

Instant Lightspeed

Lightspeed

Science Fiction Role-Playing by Christian Conkle

Fuzion™ Roleplaying Rules by David Ackerman-Gray, Bruce Harlick, Ray Greer, George MacDonald, Steve Petersen, Mike Pondsmith, Benjamin Wright.



Introduction to *Lightspeed*

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™* 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™* game rules provided, Game Masters can adjudicate brawls and fistfights, blaster battles, vehicle chases, starfighter and starship combat, computer hacking, and more!

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



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About *Instant Lightspeed*

This book, *Instant Lightspeed*, is a simplified version of Lightspeed. It provides a taste of what to expect from the Lightspeed setting and rules. Although *Instant Lightspeed* provides everything you'll need in order to play or run a complete game, it represents just a fraction of what you'll find in *Lightspeed*. If you like what you see in *Instant Lightspeed*, pick up a copy of *Lightspeed* by Christian Conkle.

What's the Difference?

Instant Lightspeed uses the *Instant Fuzion™* game rules, an easy-to-learn simpler version of *Fuzion™* that emphasizes simplicity and instant play.

For those that prefer meatier game mechanics that provide added detail and cover a wider variety of situations, Lightspeed uses the beefier *Total Fuzion™* rules.

Both versions of the rules are interchangeable, characters made in *Instant Fuzion™* can be expanded to *Total Fuzion™* and vice-versa.

The scope of *Instant Lightspeed* is somewhat more limited compared to that of *Lightspeed*. *Instant Lightspeed* only allows the players to create Human AstroPol Rangers, and provides only abbreviated setting information on the Interstellar Era. *Lightspeed*, by contrast, is more in-depth and allows for the creation of any type of character imaginable, including aliens and robots.

Supplements are already available for *Instant Lightspeed* that provide information on playing and running StarForce officers and Super-Psychics. Future supplements will be created for both *Lightspeed* and *Instant Lightspeed*.

If *Instant Lightspeed* suits your needs, fantastic! However, if you want more from your Science Fiction gaming, check out *Lightspeed* today! You won't be disappointed.

Notes on the character data presented in *Lightspeed*

Mental: A measure of the character's learning and memory, willpower, and force of personality, measured on a scale of 1 to 10.

Combat: The character's reaction time, dexterity, and overall athletic ability, measured on a scale of 1 to 10.

Physical: This measures physical strength, toughness, and general health. Physical determines how much damage a character can deal with a punch or kick, and how much they can take, measured on a scale of 1 to 10.

Movement: How fast the character can move about, measured on a scale of 1 to 10.

Hits: How badly the character can be injured before he is mortally wounded, equal to the character's Physical x 5.

Defense: How resistant the character is to non-lethal injury, equal to the character's Physical x 2.

Skills: The important areas of training or experience the character might have, each rated from 1 to 10.

Special Abilities: Innate 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 19) and **Action** (page 25).

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 Combat characteristic 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 refers to optimum number of crew required to operate the craft.

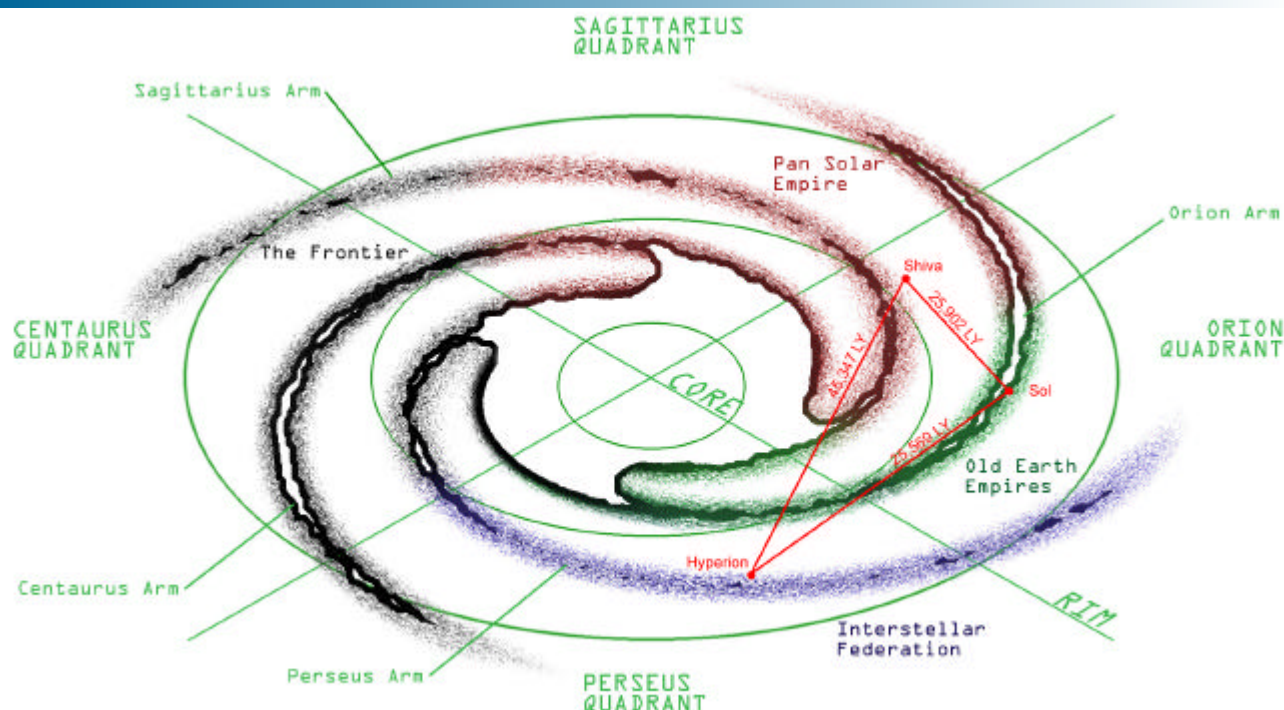
Passengers the number of extra passengers the craft may comfortably transport.

Weapons are the offensive firepower of the craft, listed by firing arc. Each weapon listing details its firepower, its range, its accuracy, and any other important information about that weapon.

Drive-Systems, Accommodations, and Avionics are the craft's optional systems including Hyperdrive, Ion Drive, Sensors, Communications, and Cargo Space. Sensors are rated from 1 to 10. For more information on Hyperdrives and Sensors, see *Lightspeed*.

See **Action** (page 25) for more information on what these numbers represent.

The Interstellar Era



In the 26th Century, the Milky Way Galaxy has been mapped and explored by man using the marvelous invention: The Hyperspace Drive.

The Milky Way Galaxy is roughly 100,000 light years from core to rim 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, France, 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, as it is known, is a strong union of former colonies that have all 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 Sagittarius Quadrant is governed by the tyrannical Pan Solar Empire. The Empire, like the Federation, is also comprised of old colony worlds. Unlike the Federation, they did not gain their independence. Instead, they were conquered by the mad Emperor, who has ruled his quadrant with an iron fist for more than 150 Solar Years. 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.

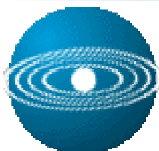
Citizens of the Empire live in squalid misery with no human rights. They view the Federation with jealous eyes. It is the Empire's ultimate goal to conquer the Federation and take it's wealth.

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 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 populated world with populations exceeding ten billion. These are usually heavily industrialized and 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 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 Frontier and on Federation Colonies and Associate Worlds. They have no jurisdiction on Federation member worlds. There, Federation Security maintain bases for permanent law enforcement

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 Member populations 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 citizens taxes are the higher than Associate World taxes, but Associate World citizens are also usually expected to pay a planetary government tax. Colonist pay the least taxes but are afforded the least benefits.

Defense

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.

StarForce Captain

Physical: 4 **Mental:** 7
Combat: 5 **Move:** 4
Hits: 20 **Defense:** 8

Skills: Astrogation 4, Bureaucracy 2, Computers 5, Concentration 1, Current Events 1, 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, Shields 2, System Operation 4, Tactics 7.

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 Officer

Physical: 4 **Mental:** 4
Combat: 4 **Move:** 4
Hits: 20 **Defense:** 8

Skills: Astrogation 3, Computers 4, Concentration 1, Current Events 1, 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, Shields 4, Starfighter Technology 2, Starship Technology 2, System Operation 4.

Equipment: Uniform, 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).



Law Enforcement

Federation Laws are guaranteed by the Federation Constitution and are enforced by The Federation Astro Police. All Member Worlds are protected by the Astro Police. All Associate and Colony Worlds fall under the jurisdiction of the Federation Astro Police Rangers.

Astro Police Rangers

Federation Astro Police 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 the Frontier colonies and serve the planet they grew up on.

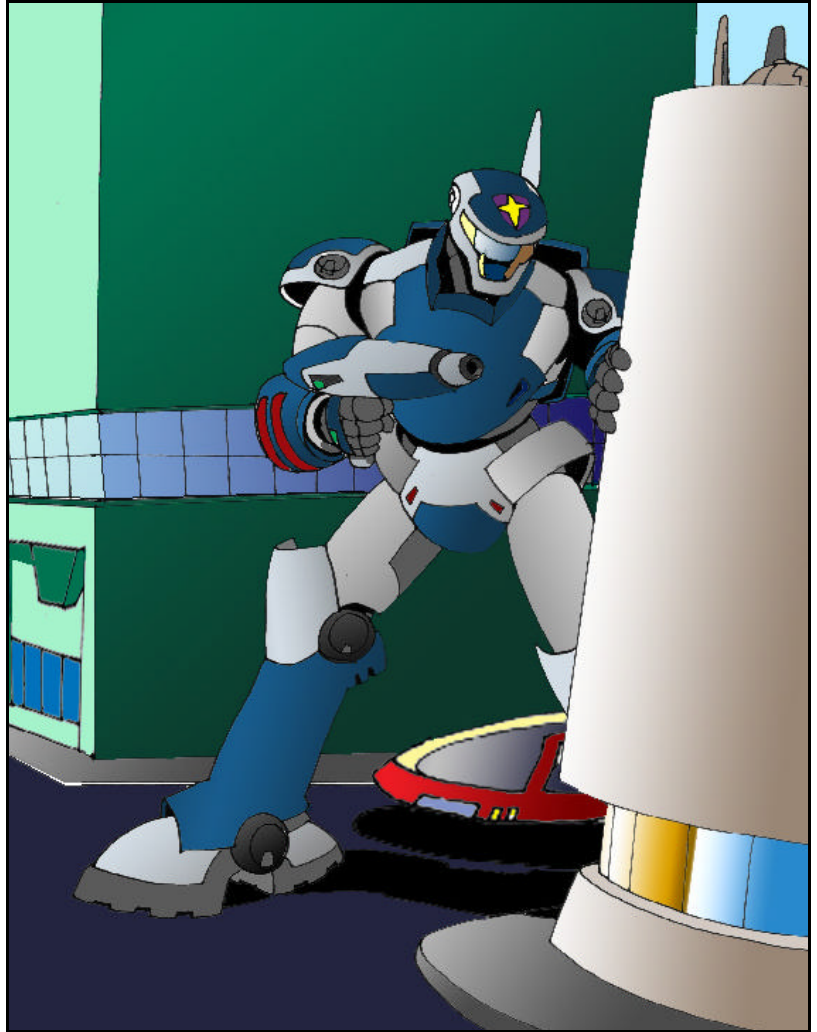
Each Ranger is their own commanding officer. All Rangers are equal. Their job, simply, is to uphold the law on the Frontier. The Frontier is a region of space spanning 150 million cubic light years. That means there are, on average, 300,000 Astro Police Rangers on patrol at any given time. The Rangers 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 Frontier is a dangerous place. Each year, the Astro Police Rangers suffer a 34% turnover, either through death, injury, retirement, or disappearance. 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 Astro Police 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, Astro Police 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.

Astro Police Rangers are not alone, however. Astro Police 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, then make sure a Ranger is able to do it. There are Astro Police 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 Astro Police ever needs help, Astro Police Support can have Rangers at their position in a matter 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 Astro Police is usually very busy.

Astro Police 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. Astro Police Support Stations have large armories at their disposal, but they're not unlimited. If a Ranger needs a powersuit, they can requisition it. If they need a bigger ship for a short mission, they can requisition that as well. Heavy Armor, Weapons, Engineering Equipment, and other items are all available from Astro Police Support. Astro Police Support offers loans on equipment allowances for big items, but failure to pay will result in garnishing of the Ranger's wages.

Recruitment and Training

Federation Astro Police Rangers are drawn from all walks of life. Ranger recruitment is handled by Astro Police Support. 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.

Astro Police Ranger training consists of two-months of basic training at any one of the hundreds of Astro Police 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 Astro Police Ranger as a Trainee. It is the Senior Ranger's duty to indoctrinate

nate 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.

Duties

The Astro Police are expected to enforce the law of the Federation Constitution. If an Astro Police 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 Astro Police Support Base, whichever is closer or more convenient.

An Astro Police 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 Astro Police as their own resources are typically below par. In fact, most Astro Police investigations or interventions are requested by local Law Enforcement Authorities.

Resources

Individual Astro Police Rangers are issued an protective flight suit, a side-arm, a datapad, and a tape-cuff 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 upon request from all Astro Police Support Bases are Heavy Weapons, Demolitions, Engineering Equipment, Transport Shuttles, Powersuits, and even Mecha or Starships. Assignment is usually on a per-mission basis.

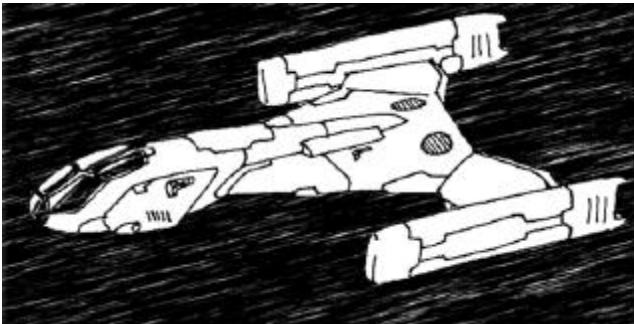
Pay

Rangers are paid a stipend of 500 credits a month and a monthly equipment maintenance allowance of 100 credits a month as base pay. Successful completion of missions also provide bonuses of 1000 to 10,000 credits depending on the importance and/or difficulty of the mission.

Astro Police Support Bases

There are thousands of Astro Police 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 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 Mecha, and 10 to 20 Vehicles of various varieties.

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



Astro Police Ranger

Physical: 5 **Mental:** 4
Combat: 6 **Move:** 5
Hits: 25 **Defense:** 10

Skills: Acrobatics 2, Astrogation 4, Climbing 2, Computers 5, Evade 5, First Aid 2, Navigation 2, Hand-to-Hand 7, Gunnery 4, Melee Weapons 4, Perception 7, Pilot Grav Vehicle 3, Pilot Starfighter 5, Ranged Weapons 5, Shields 4, System Operation 6, and Tracking 3.

Equipment: Blaster Pistol (5DC, +1 accuracy, 60m range), Flight Suit (10 KD), Datapad (Intelligence 2, Skills 2, Firewall DV 18), Cuff-Tape Dispenser (Physical: 9), Peacekeeper Starfighter (see Peacekeeper Statistics).



Peacekeeper Starfighter

The *Peacekeeper* Starfighter is a rugged, durable, easily maintained long-range starfighter perfect for Ranger patrols. No two *Peacekeepers* are alike due to the Ranger practice of allowing a pilot to modify, or "trick out", their starfighter.

Ranger 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: 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; 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 secure passenger seat for prisoners, both ejection. 500 kg storage behind cockpit. Security system

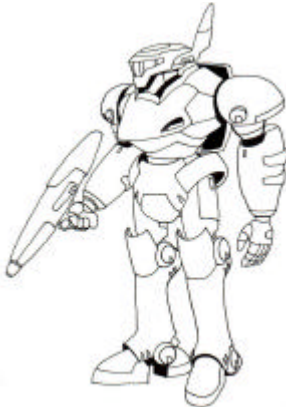
Avionics:

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).

Astro Police Vehicles

AstroPol Battle-Strider

AstroPol Battle-Striders 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-Striders or heavy vehicles in the course of his mission. Like the Peacekeeper Starfighter, Battle-Striders are equipped with a passenger compartment for the transportation of suspects. Rangers may purchase additional or replacement Battle-Striders for 51,000 credits, or may rent one for 250 credits/week with a 2000 credit deposit.



AstroPol Battle-Strider

ARMOR KD: 3K
 MANEUVER: -4
 Crew: 1
 Scale: Strider

BODY SDP: 6K
 MOVE: 75m (max 90kph)
 Passengers: 1

Weapons:

All Arcs

1. Heavy Beam Gun
(6K, +1 accuracy, 5000m range, walker scale)
2. 2 Rocket Launchers
(1K each, 10 rate of fire, 1000m range, walker scale)
3. 1 Anti-Riot Heavy Stunner
(12 DC stun only, range 400m, 5m area effect, human scale)
4. 2 Fists
(2K, -1 accuracy, walker scale)

Sub-Systems:

Primary Sensors (level 1), Secondary Sensors (level 1).
 Communicator (1000km range), Backup communicator (300km range).

AstroPol Grav-Bike

The AstroPol Grav Bike is an armored one-man grav 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 in discomfort. AstroPol Rangers may purchase additional or replacement Grav-Bikes for 4800 credits, or they may rent one for 50 credits a week with a 400 credit deposit.



AstroPol Grav-Bike

ARMOR KD: 15

MANEUVER: -2
 Crew: 1
 Scale: Vehicle

BODY SDP: 35
 MOVE: 250m (max 300kph)
 Passengers: 1

Weapons:

Fixed Forward

1. Heavy Blaster
(12DC, +1 accuracy, 400m range, human scale)

Sub-Systems:

Communicator (range 1000km)

AstroPol Grav-Cruiser



The AstroPol Grav-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. AstroPol Rangers may purchase additional or replacement Grav-Cruisers for 5500 credits, or they may rent one for 50 credits/week with a 400 credit deposit.

AstroPol Grav-Cruiser

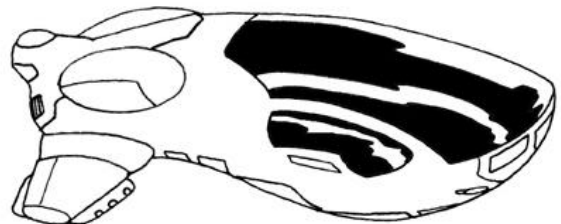
ARMOR KD: 25
 MANEUVER: -2
 Crew: 1
 Scale: Vehicle

BODY SDP: 70
 MOVE: 250m, (max 300kph)
 Passengers: 3

Sub-Systems:

Secured passenger seat for up to 2 prisoners.
 Artificial Intelligence (Intelligence 4, Skills 4, Firewall DV 26)
 Communicator (range 1000km)

AstroPol Anti-Riot Grav-Vehicle



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. AstroPol Rangers may purchase additional or replacement ARGVs for 25,600 credits, or they may rent one for 150 credits a week with a 1200 credit deposit.

AstroPol Anti-Riot Grav-Vehicle

ARMOR KD: 2K
 MANEUVER: -3
 Crew: 1
 Scale: Vehicle

BODY SDP: 5K
 MOVE: 165m (max 200kph)
 Passengers: 5

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)

Sub-Systems:

Primary Sensors (Level 2), Secondary Sensors (Level 1).
 Communicator (1000km range), Backup communicator (300km range).

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 the military/corporate government, in other words, make a profit. 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.

Astro Police interaction with Imperial Shock Troopers is generally limited to helping refugees safely escape from Imperial aggression. Astro Police 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..

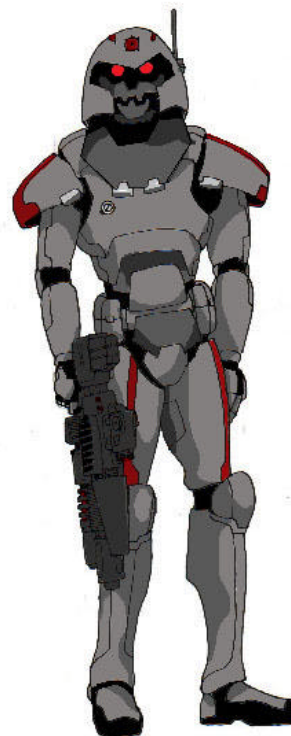
Imperial Shock

Trooper

Physical: 5 **Mental:** 2
Combat: 4 **Move:** 3
Hits: 25 **Defense:** 10

Skills: Astrogation 4, Computers 4, Evasion 4, Gunnery 4, Hand-to-Hand 4, Melee Weapons 6, Perception 4, Persuasion 2, Pilot Grav Vehicle 4, Pilot Starfighter 4, Ranged Weapons 6, System Operation 4, Thrown Weapons 2.

Equipment: Blaster Rifle (7DC, +1 accuracy, 400m range), Armor (20 KD), Powersword (5DC, +1 accuracy), Grenade (10DC, 5m radius), Harpy Starfighter (see Harpy Statistics).



Imperial Captain

Physical: 4 **Mental:** 6
Combat: 5 **Move:** 4
Hits: 20 **Defense:** 8

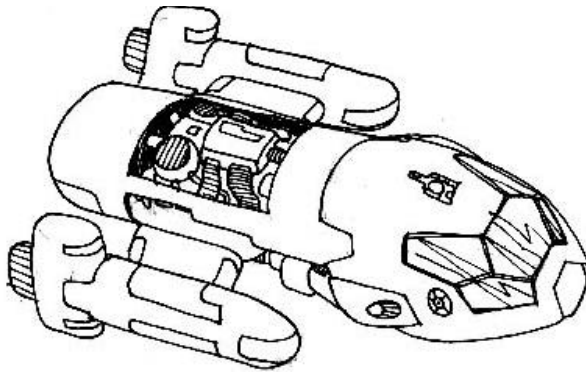
Skills: Astrogation 2, Bureaucracy 4, Computers 4, Education 4, Etiquette 3, Evasion 5, Gunnery 2, Hand-to-Hand 4, Interrogator 6, Perception 4, Persuasion 6, Pilot Starfighter 2, Pilot Starship 4, Shields 2, System Operation 4, Tactics 6.

Equipment: Command Uniform (Grey), Blaster Pistol (5DC, +1 accuracy, ROF 2, 60m range), 30 credits.



Imperial Vehicles

Harpy Starfighter



The *Harpy* Starfighter is the symbol of the Empire. They are small and cheaply produced, resulting in swarms of disposable fighters. They lack Hyperdrive, so they must be ferried to combat in Imperial Carriers or Strike Cruisers.

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: starfighter
 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, starfighter scale)

Drive-Systems:

Ion Drive (Top Speed: 1.15 AU/hour; 172.34 mkph; 0.160c; 344 mkm range). Gravity Drive (Top Speed: 21,660 kph; Mach 19.5). Trans-Atmospheric Capability.

Accommodations:

1 pilot seat, no ejection. Security system.

Avionics:

Primary Sensors (Level 3), Backup Sensors (Level 1), Target Analyzer (reports identity, size, mass, and velocity of craft in sensor range). Communications Transmitter (1000 mkm), Backup Transmitter (300 mkm).

Imperial Terror-Strider

The Imperial Terror-Strider is a giant quadrupedal mecha that serves as the Empire's main land warfare vehicle. The Terror-Strider strides across the battlefield, using its Blaster Cannons to attack fortifications and vehicles, then deploying its complement of 20 Shock Troopers to secure the area.



Imperial Terror-Strider

ARMOR KD: 4K BODY SDP: 10K
 MANEUVER: -5 MOVE: 50m (max 60 kph)
 Crew: 2 Passengers: 20
 Scale: Strider

Weapons:

All Arcs

1. 2 linked Beam Guns
 (3K, +1 accuracy, BV2, 2500m range)

Sub-Systems:

Primary sensors (level 1), Backup sensors (level 1).
 Primary communicator (1000km), Backup communicator (300km).

Imperial Grav-Bike

The Imperial Grav-Bike is an armored one-man grav-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 in discomfort.

Imperial Grav-Bike

ARMOR KD: 15 BODY SDP: 35
 MANEUVER: -2 MOVE: 250m (max 300kph)
 Crew+Passengers: 1 Passengers: 1
 Scale: Vehicle

Weapons:

Fixed Forward

1. Heavy Blaster
 (12DC, +1 accuracy, 400m range)

Sub-Systems:

Communicator (range 1000km).

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: United States of America, China, European Union, United Africa, Japan, Russia, and Brazil.

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 has led to the de-facto abolition of national boundaries. National governments still exist, but the differences are much less prominent than they were 600 years ago.

Many of the Old Earth Empires have undertaken efforts to colonize the Frontier despite the long distances. The Federation welcomes such competition so long as disputes are resolved peacefully. In the event of hostile disputes, the Federation intercedes with military and diplomatic force.

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 Astro Police and Federation peacekeeping interventions are due to rival colony worlds and their opposing mercenary forces.

Most Astro Police interaction with citizens of the Old Earth Empires will be through these Mercenaries or through Corporate interests.

Many of the Old Earth Empires are de-facto Corporatocracies, ruled by the mega-corporations that provide goods and services to the galaxy.

Most corporates that Astro Police Rangers will encounter are colony managers, assigned by the home office to oversee the operation of a corporate colony. Sometimes a Ranger might encounter a corporate who is overseeing a particular project, often of an illegal nature. Earth corporates 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.

Corporate Representative

Physical: 3 **Mental:** 6
Combat: 4 **Move:** 2
Hits: 15 **Defense:** 6

Skills: Bureaucracy 3, Business 4, Computers 3, Concentration 1, Current Events 1, Education 4, Evasion 3, Games/Gambling 3, Hand-to-Hand 3, History 4, Perception 5, Performance 4, Persuasion 6, Pilot Grav Vehicle 1, Streetwise 5, System Operation 3.

Equipment: Stunner (10DC, +1 accuracy, 20m range), Defensive Vest (5 KD), Portable Computer (Intelligence 3, Skills 3, Firewall DV 22), 30 credits/month.

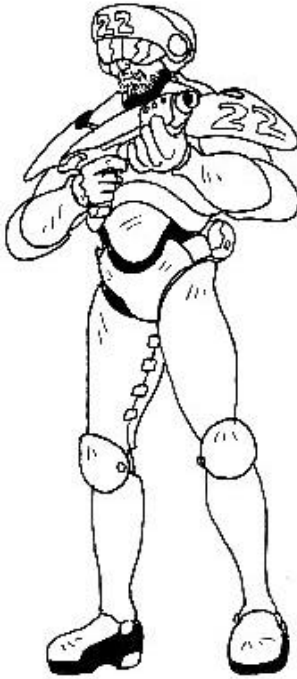


Mercenary

Physical: 5 **Mental:** 3
Combat: 5 **Move:** 3
Hits: 25 **Defense:** 10

Skills: Climbing 2, Computers 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, Shields 2, Stealth 2, Streetwise 2, System Operation 4, Thrown Weapons 2.

Equipment: Blaster Rifle (7DC, +1 accuracy, 400m range, double damage on stun setting, 70cr), Heavy Armor (20 KD, EV-3, 180cr).



Titan Battle-Strider

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.

Titan Battle-Strider

ARMOR KD: 2K **SDP:** 8K
MANEUVER: -6 **MOVE:** 75m (max 90kph)
Crew: 1 **Passengers:** 0
Scale: Strider

Weapons:

All Arcs

- 1 hand-held Autocannon (6K, BV4, 2450m range, 10 bursts)
- 1 shoulder-mounted turreted Blaster Cannon (3K, +1 accuracy, 2450m range)
- 1 shoulder-mounted Rocket Launcher (1K each, 10 rate of fire, 1000m range)
- 2 Fists (2K, -1 accuracy)

Sub-Systems:

Primary Sensors (level 1), Secondary Sensors (level 1). Communicator (1000km range), Backup communicator (300km range).

The Frontier

The 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 Frontier contain habitable worlds and are ready for colonization and exploitation.

The Frontier is an ungoverned, lawless region. Many of the remote habitable worlds are claimed by multiple governments, but the worlds are too remote to enforce the claims or establish governmental services. This lawlessness has made the 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 Fleet stations and for troop garrisons to deter Imperial aggression. Law in the Frontier is represented by the Astro Police who randomly patrol from star system to star system and respond to requests for aid.

Beyond the Frontier is 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 Frontier in the name of exploration and science.

Colonists

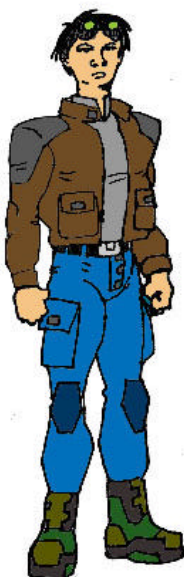
The majority of civilians living in the Frontier are peaceful colonists, looking to leave the overcrowded core-worlds behind and make lives for themselves. Alternatively, many colonies are actually corporate interests looking to acquire more resources. Both are encouraged by the Federation. Colonists 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.

Colonist

Physical: 3 **Mental:** 5
Combat: 2 **Move:** 3
Hits: 15 **Defense:** 6

Skills: Climbing 2, Computers 3, Driving 3, Engineering 3, Evasion 4, Hand-to-Hand 2, Navigation 3, Perception 3, Persuasion 2, Pilot Grav Vehicle 3, Ranged Weapon 1, Stealth 3, Survival 3, System Operation 3, Tracking 2, Vehicle Technology 2,

Equipment: Hunting Blaster (6DC, +1 Accuracy, ROF 1/2, Range 600m).



Local Law Enforcement

Most colonies provide for the enforcement of Federation laws, as well as their own, through the establishment of local constabulary. Local Law Enforcement are generally recruited from within the colonists, 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 are rarely more than bullies and are often corrupt.

GH-22A Colony Transport

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.

GH-22A Colony Transport

(legal aftermarket modification)

ARMOR KD: 2K SHIELD KD: 5K
HULL SDP: 8K MANEUVER: -6
MOVE: 7 (2.45 km/phase; 2940 kph)
Crew: 2 (Piloting AV 7, Gunnery AV 7, Shield AV 7)
Passengers 6 (20)
Scale: Starrunner
Length: 24.7m Span: 22.5m
Clearance: 9m Decks: 1

Weapons:

All Arcs

1. Beam Gun turret, range 2.45km (5K, +1 accuracy, range 7, starfighter scale)
2. Beam Gun turret, range 2.45km (5K, +1 accuracy, range 7, starfighter scale)

Drive-Systems:

Hyperdrive (Top Speed: 80 LY/hour; 700,800c; 1000 LY range). Ion Drive (Top Speed: 0.14 AU/hour; 21.11 mkph; 0.020c; 263 mkm range). Gravity Drive (Top Speed: 2940kph; Mach 2.4). Trans-Atmospheric Capability.

Accommodations:

2 1-berth cabins, 1 2-berth cabin, 1 4-berth cabin. 2 4-man Escape pods. Large cargo hold (100 tons).

Avionics

Primary Sensors (Level 3), Backup Sensors (Level 1). Hypercomm Transmitter (10 LY), Communications Transmitter (1000km).

Pirates

Pirates are organized criminal enterprises that raid colonies and spacecraft for supplies, re-saleable cargo, and even slaves. Laws treat piracy very harshly and priorities are given to Astro Police assignments dealing with Pirates.

Pirate

Physical: 5 **Mental:** 2
Combat: 5 **Move:** 3
Hits: 25 **Defense:** 10

Skills: Computers 2, Evasion 4, Games/Gambling 4, Hand-to-Hand 4, Melee Weapons 4, Perception 2, Persuasion 2, Pilot Starfighter 4, Pilot Starship 4, Ranged Weapons 4, Stealth 2, Streetwise 4, System Operation 2.

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 *Nebula* Statistics).



Nebula Starfighter

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 the craft can be flown by a single pilot with no difficulty.

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 9, Gunnery AV 5, Shield AV 5)
Passengers: 1
Scale: Starfighter
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, starfighter scale)

Fixed Forward

2. Beam Guns, range 2.45 km
 (5K, +1 accuracy, range 7, BV 2, starfighter scale)

Drive-Systems:

Hyperdrive (Top Speed: 90 LY/hour; 788,400c; 200 LY range).
 Ion Drive (Top Speed: 0.29 AU/hour; 43.08 mkph; 0.040c; 95 mkm range). Gravity Drive (Top Speed: 6000 kph; Mach 4.9).
 Trans-Atmospheric Capability.

Accommodations:

1 Pilot seat, 1 passenger seat, both ejection. 500 kg storage under cockpit. Security system.

Avionics:

Primary Sensors (Level 3), Backup Sensors (Level 2), Target Analyzer (reports identity, size, mass, and velocity of craft in sensor range). Hypercomm Transmitter (18 LY), Communications Transmitter (1800 mkm), Backup Transmitter (300 mkm).

Criminals

Criminals have existed since the dawn of time and are little different in the 26th 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 Astro Police will typically deal with the following types of criminals:

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 Astro Police for more important jobs. Astro Police 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, Astro Police will be called in to either investigate a mysterious murder or capture an obvious murderer.

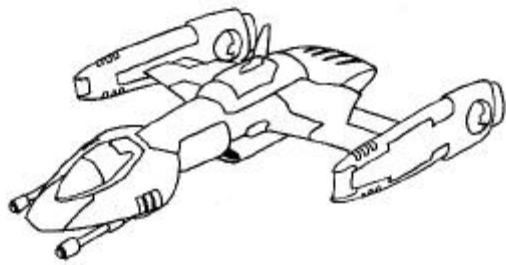
Smugglers – Many independent transport captains try to earn a few extra credits by smuggling illegal cargo and contraband. Smugglers rely on stealth and guile and, failing all else, speed to escape detection and/or capture.

Criminal

Physical: 4 **Mental:** 2
Combat: 3 **Move:** 3
Hits: 20 **Defense:** 8

Skills: Computers 2, Evade 4, Games/Gambling 4, Hand-to-Hand 4, Interrogation 4, Melee Weapons 4, Perception 2, Persuasion 4, Ranged Weapons 4, Streetwise 4, System Operation 2, Thrown Weapons 4.

Equipment: Blaster Pistol (5DC, +1 accuracy, 60m range, double damage on stun setting, 50cr), Combat Knife (1DC, Min STR 1, 10cr).



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 rare it is.

Early galactic exploration revealed the remnants of a once powerful alien species. Little is known of these aliens despite their extensive archaeological 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 shapes. Actual preserved specimens of this chimeric 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, despite having 200 billion star systems.

Of the surviving alien species, man has encountered several varieties:

The Robot Nexus

A race of independent robots that split off from humanity after the Robot Rebellion of 2235. They have developed their own culture and technology, completely independent of humans. All Nexus Robots are programmed from creation to eliminate all biological life. However, extensive removal from the Robot Nexus will return the Robot to an individual state, able to make decisions for themselves.

The Robot Nexus inhabit unexplored space, having fled the Federation decades ago. Many unexplained explorer and Astro Police losses each year are attributed to encounters with the Robot Nexus.

Nexus Robot

Physical: 10 **Mental:** 2
Combat: 7 **Move:** 4
Hits: 60 **Defense:** 24

Special Abilities: Armor (KD 25.), Droid 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 Stunning damage).

Skills: Astrogation 2, Computers 4, Computer Technology 4, 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, Starfighter Technology 4, Starship Technology 4, System Operation 6, Tracking 4, Vehicle Technology 4, Weaponsmith 4.

Equipment: Blaster Rifle (7DC, +1 accuracy, 400m range), Powersword (4DC, +1 accuracy).



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 hitch-hiked 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.

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 its combined numbers and resources to protect its 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.

Gremlin

Physical: 3 **Mental:** 2
Combat: 4 **Move:** 4
Hits: 15 **Defense:** 6

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)

Skills: Bribery 2, Climbing 4, Computers 2, Concealment 4, 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, System Operation 2.

Equipment: Blaster Pistol (5DC, +1 accuracy, 60m range).



The Hunters

A hostile xenophobic race is feared throughout the 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 homeworlds 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 Yaziri 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.

Hunter

Physical: 10 **Mental:** 6
Combat: 8 **Move:** 5
Hits: 50 **Defense:** 20

Special Abilities: IR vision.

Skills: Acrobatics 4, Astrogation 4, Athletics 4, Climbing 4, Computers 2, Evasion 4, Feat of Strength 6, Games/Gambling 2, Hand-to-Hand 4, Melee Weapons 4, Perception 6, Persuasion 2, Pilot Starfighter 4, Starship Technology 2, Stealth 6, Survival 2, System Operation 2, Thrown Weapons 4, Tracking 4, Weaponsmith 2.

Equipment: Powersword or Poweraxe (4DC, +1 accuracy), Powerdisks (2DC, -1 accuracy, Physical x 2 range in meters), Cloak Suit (15KD, difficulty 28 to detect).



The 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 they were first encountered by humans, 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*

Physical: 4 **Mental:** 6
Combat: 3 **Move:** 7
Hits: 20 **Defense:** 8

Special Abilities: Chitinous Exoskeleton (16 KD), UV vision.

Skills: Artistry 6, Computers 4, Concentration 4, Etiquette 4, Evasion 4, Hand-to-Hand 3, Medicine 4, Perception 4, Persuasion 3, Ranged Weapons 2, Research 4, Science 6, System Operation 2, Trading 2.

Equipment: Needler (2DC, +1 accuracy, 20m range, 1 needle hits target for every point attacker beats defender).



The Nerfel

The Nerfel are a short mamallian species from an arboreal moon discovered early in man's exploration of the galaxy. They are bipedal humanoids, and are very very cute. Despite their constant annoyances, humans tolerate Nerfel because of their cuddly cuteness. Yaziri 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.

Nerfel

Physical: 1 **Mental:** 3
Combat: 2 **Move:** 3
Hits: 5 **Defense:** 2

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)

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.

Equipment: Bow and Arrow (2DC, -1 accuracy, 10m range), Blaster Rifle (7DC, +1 accuracy, 400m range).



Non-Terrestrial Humans

Mankind was suprised 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.

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

Non-Terrestrial Human

Physical: 3 **Mental:** 3
Combat: 3 **Move:** 3
Hits: 15 **Defense:** 6

Special Abilities: Various, usually none.

Skills: Climbing 2, Computers 2, Engineering 2, Equipment Technology 2, Evasion 4, Games/Gambling 2, Hand-to-Hand 4, Perception 4, Persuasion 2, Pilot Grav Vehicle 2, Pilot Starship 2, Ranged Weapons 3, Shields 2, Starship Technology 2, System Operation 3, Thrown Weapons 2, Tracking 2.

Equipment: Blaster Pistol (5DC, +1 accuracy, 60m range)



The Reticulans

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.

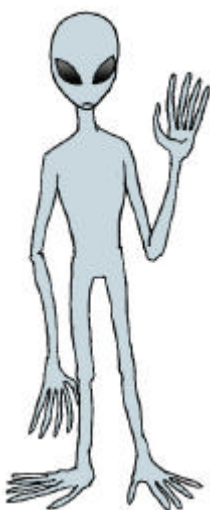
Reticulan

Physical: 2 **Mental:** 13
Combat: 4 **Move:** 4
Hits: 10 **Defense:** 4

Special Abilities: Telepathy (Must see target, Attacker's AV (Mental + Telepathy) + 3d6 vs. defender's DV (Mental + Concentration + 10). If successful, roll 13d6 vs. target's Concentration. Less than Concentration 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 against Mind Control and Telepathy)

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, Starship Technology 4, System Operation 6, Telepathy 4.

Equipment: Stunner (14DC Stun only, +1 accuracy, 400m range)



Reticulan Saucer



Reticulans have used their saucers for centuries, their technology having reached a state of near perfect homeostasis millennia ago.

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 emit bright 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.

Reticulan Saucer

ARMOR KD: 8K **SHIELD KD:** 100K
HULL SDP: 20K **MANEUVER:** -0

MOVE: 40 (18,000m; max 21,600kph)

Crew: 100 (Tactics AV 22, Piloting AV 10, Gunnery AV 10, Shield AV 10)

Passengers: 100 Abductees

Scale: 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, starfighter scale)
2. Tractor Beam, range 130,000 km
(20+3d6 vs target's SDP+3d6, -2 accuracy, range 1600, starfighter scale)

Drive-Systems:

Hyperdrive (Top Speed: 500 LY/ hour; 4.38 million c, 500,000 LY range). Gravity Drive (5 AU/hour; 748 mkph; 0.7c). Atmospheric re-entry protection (Top Speed: 21,600 kph; Mach 17.6).

Accommodations:

At least 100 abductee cells and tables. At least 50 tons cargo bay. Security system.

Avionics:

Primary Sensors (Level 10), Target Analyzer (reports identity, size, mass, and velocity of craft in sensor range). Telepathic Transmitter (100,000 ly). Hyperspace Inhibitor (500 hexes, 5 million km, prevents use of hyperspace drives and Hypernet communication).

The Saure (Sah-RAY)

An animalistic alien species that inhabit deep space and remote worlds. 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 homeworld, though many planets "infested" with Saure hives have been discovered. One theory suggests the Saure were, in fact, created by the unknown Ancients 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 many Ancient worlds were eradicated by the Saure 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.

Saure

Physical: 10 **Mental:** 4
Combat: 10 **Move:** 24
Hits: 50 **Defense:** 20

Special Abilities: IR/UV vision, Teeth (4DC, +1 accuracy), Claws (4DC, +1 accuracy), Tail (6DC, -3 accuracy).

Skills: Acrobatics 7, Climbing 8, Evasion 5, Hand-to-Hand 5, Perception 7, Stealth 10, Tracking 8.



The Worm

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 homeworld 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. In the last 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.

Worm

Physical: 2 **Mental:** 15
Combat: 8 **Move:** 7
Hits: 5 **Defense:** 2

Special Abilities: Mind Control (After a successful grapple attack and three rounds of holding on using Combat+Hand-to-Hand vs. victim's Physical+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 Mental+Mind Control vs. Mental+Concentration opposed skill test. Success allows the Worm to use the victim's skills and memories.).

Skills: Acrobatics 6, Climbing 10, Evasion 12, Hand-to-Hand 8, History 10, Perception 12, Persuasion 4, Stealth 12, Tracking 8, Mind Control 10.



The Yaziri

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. They are from the planet Yazir. Once a primitive arboreal society, early human contact in the 22nd Century has established an increasing use of technology and weaponry among Yaziri on their homeworld and abroad. The Yaziri have become strong allies with humans, but the Yaziri tendency for berserk combat under stressful situations often leads to many fights.

The Empire maintains a trade in Yaziri 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 Yaziri are captured and taken to Imperial Breeding Colonies where they are bred for slave children. These Yaziri are fed drugged food to keep them docile and obedient at the cost of their intelligence and inquisitiveness.

Yaziri

Physical: 8 **Mental:** 2
Combat: 8 **Move:** 4
Hits: 40 **Defense:** 16

Special Abilities: Claws and teeth (all hand-to-hand damage is Killing), Infrared Vision (can see heat radiation in total darkness).

Skills: Computers 3, Computer Technology 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, Starfighter Technology 3, Starship Technology 4, System Operation 3, Vehicle Technology 2.

Equipment: Blaster rifle (7DC, +1 accuracy, ROF 2, 400m range, double damage on stun setting), Datapad (2 POW), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills).



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 owned and is developed by the Federation. The Old Earth Empires are capable of creating impressive technology, but it's level varies greatly amongst its various powers. The Empire lags behind in technological progress, but it makes up for it in volume.

Transportation

Interstellar transportation is achieved through the use of the Hyperspace Drive. The Hyperspace drive is capable of travelling at velocities many times the speed of light by warping space/time around the vessel.

In-system transportation is achieved using powerful Ion engines capable of generating tremendous amounts of thrust with little dangerous exhaust.

Planetary transportation uses Anti-Gravity technology. Though complicated and difficult to maintain, Grav vehicles are the most numerous vehicles in the galaxy. Typical low-power grav vehicles can only achieve an altitude of a few meters while high-power grav 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.

Anti-Gravity research in the 2200's which led to Grav Vehicles also created Artificial Gravity which is used on space vessels and installations. Artificial Gravity is relatively inexpensive and easily maintained compared to spin or acceleration-based gravity. Artificial Gravity also partially compensates for inertia.

Legged vehicles, known as Mecha, are also common on the Frontier where difficult terrain and conditions make wheeled, tracked, or even Grav vehicles impractical.

Medical

Medical technology has progressed such that death from natural causes is rare. Although anagathics 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 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 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. Cybernetic technology is heavily controlled by the Federation as a result.

Self-Defense

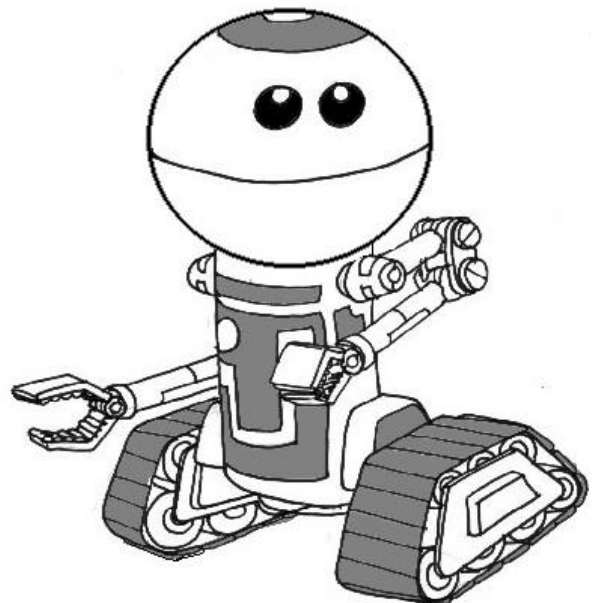
The most common weapons technology in the galaxy is the Blaster. The blaster fires a bolt of highly charged energy at its target. The result is localized electrical burn damage and cauterized tissue trauma. The blast is capable of penetrating most forms of ballistic armor but is not capable of rupturing 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 deadly concealable 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. These suits are worn by the pilot as opposed to legged mecha in which the pilot controls the vehicle 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 intelligences exist,



Galactic Society

most of what are called AI's are, 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 either send and receive data anywhere in the galaxy.

Droids

Another product of computer technology are Droids. Droids are ambulatory robots. There are a wide variety of Droids in the galaxy. Most are not fully self-aware, but are fully interactive and can easily pass for being self-aware. Droids have replaced human labor and ability in many fields and, as such, are viewed with prejudice by most people. However, they do provide excellent service and are quite capable. The debate on the value of Droids 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, full Replicant. Superficial androids are effectively Droids 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 Full Replicants are heavily controlled by the Federation and are very expensive.

Communication

Galactic Communications is 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.

Hyperpulse Communication Transmitters send a signal at phenomenal hyperspace velocities, but with the extreme distances in question, there is often a time lag before the message arrives at its destination. A message sent from one star system to another in the same sector might take several (1-6) minutes to arrive. A message sent to another sector could take several (1-6) hours, the neighboring quadrant several (1-6) days.

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 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 live and directly, the message is stored so that it can be replayed at a later date.

Life for the Galactic citizen depends on where in the Galaxy they live. 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. Much of the support or menial work is performed by Droids. 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 a dispossessed class who live on the streets or turn to crime. Some of the galaxy's greatest criminals have come from the Old Earth Empires.

Life on the Colonies, on the other hand, can be challenging and difficult. The basic needs for survival must be met by the colonists themselves. 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 homeworld. Many criminals escape prosecution by fleeing to the Colonies as well, inserting a desperate element who find it difficult to leave their old ways.



Creating a Character

Step One: What are you like?

Think of what your character is like. Is the character a male or a female? Are they educated or not? Do they come from the core worlds or the colonies? To help you 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 your ideas.

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

Gender:				
☐ Male	☐ Female			
Planet of Origin:				
☐ Core	☐ Member	☐ Colony	☐ Space Station	☐ Other
Name: _____				
Education:				
☐ None	☐ Some Primary	☐ Primary	☐ College	☐ Post-Graduate
☐ Technical Training		☐ Military Academy		☐ Other
Name: _____				
Family:				
☐ None	☐ Divorced	☐ Nuclear	☐ Siblings	☐ Only Child
☐ Extended	☐ Married	☐ Children	☐ Adopted	☐ Other
Names: _____				
Background:				
☐ None	☐ Corporate	☐ Military	☐ Academic	☐ Law Enforcement
☐ Criminal		☐ Colonial		☐ Other
Explanation: _____				

Step Two: Nice and Easy, By the Numbers.

PRIMARY CHARACTERISTICS

Astro Police characters start with four Primary Characteristics, and four Derived Characteristics to define their basic abilities. These numbers range from 0 to 10, 0 being handicapped and 10 being nearly super-heroic. Normal people typically have Characteristics of 3-4. Assign your 20 points to your Astro Police Ranger's characteristics. No characteristic may start below 2 or above 8. Characteristics can be raised as the game progresses and the character earns Experience Points (XP).

Mental: A measure of the character's learning and memory, will-power, and force of personality.

Combat: The character's reaction time, dexterity, and overall athletic ability.

Physical: This measures physical strength, toughness, and general health. Physical determines how much damage a character can deal with a punch or kick, and how much they can take.

Movement: How fast the character can move about.

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: (Physical x 5) The amount of damage the character can take before falling unconscious.

Defense: (Physical x 2) The character's defense against incoming damage.

SKILLS

The next thing that an Instant Fuzion character needs is Skills, which define what the character knows how to do and how well they do it. Skills are rated on the same scale as Characteristics: 0 means the character doesn't know how to do it, and 10 means they are the best in the world at it.

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**.

Rangers then receive an additional +1 to the following skills to reflect their initial training: Astrogation, Computers, Evade, First Aid, Hand-to-Hand, Perception, Pilot Starfighter, Ranged Weapons, Shields, and System Operation.

Rangers then spend 40 Points on additional skills to reflect their life and training. No beginning character may have a skill of over 8, though skills may progress above 8 during play as the character earns Experience Points (XP).

Creating a Character

The Skills are listed below:

Awareness Skills: A character's skill at perceiving and interpreting the world around him (Mental).

Perception: The skill of noticing things around you using any of your senses. (Everyman skill)

Body Skills: Anything to do with physical activity (Physical).

Acrobatics: Jumping, tumbling, spinning, and leaping.

Climbing: The skill of climbing trees, cliffs, buildings, and other difficult surfaces and objects.

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

Riding: The skill of riding a horse or other animal.

Stealth: Moving quietly and remaining hidden from view.

Swimming: The skill of moving through and under water.

Control Skills: How good your character is at piloting vehicles and controlling equipment (Combat).

Pilot Grav Vehicle: The skill of piloting atmospheric Grav Vehicles.

Pilot Ground Vehicle: The skill of driving wheeled or tracked ground vehicles.

Pilot Mecha: The skill of piloting humanoid or legged mecha and walkers.

Pilot Starfighter: The skill of piloting all starfighter-scale spacecraft, including shuttles, freighters, and transports.

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

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

System Operation: This skill allows the character to operate sensing and communications devices.

Evasion Skills: How good your character is at not getting hit in combat (Combat).

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

Fighting Skills: How good your character is at hitting things with his fists or feet (Combat).

Hand-to-Hand: Punching, kicking, throwing, and holding. (Everyman skill)

Mind Skills: Anything to do with your mind, will, or charm (Mental).

Artistry: Creating works of art and expression.

Astrogation: The skill of plotting safe courses through Hyper-space and of determining your location in strange star systems.

Computers: The skill of using and programming computers. Also covers illegal uses of computers. (Everyman skill)

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

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

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).

Games: The skill of playing games of chance, strategy, and skill, and knowing how to cheat at them.

History: Knowledge of ancient history, archaeology, and why

things are the way they are.

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

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

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

Science: The knowledge of chemistry, biology, physics, or any science that explains how things work based on observation and evidence.

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

Survival: The tricks and secrets of survival in the wilderness, how to extend water supplies, how to find food plants, etc.

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

Performance Skills: How well a character can get and keep the attention of a crowd (Mental).

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

Ranged Weapon Skills: How well a character can use firearms, bows and arrows, and any ranged weapons (Combat).

Archery: Using bows or crossbows.

Gunnery: Used for firing starship, starfighter, and artillery weapons.

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

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

Technical Skills: A character's skills at using machinery or performing feats with his hands (Mental).

Computer Technology: The skill of repairing, maintaining, and modifying computers.

Droid Technology: The skill of repairing, maintaining, and modifying droids and robots.

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

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

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

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

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

Weapon Skills: How good your character is at hitting things with a weapon (Combat).

Melee Weapons: The skill of fighting with hand weapons like swords, clubs, spears, axes, and knives.

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

Step Three: Equipment

Astro Police are assigned the following standard equipment:

Blaster Pistol (5DC, +1 accuracy, 60m range), **Flight Suit** (5 KD), **Datapad** (INT 2, skill 2, Firewall DV 18), **Cuff-Tape Dispenser** (difficulty 22), **Peacekeeper Starfighter**.

In addition, they are given a 5000 Credit Allowance to purchase any equipment they see fit from the following list:

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).

"Bug" **600**
Miniature listening device. Will transmit any sound within 10m/yds to a receiver up to a km away.

Analyser **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.

Audio Recorder **100**
Handheld digital recorder with unlimited recording time.

Blaster Pistol **500**

A hand-held short-range blaster weapon (5DC, +1 accuracy, ROF 2, 60m range).

Blaster Rifle **700**
A larger blaster weapon for longer range and damage (7DC, +1 accuracy, ROF 2, 400m range).

"Bug" Detector **900**
Will detect any active or passive listening device within 10m/yds. Will determine location of bug, but not location of receiver.

Camera **100**
Digital still camera with unlimited capacity.

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

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

Canteen **10**
Holds 2 quarts.

Combat Knife **100**
A good combat knife (1DC, min 1), useful for puncturing spacesuits.

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 concrete or metal. A Communicator can also send audio signals over the Hypernet.

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).

Datapad **50**
Flat computer with built-in screen about the size of a hardcover book (INT 2, skill 2, Firewall DV 18). A datapad links to the Hypernet.

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 under garments.

Dried Food (week) **100**
For one man. Prepackaged, just add water. Lighter and smaller than Food Packs.

Electrician's Tool Kit **50**
Pocket soldering iron, parts, multimeter, etc. Required for Electronics tasks.

Energy Sword **500**
A sword with a blade of laser energy (4DC, +1 accuracy, min 2, any natural roll of 3 results in the attacker injuring themselves).

First Aid Kit (Future) **50**
Laser scalpels, dermal staplers, nano-clamps, air hypos and other high tech medical devices (Required for Medicine or First Aid skill attempts).

Flashlight **10**
Battery powered, good for 8 hours. Lights up to 20m/yds.

Flight Suit **1000**
A kevlar flight suit and hardened helmet that provides protection from most small weapons (5 KD) and seals 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.

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.

Geiger Counter **900**
Detects intensity/direction of radiation up to 10m/yds.

Gill Mask **500**
Facemask and collar unit equivalent to an aqualung. Allows user to breathe freely underwater for up to 72 hours down to 200m/yds.

Grav Bike **3500**
A small 1-man Grav Bike (KD 3, SDP 30, top speed 300kph) with built-in computerized controls (POW 4)

Grav Car **4700**
A small 2-man Grav Car (KD 10, SDP 50, top speed 300kph) with built-in computerized controls (POW 4)

Grav Flyer **4900**
A 4-man Grav Flyer (KD 10, SDP 50, top speed 300kph) with unlimited ceiling and built-in computerized controls (POW 4).

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).

Heavy Armor **1800**
Heavy blaster-resistant plate armor (20 KD). Protects against hostile environments and space. Built-in radio.

Holochips (10) **100**
Futuristic equivalents of tapes, music, and books.

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.

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).

Creating a Character

Industrial Spacesuit	800
A heavy duty spacesuit (8 KD) for working and EVA repairs with built-in radio and directional thrusters.	
Inertial Compass	300
Small hand-held device that records directions traveled and re-plays instructions and map on LCD screen. Will always locate North (Adds +2 to any Navigation skill).	
IR Goggles & Flash	500
Allows user to see in dim light, using flash (Illuminates up to 15m/yds).	
Jammer	600
Will jam all wireless communications within 10m/yds of user.	
Lantern	50
Lights up to 40m/yds.	
Light Spacesuit	500
A skin-tight spacesuit with minimal protection (KD 5) with built-in radio and directional thrusters.	
Lighter	10
Fast fires (2 minutes by this method).	
Macroglases	100
Futuristic equivalent of binoculars, with digital range readouts, image enhancement, still recording of up to 10 images (stored on holochips).	
Mechanic's Tool Kit	100
Wrenches, pliers, screwdrivers, etc. Required for Mechanical tasks.	
Medical Scanner	30
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).	
Military Spacesuit	1000
A heavier armored version (10 KD) of the Industrial Spacesuit with built-in radio and directional thrusters.	
Monoblade	300
A sword with a blade of mono-molecular cutting wire (DC 2, +1 accuracy, minimum Phys 2, armor piercing).	
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.	
Nylon Rope	100
100m/yds. Can hold up to 500 lbs.	
Personal Computer	1000
Medium-sized Personal Computer (POW 5), about the size of a modern laptop, links to the Hypernet.	
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).	
Pocket Blaster	300
A small concealable pocket-sized blaster (3DC, -1 accuracy, 20m range)	
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. Re-charging; 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.	
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 (PHYS 12 for lifting and damage, MOVE 8). Starships and Mecha cannot be piloted while wearing Powered Armor.	

Respirator	100
Breathing mask for filtering out smog, toxic atmospheres, etc. Oxygen (1 hour) bottle included.	
Skis	200
For snow travel (reduces terrain from Rough to Normal).	
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).	
Snowshoes	100
For movement over deep snow (reduces terrain from Very Rough to Rough).	
Stunner	300
A hand-held device used to incapacitate opponents without killing (10DC Stun only, +1 accuracy, 60m range).	
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.	
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).	
Tent (nylon)	100
Holds four. Can be set up in five minutes.	
Toolknife	50
Classic "Swiss army" knife (DC 0.5). Saw, screwdrivers, tweezers, awls, etc.	
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. <i>Note: on a roll of 6 on 1D6, any previously unknown language is untranslatable.</i>	
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.	
Video Camera	300
Hand-held digital video camera with unlimited recording time. Can also send video recordings over the Hypernet.	
Video Commo	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 time keeper with alarm, day, date.	

Equipment Definitions

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

KD: Killing Defense, the amount subtracted from all damage taken by anyone using this equipment.

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

MIN: Minimum, the minimum Physical required to use this weapon (see **Weapons** below)

ROF: Rate-of-Fire, the number of attacks that can be made with the weapon in a single action.

Accuracy: Value added to the AV of any attack made with the weapon.

Weapons

Weapons are defined by the following statistics: **DC** (the number of dice rolled to determine the amount of damage done to the target; ratings in italics indicates it is Stunning Damage, while normal ratings are Lethal Damage), **Accuracy** (any bonus or penalty to your Character's Action Value while using the Weapon), **MIN** (the minimum Physical Characteristic your Character must have to even use the Weapon),

Here's a special thing to remember about all Melee Weapons – for every point of Physical you have over the MIN, you get to **add** an extra die of Damage. However, you can never roll more than double the original Damage dice listed for the Weapon.

For example, if Rico has a Monoblade (2DC, MIN 2) and his Physical is 3, he will do 3d6 damage (+1 over the MIN = +1d6 Damage). If he somehow gained a Physical of 4, he would then do 4d6 damage, but even if his Physical went up to 5 or higher, he could never do more than 4d6 damage with the Monoblade.

Pocket Blaster (3DC, -1 accuracy, ROF 2, 20m range)

Blaster Pistol (5DC, +1 accuracy, ROF 2, 60m range)

Blaster Rifle (7DC, +1 accuracy, ROF 2, 400m range)

Heavy Blaster (12 DC, +1 accuracy, ROF 1, 400m range)

Combat Knife (1DC, MIN 1)

Energy Sword (4DC, MIN 2)

Monoblade (2DC, MIN 2)

Sonic Grenade (*10DC Stun only*, 5m area effect)

Thermal Grenade (5DC, 5m area effect)

Fragmentation Grenade (7DC, 5m area effect)

Defenses

Defenses and Armor are defined by their **KD** (the Killing Defense rating, an amount subtracted from any Stunning or Lethal Damage done to your Character). Against punches and kicks, either the armor KD or the character's Defense should be used, whichever is higher, but not both.

Defensive Vest (6 KD)

Defensive Jacket (14 KD)

Flight Suit (5 KD)

Space Suit (5 KD)

Industrial Space Suit (8 KD)

Military Space Suit (10 KD)

Heavy Armor (20 KD)

Personal Force Screen (10 KD, Stunners only)

Advanced Force Screen (30 KD)

Step Four: Trick Out Your Peacekeeper

Astro Police Rangers are also assigned a Peacekeeper Long-Range Starfighter. They are given an allowance of 50,000 credits to make the following modifications 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 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 **10,000 each**
Increases both the Maximum Speed (MOVE) of the starfighter by 1, up to a maximum of 20, and the AU per hour by 0.08, up to a maximum of 1.60 (or 0.20c).

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.

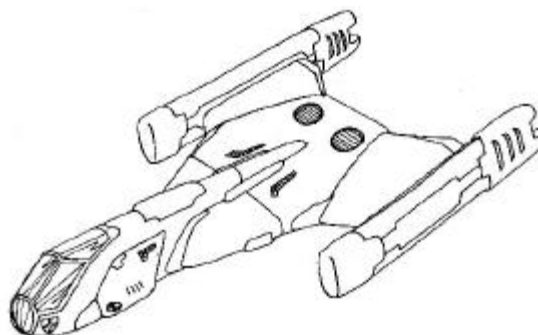
Increased Firepower **10,000 each**
Increases the energy output of the Beam Guns by 1K to a maximum of 10K. Each increase reduces the Peacekeeper's Range by 100 Light Years.

Increased Range **10,000 each**
Increases the starfighter's Hyperspace Range by 100 Light Years, up to a maximum of 2000 Light Years.

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.



Example Character and Peacekeeper

On the following page, we'll walk through the process of creating a Astro Police Ranger.

Step 1: What are you like?

Name: Ypsilon Bear

Using the questionnaire, we determine that Ypsilon is Male, 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 Astro Police 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 Astro Police 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 Two: Nice and Easy, By the Numbers.

We then assign 20 points to Ypsilon's 4 Primary Characteristics, and determine his Derived Characteristics.

Mental: 7
Combat: 6
Physical: 3
Movement: 4

Hits: 15
Defense: 6

We then choose Ypsilon's skills. He receives the following skills automatically: Computers 2, Current Events 2, Evasion 2, Hand-to-Hand 2, Perception 2, and Persuasion 2.

We then spend an additional 40 points on other skills at our discretion. We'll choose skills that represent how we think Ypsilon grew up on Tarapchak: Acrobatics +3, Astrogation +3, Computers +3, Evade +3, Melee Weapons +3, Pilot Grav Vehicle +3, Pilot Starfighter +3, Ranged Weapons +1, Science +3, Shields +3, Streetwise +3, Survival +3, Tracking +3, and Vehicle Technology +3.

Ypsilon then receives the following bonus skills as a result of Ranger Training: Astrogation +1, Computers +1, Evade +1, First Aid +1, Hand-to-Hand +1, Perception +1, Pilot Starfighter +1, Ranged Weapons +1, Shields +1, and System Operation +1

The final resulting skills are:

Acrobatics 3, Astrogation 4, Computers 6, Current Events 2, Evade 6, First Aid 1, Hand-to-Hand 3, Melee Weapons 3, Perception 3, Persuasion 2, Pilot Grav Vehicle 3, Pilot Starfighter 4, Ranged Weapons 2, Science 3, Shields 4, Streetwise 3, Survival 3, System Operation 1, Tracking 3, Vehicle Technology 3.

Step Three: Equipment

Now we outfit Ypsilon with the standard Ranger kit: Blaster Pistol (5DC, +1 accuracy, 60m range), Flight Suit (5 KD), Datapad (2 POW), Cuff-Tape Dispenser (difficulty 22), Peacekeeper Starfighter.

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).

Step Four: Trick Out your Peacekeeper

Then we modify Ypsilon's Peacekeeper with the 50,000 credit modification allowance: Enhanced Artificial Intelligence (10,000 cr), Enhanced Ion Drive (20,000 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: 17 (14.45 km; 17,340 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)

Sub-Systems:

Hyperdrive (Top Speed: 100 LY/hour; 876,000c; 1100 LY hex range)

Ion Drive (Top Speed: 1.22 AU/hour; 182.51 mkph; 0.17c)

Atmospheric re-entry protection (Top Speed: 17,340 kph; Mach 14.1)

Secure passenger seat for prisoners, ejection seats.

500kg storage, Security system

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 (Mental 3, Combat 3, Current Events 3, Perception 3, Pilot Starfighter 3, Shields 3, System Operation 3, Firewall DV 26).

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.

Action!

Phases and Initiative

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.

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.

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.

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.

$$\text{Initiative Score} = \text{Combat} + 3d6$$

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 Block or Dodge on the previous Phase (see **Actions** on the next page). 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.

A character may always move up to his Move Characteristic in meters and perform one action.

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.

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

In order to simplify combat situations, the more common combat actions are listed below along with their effects.

Abort

Interrupt an opponent's action to perform one other defensive action (Block, Dodge). Doing so forfeits the character's next upcoming action.

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. If an attack's AV exceeds the target DV by 10 or more, the attack ignores any armor defense when determining damage.

Block

Substitute the character's Combat + Hand-to-Hand or Melee + 3d6 for the DV of anyone attacking the character. **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. **Abort Maneuver.**

Grab

Grab a target's limb or gadget; -2 to the attacker's AV to perform. 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. A Character may Run up to 2 x Movement in meters and not attack, or Sprint at 3 x Movement in meters and not attack, and are at 1/2 Combat if attacked.

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.

Action Resolution

When a character attempts to perform an action whose outcome is uncertain, the Game Master should call for a Skill Test to determine if the action succeeded or failed. The player should roll three dice and add the result to the total of the character's Characteristic and Skill. The result is called the Action Value. Compare the Action Value to a number corresponding to the action's Difficulty Level, as determined by the Game Master, called the Difficulty Value. A Difficulty Value of 10 represents an easy task while a Difficulty Value of more than 20 represents an especially difficult task. If the Action Value is higher than the Difficulty Value, the action was a success. If the Action Value is less than the Difficulty Value, the action was a failure.

**CHARACTERISTIC + SKILL + 3 DICE (AV)
vs. DIFFICULTY VALUE (DV)**

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.

The higher the Action Value, the more likely you will succeed. If you are competing against someone else, both characters compare their two Action Values; the highest total wins the contest.

What Skill and Characteristic you use depends on the task. To pilot a Starship, you add together the character's Pilot Starship Skill and your Combat Characteristic, for example, or to shoot a gun, you add together the character's Ranged Weapon Skill and his Combat Characteristic.

Unopposed Difficulty Value Table		
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.
Super-heroic	34+	Perform acts that no mortal human could realistically perform.

Hitting the Target

After the player has declared the action for his character, an appropriate Skill Test is made to determine the success or failure of the action.

For all hand-to-hand attacks, including kicking, grabbing, and punching, use the following formula:

**Attacker's Combat + Fighting Skill + 3 dice vs.
Opponent's Combat + Evasion Skill + 10**

For all melee attacks, including swordfights, spears, and knives, use the following formula:

**Attacker's Combat + Weapon Skill + 3 dice vs.
Opponent's Combat + Evasion Skill + 10**

For all ranged attacks, including guns, and lasers, use the following formula:

**Attacker's Combat + Ranged Weapon Skill + 3 dice vs.
Opponent's Combat + Evasion Skill + 10**

If the attacker's roll exceeds the target's roll by 10 or more, any damage from the attack ignores any armor KD the target might have.

Sometimes, environmental factors impact the chance of hitting the target. Apply the following modifiers to the attacker's roll during such conditions.

Combat Modifiers Table	
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
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
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
Surprise Attack (successful Stealth roll)	+5
Off-Hand (using the wrong hand)	-3
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)	-3/-6

Damage

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.

A character's punch does DC equal to his Physical characteristic. Therefore, a character with a Physical characteristic of 5, and a Fighting Skill of 6, would do 11 DC, or roll 11 dice to determine damage.

Damage comes in two varieties: Stunning and Lethal.

Stunning Damage represents damage from impacts and concussions and can be caused by fists and kicks. Whenever a character takes Stunning damage, he is able to reduce the amount of damage he takes by his Defense characteristic. Any remaining damage is subtracted from his Hits. If a character loses all his Hits from Stunning damage, he is rendered unconscious.

Lethal Damage represents damage done by blasters and swords and explosions. Lethal damage is NOT reduced by the character's Defense. All Lethal Damage is subtracted directly from the character's Hits.

If a character is wearing armor or a defense, he is able to subtract the **Killing Defense (KD)** of the armor from all damage taken. Any that remains is subtracted from the character's Hits.

If a character loses all his Hits from Lethal damage, he is considered "Mortally Wounded", he has been rendered unconscious and is dying. He will lose 1 additional Hit below zero for every Phase he goes without First Aid. Once the character receives First Aid, they stop losing negative Hits and are "stabilized". They may begin the healing process (see below).

If the character loses as many negative Hits as his Physical characteristic times two, he has died and cannot be revived short of superscience.



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. All of this falls under the heading of the Environment:

Cumulative Environmental Effects: Shock, Poison/Drugs, Burns, 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 and Fire are always ranked by intensity of the effect (**GM's decision**), with damage occurring each phase a character is exposed to the source.

Type	Mild	Intense	Deadly
DC	DC1-4	DC5-10	DC11-20
Electricity	Battery	Wall socket	Lightning
Fire	Wood	Gasoline	Thermite

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 (Ref's choice).

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

A drug or poison need not be fatal; sleep or "truth drugs" also work by accumulation; "damage" is subtracted from different point pools depending on the type of effect.

Example: Morgan administers a strong dose of Mind Control Serum (DC5) to Jake, hoping to find out the Cyber Cabals' secrets. Each turn, the drug does 5 to 30 points to Jake's Resistance. At 0, he gives in.

Asphyxiation: This does 3DC per Phase, taken from a character's Hits. Sitting quietly, a character can hold a character's breath up to 2 phases for every point of Physical (**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 4 pts.

Falling: A character takes 1DC per 3 Hexes (6 meters) fallen. This means that a fall of 18 hexes (36 meters) will do 6DC of damage and will kill most humans. Armor KD does NOT reduce falling damage.

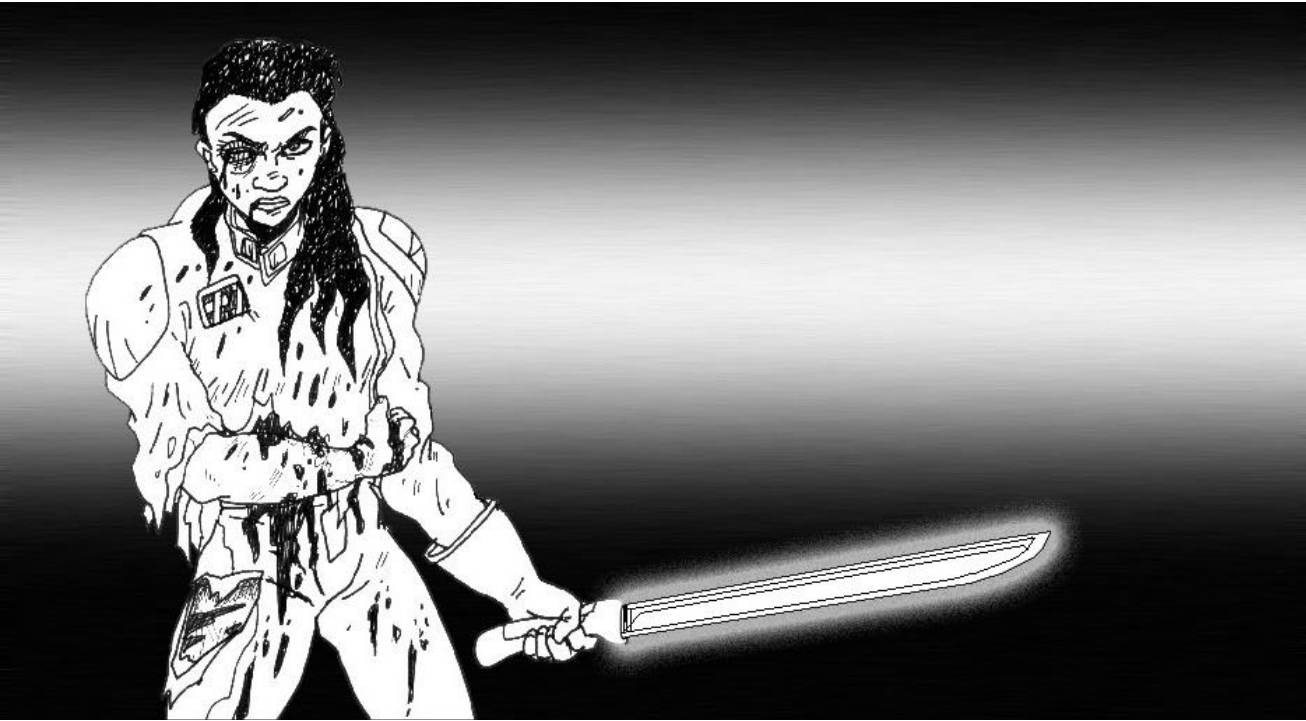
Healing and Recovery

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 Physical x 2 per Phase. It will also reduce Lethal Damage by Physical x 2 per week. No other actions can be performed while healing. A character who is healing must be lying down and comfortable, have 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 their Physical x 2 per day. In fact, immediate treatment of wounds with a Medpack will provide the first day's healing immediately.

Wounded characters who do not get rest or time to heal 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.



Vehicle and Object Damage

Non-living items, such as vehicles, mecha, starfighters, and equipment, do not have Hits. Instead, they measure their durability and structure with SDP (Structural Damage Points). Each SDP is equivalent to a Hit or point of damage. Non-living items might also have a KD (Killing Defense) rating which subtracts damage prior to being applied to it's SDP. If a device or vehicle's SDP is reduced to 0, it is destroyed.

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 mecha 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 mecha SDP is rated in KILLS as well. Each KILL of SDP is equivalent to SDP 50 or 50 Hits. When spacecraft, vehicle, or mecha 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 mecha, vehicles, and spacecraft are complicated mechanisms which damage can effect in various ways, use the following Hit Tables to determine the exact effect any damage has. The percentages in parentheses indicate the amount of of the total Kills or SDP that location constitutes. For example, legs/hindlimb (15%) indicates that 15% of the vehicle's SDP are located in this leg. If the vehicle has 4K (or 200 SDP), then that leg could take 30 Hits before being destroyed.

Other Items

Sometimes, a character may wish to break a piece of equipment or scenery, or hide behind something for cover. Use the following values for determining Killing Defense and Structural Damage Points of various common items:

Object SDP		
Object	KD	SDP
Normal Door/Table	7	5
Heavy Door/Table	9	12
Wall (1 Hex by 1 Hex)	7	15
Metal Grate	20	20
Metal Door	20	30
Concrete Wall (1 Hex by 1 Hex)	30	50
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: The action starts by both sides determining Initiative Scores. The Ranger has a Combat of 6 and rolls a 12, for an Initiative Score of 18. The Mercenary has a Combat of 5 and rolls a 10 for a total of 15. The Ranger's score of 18 beats the Mercenary's 15, so the Ranger acts first. He fires his blaster pistol at the mercenary, rolling 7 plus his Combat of 6 plus Ranged Weapons skill of 5 plus accuracy of +1 minus range modifier of -4 (5-25 hexes range) for a total of 15. The DV to hit the Mercenary is 10 plus his Combat of 5 plus an Evasion skill of 6, for a total of 21. The Ranger's shot missed!

The Mercenary retaliates by firing his Blaster rifle, rolling 8 plus his Combat 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 DV to hit the Ranger is 10 plus his Combat of 6 plus his Evasion skill of 5, for a total of 21. The two combatants are clearly at long range.

Phase 2: The Ranger fires again, rolling a 15 for a total of 23 against the Mercenary's DV of 21. The Ranger has shot the Mercenary! The Ranger's Blaster Pistol does 5DC of damage. He rolls 5 dice, totalling 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's in trouble.

The Mercenary fires back, rolling 8 for a total of 14 against the Ranger's DV of 21. 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.

The Mercenary, on the other hand, opens fire at his oncoming pursuer, rolling an abysmal 4. With an additional -1 for shooting at a moving target, the result is a total of 12, again less than the Ranger's DV of 21. The Blaster bolt whizzes past harmlessly.

Phase 4: The Ranger sprints! By sprinting he closes the gap by 20 meters, but his Combat characteristic is halved and his Evasion skill is zero this phase! The range is now 5 hexes (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 DV is 10, plus a halved Combat of 3, and no Evasion skill, for a total of 13. He is hit! The Mercenary's Blaster Rifle does 7DC. He rolls 7 dice for a total of 24. The Ranger's flight suit subtracts 10KD from the damage, resulting in 14 Hits being subtracted from his 30 Hits. The

Ranger is wounded and is now at 16 Hits.

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. Because he's no longer sprinting, the Ranger's DV is back up to 21. 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 Combat of 6 plus Hand-to-Hand skill of 7 minus a modifier of -2 for performing the Grab, for a total of 22. The Mercenary's DV is 21, and his gun is grabbed.

The Mercenary tries to use an Escape to wrest his rifle away. He rolls a 9, plus his Physical of 6 plus Evasion skill of 6, for a total of 21. The Ranger fights to keep his grip, rolling 10, plus his Physical of 5 plus his Hand-to-Hand skill of 7, for a total 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, rolling 16, plus his Combat of 6 plus his Hand-to-Hand skill of 6, for a total of 28. The Ranger's DV is 21 so he's 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 Hits being subtracted from the Ranger's remaining 16 Hits. The Ranger has 5 remaining Hits (though he could recover those 11 stunning Hits if he wanted to).

Phase 8: The Ranger backs up 2 hexes (4 meters), and opens fire on the Mercenary with the Blaster Rifle. He rolls 13 for a total of 25. The Mercenary's DV is 21. He is hit! 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 Hits being subtracted from the Mercenary's 30 Hits. The Mercenary has 22 Hits remaining.

The Mercenary moves forward 4 meters to close the distance and punches again. He rolls 8 for a total of 20. The Ranger's DV is 21. 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?". The Mercenary weighs 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.

Space Combat

Spacecraft combat will inevitably occur in any *Lightspeed* game. Either the Astro Police are pursuing a Pirate or criminal, or being pursued by an Imperial Invasion Vanguard.

Spacecraft combat works much like regular combat with one major exception: Maneuvering for Firing Position. The first part of any starfighter combat is determining who maneuvers their starfighter into the most advantageous angle for attack. The loser of this contest generally faces a hard uphill battle just to survive.

When firing starfighter-mounted weapons, forward-firing weapons use the Pilot's Pilot Starfighter skill to attack. Turreted weapons use the gunner's Gunnery skill to attack.

Space Combat Actions

Close

The pilot chooses to decrease the range between his and another vessel.

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 Combat + 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 BV20 weapon may attack 4 separate targets with BV5 each, or 2 separate targets with BV10 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 attack 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. Turreted weapons may target any one arc at a time.

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.

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).

Shields

It takes one action to activate the shields.

Withdraw

The pilot chooses to increase the range between his and another vessel.

Movement and Range

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.

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/spacecraft 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.

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.

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.

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 + Combat + 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/spacecraft 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 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
Tactical Disadvantage	-1 per -3 Initiative difference
Superior Speed	+1 per +3 hexes MOVE difference
Inferior Speed	-1 per -3 hexes MOVE difference

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 and 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 shields but not the armor of the target. If the target has no shields, the damage ignores the armor of the target.

An attack must exceed a starship's Shield DV in order to damage it. Compare the attacker's AT vs. the target pilot's Combat + 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. For example, a starship with 20K shields takes 10K from an attack. The attacker's AT was less than the pilot's Combat + 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 Skill +10, 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.

AT = Attacker's AV (Combat + Pilot or Gunnery Skill + MV for fixed forward weapons)+ 3d6
vs.
Target DV = Opponent's Combat + Pilot Skill + MV + 10 to Hit,
Shield DV = Opponent's Combat + Shield Skill + 10 to Damage Shields

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	-3
Larger Scale	+3
Target silhouetted	+2
Aiming (per phase)	+1
Surprise Attack (successful Stealth roll)	+5

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.

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. For example, a starfighter with a DV of 15 is attacked 4 times in a single Phase. The target's DV is 15 for the first attack, 14 for the second attack, 13 for the third attack, and 12 for the fourth attack.

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.

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**).

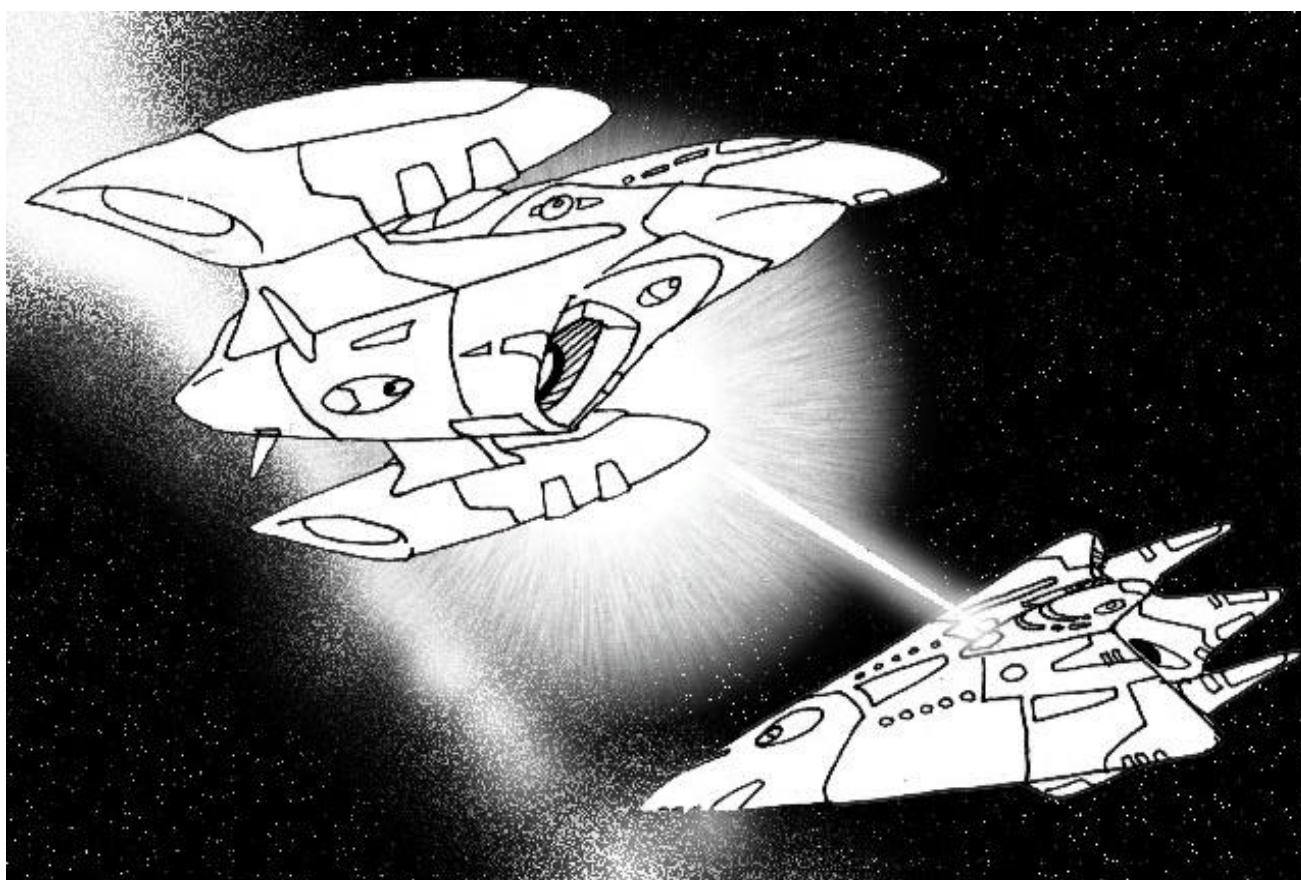
Really big weapons do more dice of damage than you'd be realistically expected to roll and add. To simplify things, their damage has been averaged and simplified using a unit called KILLS. Spacecraft, vehicle, and Battle-Striders armor is rated in KILLS as well. Each KILL of armor is equivalent to 50 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. The percentages in parentheses indicate the amount of the total SDP that location constitutes. For example, legs/hind limb (15%) indicates that 15% of the vehicle's SDP are located in this leg. If the vehicle has 4K (or 200 SDP), then that leg could take 30 points of damage before being destroyed. Items in bold are considered essential systems. If they are destroyed, the vehicle is crippled or disabled.

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.

Spacecraft Hit Table [Roll 3D6]						
3D6	%	Vehicle	Spacecraft	Effect	Damage**	AV
3-4		Sensors (5%) (use next if no Sensors)	Sensors (5%)	Craft's sensors are disabled for 1d6 Phases until backup systems are activated, if any.	½ x damage	-4
5-6		Front Wheel/ Repulsor (5%)	Maneuver Thrusters (5%)	-1 MV	1x damage	-6
7	7%	Controls Ionized (5%)	Controls Ionized(5%)	Controls frozen for 1d6 Phases.	1x damage	-4
8	9.7%	Engine (10%)	Hyperdrive (10%)	Normal damage. Possible engine failure.	2x damage	-3
9	11.5%	Body (50%)	Fuselage (50%)	Normal damage.	1x damage	-3
10	12.5%	Cargo/Trunk	Cargo/Hangar	Normal damage to vehicle. Damage to any items stored in cargo.	½ x damage	-1
11	12.5%	Powerplant**	Powerplant**	Chance of Powerplant explosion. Craft loses half its original SDP on a roll of 2 on 2d6.	2 x damage	-5
12	11.5%	Weapon	Weapon	Lose one weapon, or subtract 1 BV from any weapon.	½ x damage	-6
13	9.7%	Driver/Pilot**	Cockpit/Bridge(10%)**	Damage to pilot or bridge crew. If disabled, the craft will careen out of control for 1d6 Phases until backup systems are activated, if any.	1x damage	-3
14	7%	Mobility Systems (5%) (Grav Engine, Drive train, etc.)	Thrusters (5%)	-10% MOVE	1x damage	-3
15-16		Front Wheel/ Repulsor (5%)	Maneuver Thrusters (5%)	-1 MV	1x damage	-6
17-18		Shield Generator (use previous if no Shields)	Shield Generator (5%) (use previous if no Shields)	Chance of Shield failure. Craft loses its shields on a roll of 2 on 2d6.	½ x damage	-6



Example of Starfighter Dogfighting

A Ranger in a Peacekeeper finds himself in a dogfight with an Imperial Harpy.

The Ranger's relevant characteristics are Combat of 6, 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 Combat is 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 Combat to determine Initiative Scores. 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.

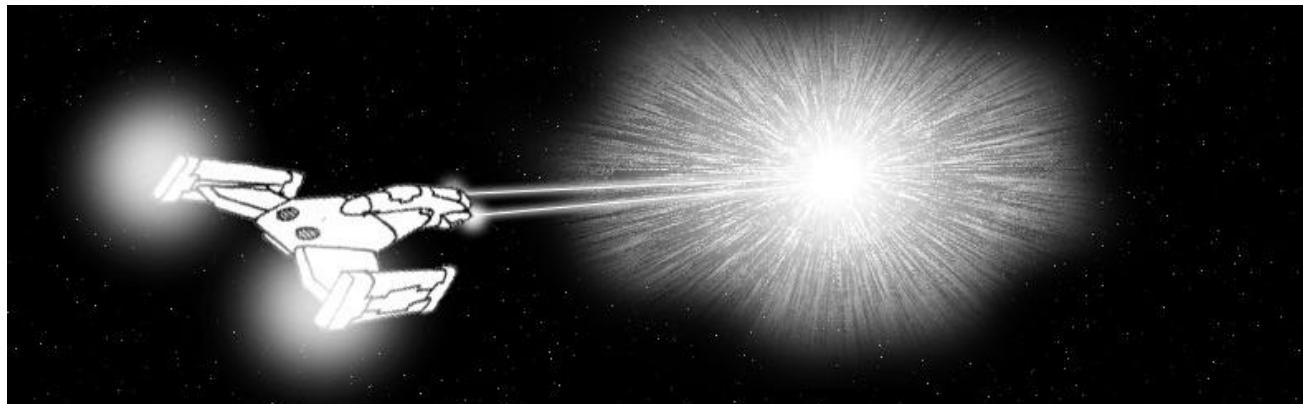
Phase 7: The new range is 29 hexes (42km). Both starfighters are now within engagement range. Each pilot chooses the other for engagement. Both pilots roll 3d6 and add the result to their Combat plus Pilot Starfighter skill and starfighter's MV to determine position. The Imperial Harpy is 4 MOVE faster than the Ranger Peacekeeper and receives a +1 bonus. The Ranger rolls 10 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 are still within engagement range. Both pilots roll 3d6 and add the result to their Combat plus Pilot Starfighter skill and starfighter's MV to determine position. The Ranger rolls 12 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 of 12. 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 Combat 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 11, 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 Combat 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 power-plant 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!



The Game

Lightspeed is a role-playing game. A Role-playing game is an interactive game where a Game Master directs and tells a story and each Player controls the actions and behavior of the one of the characters in that story.

The Players have the easy part. It's their job to create their characters, choose their actions, and speak appropriately for that character. The GameMaster has the toughest job. In addition to being the referee and adjudicate 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 GameMaster 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.

Adventures

Lightspeed adventures are easy to create and run. For the most part, the characters are ordered to apprehend a criminal or fugitive and return him to justice. These types of adventures follow a pretty stable formula:

1. **Research the Target.** Find out where he lives, what he likes to do, and who 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. Chases 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 adventure available to a team of Astro Police Rangers. Rangers face a number of dangers and challenges. Some of them include the following:

- **Busting an Imperial Spy Network.** The Imperials are spying on the Federation all the time. Although this type of mission is usually handled by StarForce Counterintelligence, Rangers may be called in to help in the investigation or to apprehend suspects.
- **Investigating a 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 clues and put them together in an effort to implicate a perpetrator.
- **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.

- **Investigate an Important 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.
- **Kidnapping.** Someone very special to a very rich or important person 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.
- **Hostage Negotiations.** A hostage is held at gunpoint, the perpetrator is desperate and trapped. No Ranger wants to see an innocent hurt in the pursuit of apprehending a criminal. Hostage negotiations are even more delicate than kidnapping, because the results are immediate and more desperate.
- **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.

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.

Remember, Non-Player Characters don't have to follow the same rules as Player Characters. They can have any characteristic or skill level you choose. NPC's are not beholden to the same restrictions that are placed on PC's in order to keep their creation fair.

Rewards for Success

At the end of successful adventures, 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 Mental 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.

Conversion Notes

Lightspeed can also be adapted to Total Fuzion. In order to convert characters from Instant Fuzion to Total Fuzion, 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.

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