

STAR FRONTIERS

Science Fiction Role-Playing Game



Zebulon's

QUICK REFERENCE BOOKLET

Last Revision: 2.28.2007

Skill	Success Rate
Acoustics*	Skill Level
Agility	Professional
Analyze Animal Behavior	Skill Level +2CS
Analyze Ecosystems*	Skill Level
Animal Taming	Skill Level
Animal Training*	Skill Level
Appraisals	Skill Level
Archaeology	Skill Level +1CS
Biology*	SkL of Botany + Zoology
Bionics*	Skill Level
Bluff	Skill Level
Body Speak	Level + X
Botany	Skill Level +2CS
Camouflage	Skill Level
Charisma	Professional
Chef	Automatic
Chemistry	Skill Level +2CS
Climbing	Automatic
Communication	Skill Level
Communication Devices:	
Operate	Skill Level +1CS
Repair*	Skill Level
Computers:	
Access & Operate	Level +X (-1CS per COML)
Bypass Security*	Skill Level +1CS (-1CS per MXPL)
Display Information*	Skill Level +3CS (-1CS per MXPL)
Interface*	Skill Level (-1CS per COML)
Program Manipulation*	Skill Level +1CS (-1CS per MXPL)
Program Writing*	Special
Program Bodycomp*	Skill Level +1CS
Repair Bodycomp*	Skill Level +1CS
Repair Mainframe*	Skill Level +1CS (-1CS per COML)
Repair Specialized*	Skill Level +1CS
Concealment	Skill Level or Level +X
Cryptography	Skill Level
Cybernetics*	Skill Level
Disguise*	Skill Level +1CS
Dramatics*	Skill Level +2CS
Empathic Understanding	Skill Level
Endurance	Professional
Engineer:	
Alternate Energy*	Skill Level
Architecture*	Level +X
Civil*	Level +X
Hydraulic*	Skill Level
Mechanical*	Skill Level
Military*	Skill Level
Nuclear*	Skill Level
Finance	Level 5
Find Directions	Skill Level +1CS
Forensic Medicine*	Level +X or Level /0
Forgery (to forge*)	Skill Level
Forgery (to Detect)	Skill Level +2CS
Gemology	Skill Level
Genetics*	Skill Level
Geology	Skill Level +2CS
Geophysics	Skill Level +2CS
Haggling	Skill Level
Hypnosis	Skill Level
Intelligence	Professional
Law	Skill Level
Machinery Operation	Skill Level +2CS
Machinery Repair*	Skill Level
Making Items/Structures	Automatic
Matter Transferal Devices	Skill Level +1CS

* Requires prerequisite
CS Column Shift
COML Computer Level

LOKL Lock Level
MXPL Maxiprogram Level
ROBL Robot Level

Skill	Success Rate
Medical Devices*	Skill Level +1CS
Medical Diagnosis*	Skill Level +2CS
Medical Treatment:	
Disease*	Skill Level
Infection*	Skill Level +1CS
Infestation*	Skill Level
Miscellaneous*	Automatic
Poison*	Skill Level
Radiation*	Skill Level
Veterinary*	Level +X
Wounds I*	Level +X
Wounds II*	Skill Level +2CS
Wounds III*	Skill Level +1CS
Wounds IV*	Skill Level
Optics*	Skill Level
Persuasion	Skill Level
Photography	Skill Level +1CS
Physics	Skill Level +2CS
Politics	Level 7
Power Read*	Automatic
Psycho-pathology	Skill Level
Pumping Federanium	Automatic
Ride Mount	Level +X
Robotics:	
Activate/Deactivate	Automatic
Alter Functions*	Skill Level +1CS (-1CS per ROBL)
Alter Mission*	Skill Level +1CS (-1CS per ROBL)
Identification	Level +X (-1CS per ROBL)
List Functions*	Level +X (-1CS per ROBL)
Modifications*	Level +X (-1CS per ROBL)
Remove Security Locks*	Skill Level (-1CS per ROBL)
Repair	Skill Level (-1CS per ROBL)
Robopsychologist*	Skill Level
Running	Automatic
Security Systems:	
Activate & Operate	Skill Level +1CS
Deactivate*	Skill Level +1CS (-1CS per SECL)
Detect*	Skill Level +1CS (-1CS per SECL)
Open Locks*	Skill Level +1CS (-1CS per LOKL)
Society	Skill Level
Stable Mounts*	Automatic
Stealth	Skill Level
Survival	Skill Level +2CS
Theology	Skill Level +2CS
Tracking	Skill Level
Vehicles:	
Aquatic	Level +X
Atmospheric	Level +X
Cars	Level +X
Cycles	Level +X
Machinery	Skill Level +1CS
Repair*	Skill Level
Transports	Level +X
Weapons:	
Beam Weapons	Skill Level
Demolitions	Skill Level +1CS
Grenades	Skill Level
Martial Arts	Skill Level
Melee Weapons	Skill Level
Missiles	Skill Level
P.G.S. Weapons	Skill Level
Powered Assault Armor	Level +X
Repair*	Skill Level
Zoology	Skill Level +2CS

ROBM Robot Modification Type
SECL Security Level
SkL Skill Level

Beam Weapon	Range	Maximum Damage	Ammo	SEU Use	ROF	Effective Defenses	Wgt (kg)	Cost (Cr)
Laser Ke-1000	B	8 per SEU	20 SEU Clip	1-10	2	Albedo	1	600
Laser Ke-1500	C	12 per SEU	20 SEU Clip	1-10	2	Albedo	2	750
Laser Ke-2000	D	16 per SEU	20 SEU Clip	1-20	2	Albedo	3	800
Laser Ke-5000	E	100 per SEU	100 SEU pack	5-20	1	Albedo	20	6,000
Rafflur M-1	A	28	microdisc	All	1	Synth	.5	300
Rafflur M-2	B	32	10 SEU Clip	2	2	Synth	1	650
Rafflur M-3	C	36	10 SEU Clip	2	2	Synth	2	825
Rafflur M-4	B	special	10 SEU Clip	10	1	Synth	3	1,000
Rafflur M-6	D	40	10 SEU Clip	2	2	Synth	4	900
Rafflur M-8	E	44	10 SEU Clip	2	1	Synth	5	1,200
Rafflur M-10	E	52	100 SEU pack	5	1	Synth	22	8,000
Electrostunner	B	40/stun	20 SEU Clip	2	1	Gauss/A-S	1	500
Sonic Stunner	C	stun	20 SEU Clip	2	1	Sonic/A-S	1	500
Sonic Disruptor	D	special	20 SEU Clip	4	1	Sonic	4	700
Sonic Devastator	E	special	20 SEU pack	10	1	Sonic	15	5,000
Maser Penetrator	B	32	10 SEU Clip	2	1	MasMesh	1	675
Maser Razer	C	40	10 SEU Clip	2	1	MasMesh	2	850
WarTech Alpha-Bolt	C	10 per SEU	10 SEU Clip	1-10	1	Gridsuit	2	3,000
WarTech Omega-Bolt	C	1d100	20 SEU Clip	5	1	Gridsuit	3	4,000
WDC Gamma Bolt II	C	15 per SEU	20 SEU Clip	2-10	1	Gridsuit	2.5	5,000

PGS Weapon	Range (PGS)	Maximum Damage	Ammo	ROF	Effective Defenses	Wgt (kg)	Cost (Cr)
Needler I	B	16/8+SL	10 shots	3	Inertia	1	200
Needler II	C	20/8+SL	10 shots	3	Inertia	2	300
Needler III	D	24/8+SL	10 shots	3	Inertia	3	400
5.56 cal Auto-Pistol	C	44/12	20 rounds	3(1)	Inertia	2	200
5.56 cal Auto-Rifle	D	44/12	30 rounds	3(1)	Inertia	4	300
Gyrojet Sidearm	B	20	10 rounds	3	Inertia	1	200
Gyrojet Rifle	D	28	10 rounds	3	Inertia	4	300
Grenade Rifle	D	grenade	1 bullet	½	RS Check	4	700
Grenade Mortar	E	grenade	1 shell	½	RS Check	15	2,000
Acid Sprayer	B	varies	10 squirt tank	1	Salgel	5	1,300
Flamethrower	C	44/spec.	20 shot tank	½	Asbestos	5	1,500

Grenade Weapon	Maximum Damage	ROF	Effective Defenses	Blast Radius	Wgt (kg)	Cost (Cr)
Flash Grenade	surprise	1	special	3	-	10
Foam Grenade:						
Acid	16/turn	1	Basegel	3	-	45
Chemical Defoliant	defoliates	1	-	3	-	40
Dye	marking	1	-	3	-	10
Extinguish	smother flame	1	-	3	-	10
Irritant	8/turn	1	special	3	-	25
Slick	slick surface	1	slow movement	3	-	20
Solid	entrapment	1	-	3	-	100
Rad-Blast	blocks radiation	1	special	3	-	30
Fragmentation Grenade	64	1	Inertia	3	-	20
Gas Grenade:						
Doze	sleep	1	STA check	3	-	10
Dusk	dim light	1	IR, scanners	3	-	20
Nightfall	darkness	1	IR, scanners	3	-	25
Poison	S5/T10	1	STA check	3	-	30
Smoke	-1CS	1	IR	3	-	10
Incendiary Grenade	32+8(x3 turns)	1	Asbestos	3	-	20
Infra Grenade	sensor damage	1	-	3	-	20
Sonic Grenade:						
Polyhedron	56	1	Sonic	3	-	25
Boomer	80	1	Sonic	5	-	75
Marble	16	1	Sonic	1	-	8
Tangler Grenade	entanglement	1	-	3	-	25

Missile Weapon	Range	Maximum Damage	Effective Defenses	ROF	Wgt (kg)	Cost (Cr)
Missiles						
Micromissile	E	52	inertia	1	1	25
Missile I	Fx1	1 Warhead	varies	varies	2	30
Missile II	Fx2	2 Warheads	varies	1/2	4	50
Missile III	Fx3	3 Warheads	varies	1/2	5	75
Missile Launchers						
Missilier	varies	varies	varies	1-3	10	2,000
Popper	varies	varies	varies	1	15	5,000
MLTCs (per tube)	varies	varies	varies	1	2	1,200

Missile Warheads	Blast Radius	Maximum Damage	Effective Defenses	Wgt (kg)	Cost (Cr)
Antimissile	none	none		2xMsl#	50xMsl#
Electrical Discharge	5xMsl#	Elect. Short	Insulation	3xMsl#	55xMsl#
Field Crusher	Target	66xMsl# (only vs. fields)		2xMsl#	35xMsl#
Foam	6xMsl#	varies	varies	2xMsl#	30xMsl#
Gas	8xMsl#	varies	varies	2xMsl#	30xMsl#
Heat Seeking	none	none		2xMsl#	50xMsl#
High Explosive	7xMsl#	75xMsl#	Inertia	1xMsl#	40xMsl#
Sonic	6xMsl#	stun	Sonic, STA check	2xMsl#	35xMsl#
Standard Explosive	5xMsl#	68xMsl#	Inertia	1xMsl#	40xMsl#
Tangler	5xMsl#	Entrapment		2xMsl#	30xMsl#

Melee Weapon	Maximum Damage	Column Modifier	Effective Defenses	Ammo	SEU Use	Wgt (kg)	Cost (Cr)
Advanced Melee Weapons							
Electric Sword	32/stun	+1	Gauss/A-S	20 SEU Clip	2/hit	1	150
Force Axe	48	+2	Inertia	20 SEU Clip	2/hit	2	450
Shock Gloves	16	--	Gauss/A-S	Powerpack	2/hit	--	50
Sonic Knife	24	+1	Sonic	20 SEU Clip	1/hit	1	50
Sonic Sword	40	+2	Sonic	20 SEU Clip	2/hit	1	300
Spray Hypo	special	-2	STA check	--	--	1	10
Stunstick	24/stun	+1	Gauss/A-S	20 SEU Clip	2/hit	1	75
Vibroknife	20	+1	Inertia	20 SEU Clip	1/hit	1	25
Primitive Melee and Thrown							
Axe	16	+1	Inertia		--	1	15
Bottle / Mug	4	-1	Inertia		--	1	--
Bow	9	Range C	Inertia	1 arrow	--	1	50
Brass Knuckles	6	--	Inertia		--	--	10
Chain / Whip	7	-1	Inertia		--	2	20
Chair	5	-2	Inertia		--	2	--
Club, small	5	--	Inertia		--	--	10
Javelin	14	Range B	Inertia		--	2	--
Knife	10	+1	Inertia		--	--	--
Nightstick	12	+1	Inertia		--	1	20
Pistol Butt	8	--	Inertia		--	--	--
Polearm	26	-2	Inertia		--	4	40
Rifle Butt	18	-1	Inertia		--	--	15
Spear	14	+2	Inertia		--	2	--
Sword, small	13	+1	Inertia		--	1	--
Sword, medium	20	+2	Inertia		--	2	30
Sword, large	28	+2	Inertia		--	3	45

Ammunition	Energy or # of Rounds	Wgt (kg)	Cost (Cr)
Beam Weapon Ammunition			
SEU Microdisc	V	--	10
Minipowerclip	10 SEU	--	50
Power Helmetpack	50 SEU	--	250
Gyrojet Ammunition			
Maxijetclip	15 rounds	--	15
Projectile Weapon Ammunition			
Maxibulletclip	30 bullets	--	3
Maxineedleclip	15 shots	--	15

Weapon Attachments	Wgt (kg)	Cost (Cr)
Attachable Stock	0.5	15
Bandolier Sling	0.5	1
Flash Muzzle-P	--	3
Flash Muzzle-R	--	5
Grenade Launcher Attachment	3	700
Holster, Pistol	--	5
Holster, Rifle	1.5	10
Holster, Spring	2	75
Knife Mount	--	2
Muzzle Extender	0.5	50
Recognition Grip	0.5	230
Scopes (See Optics)		
Silencer, Pistol	--	40
Silencer, Rifle	1.5	80
Slide Mount	9	50
Swing Arm	5	280

Optical Devices	Wgt (kg)	Cost (Cr)
Goggles		
Electromag	--	250
Infrared	--	300
IR High Res	0.5	350
Solar	--	100
Starlight	0.5	400
Ultraviolet	--	200
Scopes		
Magnify (multiply cost times Range)	1-3	100
Electromag	1	300
Infrared	1	350
IR High Res	1.5	400
Solar	1	150
Starlight	1.5	450
Ultraviolet	1	250
Visor Optics		
Electromag	1	275
Infrared	1	300
IR High Res	1.5	375
Solar	1	125
Starlight	1.5	425
Ultraviolet	1	225
Miscellaneous Optics		
Holo-Projector	5	1,000
Blank Disc	--	50
Recorded Disc	--	100
Floodlight	5	250
Infrared Lens	1.5	30
Omnoculars	2.5	600
Powerlight	1.5	75

Explosives	Wgt (kg)	Cost (Cr)
Explosives		
Tornadium D-20	1	100
Plastid	1	500
Detonators		
Acid	--	10
Chemical	--	15
Counter	--	10
Light	--	15
Pressure	--	10
Radio Beam	--	10
Variable Timer	--	5
Warheads (cost and wgt times Missile Type)		
Anti-Missile	1	100
Electrical Dis.	1	150
Field Crusher	1	150
Foam	1	100
Gas	1	100
Scanner		
EM	1	150
Infrared	1	150
Motion	1	200
Radar	1	250
Radioactive	1	100
Shape	1	250
Sonar	1	125
Ultraviolet	1	150
Sonic	1	175
Standard Explosive	1	175
Tangler	1	150
Grenades		
Dusk	--	20
Flash	--	10
Foam:		
Acid	--	45
Chemical Defoliant	--	40
Dye	--	10
Extinguish	--	10
Irritant	--	25
Slick	--	20
Solid	--	100
Rad-Blast	--	30
Infra	--	20
Nightfall	--	20
Sonic:		
Marble	--	8
Polyhedron	--	25
Boomer	--	75

Defenses	Defends Against	Notes	Wgt (kg)	Cost (Cr)
Power Screens				
Simp Screen	Rafflurs	1 SEU/6pts	2	2,000
Light Shift Screens				
Type I	Lasers	prot. varies	2	3,000
Type II	Lasers	prot. varies	2	2,000
Type III	Lasers	prot. varies	2	3,000
Defensive Suits				
Synthvelope	Rafflurs	100 pts max	3	500
Full Maser Mesh	Masers	neg. dmg	10	500
Part. Maser Mesh	Masers	1/2 damage	5	350
Dead Suit	IR	-	1	400
Grid Suit	varies	100pts PGS	2	1,000
Helmets				
Basic Helmet	-	varies	2	75
Sonic Protection	Sonics	varies	2	300

Computers	Wgt (kg)	Cost (Cr)
Mainframe Proper		
Level 1	10	2,000
Level 2	30	10,000
Level 3	60	40,000
Level 4	100	120,000
Level 5	160	250,000
Level 6	240	400,000
Maxiprogram (regardless of function)		
Level 1	3	200
Level 2	3	1,000
Level 3	3	4,000
Level 4	3	12,000
Level 5	3	25,000
Level 6	3	40,000
Strongbox (per layer)	50	250
Specialized Computers		
File Computer	1	120
Lock Compick	3	4,000
Computer Access Computer (CAC)		
Basic Computer	2.5	2,000
Optional Abilities		
Access & Operate	--	250
Bypass Security	--	200
Defeat Security	--	250
Display Information	--	50
Interface	--	75
Program Manipulation	--	100
Program Writing	--	200
Program Bodycomp	--	250
Computer Access Scanner (CAS)		
Atmospheric CAS	2	200
Chemical CAS	2	150
Demolition CAS	2	300
Electro CAS	2	250
Fauna CAS	2	200
Flora CAS	2	200
Geological CAS	2	200
Magnetic CAS	2	150
Mechanical CAS	2	750
Medic CAS	2	800
Robo CAS	2	600
Duo CAS	3	+20%
Bodycomps		
Bodycomp Belt	2	+1,000
Powerpacks		
Sixpack	1	200
Tenpack	1	300
Fullpack	1	400
Kingpack	1	500

Type A Progrits	
Audio-Act	300
Calc-All	600
CAS-Interface	100
Chrono-Calk	100
Comp-Talk	400
Dis-Viz	150
Helm-Link	100
Help-Beam	250
Help-Call	150
Map-Calc	200
Trans-Comp I	700
Audio-Act (VC)	325
Comp-Talk (VC)	425
Dis-Viz (VC)	150
Fuel-Scan (VC)	400
Help-Beam (VC)	250
Help-Call (VC)	150
Help-Drive (VC)	350
Skid-Hold (VC)	300
Turn-Quick (VC)	550
War-Bump (VC)	440
Type B Progrits	
Bio-Center	1,500
Body-Scan	1,100
Brain-Scan	1,000
Comm-Link	1,200
Med-Inject	900
Prog-Lock	850
Prog-Switch	800
Robo-Link	1,300
Trans-Comp II	1,400
Comm-Link (VC)	1,300
Dis-Map (VC)	500
Holo-Map (VC)	700
Para-Scan (VC)	500
Plot-Map (VC)	600
Prog-Lock (VC)	900
Prog-Switch (VC)	850
Vehicle-Scan (VC)	1,050
Type C Progrits	
Ani-Link	2,000
Brain-Link	3,000
Comp-Sight I	2,000
Comp-Sight II	2,200
Comp-Sight III	2,400
Death-Wish	1,200
Enviro-Comp	1,350
Fast-Scan	1,300
Hear-All	1,600
Natur-Act	1,750
Prog-Motors	1,100
Stop-Hear	2,100
Truth-Tell	1,500
Crash-Wish (VC)	1,250
Vehicle-Sight (VC)	2,000
Type D Progrits	
Beam-Boost	2,900
Calc-Boost	2,800
Comp-Link	4,500
Comp-Sight IV	3,500
Master-Comp	5,000
Mind-Drive	4,000
Mind-Mount	3,250
Mind-Teach	
Language	1,000-7,000
History	1,000-3,000
Skill	1,000+
Master-Comp (VC)	5,250
Mind-Drive (VC)	4,250
Mind-Mount (VC)	3,500

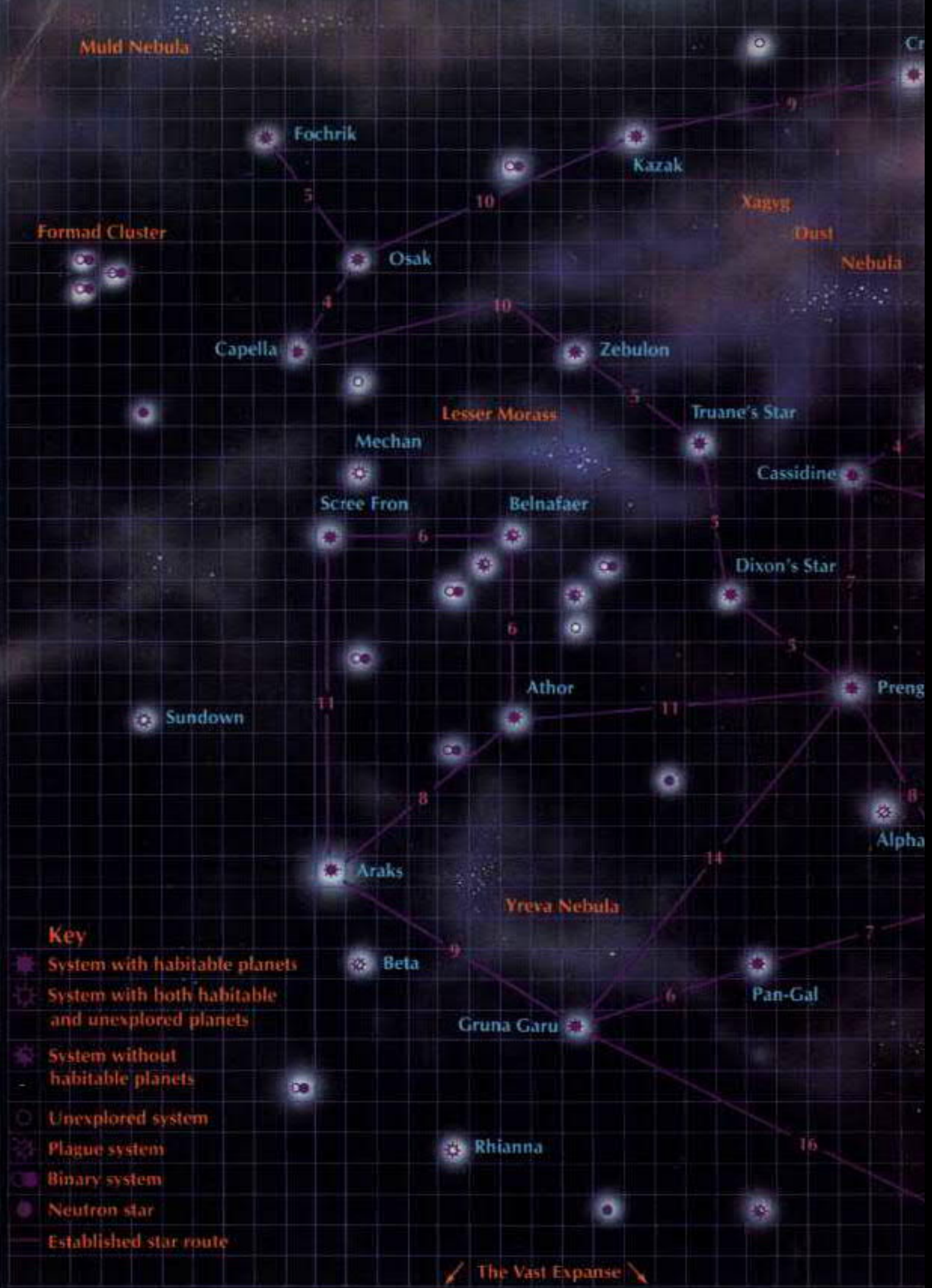
Security Devices	Wgt (kg)	Cost (Cr)
Mechanical Locks		
Level 0	--	1-5
Level 1	--	6-10
Level 2	1	11-20
Level 3	2.5	21-50
Level 4	5	51-100
Level 5	v	101+
Card Locks		
Grey	15	75
Blue	15	125
Green	15	200
White	15	400
Silver	15	800
Red	15	1,500
Black	15	3,000
Gold	15	6,000
Baton Locks		
Level 5	30	5,000
Level 6	30	7,500
Level 7	30	10,000
Level 8	30	15,000
Level 9	30	25,000
Level 10	30	40,000
Personalized Locks		
Voice Recognition		
Level 5	15	6,000
Level 6	15	9,000
Hand Prints		
Level 6	25	10,000
Retina Scan		
Level 7	25	12,500
Level 8	25	16,000
Brain Scan		
Level 9	25	30,000
Full Body Scan		
Level 10	Room	50,000

Scanners	Wgt (kg)	Cost (Cr)
Type (multiply cost by Size Type)		
Beam	by size	200
Electromag	by size	300
Infrared	by size	300
Intense Light	by size	200
Motion	by size	400
Odor	by size	200
Parabolic	by size	350
Radar	by size	500
Radioactivity	by size	150
Seismic	by size	150
Shape	by size	500
Sonar	by size	250
Ultraviolet	by size	300
Visual	by size	275
VS Zoom Lens	by size	100
Direct. Micro	by size	40
Size Types (range)		
Type A	(1-10 meters)	--
Type B	(10-50 meters)	1
Type C	(51-150 meters)	40
Type D	(151-400 meters)	80
Type E	(401m-1km)	1,000
Type F	(1km-5km)	2,000
Type G	(5km+)	v

Survival Gear	Wgt (kg)	Cost (Cr)
Emergency Beeper	--	25
Emergency Receiver	1	25
Food Purifier	20	650
Grappling Gun	5	200
Extra Grapple	3	25
Extra Exp. Head	--	15
100m Microline	1	5
Hot Rations Pack	--	2
Life Bubble	20	175
Water D/Purifier	1	150
Extra Filter	--	15
Shelters		
Crete Sprayer	5	150
Tank of Crete	1	40
Infla-tent	30	200
Air Canister	3	5
Coolant Canister	3	20
Insulation Canister	3	20
Apparel		
Explorer Boots	8	35
Explorer Vest	3	15
Plasti-Poncho	3	30
Suc-Set	10	70
Miscellaneous Items		
Cloning Process		
Body-gene box	20	5,000
Sample Taken	--	5,000
Storage Per Year	--	10,000
Clone Grown	--	75,000
Body-jump Box	5	20,000
Medical Tablets		
Aller-Tab	--	2
Dehy-Tab	--	1
Fungi-Tab	--	3
Neutrad	--	10
Salgel	1	30
Sporekill	--	20

Vehicles	Top/Cruise Speed	Passen- gers	Cargo Limit	Cost (Cr)
Flit Board	200kph/ 100kph	Pilot only	10kg, 1m ³	15,000
Floater Disk	20kph/ 10kph	Pilot only	n/a	3,000
Air Transport	750kph/ 250kph	3 or 12	10,000kg, 40 m ³	120,000

Vehicle Accessories	Material Weight	Material Cost	Installation Cost
Performance Improvement Devices			
Air Brakes	15%	20%	10%
Auto-Extinguisher	10%	15%	5%
Gyrostabilizer	20%	10%	15%
Rocket Booster	10%	25%	10%
Extra Charges	2%	--	1%
Armor			
Per Layer	5%	5%	3%
Vehicle Weapons Mounts			
Fixed Mount	2%	1%	1%
Swivel Mount	2%	2%	2%



↗ Suspected Sathar Systems ↗



↘ The Vast Expanse ↘

Star (Class) & Planet	PR	Pop	TR	Grav	Day	Sat	Moons	Uses
UPF WORLDS								
Araks (G4): Hentz	Y	Hvy	I	0.7	25	FSS,DS,TS	None	
Athor (K2) Yast	Y	Mod	A	1.0	15	None	Exib Ime	A None
Cassidine (G8) Rupert's Hole Triad	H *	Mod Hvy	IA IT	0.9 1.1	20 30	ASS,TS ASS,DS	None Evergleem	C
Devco (F9) Cass	Co	Lt	R	1.6	12	None	None	
Dixon's Star (G0) Laco	H	Mod	I	1.4	60	None	Saucer	None
Dramune (K1) Inner Reach Outer Reach	D *	Mod Mod	AI IR	0.8 1.0	20 35	ASS,TS ASS,RRS	Pell Kard Tars Etric Tolk	A R R None None
Fromeltar (G5) Groth Terledrom	D D/V	Lt Hvy	A I	1.2 1.0	45 60	ASS ASS	None Wikk Leen Masg	C I None
Gruna Garu (G8) Hargut	Y	Hvy	BR	1.1	20	ASS	Trefrom	C
K'aken-Kar (K8) Ken'zah-Kit	V	Mod	A	0.9	25	FSS	None	
Kizk'-Kar (G2) Zik-Kit	V	Mod	IR	1.0	65	ASS,TS	None	
K'tsa-Kar (K0) Kawdl-Kit	V	Lt	E	0.7	30	ASS,RRS	None	
Liberty (G1) Snowball	Spec	Lt	E	0.9	32	Spec	Akhala	C
Lynchpin (K2) Moonworld	H	Hvy	M	1.3	25	SF,DS	Pen Ringold Dillon Hachiman Ares Huan-Ti Huitz Nuada Enlil	C R B M M M M M M
Madderly's Star (G3) Kdikit	H	Mod	IA	1.0	30	SF,DS,TS	Shang-Ti Tsukiy Zeus Jupiter Odin	I None None B None
Mechan (K7) Mechano	Me	Hvy	IT	2.0	30	None(?)	None	
New Streel (G2) Corpco	Co	Lt	AT	1.0	35	None	None	
Pan-Gal (G8) Exodus Genesis	Co Co	Mod Out	IT E	1.3 0.8	20 25	None None	None Asperon Belv	M E
Prenglar (F9) Gran Quivera Morgaine's World	* H	Hvy Mod	BI BIA	1.0 1.5	15 40	FSS SF,DS RSS,TS	None Grey Gold White Black	R None M None

Star (Class) & Planet	PR	Pop	TR	Grav	Day	Sat	Moons	Uses
Rhianna (G6) Alcazzar	Co	Lt	R	0.8	V	None	A 1-7	?
Scree Fron (K7) Hakosoar	Y	Mod	AI	0.9	50	None	Inti	E
Histran	Y	Out	E	0.6	25	None	Infi A-G	R None
Solar Major (F3) Ringar	V	Mod	B	1.5	40	None	None	
Solar Minor (F8) Circe	H/V	Lt	A	1.0	20	RRS,ASS	Ulysseus	M
Kir'-Kut	H/V	Lt	I	1.2	18	TS	None	
Sundown (K9) Starmist	*	Out	E	1.0	25	None	None	
Theseus (G1) Minotaur	H	Hvy	BI	1.2	15	FSS	None	
Timeon (G5) Lossend	H	Lt	AI	0.7	70	ASS	None	
Tristkar (K0) Kraatar	V/H	Lt	AIT	0.6	18	None	Tivalla Setarz	None None
Truane's Star (G7) New Pale	H	Lt	A	1.4	20	ASS	None	
Pale	*	Hvy	IR	0.9	50	SF,DS,TS	Dan Joe Sven	C M None
Waller Nexus (G0) Mahg Mar	*	Out	E	0.9	24	None	None	
White Light (F7) Golloywog	H	Hvy	R	1.0	50	SF,DS	None	
Zebulon (G2) Anker	*	Mod	E	0.9	20	RRS	Plato	None
Voltturnus	*	Lt	BI	1.0	24	ASS	Leo Lulu	None None None
RIM PLANETS								
Capella (G6) Faire	If	Mod	B	0.7	45	DS	Astraa	A
Homeworld	If	Mod	A	1.5	15	TS	Flaund Bigoo	None I
Ifshna	If	Mod	BT	0.6	22	RRS	Haasan Kleevor None	None M
Cryxia (K5) Pi'Ka'Nair	*	Hvy	A	0.5	12	None	Bu'd	None
T'zaan	*	Mod	A	1.0	20	TS	None	
Fochrik (F9) Forge	Hu	Hvy	I	0.8	40	None	Anvil	M
Hum	Hu	Hvy	R	0.9	30	TS	Kran Glak	C M
Larg	Hu	Mod	RI	1.1	35	None	Clud None	None
Kazak (G1) Stenmar	*	Mod	RA	1.0	25	DS,RRS	Brount Bernt Bilf Brumt	M M None M
Klaeok (G8) Point Go	*	Lt	R	1.6	90	DS,TS	None	
Osak (G4) Fhloid	O	Out	M	0.8	20	None	None	
Osaka	O	Hvy	I	1.1	25	FSS,DS	Obladee Ontair Octon	C R B
Piscatien	O/If	Out	E	1.0	35	None	Onmar	None
Reanee	*	Mod	B	1.0	20	None	None	
Wonma	*	Lt	AT	1.2	30	ASS	None Weskin Weot	E None

Main Combat Sequence

1. Check to see if any character is surprised.
2. Roll for initiative. (Throughout the combat rules, the side with initiative is called side A and the side without initiative is called side B.)
3. Announce what each character will do. Side B declares first.
4. Side B moves. Characters on side A may shoot at opponents moving through their field of fire.
5. Side A moves. Characters on side B who did not move may shoot at opponents moving through their field of fire.
6. Side A resolves any wrestling attempts, remaining weapon fire, weapon tosses, and melee. Wrestling attempts are resolved before other types of combat.
7. Side B resolves any wrestling attempts, remaining weapon fire, weapon tosses, and melee. Wrestling attempts are resolved before other types of combat.

Ranged Weapon Combat Procedure

1. The attacking character's skill level with the weapon establishes the base column on the Resolution Table. If the character has no applicable weapon skill, his base column is Level /0.
2. Apply all appropriate combat modifiers, Dexterity modifiers, and shift columns for the left and/or right. The final result is the strike column.
3. Roll percentile dice and locate the final result on the Resolution Table. If the result is in a white area, the attack fails; if in a colored area, the attack succeeds.
4. If the attack is successful, the amount of damage delivered to the target is determined using the colored result areas. The effect of armor or screens is then considered.

Ranged Combat Condition

Range	Column Shift
Short Range	0
Medium Range	-1CS
Long Range	-2CS
Movement	
Target or Attacker moving slowly	-1CS each
Target or Attacker moving quickly	-2CS each
Advantage	
Attacker Advantaged	+1CS
Attacker Disadvantaged	-1CS
Size	
Target smaller than man-size	-1CS
Target man-sized	0
Target larger than man-size	+1CS
Target huge (5+meters)	+2CS
Other	
Taking Careful Aim	+2CS
Using the Wrong Hand	-1CS
Using Two Weapons	-1CS each

Weapon Type	Short	Medium	Long
A Small Defensive Devices	0-5	6-15	16-30
B Pistols	0-20	21-60	61-125
C Long Pistols, Rifles, Bows	0-30	31-80	81-200
D Long Rifles	0-40	41-100	101-300
E Long Range Weapons	10-100	101-500	501-1km
F Base Missile Multiplier	20-250	250-1km	1km-3km

Area Effect Weapons Combat Procedure

1. The attacking character's skill level with the weapon establishes the base column on the Resolution Table. Unskilled, the base column is /0.
2. Apply all appropriate combat modifiers, Dexterity modifiers, and shift columns to the left and/or right. The final result is the strike column.
3. Roll percentile dice and locate the final result on the Resolution Table. If the result is in the White area, the attack fails, but the attacker rolls 1d10 and consults the Area Effect Weapon Miss Diagram to determine where the weapon landed. The referee then determines if anyone or anything was damaged in the area.
4. If the result is in the Yellow, Green, or Blue areas, it means that the target received the indicated amount of damage but the weapon actually landed and exploded off-target. The attacker rolls 1d10 and consults the Area Effect Weapon Miss Diagram to determine where the weapon landed. The referee then decides whether anyone or anything else was damaged in the explosion. If the result is in the Cobalt area, it means that the target was the center of the explosion to determine whether anyone or anything else was damaged in the explosion. The effect of armor or screens is then considered.

Area Area Effect Weapon Results

White	No Effect
Yellow	Stunned for 1 turn
Green	Stunned for 1d10 turns
Blue	1/10th the maximum damage and stunned for 1d10 turns
Cobalt	1/4 the maximum damage of the blast plus stunned for 1d10 turns

Melee Procedure

1. The attacking character establishes his base column on the Resolution Table, using either the /0 column or, if he has an appropriate hand-to-hand combat skill, using that skill level.
2. Apply all appropriate combat and Dexterity modifiers and shift columns to the left and/or the right. The final result is the strike column.
3. Roll percentile dice and locate the final result on the Resolution Table. If the result is in the White area, the attack fails; if in a colored area, the attack succeeds.
4. If the attack is successful, the amount of damage caused to the opponent is announced, using the colored result areas to determine the portion of damage inflicted. The effect of armor or screens is then considered.

Animal Attack Score	Level Equivalency
01-10	0
11-20	/0
21-30	+1
31-40	+2
41-55	+3
56-70	+4
71-80	+5
81-90	+6
91-94	+7
95-100	+8

Structure	Damage Capacity
Heavy Door	25+d10
Interior Wall	25+d10
Fortified Door	50+2d10
Exterior Wall	50+2d10
Light Vehicle	50+2d10
Safe	100+d100
Fortified Wall	100+d100
Heavy Vehicle	100+d100
Vault	200+2d100
Starship Hull	200+2d100
Armored Vehicle	200+2d100

Weapon	Structural Damage
Laser	5 points per SEU
Rafflur	¼ max damage
Maser	no damage
Bolt	½ max damage
Needler	no damage
Auto-Weapon	5 points per shot
Gyrojet	10 points per shot
Micromissile	14 points per shot
Fragmentation Grenade	15 points
High Explosive Warhead	50xMSL#
Standard Explosive Warhead	45xMSL#
Force Axe	12 points
Vibroknife	4 points
Javelin or Spear	3 points
Knife	1 point
Sword	4 points

Dexterity Score	Dexterity Modifier
01-30	-2CS
31-40	-1CS
41-55	+0CS
56-70	+1CS
71-100	+2CS

2,3	4	5
1	*	6
10	9	7,8

1	2,3	4
10	*	5
9	7,8	6

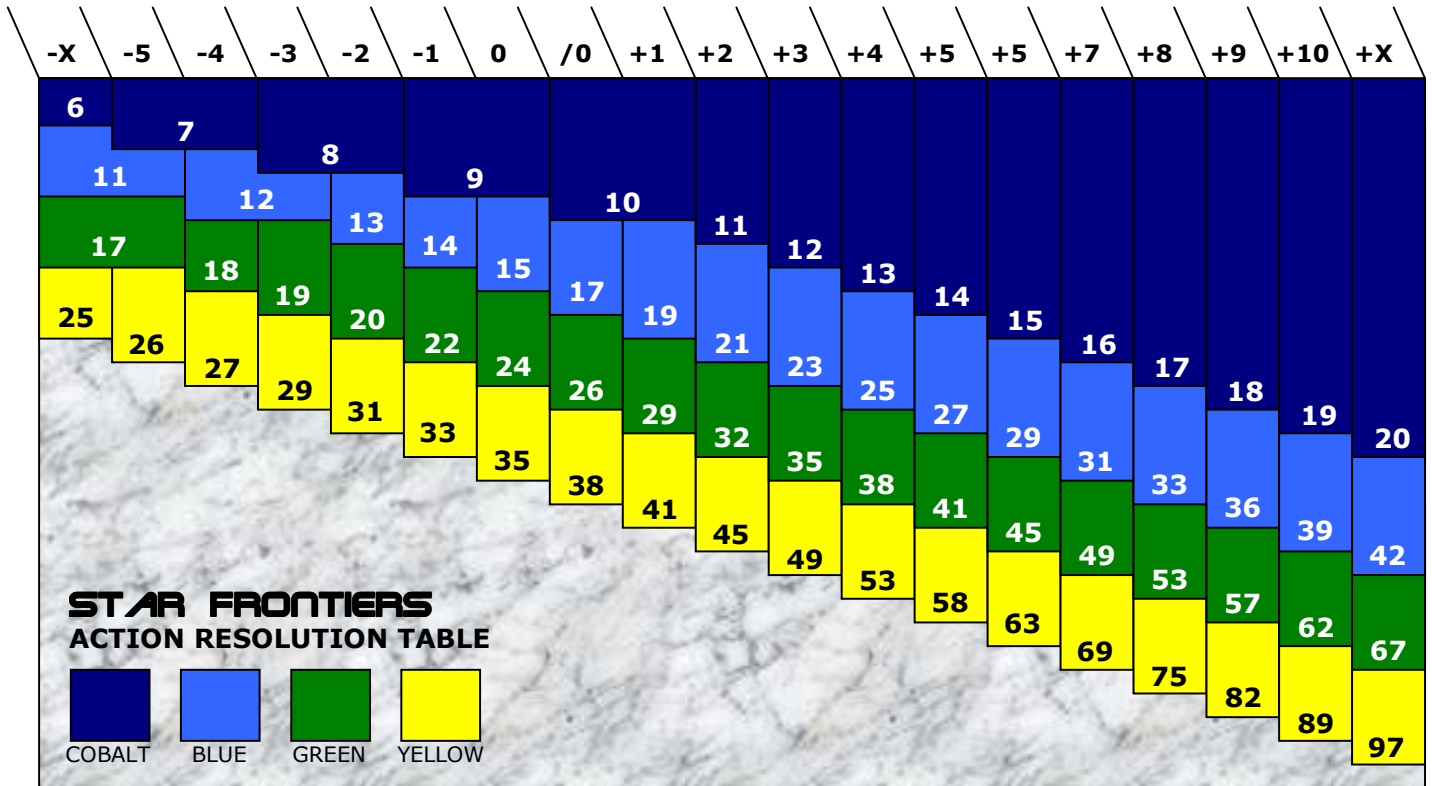
10	1	2,3
9	*	4
7,8	6	5

Direction of
Grenade Throw

Full Damage	3/4 Damage	1/2 Damage	1/4 Damage
1,2	1	1	1
3	2	1	1
4,5	3	2	1
6	4	3	1
7	5	3	2
8,9	6	4	2
10	7	5	2
11	8	5	3
12,13	9	6	3
14	10	7	3
15	11	7	4
16,17	12	8	4
18	13	9	4
19	14	9	5
20,21	15	10	5
22	16	11	5
23	17	11	6
24,25	18	12	6
26	19	13	6
27	20	13	7
28,29	21	14	7
30	22	15	7
31	23	15	8
32,33	24	16	8
34	25	17	8
35	26	17	9
36,37	27	18	9
38	28	19	9
39	29	19	10
40,41	30	20	10
42	31	21	10
43	32	21	11
44,45	33	22	11
46	34	23	11
47	35	23	12
48,49	36	24	12
50	37	25	12
51	38	25	13
52,53	39	26	13
54	40	27	13
55	41	27	14
56,57	42	28	14
58	43	29	14
59	44	29	15
60,61	45	30	15
62	46	31	15
63	47	31	16
64,65	48	32	16
66	49	33	16
67	50	33	17
68,69	51	34	17
70	52	35	17
71	53	35	18
72,73	54	36	18
74	55	37	18
75	56	37	19
76,77	57	38	19
78	58	39	19
79	59	39	20
80,81	60	40	20
82	61	41	20
83	62	41	21
84,85	63	42	21
86	64	43	21
87	65	43	22
88,89	66	44	22
90	67	45	22
91	68	45	23
92,93	69	46	23
94	70	47	23
95	71	47	24
96-97	72	48	24
98	73	49	24
99	74	49	25
100	75	50	25

RESOLUTION TABLE

SKILL Level



TYPICAL NPCS

	STR/ STA	DEX/ RS	INT/ LOG	PER/ LDR	PS	IM
Human	45/45	45/45	45/45	45/45	3	5
Dralasite	50/50	40/40	45/45	45/45	3	4
Vrusk	40/40	50/50	45/45	45/45	2	5
Yazirian	35/35	50/50	50/50	45/45	2	5
Sathar	40/40	40/40	45/45	45/65	2	4
Osakar	50/50	50/50	45/45	35/35	3	5
Ifshnit	40/40	45/45	50/50	35/35	2	5
Humma	55/55	45/45	45/45	35/35	3	5
Mechanon	65/55	55/55	25/55	25/25	4	6

NPC REACTIONS

	Human	Dralasite	Vrusk	Yazirian	Osakar	Ifshnit	Humma
Dralasite	0	0	-10	-5	-15	+15	-10
Human	0	+10	+5	0	-5	+5	-10
Vrusk	-5	0	0	0	-5	+5	-5
Yazirian	-5	-10	0	0	-5	+10	0
Osakar	-5	-5	-5	-5	+10	0	0
Ifshnit	+5	0	0	+5	0	+15	-5
Humma	0	-10	-5	+5	+5	-5	+10
Sathar	-20	-30	-10	-30	-10	-40	-20
Mechanon	-10	-15	-5	-20	-5	-10	-5