 26-40mph 1 hex	Safe on thoroughfares, winding country roads, heavy highway traffic. Docking speed for air and spacecraft.	-4	1K
51-200m	61-240 kph 41-1164 mph 2 hexes	Safe on straight flat highways with no traffic, over plains, deserts, lakes, oceans.	+0	2K
201-450m	241-540 kph 165-368 mph 3 hexes	Mach 0.4	+1	3K
451-800m	541-960 kph 369-655 mph 4 hexes	Mach 0.8	+2	4K
801-1250m	961-1500 kph 656-1023 mph 5 hexes	Mach 1.2	+3	5K
	+1 hex	Aerial or Space maneuvers.	+1 per +1 hex	+1K

Altitude Modifiers				
Altitude	Safe Max Speed (hexes)	Equivalent	Notes	DV
0-10m	2	61-240 kph 41-15 mph 2 hexes	Street/Road-level.	+0
10-100m	3	450 m/phase 540 kph 370 mph	High-rise buildings, communication towers, bridges, trees, etc.	-4
101-1000m	4	800 m/phase 960 kph 655 mph	Skyscrapers on Core Worlds, hills.	-8
1001-10,000m	5	1250 m/phase 1500 kph 1025 mph Mach 1.2	Safe cruising altitude, mountains and tall peaks.	-12
10,001-100,000m	None	None	Roughly the edge of the atmosphere on Earth-like worlds.	-16

Weather Conditions	
Condition	DV
Rain or Fog	+4
Darkness, Heavy Rain or Snow	+8
Hurricane, Tornado, Blizzard	+12

Space Conditions	
Condition	DV
Crowded Traffic Corridor, Docking Approach	+4
Comet Tail, Nebula	+8
Planetary Ring, Asteroid Field	+12

Aerial Conditions	
Condition	DV
Hills, Treetops	+4
Urban Skyscrapers, Towers, Mountains	+8
Canyon	+12

Random Directions	
Surface: 1-2 = Ahead, 3-4 = Right, 5-6 = Left	
Air/space: 1-2 = Ahead, 3 = Right, 4 = Left, 5 = Up, 6 = Down	

Engagement Results, Open

This table is used to determine Firing Position if the combatants may engage without hindrance to maneuverability.

Target wins or ties:**Poor Target (No Aim)**

Firing Position: The Attacker is in a Poor Firing Position (unless Target achieves "Head On").

Attacker's Firing Arc: Target chooses (generally Rear).

Target's Firing Arc: Attacker chooses (generally Rear).

Range: Sum of both vessels' MOVE (unless Target has superior firing position and chooses a lesser Range).

Notes: May attack with weapons in the appropriate arc. (-2 AV).

Attacker beats Target by 1:**Adequate Target (Head On)**

Firing Position: Both the Attacker and Target are in adequate firing position (+0 AV) of each other.

Attacker's Firing Arc: Attacker chooses (generally Forward).

Target's Firing Arc: Target chooses (generally Forward).

Range: Zero

Notes: May attack with weapons in the appropriate arc.

Attacker beats Target by 2 or more:**Good Target (Side On)**

Firing Position: The Attacker is in a good firing position. +1 Maneuver next Phase.

Attacker's Firing Arc: Attacker chooses (generally Forward).

Target's Firing Arc: Attacker chooses (generally Rear).

Range: Attacker chooses.

Notes: May attack with weapons in the appropriate arc.

Attacker beats Target by 4 or more:**Excellent Target (Tail)**

Firing Position: The Attacker is in an excellent firing position (+2 AV). +2 Maneuver next Phase.

Attacker's Firing Arc: Attacker chooses (generally Forward).

Target's Firing Arc: Attacker chooses (generally Rear).

Range: Attacker chooses.

Notes: May attack with weapons in the appropriate arc.

Vehicle/Spacecraft Weapons Attacks

AT = Attacker's AV (Reflexes + Pilot or Gunnery Skill + MV for fixed forward weapons) + 3d6

vs.

Target DV = Opponent's Dexterity + Pilot Skill + MV + 10 to Hit,
Shield DV = Opponent's Technique + Shield Skill + 10 to Damage Shields

Missile:	Dumb	Smart	Brilliant	Genius
AV:	8	12	16	20

Engagement Results, Confined

This table is used to determine Firing Position if the combatants are engaged within a confined space such as a canyon, a trench, a cave, a crowded city street, or tunnel with little room to maneuver, usually while one craft is pursuing another. When in a confined space, the pursued craft cannot target any pursuing craft. Consult **Obstacles** below for any dangerous obstructions that may block maneuverability.

Pursued Wins: Poor Target

Firing Position: The pursuer is in a poor firing position and may not take a shot.

Range: sum of both vessel's MOVE.

Pursuer wins by 1: Target

Firing Position: The Pursuer may make a shot with no advantage.

Range: sum of both vessel's MOVE.

Pursuer wins by 2 or more: Good Target

Firing Position: The Pursuer is in good firing position. +1 Maneuver next Phase.

Range: Winner chooses.

Pursuer wins by 4 or more: Excellent Target

Firing Position: The Pursuer is in excellent firing position (+2 AV). +2 Maneuver next Phase.

Range: Winner chooses.

Engagement Modifiers

Full Offense	+1 Maneuver, -2 DV
Full Defense	-1 Maneuver, +2 DV
Tactical Advantage	+1 per +3 Initiative difference
Superior Speed	+1 per +3 hexes MOVE difference

Vehicle/Space Combat AV Modifiers

Vehicle and Combat Ranges	AV
Point-Blank (0-40m)	-0
Close (50-100m)	-2
Medium (110-500m)	-4
Long (500m - out to listed range of weapon)	-6
Extreme (every 500m beyond listed range of weapon)	-1
Space Combat Hex Ranges	AV
Point-Blank (0-4 hexes)	-0
Close (5-10 hexes)	-2
Medium (11-50 hexes)	-4
Long (50 hexes - out to listed range of weapon)	-6
Extreme (every 50 hexes beyond listed range of weapon)	-1
Other Combat Modifiers	AV
Moving Vehicle (per 100 meters difference in Move)	-1
Moving Starship (per 3 hex difference in Move)	-1
Smaller Scale	-2
Larger Scale	+2
Target silhouetted	+2
Aiming (per phase)	+1
Surprise Attack (successful Stealth roll)	+5

Humanoid/Animorphic Battle-Striders Hit Table [Roll 3D6]				
3D6	Location	Effect	Damage (after armor)	AV Modifier
3-5	Head (10%)	Lose sensors	2 x damage	-6
6	hands/forepaws*	Lose hand-held weapon	½ x damage	-4
7-8	Arms/forelimb*(10%)	Normal damage	½ x damage	-3
9-11	Torso (40%)	Normal damage	1x damage	-1
12	Weapon	Normal damage	½ x damage	-5
13	Powerplant	Normal damage	2 x damage	-6
14	Pilot	Normal damage	Crew Damage to Pilot	-3
15-16	legs/hindlimb* (15%)	-10% Move	½ x damage	-4
17-18	feet/hindpaws*	-1 MV	½ x damage	-4

Vehicle and Spacecraft Hit Table [Roll 3D6]					
3D6	Vehicle	Spacecraft	Effect (Roll 2d6)	Damage**	AV
3-4	Sensors (use next if no Sensors)	Sensors	2= Permanently disabled. Repair DV based on damage taken. 3-6 = Disabled for 1d6 Phases. 7-12 = Disabled for 1 Phase.	½ x damage	-4
5-6	Front Wheel/ Repulsor	Maneuver Thrusters	2= -1d6 MV permanently. Repair DV based on damage taken. 3-6 = -1d6 MV for 1d6 Phases. 7-12 = -1d6 MV for 1 Phase.	1x damage	-6
7	Communications	Communications	2= Permanently disabled. Repair DV based on damage taken. 3-6 = Disabled for 1d6 Phases. 7-12 = Disabled for 1 Phase.	1x damage	-3
8	Mobility Systems (Grav Engine, Drive train, etc.)	Drive Systems (Grav Drive, Ion Drive, Hyperdrive)	2 = permanently disabled, no MOVE until repaired. 3-6 = -1d6 MOVE for 1d6 Phases. 7-12 = -1d6 MOVE for 1 Phase. Hull breach and crew damage in Engine Room.	2x damage	-3
9	Superficial Damage	Superficial Damage	Damage to a non-vital area or component. Hull breach and crew damage in crew quarters.	1x damage	-3
10	Superficial Damage	Superficial Damage	Damage to a non-vital area or component. Hull breach and crew damage in unoccupied or passenger quarters.**	½ x damage	-1
11	Powerplant	Powerplant	2= Powerplant Explosion! Damage equal to half original SDP! 3-6 = Disabled for 1d6 Phases. 7-12 = Disabled for 1 Phase. Hull breach and crew damage in Engine Room.	2 x damage	-5
12	Weapon	Weapon	2= 1 weapon destroyed. Repair DV based on damage taken. 3-6 = -2d6 to hit for 1d6 Phases. 7-12 = -2d6 to hit for 1 Phase. Hull breach and crew damage to gunner.	½ x damage	-6
13	Cargo/Trunk	Cargo/Hangar	Superficial damage to vehicle but full damage to any cargo or spacecraft housed in the hangar bay. Hull breach and crew damage to cargo/hangar bay.	½x damage	-3
14	Control Disruption	Control Disruption	2= Permanently disabled. Repair DV based on damage taken. 3-6 = Disabled for 1d6 Phases. 7-12 = Disabled for 1 Phase. While disabled, cannot add stats or skills to any Pilot skill tests, use 3d6 or 10 only. Hull breach and crew damage in bridge***.	1x damage	-4
15-16	Rear Wheel/ Repulsor	Maneuver Thrusters	2= -1d6 MV permanently. Repair DV based on damage taken. 3-6 = -1d6 MV for 1d6 Phases. 7-12 = -1d6 MV for 1 Phase.	1x damage	-6
17-18	Shield Generator (use previous if no Shields)	Shield Generator (use previous if no Shields)	2= Disabled permanently. Repair DV based on damage taken. 3-6 = -1d6 Shield KD for 1d6 Phases. 7-12 = -1d6 Shield KD for 1 Phase.	½ x damage	-6

* if it isn't obvious, roll 1 die: even=right, odd=left. If location doesn't exist, roll again.

** or 1 passenger for vehicles and small-to-medium starships.

*** or pilot or co-pilot for vehicles and small-to-medium starships.

Hull Breach

During a Hull Breach, the indicated area is open to space. Anyone within the affected area has 1d6 Phases to don a Spacesuit.

Crew Damage (roll 2d6)

2 = All crew in affected area take 3d6 lethal damage per Kills damage (or full DC for vehicles) taken from attack (after armor).
3-6 = All crew in affected area take 2d6 lethal damage per Kill damage (or half DC for vehicles) taken from attack (after armor).
7-12 = All crew in affected area take 1d6 lethal damage per Kill damage (or quarter DC for vehicles) taken from attack (after armor).

L i g h t s p e e d **Character Sheet**

Player's Name	Character's Name
Species	Sex/Gender
Planet of Origin	Family
Education	Background

Characteristics

Characteristics		Total CP		Total OP		XP
MENTAL	INT	WILL	PRE	SD (CONx2)	Stun (BODx5)	
COMBAT	REF	DEX	TECH	KD	Hits (BODx5)	
PHYSICAL	STR	BOD	CON	REC (Str+Con)	LUCK (ALL/5)	RES (WILLx3)
MOVE	MOVE	Walk (Movex1)	Run (Movex2)	Sprint (Movex3)	Leap (Movex1)	END (CONx10)

Skills

Acrobatics		Education		Melee Weapons		Starship Technology	
Acting		Electronics		Mimicry		Stealth	
Animal Handler		Engineering		Navigation		Streetwise	
Archery		Equipment Technology		Oratory/Command		Surveillance	
Artistry		Etiquette		Paramedic/First Aid		Survival	
Astrogation		<u>Evasion</u>		<u>Perception</u>		Tactics	
Athletics		Expert		Performance		Teaching	
Autofire Weapons		Feat of Strength		<u>Persuasion</u>		Thrown Weapons	
Bribery		Forensic Medicine		Pilot Battle-Striders		Tracking	
Bugging		Forgery		Pilot Grav Vehicle		Trading	
Bureaucracy		Games/Gambling		Pilot Starfighter		Vehicle Technology	
Business		Gunnery		Pilot Starship		Ventriloquist	
Climbing		Hacking		Professional		Wardrobe and Style	
Computer Technology		<u>Hand to Hand</u>		Ranged Weapons		Weaponsmith	
<u>Computers</u>		Heavy Weapons		Research			
Concealment		High Society		Riding			
Concentration		History		Robotics Technology			
Contortionist		Interrogation		Science			
Conversation		Inventor		Security Systems			
Criminology		Language		Seduction			
Cryptography		Language		Sensors			
<u>Current Events</u>		Local Expert		Shadowing			
Demolitions		Lockpicking		Shields			
Disguise		Mechanics		Sleight of Hand			
Driving		Medicine		Starfighter Technology			

Complications, Talents, and Perks

[illegible]

Weapons Dam Acc Range ROF **Armor** KD EV **Equipment**

[illegible]

Starship

Name		Notes/Accommodations
Armor KD	Shield KD	
Hull SDP	Maneuver	
Move		
Crew	Passengers	
Scale		
Length	Span	
Clearance	Decks	

Weapons

1.			
Damage	Accuracy	Range	Notes
2.			
Damage	Accuracy	Range	Notes
3.			
Damage	Accuracy	Range	Notes
4.			
Damage	Accuracy	Range	Notes
5.			
Damage	Accuracy	Range	Notes
6.			
Damage	Accuracy	Range	Notes
7.			
Damage	Accuracy	Range	Notes
8.			
Damage	Accuracy	Range	Notes
9.			
Damage	Accuracy	Range	Notes
10.			
Damage	Accuracy	Range	Notes
11.			
Damage	Accuracy	Range	Notes
12.			
Damage	Accuracy	Range	Notes

Drive Systems

Hyperdrive hour _____ phase (x0.00833) _____ Range _____
Ion Drive hour _____ phase (x0.00833) _____ Range _____
Gravity Drive hour _____ phase (x0.00833) _____

Avionics

Primary Sensors _____ Backup _____
Hypercomm _____ Communications _____ Backup _____

Artificial Intelligence

Intelligence _____ Willpower _____ Reflexes _____ Dexterity _____
Skills _____
_____ Firewall DV _____

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by Christian Conkle